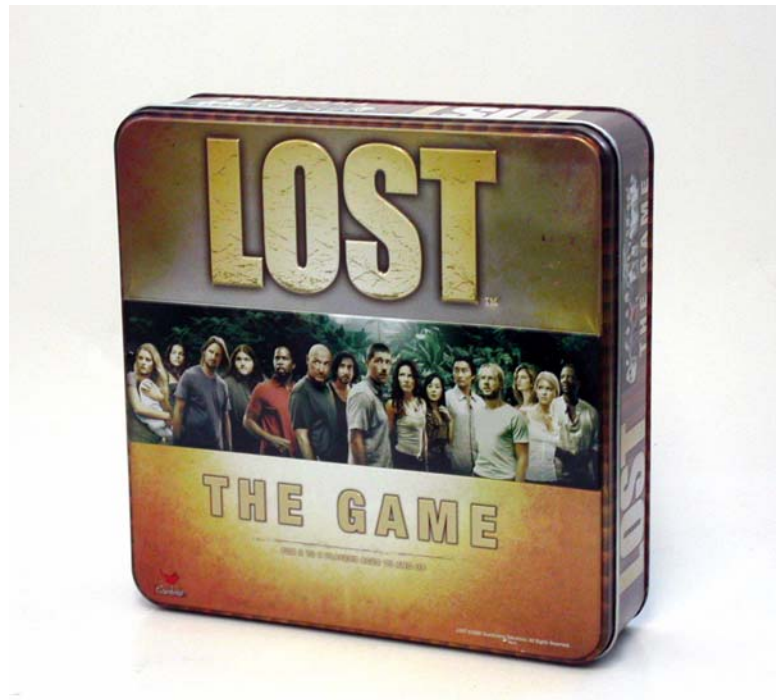


LOST THE GAME



For 2 – 8 Players / Ages 13 to adult

<http://www.LostBoardGame.com>

Lost ©Touchstone Television

Table of Contents

Game Components	2
Introduction	3
Card Descriptions	4
Terms and Definitions	5
Beginner's Rules	6
Getting Started	6
Building the Island	6
Draw Characters	6
Landing on the Island	6
The Game Turn	7
Step 1: Move Characters	7
Step 2: Engage	7
Locations	7
Fate Cards	9
Power Checks	9
Injured Characters	12
Healing characters	12
Killed Characters	13
Step 3: Attempt to Lead a Neutral Character	13
Step 4: Transfer Equipment	13
Step 5: Discard	13
Winning the Game	13
Other Rules	13
Using Events Later	13
Using Fate Cards in a Turn	13
The "Monster"	14
Players who Leave the Game	14
Advanced Rules	15
Turn Sequence Cheat Sheet	16
Power Check Cheat Sheet	17

Game Components

75 Location Tiles (Game Board) • 10 ½ Hex Starting Location Tiles • 2 Dice • 1 *Lost: The Board Game* Coin • 17 Character Game Pieces • Deck of 17 *Character Cards* • Deck of 158 *Fate Cards*

Introduction

The goal of *Lost: The Board Game* is to lead the other survivors on the island. Each player will randomly draw a Character that they will control, and will move around the island.

The island is represented by a collection of randomly drawn tiles, which are placed face down in a grid to make up the game board. As players move their Characters around the island, these Location tiles are turned face-up and are considered “explored.”

When a Location is turned face-up, it will offer challenges to the Character(s) exploring it, usually in the form of directions, or a number of “Fate” cards.

Fate cards represent the many physical and mental challenges of the island, and come in three types: *Encounters*, which represent physical threats the Characters must overcome; *Equipment*, which represents useful items the Characters may discover; and *Events*, which represent the storylines and plot twists that affect the Character’s ability to survive on the island.

Winning is achieved by attempting to “lead” neutral (Characters) and opponent’s Characters through a “Power Check” – a battle of wills between Characters, represented by their total Power.

When one player leads all of the Characters on the board, they win! (What about alternate win condition?)

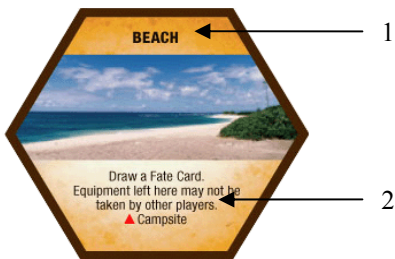
Lost: The Board Game requires a sense of exploration and a high degree of strategy. New players should first play with the Beginner’s Rules, to familiarize themselves with the basics of game play, before moving on to the Advanced Rules.

Card Descriptions

Location Tile

Location Tiles are hexagons that represent different locations on the island. To start each game, all of the other players will place the tiles face down, mix them up, and then “build” the island by randomly drawing tiles and placing them together in a grid. You’ll keep them face down to start with, so no one will know which locations are where, and flip them face-up to “explore” the island as your Characters move on to them.

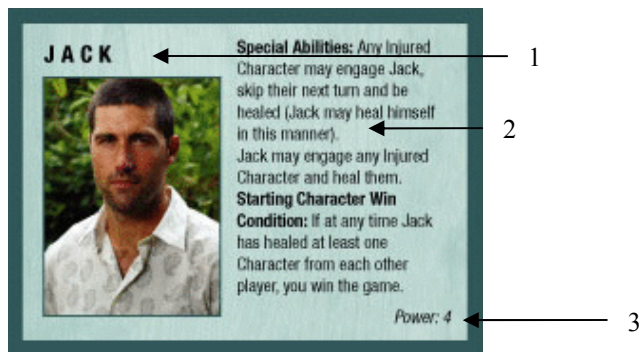
There are two types of locations, clearly marked on their back: *Shoreline* and *Inner Island*. Shoreline tiles will form the border, or outside edges, of the island; Inner Island tiles will fill in the interior.



- 1) The location name
- 2) The instructions for what to do at each location.

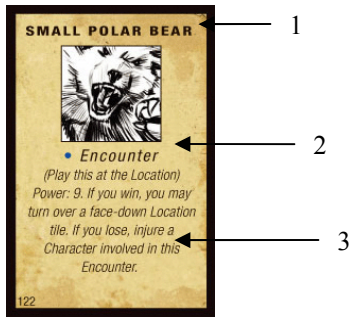
Character Card

The Character Card has all the details about your Character that you need to play the game. Keep the Character Card in front of you at all times.



- 1) The Character name – in the example, it’s Jack.
- 2) Jack’s Special Abilities and Starting Character Win Condition – namely, the things that make Jack unique to the game. Jack’s Special Abilities can be used throughout the game, and Jack’s Starting Character Win Condition is a task that, will win you the game the moment you achieve it.
- 3) Jack’s “Power”. This is a number that represents Jack’s overall strength. This number is a very important number, as it will be used throughout the game in what’s called a “Power Check” – the system used in the game to determine who wins a conflict.

Fate Card



- 1) Fate card name
- 2) Fate card type
- 3) Fate card instructions – this tells you what the Fate card does.

Terms and Definitions

Players should familiarize themselves with these terms:

Action – Engaging a Character or face-up Encounter, or using Equipment or Special Abilities.

Base Power – A Character’s Power before any modifiers; the Base Power is printed on the Character Card.

Character – The playing pieces in the game that you control; not to be confused with “Player.”

Follower - A Character controlled by a player that is not their Starting Character.

Lead – What you are attempting to do to all other Characters in the game (lead them).

Led – A Follower that one Player has taken from another.

Modifiers- Anything that increases or decreases a Character’s Power. *Note: You cannot lower a Character’s Power below 0.*

Player – You, the actual player; not to be confused with “Character.”

Round – A set of one turn for each player.

Skip A Turn – If a Player must skip their whole turn, none of their Characters move. If a Character must skip their next turn, only that Character does so; move any other Characters you control accordingly.

Special Ability- An ability that is unique to a Character. Special Abilities are printed on the Character Card.

Turn – The sequence of game play for one player.

Trapped – The Character cannot move, can take no Actions, and does not engage any Fate Cards.

Beginner's Rules

Getting Started

Building the Island

The first step is to “build” the island. This is done using the Location tiles. For your first game, we’re going to start with a small island. Take the octagonal Location tiles and place them face down. Players should take turns randomly drawing tiles until you have drawn 12 Location tiles marked “Shoreline” on the back, and 4 tiles marked “Inner Island.” Without looking at the tiles, place them face down in a 4x4 grid (four across, four down), so the Inner Island tiles are completely surrounded by the Shoreline tiles, as shown below.



Sample Island Layout (for 4 Players)

Once you’ve got the hang of the game, you can build the Island to be much bigger by using more tiles. Just keep the Shoreline tiles on the outside!

Drawing Characters

Next, it’s time for all players to draw their Characters! Shuffle the Character Cards (the large ones), and then deal two cards to each player. Each player should look at their Character Cards, and choose the one Character they want to play with, putting the other Character Card back. This is each player’s “Starting Character.”

There is one exception to this rule: if a player draws two Characters that *both* have a Power of 2 or less, they can keep them both. Shuffle the remaining Characters again, and put them aside – you’re going to need them later.

Landing on the Island

Each player should take a “Starting Location” half-tile, and attach it to the Island. This is where each player’s Starting Character will begin the game. Take the small player piece, representing your Starting Character, and place it in the plastic holder. There will be a little extra tab on each small picture – it should stick out a little

from the plastic holder. This is to make it easier to remove it later. Determine who will go first, and you're ready to begin! You can decide who goes first by rolling a die or any other method decided by the players.

The Game Turn

Each player gets one complete turn, which is made up of five steps (don't worry, we'll walk you through each step). After the first player completes his turn, game play continues in a clockwise direction.

Each Turn consists of five steps, in this order:

1. **Move** *all* of your Characters.
THEN
2. **Engage** each of your Characters at their Location.
THEN
3. **Attempt to Lead Neutral Characters** at the same Location
THEN
4. **Transfer Equipment** among Characters at the same Location
THEN
5. **Discard** down to four (4) Fate cards if you have more than 4.

Remember: In between EACH of these steps, and in between each Action within each step, ALL players may use any Event cards, Equipment, or Special Abilities.

Step 1: Movement

Each player's turn begins with moving all of their Characters. Early in the game, this is easy, as most players will only have one Character. But later in the game, when players will have several Characters, this may become more complex.

Each Character moves one space to an adjoining Location tile. Just pick up your player piece, and move it to an adjacent Location. There is no need to roll the dice for movement! If you have more than one Character you may choose to move them together (to one location) or separately (to more than one adjoining location).

Once you've moved all Characters you control, you're ready for the next step.

Step 2: Engagement

This is the step that will contain most of the game action.

Locations

Location tiles represent the different parts of the Island. When ever you land on a Location, you'll follow the instructions in the order they are written.

There are two types of instructions that may appear on a Location tile: Location instructions, and directions to draw Fate Cards (we'll discuss Fate Cards soon). They're easy to identify: Location instructions are anything on the Location that does *not* direct you to "Draw x Fate Card(s)," and directions to draw Fate cards say "Draw x Fate Card(s)." Location instructions must *always* be followed FIRST. Then, if there are NO Fate Cards on that Location, or less Fate Cards then you are directed to draw, you draw the appropriate amount of Fate Cards.

Note: you do NOT draw a Fate Card for each Character at the Location. Only draw as many Fate Cards as the Location instructs you to (1, 2 or 3).

Landing on a face-down Location

A face-down Location represents a part of the Island that has not yet been explored. Simply turn the Location face-up, and follow the instructions.

Example: Bill moves his Character, Kate, on to a face-down Location. He turns over the Location, and reveals it to be the Bamboo Forest (which reads “Draw a Fate Card”). Bill then draws one Fate Card.

Landing on a face-up Location with nothing on it

If you move a Character on to a face-up Location that has nothing on it, treat it the same as a face-down Location: follow the instructions in the order they are written.

Example: Bill moves his Character, Kate, on to a face-up Location: the Bamboo Forest (which reads “Draw a Fate Card”). Bill then draws one Fate Card.

Landing on a face-up Location with a Fate card already on it

You will occasionally move to a Location that already has a Fate Card on it (we’ll discuss Fate Cards shortly). If the Location instructs you to draw a Fate Card, and there is already one on it, you do NOT draw another.

However, if you are instructed to draw multiple Fate Cards, and there are less Fate Cards than instructed, you may draw up to the total amount.

Example: Bill moves his Character, Kate, on to a face-up Location: the Tranquil Beach (which reads “Draw 2 Fate Cards”). There is already a Fate Card present, a piece of Equipment. Bill draws a second Fate Card, and then treats the Equipment as if he drew it.

Landing on a face-up Location with an Opponent’s Character on it

In this situation, if the Location instructs you to draw a Fate Card, you will have a choice: engage your opponent’s Character in a “Power Check” (more on this later), or draw the Fate Card.

Example: Bill moves his Character, Kate, on to a face-up Location: the Bamboo Forest (which reads “Draw a Fate Card”). Bill’s opponent already has a Character at this Location: Locke. Bill decides to draw the Fate Card, instead of having Kate engage Locke.

Landing on a face-up Location with an Opponent’s Character AND a Fate Card

Much like the previous situation, you will have a choice: engage the Character, or engage the Fate Card that is already present.

Example: Bill moves his Character, Kate, on to a face-up Location: the Bamboo Forest (which reads “Draw a Fate Card”). Bill’s opponent already has a Character at this Location: Locke. There is also a Fate Card on this Location: a piece of Equipment. Bill decides to pick up the Equipment, instead of having Kate engage Locke.

Campsites

Some Locations have a small red triangle on them, and say “Campsite.” This is an indicator that, when turned face-up, a new Character is waiting to be discovered here. Draw the top Character card from the Character

deck, and place the corresponding Player Piece on the Location. This is a Neutral Character (Neutral Characters – and how to take control of them -- will be explained later).

Example: Bill moves his Character, Kate, on to a face-up Location: the Tail Crash Site (which reads “Draw a Fate Card. Campsite”). After drawing his Fate Card for the turn, Bill draws the top Character card from the deck. It is Claire. Bill takes Claire’s playing piece and places it on the Tail Crash Site as a Neutral Character.

Fate Cards

Fate cards represent the many physical and mental challenges of the island, and come in three types: *Encounters*, which represent physical threats the Characters must overcome; *Equipment*, which represents useful items the Characters may discover; and *Events*, which represent the storylines and plot twists that affect the Character’s ability to survive on the island.

Encounters

Encounters are adversaries or challenges your Characters have run into on the island, and **have to deal with immediately**. There’s no avoiding it. You read these cards aloud, place them on the location your Character is at, and resolve the Encounter immediately. Encounters must be overcome before picking up Equipment, or placing Events into your hand.

Encounters are defeated through the use of a Power Check, which is explained below. In the Beginner’s game, you may discard the Encounter after attempting to defeat it, regardless of the outcome.

Equipment

Equipment represents items that your Characters have encountered and also have to deal with immediately, if there are no Encounters at the Location. There are several things your Characters can do with Equipment: they can equip it to themselves and use it immediately *or* use it later; use it immediately and leave it behind; or just leave it behind. Most Characters can only carry one piece of Equipment.

Events

Events represent different plot points or twists from the show. You will spend the game using Event cards to shape the game to your will. Each time you draw an Event card, **you may decide whether you want to use it immediately, or hold it for use at a later time**. Players who have more than four (4) Events in their hand will need to discard any extras at the end of each of their turns.

Power Checks

If you are facing an Encounter or are attempting to lead another Character, you will have to resolve the conflict with a *Power Check*.

Performing a Power Check against an Encounter

A Power Check, in its most basic form, is comparing the Power of your Character to the Power of the Encounter. For example, if you have Jack (Power: 4), and you encounter the Bees (Power: 3), Jack has an advantage of 1 (4 vs. 3). To perform a Power Check, you roll a die for Jack and add it to his Power, and an opponent rolls a die for the Bees, and adds it to the Bees’ power. The highest total wins!

Example: Bill moves his Character Kate (Power: 3) to a Location, and draws an Encounter: Bugs (Power: 2). In an attempt to defeat the Encounter, Bill rolls a die for Kate: a 4. He adds it to Kate’s 3, for a total of 7. Bill’s opponent, Susan, rolls a die for the Bugs: a 3. Susan adds it to the Bugs’ Power of 2, for a total of 5. Kate has defeated the Encounter, 7 to 5! Bill removes the card from the Location, and places it on the discard pile.

There are many ways to influence the result of a Power Check. The easiest way is to have more than one Character involved! As players move around the board, they will have the opportunity to pick up more Characters. By keeping Characters moving around together, you can greatly increase the chances of surviving an Encounter. There's safety in numbers!

Example: Bill moves his Characters Kate (Power: 3) and Sayid (Power: 5) to a Location, and draws an Encounter: Snake (Power: 7). In an attempt to defeat the Encounter, Bill rolls a die for Kate and Sayid: a 4. He adds it to Kate's 3 and Sayid's 5, for a total of 12. Bill's opponent, Susan, rolls a die for the Snake: a 3. Susan adds it to the Bugs' Power of 7, for a total of 10. Kate and Sayid have defeated the Encounter, 12 to 10! Bill removes the card from the Location, and places it on the discard pile.

Another way is to alter the Power of one of the participants through the use of Events or Special Abilities. Just announce the use of one, the other or both before the results are final (you may do this before or after the die roll).

Example: Bill moves his Kate (Power: 3) to a Location, and draws an Encounter: Bugs (Power: 2). In an attempt to defeat the Encounter, Bill rolls a die for Kate: a 2. He adds it to Kate's 3, for a total of 5. Bill's opponent, Susan, rolls a die for the Bugs: a 3. Susan adds it to the Bugs' Power of 2, for a total of 5. Seeing that it is going to be a tie, Bill decides to play the Event "Predict The Weather" (A Character of your choice gets +1 to a Power Check this turn.) Bill adds this to Kate's Power, bringing the total to 6. Kate has defeated the Encounter, 6 to 5! Bill removes the card from the Location, and places it on the discard pile.

You may use as many Special Abilities or Events as you wish, at any time. And you don't have to use them on your own Characters!

Performing a Power Check against another Character

The key to winning the game is to lead all of the other Characters on the island. The way this is done is the same as with an Encounter: a Power Check. But it can be a lot harder to take on an opponent – and if you make an attempt and lose, you must injure one of your own Characters!

If you move one or more of your Characters on to a Location that has an opponent's Character, you may Engage the Character and attempt to lead them. A one-on-one attempt is almost the same as an Encounter.

Example: Susan moves her Character, Jin, on to the same Location as Bill's Character, Kate. Susan decides to attempt to Lead Kate. Susan announces Jin will attempt to lead Kate, rolls a die – a 5 – and adds it to Jin's Power (3), for a total of 8. Bill then rolls for Kate, and rolls a 4. Bill adds this to Kate's Power of 3, for a total of 7. Jin has successfully attempted to lead Kate! Susan takes the Kate Character Card from Bill, and places it on her side of the table. Susan now controls Kate.

Of course, in the example above, if Bill had an Event, Equipment or Special Ability to use, he could have changed the outcome of the Power Check.

Later in the game, you will probably have two or more Characters moving together that you will wish to use in an attempt to lead another Character. Again, this is accomplished just like with an Encounter.

Example: Susan moves her Characters, Jin and Claire, to the same Location as Bill's Character, Kate. Susan decides to attempt to Lead Kate. Susan announces Jin and Claire will engage Kate, rolls a die –

a 2 – and adds it to Jin’s Power (3) and Claire’s Power (1), for a total of 6. Bill then rolls for Kate, and rolls a 3. Bill adds this to Kate’s Power of 3, for a total of 6. It’s a tie – nothing happens.

Of course, your opponent will not always have their Characters wandering around alone on the Island. It’s more likely that you’ll have to take your chances against more than one Character. In this situation, the active player – the player who is engaging in the Power Check – proceeds just like the previous example. Except this time, the defending player can choose to use both of their Characters in the Power Check.

Example: Susan moves her Characters, Jin and Claire, to the same Location as Bill’s Characters, Kate and Libby. Susan decides to attempt to Lead Kate. Susan announces Jin and Claire will engage Kate, rolls a die – a 3 – and adds it to Jin’s Power (3) and Claire’s Power (1), for a total of 7. Bill then rolls for Kate and Libby, and rolls a 2. Bill adds this to Kate’s Power (3) and Libby’s Power (2), for a total of 7. Bill sees he’s an opportunity to win, so he announces he will use Libby’s Special Ability (Libby may add +1 for this Round to another Character of your choice. You may use this ability once per round) on Kate, boosting her Power to 4, and creating an 8-7 win. Susan must choose one of her Characters to be “Injured.”

If you move multiple Characters on to a Location with other multiple Characters, you may decide to *split* your forces, and attempt multiple Power Checks at the same Location. It’s important to note that in this situation, while the active player may only announce one engagement for each of their Characters, the defending player may use their Characters to group defend multiple times.

Example: Susan moves her Characters, Jin and Claire, to the same Location as Bill’s Characters, Kate and Libby. Susan decides to attempt to Lead both Kate AND Libby. Susan announces Jin will engage Kate, and Claire will engage Libby. Susan rolls a die for Jin first – a 4 – and adds it to Jin’s Power (3) for a total of 7. Bill decides to have Kate and Libby both defend Kate, and rolls a 2. Bill also decides to use Libby’s Special Ability on Kate, and adds this to Kate’s Power (3) and Libby’s Power (2), for a total of 8. Bill wins 8-7, and as Jin was the only one involved in this attempt, Susan must injure him. Now, Claire faces Libby. Susan rolls for Claire – a 6, for a total of 7. Bill decides to use Kate and Libby to defend together again, and rolls for both of them – a 1. But as Kate still has an extra +1 from Libby’s Special Ability (remember, it lasts a whole round!), it’s a 7-7 tie.

Performing a Power Check against an Encounter

When you land on a Location with a Neutral Character, you will have the opportunity in Step 3 to attempt to lead that Neutral Character. This is done the same as with an opponent, with only one difference: if you lose, none of your Characters are injured.

Example: Susan moves her Characters, Jin and Claire, to a Campsite. Susan draws the top Character Card: it’s Sawyer. After drawing a Fate card and completing Step 2, Susan decides to attempt to Lead Sawyer. Susan announces Jin and Claire will attempt to lead Sawyer, rolls a die – a 4 – and adds it to Jin’s Power (3) and Claire’s Power (1), for a total of 8. Bill then rolls for Sawyer, and rolls a 3. Bill adds this to Sawyer’s Power of 4, for a total of 7. Susan has won, 8-7, and takes the Sawyer Character Card and places it in front of her. Susan now controls Sawyer.

To make things easy with Power Checks, here's a quick guide:

To perform a Power Check against an Encounter:

1. Roll a die and add it to your Character's Power. You may add the power of any Characters you control at the same location, along with any modifiers from Equipment, Events or Special Abilities.
2. Roll a die and add it to the Encounter's Power.
3. Compare the total Powers; highest total wins.
4. Follow the instructions on the Encounter card for what happens if you win or lose (nothing happens in a tie). Then discard the Encounter.

To perform a Power Check against an opponent's Character:

1. Declare which Character you are attempting to lead, then roll a die and add it to your Character's Power. You may add the power of any Characters you control at the same location, along with any modifiers from Equipment, Events or Special Abilities.
2. Roll a die and add it to the opponent's Character's Power. They may combine multiple Characters they control at the same location, along with any modifiers from Equipment, Events or Special Abilities.
3. Compare the total Powers; highest total wins.
4. If you win, you may do one of the following: take control of the Character; take Equipment from the Character; or take an Event card at random from your opponent.
5. If you lose, you must injure one of your Characters involved in the Power Check.
6. Nothing happens in a tie.

To perform a Power Check against a Neutral Character:

1. Roll a die and add it to your Character's Power. You may add the power of any Characters you control at the same location, along with any modifiers from Equipment, Events or Special Abilities.
2. Roll a die and add it to the Neutral Character's Power.
3. Compare the total Powers; highest total wins.
4. If you win, take control of the Neutral Character, and place the Character Card in front of you.
5. If you lose or tie, nothing happens.

Winning an Attempt to Lead

If you attempt to lead an opponent's Character and win, you do not *have* to take control of them. Instead, you may choose to take a piece of Equipment from them, or take an Event card at random from your opponent's hand. Or, if you have Ana Lucia, injure them.

Injured Characters

When a Character is Injured, take one of the triangle Injured markers, and place it on your Character Card as a reminder that they are Injured. That Character's Power is considered 0, they cannot initiate any Power Checks against other Characters, can move no more than one space per turn, and cannot use any Special Abilities or Equipment. You must get them help immediately, for if an injured Character gets injured again, they are killed! Injured Characters DO still draw Fate Cards when instructed, and can run into Encounters (and probably die).

Healing Characters

To heal an Injured Character, you can move them to a Campsite, engage the Campsite by announcing you are healing them, and skip their next turn. After the skipped turn, remove the Injured marker, and they return to play. Characters that are being healed CAN be engaged by opponents.

Killed Characters

If a Character is killed, put their Character Card in a discard pile, remove their playing piece from the board, and leave any Equipment they were carrying at the Location they were last at.

Step 3: Attempting to Lead a Neutral Character

After completing all engagements and defeating any Encounters, if there are any Neutral Characters at the Location, you may attempt to lead ONE of them per Location. You do this through a Power Check (see above).

Step 4: Transfer Equipment

After all Characters have moved (Step 1), all Engagements resolved (Step 2), and any attempts to lead a Neutral Character completed (Step 3), you may transfer Equipment among Characters *at the same Location*. If you exceed the limit of how many pieces of Equipment a Character can carry, be sure to leave any extras on that Location for others to pick up.

Step 5: Discard

If you have more than four (4) Event cards in your hand, you must discard them during this Step (unless instructed otherwise).

Winning the Game

The winner is the first player to lead all the Characters on the board.

~OR~

Is the first player to fulfill their Starting Character Win Condition.

~OR~

An agreement is reached among any remaining players to share the win, under any conditions they agree upon.

Other Rules

Using Events Later

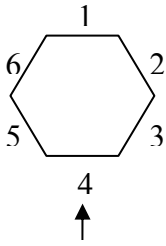
Anyone can save their Event cards and use them later in the game. The current player always gets the chance to use a card first, then opportunity moves clockwise. Once everyone has declined to use an Event, move to the next Engagement or Action.

Using Fate Cards In a Turn

You may use as many as you want in one turn, before or after any Action or Engagement.

The “Monster”

When the “Monster” Encounter is drawn, it gets to take its own Turn. Each Round, flip a coin. If it is heads, leave the “Monster” where it is. If it is tails, the “Monster” will move this Turn. Roll a die, and move the “Monster” according to the following chart:



Player rolling die for “Monster”

If the “Monster” lands on a Location with a Character, the “Monster” engages that Character in a Power Check. If the “Monster” lands on a Location with more than one Character, the “Monster” engages *all* of the Characters together. If the “Monster” wins, the Player who controls those Characters decides which one is killed. If more than one Player has a Character at that Location, randomly decide which Player will lose a Character. The “Monster” is never discarded unless defeated or destroyed.

Players who Leave the Game

If another player is eliminated from the game, either by losing control of all of their Characters or just quitting, they place any Fate cards in their hand into the discard pile.

Advanced Rules

The following are differences in rules, or more detailed rules, from the Beginner's version.

Set-Up

Creating the island game board:

Select the island size appropriate for the number of players, or amount of time you wish to play:

2 – 3 Players/1 hour game = 5 X 5 Island Grid

4 – 5 Players/2 hour game = 6 X 6 Island Grid

6 – 7 Players/3 hour game = 7 X 7 Island Grid

8 or more Players/ 3 ½ hour game = 8 X 8 Island Grid

Working together or taking turns, players should pick Location tiles and connect them face-down in the playing area until your island grid (see above) is complete.

Selecting Starting Characters:

In the order that game play will take place, each player is dealt TWO Character cards from the Characters deck. Each player looks at their two Characters, and chooses **one** – the other is put back. This is each player's "Starting Character." **Exception: If both the Characters a player is dealt have Powers of 2 or less, **they keep both Characters**. They decide which one is their Starting Character.*

Fate Cards

Encounters: If an Encounter is not defeated, it remains on the Location it was drawn at until it is defeated. No Equipment, Fate Cards, or Neutral Characters may be engaged until the Encounter is defeated.

Equipment: When leaving Equipment at a Location, you may leave it face-up OR face-down. When placing Equipment on your Character, you may place it face-down, but it must be turned face-up when you use it. It remains face-up.

Power Checks

When attempting to lead an opponent's character, anyone involved in the attempt **MUST** skip their next turn.

You may **NOT** lead an opponent's Starting Character. If you make an attempt to lead and succeed, you must take Equipment or an Event card at random from your opponent's hand...unless you have Ana Lucia.

Winning the Game

The game is "Won" by a Player when:

1. One Player leads all the Followers (if any) and has neutralized all other Starting Characters by Trapping them, Killing them or preventing them all from moving within the same Round.

-or-

2. You control a Starting Character with a Starting Character Win Condition, and the condition has been met. A win by Starting Character Win Condition is **ONLY** valid when the Character is a Starting Character.

-or-

3. Any number of remaining players agree to share a win under conditions that they agree upon.

For more rules, information, and free game playing tools, go to the Official Website of *Lost: The Board Game*: www.LostBoardGame.com

Game Designer: Keith Tralins

Original Artwork by: Bernard Chang

Turn Cheat Sheet

You may use any or all of your Event cards, or use any Equipment or Special Abilities, as may other players, in between each step, and in between each Action within each step.

1.Movement

All Characters MUST move to one adjacent location at a time (unless instructed otherwise) – you do not roll a die to determine movement. Make all moves first!

2.Engagement

A. In the order that you moved, you must decide what that Character is going to engage with for this Turn. You will declare this for EACH Character you control, although some Characters at the same Location will team-up to resolve a single Engagement together.

- i. If you landed on a **face-down Location**, flip it over, read the instructions and follow them *in the order they are written*.
- ii. If you landed on a **face-up Location** with no other Characters or Fate card already on it, read the instructions and follow *them in the order they are written*.
- iii. If you landed on a **face-up Location with a Fate card** already on it, read the instructions but do **not** draw another Fate card, *unless the Location instructs you to draw more Fate cards than are on that Location*.
- iv. If you landed on a **face-up Location with another controlled Character**, you may **choose** to engage either the Location **OR** the Character. If you engage the Location, follow the instructions as in directions #2 or #3 above. If you engage the Character, you may either attempt to Lead them by performing a “Power Check,” or use their Special Ability, if permitted to do so (such as Jack or Sun’s “healing” abilities).

Note: If you have multiple Characters at a Location, you do NOT draw a Fate card for each of them; you only follow the instructions on a Location one time each turn.

- v. **Campsite:** If the Location is a “Campsite”, **only when it is turned face-up**, draw the top Character Card from the Character Deck and place that Character at this Location. This Character is a “Neutral Character”.

3.Attempt to Lead a Neutral Character

A. After completing an engagement, if there are any Neutral Characters at the Location, you may attempt to lead ONE of them. You do this through a Power Check

4.Transfer Equipment

A. You may transfer Equipment among Characters *at the same Location*. If you exceed the limits of how many pieces of Equipment a Character can carry, be sure to leave any extras on that Location for others to pick up.

5.Discard Fate Cards

A. If at the end of your turn, you are holding more than four (4) Fate Cards you must discard down to four (4), unless otherwise instructed during play.

Power Check Cheat Sheet

Attempting to lead an opponent's Character	Attempting to lead a Neutral Character	Engaging an Encounter
<p>Declare which Character you are attempting to Lead</p>		
<p>Determine the total power of your Character(s) at the Location. This is done by adding the following:</p> <ol style="list-style-type: none"> 1. The combined powers (on the Character Card) of all of your Characters involved in the attempt 2. Any modifiers from Equipment 3. Any modifiers from Special Abilities 4. Any modifiers from Events played (by you or opponents) 		
<p>Opponent determines the total power of the defending Character by adding:</p> <ol style="list-style-type: none"> 2. The power of the defending Character 3. The powers of any of their other Characters at the Location that they want to add to the attempt 4. Any modifiers from Equipment 5. Any modifiers from Special Abilities 6. Any modifiers from Events played (by you or opponents) 7. Any modifiers from the Location 	<p>Determine the total power of the Neutral Character by adding:</p> <ol style="list-style-type: none"> 1. The power of the Neutral Character 2. Any modifiers from Equipment 3. Any modifiers from Special Abilities 4. Any modifiers from Events played (by you or opponents) 5. Any modifiers from the Location 	<p>Determine the total power of the Encounter by adding:</p> <ol style="list-style-type: none"> 1. The power of the Encounter 2. Any modifiers from Equipment 3. Any modifiers from Events played (by you or opponents) 4. Any modifiers from the Location
<p>Once the Powers are determined, you and your opponent each roll a die and ADD it to the powers.</p>	<p>Once the Powers are determined, roll a die -- have the player to your left roll for the Neutral Character -- and ADD it to the powers.</p>	<p>Once the Powers are determined, roll a die -- have the player to your left roll for the Encounter -- and ADD it to the powers.</p>
<p>If the attempting Player wins, he/she determines the reward for winning: (taking control of the Character if they are a Follower, taking equipment from the Character, or taking a Fate card from the opponent).</p> <p>If the attempting Player loses, they must choose one of their Characters in the attempt to Injure.</p> <p>If there is a tie, nothing happens.</p>	<p>If the attempting Player wins, take control of the Neutral Character and place the Character Card for the Neutral Character in front of you.</p> <p>If the attempting Player loses or ties, nothing happens.</p>	<p>If you win, follow any instructions on the card, then discard it.</p> <p>If you lose, follow any instructions on the card, then discard it (except the "Monster").</p> <p>If you tie, nothing happens, and discard it (except the "Monster").</p>