

Lost Cities – 4 Player Partnership Game

Rules

To play Lost Cities with 4 players, you need two game sets. Use the game components from one set, and add all cards with values 2, 3 and 4 from the other set to the deck. For 4 players, the deck contains a total of 75 cards.

Players sitting opposite each other form partnerships and play on the same side of the board. Proceed as in the standard game, with the following amendments:

When adding cards to an expedition, the numbers must strictly increase. Two cards of the same value may not be played into the same expedition.

Instead of taking a normal turn (playing and drawing a card), a player may choose any two of his cards and pass them face down to his partner. By doing so, a player may never reduce his hand to less than six cards. Apart from this, partners are not allowed to communicate about their play.

Conventions

The last sentence of the rules introduces the real challenge: “Partners are not allowed to communicate about their play.” Of course, success comes from well co-ordinated play within the partnership. Here are some suggested playing conventions:

- ▶ If your partner plays a card into an expedition, play the subsequent card right away if you hold it in your hand – follow an investment card by another investment card, a 2 by a 3, and so on. If you do not play, your partner will know that he can leave a gap – for example follow a 2 with a 4. If both players wait several turns, you may decide to leave larger gaps.
- ▶ Use the opportunity to pass cards and attempt to identify your one (or two) strong colours with the potential to score many points. Pass low cards to signal that you can support a colour with more cards from your hand; pass high cards if these are your only cards of a colour.

There is much more to explore. Enjoy!