

LOST CITIES

Rivals

Rules Summary

Game Preparation

- Each player randomly receives **2 different** wager cards.
- Make **4** even piles.
- Divide gold evenly amongst all players.

Course of Play

- On their turn, a player performs **one** of the following actions:
Uncover or Auction

1. Uncover:

- Turn over **one** card from draw pile and add it to the display.

2. Auction:

- Must bid at least **one** gold.
- Each player must bid **more** or **pass** (and then out of auction).
- Winner takes as many cards as they like and places their bid in the gold supply **and** they may remove **one** of the cards from the game. They then uncover a new card and the player to the right of them starts the next round.

Last card in the draw pile:

When the last card of the pile is drawn, divide gold supply as evenly as possible amongst all players. Any remaining gold stays in the supply.

End of the Game and Scoring

The game ends **immediately** when the last card is drawn.

Scoring:

- Add up the number of **footprints** on each card for each set and multiply the set by the number of **handshakes +1**.
- Each set with **4+** number cards gets a bonus of **8 points**.
- Each **gold** is worth **1 point**.
- Winner is the player with the **most** points. If there's a tie, all tied players share the victory.