LOST CITIES

Deck: 5 Colours, each with ranks 2-10 and 3 Wager Cards.

Round Setup

Deal 8 to each player.

Place the Draw Pile on the table.

Turn: Play a Card, then Draw a Card.

Play a Card, either

A) Discard it to that colour's matching discard pile.

B) Add it face-up to your column of that colour.
It must be of greater value than the previous card.
Wager cards may only be played at the beginning of a column.

Draw a Card: From the top of any discard, or the deck.

End of Round: Immediately, when a player draws the last card.
Near the end, splay the cards so how many remain is clear.

End of Round Scoring:
For each of your columns <u>that has cards</u> in it:
Score: (Sum of Cards' Values) - 20) × (Number of Wager Cards + 1)
Plus 20 points, *if there's 8 or more cards in the column.*
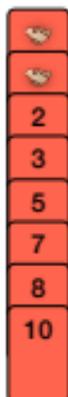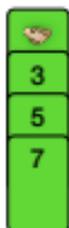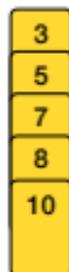
Start a New Round
Player with most points goes first.

End of the Game
After three rounds, player with highest overall score wins.

Eg:

Yellow: (33 - 20) × (0 + 1) = 13
White: (0 - 20) × (1 + 1) = -40
Blue: *No Cards*
Green: (15 - 20) × (1 + 1) = -10
Red: (35 - 20) × (2 + 1) + 20 = 65
Total: 13 - 40 + 0 - 10 + 65 = <u>28</u>