

# LOST IN ADVENTURE

*In **Lost in Adventure**, you will explore an unknown world together, where your every action impacts how the story unfolds. You discover the game scenery as you go, placing cards side by side, talking to characters you meet, collecting clues, and using objects wisely: Your decisions will affect the adventure and lead you to one of the possible endings.*

## THE CURSE OF JACK PARROT

*Living the adventures of a real pirate has always been fascinating: follow in the footsteps of the legendary Captain Jack Parrot and find out what lies behind his curse.*

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1 PIRATE PAWN



8 REPUTATION TOKENS



44 SCENERY CARDS



FRONT

BACK

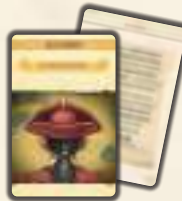
36 ITEM CARDS



FRONT

BACK

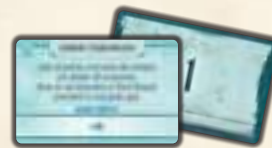
84 INTERACTION CARDS



FRONT

BACK

10 FEAT CARDS



FRONT

BACK

**! IMPORTANT**

**DO NOT MIX THE VARIOUS DECKS! ALL CARDS ARE PREORDERED TO MAKE THEM EASIER TO FIND DURING PLAY. DO NOT LOOK AT THE BACK OF THE CARDS UNLESS YOU ARE INSTRUCTED TO DO SO.**

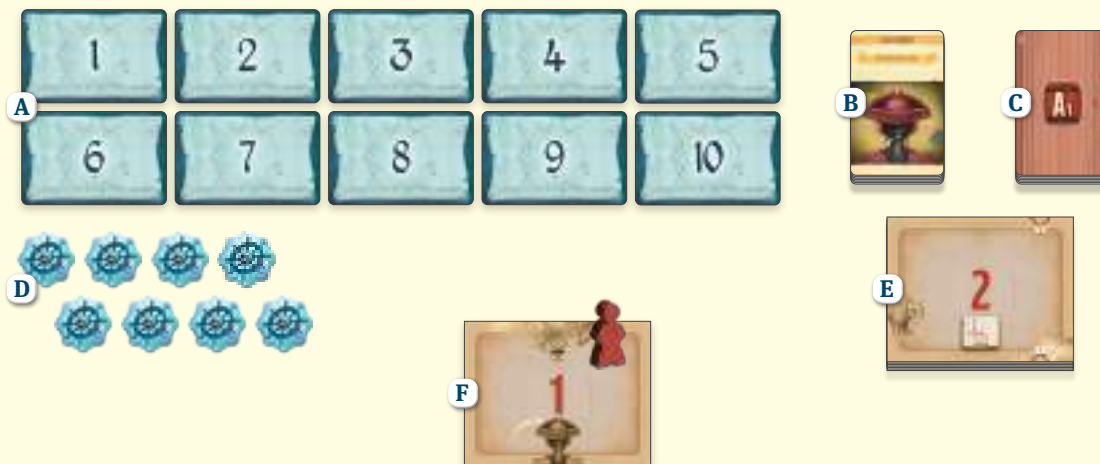
### GOAL OF THE GAME

**Lost in Adventure** is a cooperative game: all players are on the same team and they win or lose together. Your goal is to complete all the Feats and complete the adventure with as many Reputation points as possible.

In this game, it's important to figure out who or what to interact with, how and when. Timing is very important!

In this rulebook, the texts on the cards are blurred to avoid spoilers.

## SETUP



- A** Arrange the 10 **Feat cards** face-down, in 1 or 2 rows on one side of the table.
- B** Take the **Interaction card** deck and place it face-down on the table without shuffling it (you should see Interaction card #1 on top).
- C** Take the **Item card** deck and place it face-down on the table without shuffling it (you should see the back of Item card A1 on top).
- D** Arrange the 8 **Reputation tokens** on the table so the colored side is visible: you start with 8 Reputation points available.
- E** Keep the **Scenery card** deck at hand, face-down.
- F** Place Scenery card #1 in the very center of the table, face-down, and place the **Pirate pawn** on it. (Leave some room around this card to arrange the upcoming Scenery cards.)

## PLAYING THE GAME

**Note:** All rules always apply unless otherwise specified on the game cards. Cards take precedence over the rulebook.

There are no “proper” turns during the game: any player may move the Pirate pawn across Scenery cards or interact with any Interaction card in play, and so on. Decisions, however, should be made together!  
**At the beginning of the game**, turn over Scenery card #1 and put the Pirate pawn on it.

## FEAT CARDS

These cards represent your progress in the adventure. Over the course of the game you will be told how to reveal them and how to complete them.





## SCENERY CARDS


These large cards represent the game “map” that is gradually being created on the table.




Instructions during the game will tell you when to place new Scenery cards or when to remove them from play. **When you place new Scenery cards, always place them face-down**, leaving space around them so that you can add more later.

The arrows  and the little numbers  will help you arrange the cards on the table: Connect each card to another by matching all the arrows along the sides.




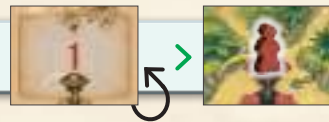
COVER 

Some Scenery cards display the instruction “Cover ”. When this happens, place the new card face-down on top of the indicated Scenery card, covering it.





Some Scenery cards refer to another Scenery card already in play. If that is the case, place the new Scenery card next to the Scenery card it refers to.

Finally, if one of the cards that was placed has the Pirate icon /  turn it over and place the Pirate pawn on it after adding the new Scenery cards.



## MOVEMENT

To move from one Scenery card to another, simply move the Pirate pawn. You can freely move to any previously discovered Scenery card, no matter the distance. You can also move to an **undiscovered** Scenery card, but only if it is adjacent to a previously **discovered** Scenery card and connected to it by an arrow .

You cannot move diagonally. You cannot move to an undiscovered card unless it is connected by an arrow  to a card that has been discovered already. To move onto an undiscovered Scenery card, first turn it face-up, then move the Pirate pawn onto it.

**Note:** Some Scenery cards, when discovered, may activate a chain of events. Wise adventurers never randomly explore the map!



#### VALID AND INVALID MOVEMENT TO UNDISCOVERED SCENERY CARDS.

- ✓ ① Adjacent and connected by arrow >
- ✗ ② Adjacent, but without arrow.
- ✗ ③ Diagonal.

**Note:** Some Scenery cards have the words “Discover only if you have at least X points of Reputation.” To turn over one of these cards (and thus be able to move onto it), you must have a number of face-up (colored) Reputation tokens equal to or greater than the number indicated. Don’t turn these tokens face-down, as they are not consumed. Once the Scenery card is discovered, it’s always possible to move to that card, even if the Reputation points should decrease over the course of the game.



### ITEM CARDS



These cards, identified by a letter and sometimes by a number as well, represent the items you may have available during your adventure. The Interaction cards, explained below, will tell you when to take an Item from the corresponding deck. Keep the Items you find in front of you, face-up: they belong to everyone, and you can use them as you wish. Usually, using an Item won’t consume it and, after you’re done using it, it is returned to you. There is no limit to the number of Items you can have.

**SIMILAR ITEMS.** Some Items may share the same letter but have a different number. You can keep similar Items in front of you.



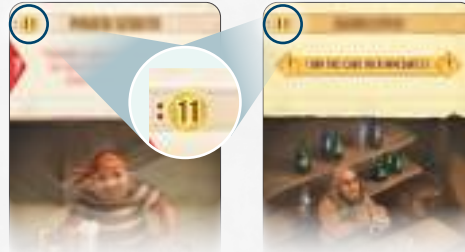
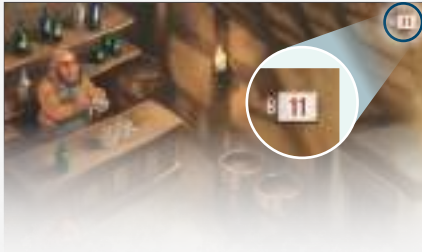
### INTERACTION CARDS


These cards represent possible interactions you may have with elements in the Scenery (objects, characters, etc.). When you discover a Scenery card, take all the cards from the Interaction deck with the same number as that Scenery card. Place them on the table next to the matching Scenery card, **taking care not to turn them over.**

However, if a card says **TURN THIS CARD OVER IMMEDIATELY.**, as soon as you finish placing the Interaction cards, immediately turn it over, read it, resolve it, and discard it. If there is one that says **IMMEDIATELY INTERACT WITH AN ITEM.**, solve it before the other Interaction cards by using one of your Items, then discard it.

Next to the number, each Interaction card shows dots indicating how many cards with that specific number are in the deck. This makes it easier to verify that all of them have been placed. This information is also present on the discovered side of the Scenery cards.





**EXAMPLE.** If you discover Scenery card #11, you would take all the Interaction cards marked with the number 11 (in this case, two cards), place them on the table next to that Scenery card, then immediately turn over the one that says  **TURN THIS CARD OVER IMMEDIATELY.**  and resolve it.

### INTERACTING WITH INTERACTION CARDS

There are 2 types of Interaction cards:

#### A. Those that do not require Items



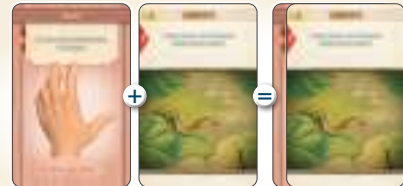
To interact with an Interaction card that does not require any Items, simply turn it over, read it, and find out what happens. Be careful, though: despite the fact that these cards do not require the use of an Item, once turned over they may have a different outcome depending on whether you have a given Item with you or not, or a certain amount of Reputation, etc.

#### B. Those that require an Item (or more than 1), recognizable by this icon:



To interact with an Interaction card that requires an Item:

1. Choose 1 of the available Items you have collected so far and partially cover it with the Interaction card so that the triangular icons are adjacent, as depicted in this image:
2. Turn over both cards together.  
3 situations can occur:

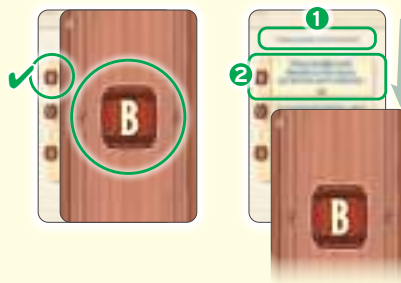


### CASE 1

#### THERE IS A PERFECT MATCH

The Item's letter is also found somewhere on the back of the Interaction card.

Slide the Item card down until the paragraph identified by the Item's letter is revealed. **Read only the part at the top of the Interaction card ① and the one in the matching letter's paragraph ②**, ignoring any others, and follow those instructions. When you are done, **discard the Interaction card** (you can no longer interact with it) and put the Item back in front of you, if not instructed otherwise.

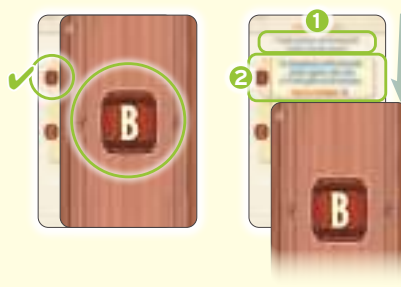


### CASE 2

#### THERE IS A GENERIC MATCH

The Item's letter is not on the back of the Interaction card, but there is an asterisk \*.

Slide the Item card down until the paragraph with the asterisk \* is revealed. **Read only the part at the top of the Interaction card ① and the one in the matching paragraph ②**, ignoring any others, and follow those instructions. When you are done, **discard the Interaction card** (you can no longer interact with it) and put the Item back in front of you, if not instructed otherwise.



### CASE 3

#### THERE IS NO MATCH

The Item's letter is not on the back of the Interaction card nor is there an asterisk \*.

Put the Interaction card back on the table, face-down, as if you had not interacted with it, without reading anything on its back. You can interact with the same card again later. Put the Item back in front of you.



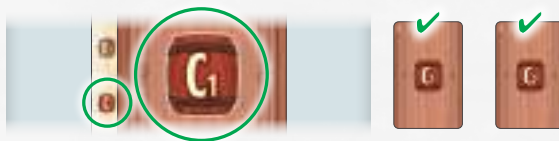
If an Interaction card bears a triangle with 2 "?", choose **2 Item cards** instead of 1 and follow the same process as described above.



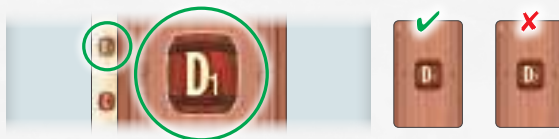
### INTERACTIONS WITH SIMILAR ITEMS.

When you interact with an Interaction card using an Item identified by a letter and a number, 2 things can occur:

On the Interaction card, **only the letter** appears, with no number. This means that any Item with that letter is fine, regardless of the number.



On the Interaction card, **a number is specified** next to the letter. In this case, you must have used the specific Item with that exact letter and number in order to read the matching paragraph.



You can usually interact with each Interaction card only once, after which it is discarded (note: you can consult the discard pile whenever you want). So, choose carefully which ones to interact with, when, and with which Items. You will find plenty of clues in the game, both in the texts and the illustrations, that will help you figure out what is the best thing to do.

## END OF THE GAME

The game ends when you have reached one of the story endings. To determine your score, count the Reputation you have gained (colored side) and subtract the number of uncompleted Feats (i.e., those not discarded, whether revealed or not). **Example:** with 7 Reputation points and 2 Feats yet to complete, the score is 5 ( $7-2=5$ ).

Compare your score to the following table:

<b>0-3</b>	<b>APPRENTICE</b> You have completed the story, but the game still hides many secrets. Will you be able to find them all?	<b>4-5</b>	<b>HUB</b> Good job! Curiosity allowed you to discover most of the secrets of the game, but there may be more to be found!	<b>6-7</b>	<b>SEA DOG</b> Nice adventure! You moved well and were shrewd, but some parts of the story and some secrets remain shrouded in mystery. Would you like to try again?	<b>8</b>	<b>LEGENDARY PIRATE</b> Amazing! You didn't just complete the adventure, you mastered it! Your fame echoes across the Seven Seas!
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## INTERRUPTING AND SAVING THE GAME

The game can be played in one go; however, you can also tackle it over multiple sessions. To save your game progress, put all collected Items, Feats, and Scenery cards in a zipper-seal bag. Leave them all on the same side that they were on the table (do not turn them over). You can rebuild the map by following the links shown on the cards (you can also take a picture, for reference). Put the Scenery card deck, the Item deck, and the Interaction deck into another bag, avoiding mixing them up. Finally, put all discarded cards into another bag. Restoring the game should come easy with everything well organized.

## PLAYING AGAIN

Rearrange all the cards into their respective decks, turning them all to the same side, so that the numbers or letters are in sequence. Interaction cards have a sequential number in the lower right corner on the back.

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## INTERACTION CARD INSTRUCTIONS

You may find some of these key instructions on the interaction cards or elsewhere. If an instruction is impossible (for example, because the card it refers to is no longer in the deck), just ignore it. Keep this list at hand during the game to clarify any doubts.

**TAKE:** Take the corresponding card from the Item deck and reveal it in front of you. From now on, it is an available Item which can be used in future Interactions.

**PUT INTO PLAY:** Take the corresponding card from the Interaction deck and place it on the table. Unless otherwise specified, do not turn the card over.

**PLACE SCENERY:** Take the corresponding card from the Scenery deck and place it face-down on the table, following the indications on the back.

**DISCOVER SCENERY:** Take the corresponding card from the Scenery deck and place it face-down on the table, then turn it over and put the corresponding Interaction cards into play.


**DISCARD:** Discard the corresponding Interaction card or Item out of play. In case of an Interaction card, do not reveal it.

**REMOVE FROM THE SCENERY / ITEM / INTERACTION DECK:** Find the corresponding card from the appropriate deck and place it face-down on the discard pile, without revealing it.

**REVEAL:** Turn the Feat card with the corresponding number face-up (if it has been discarded or has already been revealed, ignore this instruction).

**COMPLETE:** Follow the instructions on the corresponding Feat card after the words "When completed", then discard it.

**TURN THIS CARD BACK OVER:** Turn the Interaction card back over, without discarding it. You can interact with it again. (This instruction appears rarely.)

**-1** : Turn a Reputation token face-down to its non-colored side. If all tokens are already face-down, nothing happens.

**+1** : Turn a Reputation token face-up to its colored side. If all tokens are already face-up, nothing happens.

## FAQ

### I CAN'T FIND A CARD IN THE DECK.

It is possible that the card was previously discarded. In this case, ignore the instruction and continue the game. (If you want to make sure the card is there, check all discarded cards).


### I DON'T UNDERSTAND HOW TO MOVE FORWARD.

You may have forgotten to add some Scenery cards to the game. Check that the proper Scenery cards have all been laid out, making sure that all the arrow connections are complete. The dots next to the number on the Interaction cards show how many cards with that same number are in the deck. Make sure you got all of them.

### I MUST COMPLETE A FEAT, BUT I HAVE NOT YET REVEALED IT.

You are ahead of your time! Reveal the Feat and apply the "When Completed" effects. If later on you find a card that tells you to reveal that Feat, ignore it.

### I MADE A MISTAKE IN PLACING THE SCENERY CARDS.

Make sure that each card has all its connections: adjacent undiscovered Scenery cards with the numbers indicated on the arrows . You should never be in a situation where an arrow is connected to a card other than the indicated card (or to nothing).

### IF I COVER ONE SCENERY CARD WITH ANOTHER, SHOULD THE OLD INTERACTION CARDS BE DISCARDED?

No. As a matter of fact, the new Scenery card shows the same number as the covered card.

### HELP! WE CAN'T AGREE ON WHAT TO DO NEXT.

You can always play in turns, in a clockwise direction: each player can move the Pirate pawn and interact with 1 card (flipping and resolving a "Turn over immediately" card does not constitute your action for the turn). The final say belongs to the player whose turn it is, but remember that the game is cooperative!

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