

Lost Cities

Uses one deck (52 cards)

2 - 4 players (best 2 players)

play online

<https://en.boardgamearena.com/gamepanel?game=lostcities>

<https://www.happymeeples.com/en/board-games/lost-cities/overview/>

in person play with cards

Send expeditions to the lost cities of spades, diamonds, hearts and clubs.

Each expedition has a point cost to start, but gives the opportunity to earn points.

An expedition can earn a profit or a loss depending on how many cards you add to the expedition.

Each player can start up to 4 expeditions. One for each suite. The players share 4 discard piles in the centre, one for each suit.

Court cards (J,Q,K) increase both the cost of an expedition and the value of the number cards (Ace,2-10). They can be played in any order but must be played before numbers cards of the same suite. One court card will double the cost and the payout of that expedition. Two court cards will triple it and three court cards will quadruple it. Number cards must be placed in ascending order. Each card earns its face value in points (1 point for Ace, 2 for deuce etc. They get bonus points if the number of cards in an expedition is equal or greater than a certain number.

Each turn a player places down a card then picks up one keeping their number of cards constant. They can place down a card either on one of their expeditions or on a discard pile. They can pick up a card either from the top of the deck or from the top of one of the discard piles. Players are not allowed to put down and pick up the same card from the discard pile on the same turn. In a 4 player game players can swap a card with their partner in place of their usual turn. They can do this twice in a game. The game ends when the last card is picked up from the deck.

Player or team with the most points wins.

Rules vary according to the number of players.

Two Players

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Number of cards in each players hand : 8

Cost of a expedition : -20 points

Number of cards in an expedition needed for bonus: 8

Bonus : 20 points

Play style : Individual

Three Players

Number of cards in each players hand : 7

Cost of a expedition : -15 points

Number of cards in an expedition needed for bonus: 7

Bonus : 15 points

Play style : Individual

Four Players

Number of cards in each players hand : 6

Cost of a expedition : -12 points

Number of cards in an expedition needed for bonus: 6

Bonus : 12 points

Play style : two teams of two

Partners keep their own individual expeditions, but scores are added together to determine which team won.

Example expedition for two player game

Q, 4,6,9,10

Score = (4 + 6 + 9 + 10 - 20) x 2 = 18 profit

Example expedition for two player game

J, K, 4, 10

Score = (5 + 10 - 20) x 3 = - 15 loss

Example expedition for three player game

2, 3, 7, 8, 10

Score = 2 + 3 + 7 + 8 + 10 - 15 = 15 profit