

Dinosaurs of the Lost World - Rules

1. CONTENTS

1.1 **GAMEBOARD:** The gameboard consists of a map encircled by two separate tracks.

1.11 **LOST WORLD HEXES:** The center of the gameboard contains a map of the Lost World plateau which has been subdivided into hexagonal (six-sided) areas called *hexes*. It is here in the center of the board where each player's Expedition will explore the Lost World. Seven important Landmarks: Lake, Marsh, Watering Place, Indian Caves, Rocky Tract, Pinnacle, and the Camp are already visible on the map as they are easily seen from atop a high tree in the Camp. Other less conspicuous Landmarks are hidden elsewhere on the plateau awaiting discovery.

1.12 **MOVEMENT TRACK SQUARES:** The Movement Track is printed on the perimeter of the board around the inner map of the Lost World. Each space on the Movement Track is called a *square* and contains information at the top regarding the current fortunes of that player's Expedition and a Movement Allowance Number inside a hex symbol for his Expedition's use in the Lost World hexes.

1.13 **CHASE TRACK SPACES:** Coiled between the Lost World and the third section of the Movement Track is a Chase Track subdivided into *spaces* used to measure the progress of the Expedition whenever it needs to escape the pursuit of any of the dangerous inhabitants of the Lost World.

1.2 **EXPERIENCE CARDS:** There are 26 Experience Cards which are shuffled to form an Experience deck. These are used to aid the players in movement, battle, chases, or Adventures.

1.3 **EVENT CARDS:** There are 34 Event Cards which are shuffled to form an Event deck. These present hardships or opportunities to the Expeditions as they move about in the Lost World.

1.4 **CREATURE FIGURES:** There are 12 front-and-back views of the most remarkable Creatures of the Lost World which should be inserted into plastic holders so they will stand erect. These figures are placed only in the hexes of the Lost World and as pursuing Creatures on the spaces of the Chase Track. Each figure contains its name, base combat strength (a number from "2" to "8"), and pursuit speed (a letter from "a" to "c").

1.41 **EXPEDITION FIGURES:** There are four front-and-back views depicting the Expeditions of the various players in the shape of an arrow which must be placed in a plastic holder to stand erect. These figures are moved only on the squares of the Movement Track and care must be taken to always point the figure in the correct direction along that Movement Track.

1.42 **CHASE FIGURE:** There is one front-and-back view depicting an Expedition-in-Flight which must be placed in a plastic holder to stand erect. This figure represents whatever Expedition is currently attempting to escape pursuit and is placed and moved only along the Chase Track.

1.5 **PAWNS:** There are four different colored plastic tokens. Each represents a player's Expedition and is moved only on the hexes of the center mapboard and the Frames of the Adventure Charts.

1.6 **TILES:** There are 30 die-cut, six-sided pieces called tiles which represent Unexplored Sites. The Site tiles are kept face down, one to a hex, on any of the 30 white-starred hexes of the Lost World until that hex is entered by an Expedition pawn and thereby *discovered*.

1.7 **MARKERS:** There are 18 die-cut, 1" square pieces called markers which represent Tools which can be found during the course of play. The Tool markers are shuffled and placed face down on the Tool section of the gameboard.

1.8 **ADVENTURE CHARTS:** There are 15 Adventure Charts printed on eight 8½" x 12½" sheets depicting in comic-book style the many adventures to be encountered in the Lost World.

1.9 **DICE:** There are four six-sided dice which are used to determine movement along the Movement and Chase Tracks, as well as to resolve battles with the Creatures and other Expeditions.

HOLDERS: There are 17 plastic stands used to hold figures so they will stand erect.

2. PREPARE TO PLAY

2.1 **SETUP:** Each player selects an Expedition figure and a pawn of the same color. The Expedition figures are placed on the Start square of the Movement Track; the pawns are placed in the Camp hex of the Lost World map.

2.2 **CONSPICUOUS LANDMARKS:** Place the Indians figure on the Indian Caves hex, the Elasmosaurus figure on the Central Lake hex, the Dimetrodon figure on the Marsh hex, and the Ankylosaurus figure on the Rocky Tract hex. Look closely, and you'll see the latter three Creatures already depicted in their Landmark hexes.

2.3 **UNEXPLORED SITES:** Mix the 30 Unexplored Site tiles and place them face down, one per hex, on the 30 white-starred hexes so that no one knows the identity of the tile in each hex.

2.4 **TOOLS:** Mix the 18 Tool markers and place them face down on the Tools space of the gameboard so that no one knows their identity.

2.5 **SHUFFLE:** Shuffle both decks of cards separately and place them face down near the gameboard.

2.6 **OUTFITTING THE EXPEDITION:** Before the game begins, each player uses pencil and paper to secretly record the Tools his Expedition will carry into the Lost World. He may choose any eight Tools from the Tools List printed on the back cover of the rule- book (and the back of Adventure Chart 0). The Tools Chart lists which Landmark each Tool is useful in, and also summarizes all the useful Tools for each Landmark.

2.61 **SETS:** A player may start with more than one of the same Tool (weapons are considered Tools) but never more than two of each, and each Tool selected counts against his total initial allowance of eight Tools. The Hose and Protective Clothing comprise one Tool as a set; players who pick it have the use of both items. The same is true of the Food Stores and Flashlight set.

2.62 **WEAPONS:** Each Rifle has five clips of ammunition. Allies are also treated as “weapons” but can be used only three times each. A weapon lasts only as long as there is ammunition for it and is lost immediately upon use of all its ammunition. Players must record the use of ammunition for their weapons on their note sheet by drawing five circles after each Rifle (or three circles after each Ally) and crossing out one circle each time that weapon is used. Gas Bombs can be used only once and are removed as soon as they are used.

2.7 **DISCLOSURE:** Once the game begins, a player’s note sheet is open to everyone’s inspection. Each player must record the Adventures he completes to avoid returning inadvertently to them later on.

3. OBJECT

Players earn *Victory Points (hereafter referred to as VP)* by collecting specimens and making discoveries. The first player to escape from the Lost World plateau with at least 25 VP is the winner.

4. STARTING THE GAME

Each player rolls two dice to determine who moves first with the player rolling the highest dice roll making the opening move. That player rolls two dice again and moves his Expedition figure along the Movement Track a number of squares equal to the dice roll in the direction of the Stan Arrow. The instructions *at the top* of the occupied square are ignored because the player’s pawn is still in the Camp, but he may move his pawn from the Camp a number of hexes up to the number specified in the Movement hexagon symbol of the Movement Track square his Expedition figure lands in. Play then passes to the player on his left, and so on until all players have had a turn. This ends the first turn. Thereafter, each player when taking his turn must first decide whether he’ll move on the Movement Track *or* have an Adventure. A player can never do both in the same turn [EXCEPTION: players landing on a “Find a Trail” square; see 5.32].

5. MOVEMENT

5.1 **TWO-STEP MOVE:** Generally, the decision to move on the Movement Track starts a two-step process. First the player moves his Expedition figure on the Movement Track forward a number of squares equal to the roll of two dice and (provided his pawn is not in Camp) performs the action printed at the top of that square. Then, the player may move his pawn on the Lost World map a number of hexes up to the limit specified in the movement hexagon of his current Movement Track square. The player may move his pawn on the Lost World hexes in any direction or combination of directions as long as he does not exceed the number of hexes specified by his Movement Track square. He may even choose not to move his pawn at all if he wishes, but he must still make a dice roll and move his Expedition figure on the Movement Track *unless* he first opts to take an Adventure in his currently-occupied Landmark hex (see 7.1).

5.2 **MOVEMENT TRACK RESTRICTIONS:** Expedition figures may never move past a corner square to another side of the Movement Track if that corner square has already been moved through by that Expedition in a previous turn, or if that player has not yet earned VP at least equal to the white number printed in that corner square’s arrow. Instead, the Expedition figure immediately reverses direction, counting the corner square as one square entered, and returns along the Movement Track in the direction from which it came. As a result, an Expedition figure is reduced to shuttling between two corner squares on the same side of the gameboard until that player earns enough VP to allow it to move past a corner square to the next side of the Movement Track. A player who qualifies to move past a corner square must do so; he cannot choose to reverse direction. An Expedition figure may pass *through (to the next side of the board)* each corner square only once (even if he has since lost the VP required to enter that side of the

Movement Track).

5.3 **MOVEMENT TRACK ACTIONS:** There are six types of squares on the Movement Track requiring the player landing there to take specific actions in addition to specifying the number of hexes it may move on the Lost World map. Each is explained below.

5.31 **CLIMB A TREE:** A player landing on this square whose pawn is not currently in Camp may privately look at any Unexplored Site tile on the Lost World map and after seeing it, return it to its face down position without informing the other players of its identity.

5.32 **FIND A TRAIL:** A player landing on this square whose pawn is not currently in Camp may play again after finishing his current turn. This extra turn may consist of either taking an Adventure or moving again on the Movement Track.

5.33 **MOVE A CREATURE:** A player landing on this square whose pawn is not currently in Camp may immediately move any (one) visible Creature of the Lost World one hex on the Lost World map and/or declare an attack with that Creature against any Expedition in the same hex with that Creature. Indians and Apemcn *are* considered Creatures.

5.34 **EXPERIENCE:** A player landing on this square must immediately draw one Experience Card unless his pawn is currently in Camp.

5.35 **EVENT:** A player landing on this square must immediately draw one Event Card unless his pawn is currently in Camp.

5.36 **FIND A TOOL:** A player landing on this square whose pawn is not currently in Camp draws one Tool from the Tool pile, adds the Tool to his list of equipment, and removes the Tool tile from play. If the Tool pile is empty, he loses this opportunity to acquire a Tool.

5.4 **LOST WORLD HEX MOVEMENT RESTRICTIONS:** A pawn must stop and end its turn upon entering a hex containing an Unexplored Site tile or a Creature figure. A pawn may enter the Central Lake hex only if its Expedition currently has a Canoe. It does not need to be equipped with a Canoe, however, to enter any of the six surrounding Lakeshore hexes. A pawn is free to move anywhere else within the Lost World map without restraint provided it does not exceed its current movement allowance.

6. EXPLORATION

6.1 **UNEXPLORED SITES:** Upon entry into a hex containing a face down tile, the player turns over the tile for all to see and ends his turn. This hex is no longer considered an Unexplored Site.

6.11 **LANDMARKS:** If the Unexplored Site tile contains a red star, it is a Landmark and remains in the hex face up. Placed with it are the figure(s) named on the tile. If the tile also lists a red Victory Point ("I VP"), the player records that VP on his note sheet.

The Landmark hexes printed on the map (Pinnacle, Indian Caves, Central Lake, and Rocky Tract) containing a red star cannot be "discovered" for a VP, but are nonetheless the sites of possible Adventures.

6.12 **HAZARDS:** Two of the Landmarks, the Bamboo Brake and the Carnivorous Plant Patch contain black stars representing Hazards which require any Expedition entering them to lose its next turn. Place the Expedition figure on its side whenever its pawn enters these sites (16.4). Entrance of the Carnivorous Plant Patch also causes loss of a Tool. A third Hazard, the Pit Trap, causes an Expedition to lose a Tool of its choice every time it enters the Pit Trap hex. Creatures may enter these Hazards without such restrictions. Once revealed, a Hazard tile remains in the hex face up as a warning to future visitors.

6.13 **DISCOVERIES:** Five of the Unexplored Site tiles yield Discoveries. The "Tarpaulin", "Lost Map", and "Rope" are useful in escaping the plateau and are retained by their discoverers and displayed face up off board in front of their owners. The "Abandoned Camp of the Maple White Expedition" provides the discoverer with the top three Tools from the Tool pile, and is then removed from play. The "Shortcut" allows the discoverer to immediately take another turn by making another dice roll on the Movement Track; the Shortcut tile is then removed from play.

6.14 **NOTHING HERE:** The "Nothing Here" tiles represent time spent without making any discoveries. These tiles are removed from play when revealed, thus ending the mover's turn.

7. HAVING AN ADVENTURE

7.1 **ADVENTURE SITES:** The 15 Landmarks containing red star symbols are the sites of possible Adventures for any Expedition in that hex. Each applicable Landmark's red star is lettered to correspond to a matching Adventure Chart. Four of the initially visible Landmarks (Central Lake [C], Indian Caves [I], Pinnacle [P], and the Rocky Tract [R]) are the sites of Adventures. The remaining 11 Landmarks with associated Adventures are at Unexplored Sites.

7.2 **OPTION:** A player who begins his turn with his pawn in a Landmark hex may choose not to roll the dice for the Movement Track, but instead attempt an Adventure in his current hex if he hasn't already completed that Adventure

in a previous turn.

7.3 ADVENTURES: Each Adventure relates a brief story of the exploration of that Landmark in which the possibility of discoveries and capture of specimens of pre-historic life exist side-by-side with the dangers of battling frightening Creatures. These stories are presented in comic-book style format on the Adventure Charts. Each event in these stories is contained in its own numbered cell called a *Frame*. Once a player makes the decision to attempt an Adventure, he consults the Adventure Chart associated with the Landmark his pawn is currently on. If he has any Tools useful in that Adventure (pictured at the top right of the Adventure Chart), he draws the specified number of Experience Cards before beginning. He then rolls one die (*or* uses an Experience Card; see 14.2) and moves his pawn from the Landmark hex to the appropriately numbered Frame of that Adventure. After performing the actions required by the instructions printed below that Frame, he continues on through the Adventure from that point by rolling another die (*or* playing an Experience Card), moving his pawn forward (in numerical order) that number of Frames, and again performing the action required by the currently occupied Frame, and so on until one of the following events occurs:

1. The pawn arrives at a Frame which orders it to *exit* the Adventure.
2. The pawn arrives at a Frame which announces that the Adventure is *completed*.
3. The Expedition is chased back to Camp after battle.
4. The Expedition is forced to return to Camp or exit the Adventure by an Event Card.

When the Adventure is finished the pawn is returned to the Landmark hex from whence it came or to Camp if forced to return there by an Event Card or Chase. A player's turn never ends while he is still in an Adventure—he must complete or exit it first (including any resulting Chase). He may not voluntarily leave an Adventure without being instructed to do so. The player must return all his Experience Cards when he exits or completes an Adventure, but he may draw a new one if he *completes* the Adventure.

7.4 BEYOND FINAL FRAME: A player who, whether by a die roll or play of an Experience Card, would be forced to move his Expedition beyond the final Frame of an Adventure must always stop in the final Frame instead.

7.5 BEYOND FIRST FRAME: A player who by order of a Frame must move backwards on his next move and consequently moves past Frame 1 of the Adventure must exit that Adventure and end his turn.

7.6 CAMERA: Many Adventures award VP for filming various subjects. However, these VP are awarded *only* if the Expedition currently has a Camer. This requirement is symbolized by the Camera symbol printed beneath the Frame Number.

7.7 REPETITION OF ADVENTURES: As a general rule, a player may not repeat an Adventure if he has already *completed* it previously in that game. A player can return to the same Adventure only if he had been forced to abandon it either by an “Exit Adventure” order, an Event Card, or a Chase before he could complete it. [Exception: A player may repeat an Adventure in the Indian Caves, Geyser, or Pinnacle if trying to escape and win the game. No VP can be earned in a repeated Adventure of this sort.

7.8 REPETITION OF VP: Due to exit of an Adventure before completion or Frame instructions to move backwards, it is possible to land in the same Frame numerous times. A player who lands in the same Frame awarding VP more than once may score those VP each time he lands in that Frame.

8. BATTLE

8.1 INITIATING COMBAT: An Expedition can be forced into battle in three ways:

A. An Expedition can be ordered to fight a Creature by the instructions of an Adventure Frame or by direction of an Event Card.

B. Another player acting upon the instructions of a “Move Creature” square of the Movement Track moves a Creature into the Expedition's hex and declares which Expedition therein (if any) that the Creature will attack.

C. An Expedition is attacked by another Expedition which ends its turn in the same hex and declares its intent to attack.

8.2 INTENT: Movement of an Expedition into a Creature's hex does not cause a battle; a battle must be declared by a player moving the Creature. A Creature already in a hex containing an Expedition may attack that Expedition without actually moving provided a player has been given the ability to move the Creature and declares the attack *instead* of moving the Creature. A Creature or Expedition moving into a hex containing an Expedition does not have to attack that Expedition; such attacks are always at the option of the player moving the Creature.

8.3 MULTIPLE ATTACKS: A Creature or Expedition cannot attack more than one Expedition per player turn regardless of the number of Expeditions occupying a hex.

8.4 CONSEQUENCES: A battle is resolved by a comparison of the two combatants' respective strengths. The stronger always wins. If both combatants have the same strength, the battle is a draw.

8.41 VS A CREATURE: If fighting a Creature, a win or draw allows the Expedition to remain in its currently

occupied hex, and if in an Adventure Frame to continue with that Adventure. A loss forces the Expedition to leave its current hex or Adventure Frame via the Chase Track where it is pursued by the victorious Creature back to Camp where the player will lose his next turn.

8.42 VS ANOTHER EXPEDITION: When fighting another Expedition, the winner gets to take one Experience Card, or a non-weapon Tool, or an already-declared Escape Event Card of his choice from the loser. If the battle is a draw, neither player loses or gains. The loser of any battle with another Expedition loses its next turn and must return to Base Camp.

8.5 BATTLE STRENGTH: Each Creature figure contains a number which is its base strength. To this number is added the roll of one die. The total is that Creature's strength in the current battle. An Expedition has no base strength. Instead, an Expedition's strength is equal to the roll of one die plus the roll of one, two, or three other dice based on the number of weapons in that Expedition that the player decides to use. The player can always decide how many weapons to use provided he has them, but he must declare the number of dice he will roll before making his dice roll. A player can never fire more than two Rifles in a single battle. Once the battle has been resolved and lost, weapons cannot be used again while attempting to escape on the Chase Track.

8.51 RIFLES: Each use of a Rifle in a battle expends one clip of ammunition for that Rifle. Record the ammunition use for that Rifle on the player's note sheet before the dice are thrown. Rifles may not exchange ammunition—once each Rifle runs out of ammunition it is discarded.

8.52 GAS BOMB: A Gas Bomb may be used only against Creatures; never against another Expedition. A Gas Bomb automatically defeats any Creature it is used against, but in so doing the Gas Bomb is used and removed.

8.53 ALLIES: A player can acquire "Indian Allies" and "Apemen Allies" during an Adventure or by performing the required task of certain Event Cards. A player could simultaneously possess several Allies of the same or different type. Allies are treated as if they were an extra Rifle except that each Allies "weapon" can be used only three times before it must be discarded and *only one Allies "weapon" can be used in each battle*. The Expedition remains allied with that Creature until he has used it in battle three times or an Event Card dictates that the alliance is broken. Once an Event Card dictates that an alliance is broken, that player must record it on his note paper so that he may never again acquire that ally. The Allies die roll can be in addition to, or in place of, a Rifle die roll so it is possible that a player could throw as many as four dice in determining his Battle Strength (one for his Expedition, two for both Rifles, and one for Indian or Apemen Allies). However, the player must announce how many dice he will roll before throwing any of them. An Expedition can never be attacked by the Indian or Apemen Creatures while it is currently allied with them.

8.6 RESOLUTION: The battle strength of a Creature is always calculated before that of an Expedition by adding its base strength and the required die roll. After seeing the Creature's total battle strength and before rolling any dice to determine his own battle strength, the player then decides what weapons (if any) he will use and rolls the appropriate number of dice. In the case of two Expeditions fighting each other, the attacking Expedition (the moving player) announces first what weapons he will use, and then the defender does likewise. Only after *both* players have announced how many dice they will throw, do they actually roll the dice to determine the outcome.

EXAMPLE: An Expedition is attacked by a Tyrannosaurus. The base strength of this Creature is 8. To this, is added a die roll of 3 resulting in a total battle strength of 11 for the Creature in this battle. The defender, seeing this battle strength and having neither a Gas Bomb nor Allies, decides to use both of his Rifles for a total of three dice to determine his battle strength. He marks off a clip of ammunition for each of his two Rifles and rolls three dice. He rolls a 3, a 4, and a 3 for a total of 10. The Tyrannosaurus therefore wins the battle (11 to 10), is not scared off by the gunfire, and pursues the now fleeing Expedition along the Chase Track.

9. THE CHASE TRACK

9.1 START: The Expedition-in-Flight figure is placed on the Expedition Start Space of the Chase Track to represent the fleeing player. The pursuing Creature figure is moved from the Lost World hex where the battle took place to one of the three spaces directly behind the Expedition-in-Flight figure. If the Creature has a Pursuit Speed of "a", it is placed on the space labeled "a", otherwise it is placed on the "b" or "c" space as appropriate. Then, each in turn, rolls one die and moves its figure forward on the Chase Track the number of spaces rolled. The Expedition always moves first.

9.2 RESOLUTION: The Creature never moves past the fleeing Expedition. Each time the Creature enters the space currently occupied by the fleeing Expedition the Creature stops, losing any remaining movement allowed by that die roll, but forcing the Expedition to abandon one Tool or Experience Card (but never an Event Card or Escape item) of the owner's choice. If the Expedition has no remaining Tools or Experience Cards, it must forfeit one VP instead (to a minimum of 0). The two combatants continue to alternate moves until the Creature is distracted (9.31) or the

Expedition arrives at the Camp space thereby ending the chase. All lost Tools are simply scratched off the Expedition's equipment list.

9.3 *SPECIAL SPACES*. Several of the spaces of the Chase Track have special instructions applicable *only* to the fleeing Expedition. The Expedition must end its move on the space to be affected by it.

9.31 *DINOSAUR ENCOUNTER*: This space summons a dinosaur to distract the pursuing Creature and enables the fleeing Expedition to escape to Camp where it loses its next turn.

9.32 *SHORTCUT*. This space allows the fleeing Expedition to immediately move ahead along the arrows and skip the next two spaces of the Chase Track ending its current move in the space marked "X".

9.33 *ROUGH TERRAIN*: This space requires ROUGH TERRAIN the fleeing Expedition to move back one space. Move back 1 Space along the Chase Track. If this forces it back into the same space with the pursuing Creature, the Creature is assumed to have caught it automatically without need of a die roll. This result can reoccur many times.

E1T 9.4 *ENDING THE CHASE*: As soon as the Return to Camp Expedition enters the Camp space, the pursuing Creature is returned to its Landmark hex. If the Creature's Landmark hex is not yet visible, the Creature is removed from play until its Landmark hex is discovered or the Creature is again summoned by an Event Card or Frame. The fleeing Expedition is then moved to the Camp where it loses its next turn (16.4).

10. CAMP

10.1 *SAFETY*: The Camp is a safe haven for all Expeditions. No battles are permitted there, nor can any Creature be moved there. Trading (see 11) is allowed.

10.2 *NON-ACTIVITY*: A player cannot act upon any orders of the Movement Track other than the movement of his pawn during any turn that his pawn starts in Camp. Consequently, on the first turn of the game all players are limited to movement only; none of the orders listed at the top of the Movement Track squares apply.

11. TRADING

Whenever an Expedition ends its move in the same hex occupied by one or more other Expeditions, it may attempt to trade Tools, Escape items, VP, or Experience Cards with one or more of those Expeditions (even if one or more of those Expeditions has currently lost its turn). He may strike as many bargains as he can make, but he cannot trade Event Cards [Exception: Escape items; cards 21, 22, and 23]. Regardless of whether any trades are made, he may then attack one Expedition in the same hex (unless in Camp) in an attempt to take one non-weapon item (including Escape item Event cards 21, 22, and 23) from it. If he loses, however, the defender can take one non-weapon item from him.

12. CREATURE MOVEMENT

12.1 *PLACEMENT*: The Elasmosaurus, Indians, Ankylosaurus, and Dimetrodon figures are already on the plateau at the start of play. The others appear as the game progresses. A Creature is placed on its home Landmark immediately upon discovery of that Landmark. A Creature must also be placed in the same hex with an Expedition if summoned to fight it by an Event Card or Frame.

12.2 *MOVEMENT*: Once on the gameboard, a Creature is moved for any of the following reasons.

1. A player chooses to move it one hex when instructed to "Move a Creature" by a Movement Track square.
2. It is summoned to battle an Expedition in another hex by an Adventure Frame or Event Card.
3. Its home Landmark is *discovered*, thereby immediately summoning it there. Entering an already visible Landmark hex does not summon a Creature—only *discovery* of that Landmark draws its Creature to that hex.
4. It loses a battle or completes a chase, whereupon it immediately returns to its home Landmark if visible (or returns off-board otherwise; see 9.4).

13. ESCAPING THE PLATEAU

Once a player has earned at least 25 VP, he may escape the plateau and win the game. However, he may not attempt to leave without one of the six Escape items. Three Escape items are tiles (Lost Map, Tarpaulin, Rope) which are given to the Expedition which discovers their Unexplored Site. The other three Escape items are Event Cards (21, 22, 23) that require the player to perform certain tasks to activate them. Once those tasks have been completed and announced, the Event Card is played, becomes an Escape item, and is displayed face up before the player. When ready to attempt escape, the player moves his Expedition to the Landmark hex named by the Escape item in his possession and undergoes the Adventure there. If his Expedition manages to complete that Adventure by landing in the final (Escape) Frame with at least 25 VP and the required Escape item, he wins even if he *began* that Adventure with fewer than 25 VP. If the Expedition completes the Adventure but does not manage to reach the final (Escape) Frame, or does so with less than 25 VP or without the required Escape item he has not escaped, but may try again in

a future turn by repeating the Adventure.

14. EXPERIENCE CARDS

14.1 **ACQUISITION**: A player may obtain Experience Cards for use at any time when instructed to do so in an Adventure or when directed to draw an Experience Card by the Movement Track. A player also earns an Experience Card every time he *completes* an Adventure.

14.2 **USE**: Experience Cards are helpful in evading dangers and collecting VP during the Adventures by using their allowed Frame movement rather than making a die roll (see 7.3), but they can also be used in moving an Expedition figure along the Movement or Chase Tracks. A player may opt to use any one Experience Card he possesses instead of throwing a die or dice, or to employ the special benefit listed at the bottom of each card. He may not do both with the same card. If instructed to “play an Experience Card” by an Adventure Frame, a player must play an Experience Card to leave that Frame if he has one. If he doesn’t have an Experience Card to play, he may leave the Frame by rolling a die normally, but loses one VP (down to a minimum of 0). If using the card as a substitute for a die roll it must be used *before* the die roll is made *unless* the card specifically states that it can be used as a “*reroll*”. Cards cannot be combined to make a larger number for a single play, but those Experience Cards allowing a player to “Add” to any Chase or Battle die roll can be played *after* the Chase or Battle die roll to alter that die roll. Experience Cards are returned to the bottom of the Experience deck after use.

14.3 **PROPER EQUIPMENT BONUS**: When a player announces that he will take an Adventure, he should check the right top corner of the Adventure Chart to see whether he is entitled to additional Experience Cards due to any Tools he possesses. Duplicate Tools do not earn additional Experience Card bonuses. If, during the course of the Adventure, he acquires a Tool which would entitle him to draw another Experience Card for that Adventure, he may do so immediately. Likewise, if he loses a Tool which had entitled him to additional Experience Cards in his current Adventure, he must return Experience Cards (or, in their absence, VP) equal to the number that Tool allowed him to draw. When exiting an Adventure, the player must return all of his Experience Cards. A player who has lost a battle and enters the Chase Track does not exit that Adventure until the Chase is over; he may use his remaining Experience Cards during the Chase. After *completing* an Adventure, a player may draw one new Experience Card.

14.4 **MAXIMUM LIMIT**: A player may never hold more than five Experience Cards at any one time. He may draw a sixth Experience Card when instructed to do so even though it will give him too many Experience Cards, but after doing so he must immediately return one of his choice to the bottom of the Experience deck.

15. EVENT CARDS

15.1 **ACQUISITION**: A player must draw an Event Card when instructed to do so by an Event square on the Movement Track, by order of an Adventure Frame, or whenever he ends his turn at the Watering Place Landmark.

15.2 **USE**: Some Event Cards impose penalties upon the player. Others provide tasks which if accomplished give the player certain benefits such as Allies, VP, or means of Escape. All cards printed in black allow the player to play (reveal) the card at his option, and need not be read aloud. The player may keep the card face down in front of him and need not inform anyone as to its content until such time as he wishes to play it. All cards printed in red must be read aloud and played immediately. Once played, all Event Cards are returned to the bottom of the Event deck except for the three (21, 22, and 23) which can be used in an Escape which are placed face up in front of their owners as Escape items once they have been played.

16. MISCELLANEOUS

16.1 **ELASMOSAURUS**: The Elasmosaurus is restricted to the Central Lake hex, the six adjacent Lakeshore hexes, and the Marsh hex. If an Event Card calls for a random DR on the Creature Chart that summons the Elasmosaurus to a land hex it cannot enter, roll again to select another Creature.

16.2 **CENTRAL LAKE**: The only other Creatures which may enter the Central Lake hex are the Apatosaurus, Indians, and the Pterodactyl. The Apemen Allies “weapon” cannot be used there.

16.3 **LOSSES**: Whenever a player is ordered to *lose* a Tool, Experience Card, or round of ammo he doesn’t possess, he loses a VP instead. If ordered to *play* an Experience Card he doesn’t possess, he also loses a VP. If he also has no VP to lose, he ignores the instruction.

16.4 **LOSS OF TURN**: Whenever a player has lost his turn, he flips his Expedition figure to its side to signify that he may not move during his next turn. During that next turn, he returns his Expedition figure to an erect position still facing in the same direction.

16.5 **SEQUENCE OF PLAY**: When moving on the Movement Track, be sure to resolve any Creature movements, Event Card draws, applicable battles, Chases, or other dictated actions before moving your pawn on the Lost World hexes.

16.6 *VARIABLE STRENGTHS*: The Indians and Apemen have two base strengths instead of just one. The stronger (parenthesized) strength is used when in the security of their respective Landmarks (Indian Caves or Apetown).

16.7 *INDIANS/APEMEN*: When rolling two dice on the Creature Chart to determine which Creature will move (either as per the dictate of certain Event Cards, or in the Solitaire version; 17.4), a dice roll of “10” results in the player who is rolling the dice selecting *either* the Indians *or* Apemen to move [EXCEPTION; if that player is currently allied with one of them, the other Creature always moves].

16.8 *TOOL USE*: The Tools listed in an Adventure are *not* required to score VP in that Adventure unless specifically stated as such in the Frame awarding those VP [EXCEPTION; Camera; see 7.6]. Furthermore, Tools are not “used up” in an Adventure (even Food Stores and Gifts are retained after use) unless specifically “lost”. A Tool can be used any number of times; for example, the Fish Tank can be used to hold several specimens simultaneously. Tools do not have to be kept to retain the VP they have earned; for example, the Fish Tank or Egg Crate can be lost after being used to score VP without also losing those VP. The Lariat may not be used as a Rope and vice versa.

17. SOLITAIRE

17.1 *HOW TO WIN*: The Solitaire Game is played against a time limit. The volcano is about to erupt and destroy the Lost World plateau. You must escape in 40 or fewer turns or be lost with the rest of the prehistoric occupants of the Lost World. Whenever you take a turn—whether as an *entire* Adventure or by movement on the Movement Track—you must record the passage of a turn. Individual moves within an Adventure are not considered a “turn”; the entire time spent in an Adventure from entry to exit is considered one “turn”. If 40 turns elapse without your escape, you lose. If you “Find a Path” on the Movement Track or discover the “Shortcut” tile, you may take an additional turn without recording it.

17.2 *VOLCANO*: Once the “Volcano Erupts” Event Card is drawn, the destruction of the Lost World plateau is imminent. The player may thereafter attempt escape without the otherwise necessary 25 VP. The game will end with the destruction of the plateau immediately following any 11 or 12 Movement Track Dice Roll. A player who escapes with less than 25 VP has neither won nor lost; he has escaped with his life and has therefore fought the game to a tie. This Event Card has no effect if the Lava Pit has not yet been discovered.

17.3 *RULE CHANGES*: The game is played in the same manner with the following differences;

1. Any time the player is instructed to lose a Tool and he does not possess one, his Expedition is killed and he loses the game.
2. If ordered to lose a turn, the player must record the passage of a turn.
3. The “Move a Creature” squares are treated differently; see 17.4.

17.4 *CREATURE MOVEMENT*: Every time the player makes a dice roll for the Movement Track, after movement to the proper Movement Track square, he must use that same dice roll and consult the Creature Chart. That dice roll determines the Creature that will move that turn. If the Creature is not currently on the gameboard, place it on the Watering Place. The player then rolls another die to determine the direction that Creature will move, matching the die roll with the direction on the Hex Directional Diagram for that number [EXCEPTION; If the player has landed on a “Move a Creature” square, he must move the selected Creature directly towards his hex instead of in a random direction; if it can move no closer due to the Camp or Central Lake, it stops as close as it can get to the moving player]. He then rolls another die to determine how many hexes the Creature will move. If the Creature cannot move the required number of hexes due to the edge of the plateau, the Camp, or the Central Lake, it alters direction one hexside to the Creature’s right until it can continue to move forward. It may alter direction in this manner as many times as necessary in order to fulfill its movement requirement. Creatures do not have to stop due to entrance of an Unexplored Site or a hex containing another Creature. The instructions at the top of the occupied Movement Track square are not followed until *after* a Creature has been moved. No Creature is moved that turn if the Expedition figure moves on the Movement Track by playing an Experience Card instead of making a dice roll.

17.5 *ATTACKS*: A moving Creature will stop and attack the player anytime it enters the player’s hex [EXCEPTION; it does not attack as a result of being summoned due to its Landmark being discovered; see 12.2, #3]. If the Creature is already in the same hex with the player when its number is rolled, it will attack the player. Otherwise, Creatures do not attack unless ordered to do so by an Event Card or Adventure Frame.

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