

LOST CITIES: ROLL & WRITE

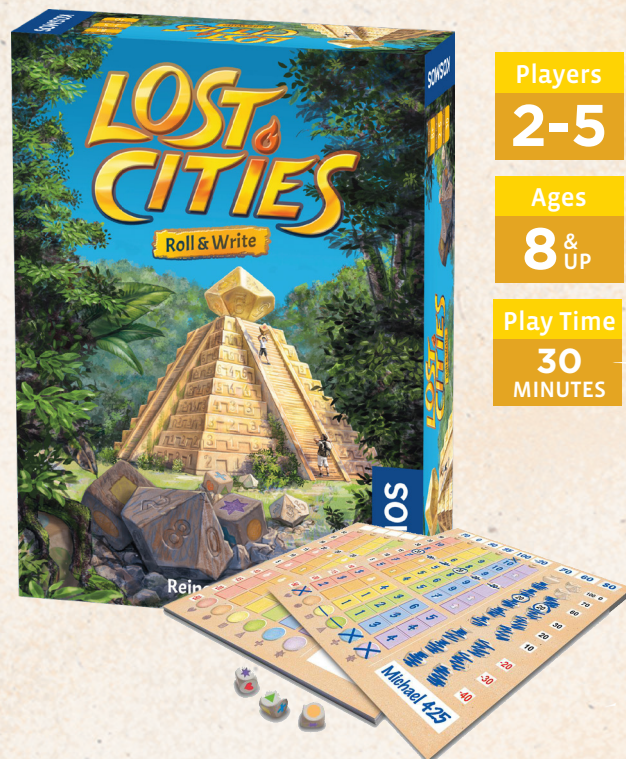
The newest addition to a beloved series – now with dice!
(680589)

MSRP: \$14.95

OBJECTIVE: Advance down the six different colored paths by rolling the dice and choosing the best number for your strategy.

FEATURES & BENEFITS:

- **FUN FOR THE WHOLE FAMILY:** Simple rules, quick playtime, and multiple pathways to victory are fun yet challenging for gamers of all ages and skill levels.
- **UNPREDICTABLE:** An exciting combination of strategy and luck keeps everyone engaged and guessing who will emerge victorious!
- **COLORBLIND-FRIENDLY:** Each expedition path is identified by both a color and a unique symbol.
- **LIGHTWEIGHT & PORTABLE:** Perfect for on-the-go fun!



Players

2-5

Ages

8 & UP

Play Time

30 MINUTES

BASIC SETUP:

1. Give each player a **game sheet** and a **pen** (not included).

HOW TO PLAY:

1. On your turn, **roll all six dice** into the center of the table.
2. Take one of two actions:
 - a) Choose **one number die** and **one color/symbol die**. The remaining four dice are available to the other players.
 - b) **Refuse to take any dice**. All six dice are available to the other players.

Before you decide...keep in mind:

- The points to the left of your game sheet are activated when you write your first number in a column. You'll need to **advance down the same path at least four spots** before you start earning positive points.
 - You can only advance by rolling a number that is **equal or greater in value to the previous number** on a given path. Start with low numbers and work your way up!
3. **Write the number** of the die you chose in the empty box at the bottom of the corresponding column.

HOW TO WIN:

1. The game ends when all players max out their refuse column or **eight bridges have been passed** (can be by different players.)
2. **Tally your score** by finding the highest box with a number written in it for each expedition. The value to the left of the row is your score.
3. Adjust your score to account for artefacts, dice symbols, and bridge bonuses.

EXTRAS:

- **Bonuses** and **Multipliers** keep the game exciting right to the end!
- **Also available:** 2-player card game and multi-player board game



First Roll:

- A Player selects Yellow and #5.
- B Score after first roll: -20
- C To advance to the next Yellow square, they'll need another 5 or higher.



Final Game Sheet:



Additional Features:

Double Point Circle:

Doubles your expedition score at the end.

Acceleration Box:

Duplicates your highest number in an expedition.

Artefact Box:

Gives you additional points at the end of the game.

Bridge Bonus

Awards extra points to the first person to cross a bridge.

