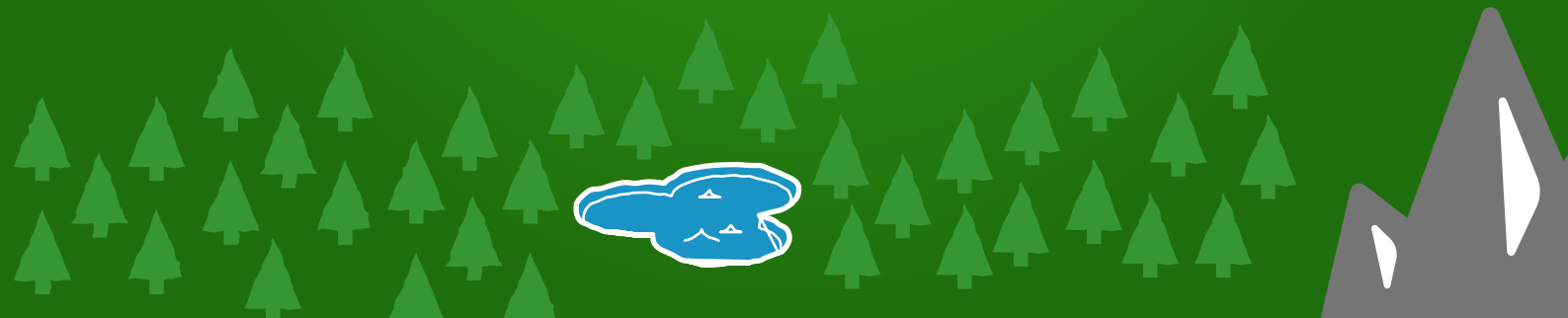# Lost

in the

Woods

A game by Ricardo Couto

The Game

You and some friends wanted to go camping. But none of you had much experience with it. And on the very first day, you got **lost in the woods**.

The goal is to find the right exit point from this forest and return home, to the Wi-Fi and fresh meals, but first you need to stay alive. Not only you, but you and all your friend.

Lost in the Woods is a cooperative game, so don't try to rush alone!

Setup

Place the main board on the center of the table.

Now, randomly place the six forest tokens faced down with 1-dot around the central terrain hex. Do the same for the tiles with 2-dots, but now around the 1-dot tokens; and then for the ones with 3-dots, that should all be placed on the edge of the map, randomly.
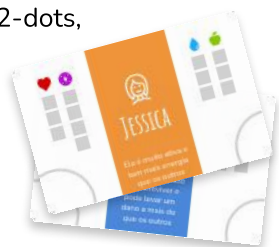
Choose one of the four game characters and place four cubes at the top of each of the supply tracks (vital force, energy, water, and food), as well as the character(s) meeples in the center of the board, on the central terrain.

Characters

Each character has a unique ability, but all are limited by the maximum amount of resources they can carry or sustain.

For example: Jessica starts with 4 extra energy. If she spends 2 energy during the day and chooses to sleep, she will restore her energy up to the maximum she can hold (4).

Day & NIght

The game is based on a variation of day and night, using the **time rondel**.

This rondel has 6 phases: day, lunch, animal day, night, night hydration, and animal night."

Day: each player, in turn order chosen by the players, can perform 2 actions without consuming extra energy.

Lunch: each player must consume 1 water and 1 food from their personal supply. For each resource they cannot consume, they lose 1 vital force.

Animal Day: all animals with the day symbol must move and/or attack (according to each animal).

Night: each player can perform 2 actions, just like during the day. However, at night, players are allowed to sleep, which means they will not take any actions and will recover all their energy (limited by the character).

Night Hydration: each player must consume 1 water. If they don't have water available, they must lose 1 vital force.

Animal Night: All animals with the night symbol must move and/or attack (according to each animal).

TErrains

There are 3 terrains in the game: forest, mountain, and lake

Forest: the most common terrain. It has no special characteristics.

Mountain: to climb a mountain (enter a mountain space), you must spend one extra energy (either by using your second free action of the day or night, or by using your extra energy).

Lake: While the player is on the lake, they do not need to consume water from their supply, and whenever they are in a lake space, their supply is always on maximum allowed by the character. Filling the supply is not considered an action and does not consume energy.

Actions

Each day and night, each player can perform 2 actions on their turn, with additional actions available by spending their character's energy.

MOVEMENT

The most common action in the game is movement. To move, the player must indicate where they wish to go and:

- If the space have a forest token (yellow one with dots on it), the player must reveal a forest card, resolve it, and set a forest token(s) there.
- If it's a mountain, the player must move there by spending their 2 actions for the turn or by using extra energy, if available.
- If the player is on their second action of the turn, the terrain is face down, and they have no available energy, they may climb the mountain using just that one action—in this case only, it's possible to climb the mountain with a single action.

SLEEP

During the night and only during the night, a player can choose to take no actions and just sleep. This will restore their energy and end their turn.

RECOVER VITAL FORCE

At any time, a player can recover one level of vital force by spending 1 water and 1 food during their turn (does not consume energy).

At any time, if a player's vital force reaches 0, they must lay their character down on the space they occupy. This player cannot take any further actions until they are either carried by another player or recovered their vital force by another players.

TRADE OR GIVE RESOURCES OR EQUIPMENT

If two or more players are in the same space, they can freely give or receive resources. This does not count as an action, but the exchange only occurs if both parties agree to the trade/donation.

CARRY A FRIEND

A player in the same space as another can carry them by spending one extra energy for each space they move along with the friend being carried.

In the case of a mountain, which already requires 2 energy to climb, if carrying someone, 3 energies are required to climb the mountain.

INTERACTING WITH ANIMALS

If you enter a space with an animal, you are not attacked (this means you are moving very carefully).

Animals only attack during the animal day and night turns, as indicated by the icon on the animal cards. Some animals can be killed and used as food, while others you can only kill (how shameful!).

Important: If there is more than one possible target for an attack, the players decide together who will suffer the attack, and they can share the damage if they are in the same space.

Free Actions

Some actions are free, meaning they do not consume energy:
- Using equipment
- Recovering vital force
- Trading or giving resources or equipment
- Filling your supply with water at a lake

Equipments

When players find equipments in the forest, they can either take it or leave it in the forest. Each player can only carry 2 pieces of equipment at a time, one in each hand.

 Binoculars: you can use them once per turn to check the 3 terrain cards, reorganize it at will and the forest token(s) of an adjacent terrain. The token must remain face down after you view it.

 Fishing Rod: if you are in a lake, you can use this equipment once per turn to gain one food. You've caught a fish!

 Fire: you can use this item to protect yourself from animals that would harm you. After use, you must discard it.

 Compass: you or one of your friends need this to exit the forest. Even if you already know the way out of the forest, the player with the compass must be at the exit point for everyone to leave and win the game.

Rain and fruits

Some terrain cards or tokens indicates rains events or that you have found a fruit tree.

Rain: automatically, all players must fill their water resource up to their character's limit. But during this turn, players can only do one move in their turn from now one.

Fruits: if you find a fruit tree in the forest, you can pick the fruit and carry it in one of your hands, convert it into food immediately, or simply leave it where it is. If you convert it into food, add 1 or 2 (depending on the token) to your food resource and discard the forest token.

You can also carry the fruit in one of your available hands.

If you leave the fruits on the map, consider them when the bear moves. If a bear passes through a space with fruits or honey on the board, it stops immediately and eats it — meaning the food or honey token must be discarded from the game.

Exit Tips and Exit

There are 6 forest exit clues: A, B, C, D, E, and F.

When a player finds one of these clues, they must place it on the correspondent letter on one of the map's edges.

When the fifth clue is found, everyone will know that the exit is in the missing corner, and they must place the exit marker at that point. It is possible that the sixth clue may still be found, but it is not necessary and should not be considered, as long as you already know the exit.

Remember: to exit the forest, you need to be at the exit point with a person who has a compass.

Animals

During the animal turns, both day and night, animals can move and/or attack, depending on the animal.

If an animal enters a space with a player, the animal automatically attacks. The players in the space can decide who takes the damage and can also divide the damage.

If an animal moves to an unrevealed space, the animal token must be turned face down (so there will be 2 or more tokens on a single hex). When a player reveals that terrain, all forest tokens must be revealed at the same time.

Bee Hive: does not move or attack any player. However, if you take honey, you get a sting (one damage).

Snake: attacks both day and night, causing one damage in the same space (preferably) or up to 1 adjacent space. If there are multiple players, they must choose who takes the damage (the snake deals one damage per turn, regardless of the number of target players). If it does not attack, it moves by revealing a movement card. The snake can be killed by spending 1 energy.

Rabbit: does not attack or deal damage. Rabbits move one space both day and night. Preferably, they move to an adjacent space that is still unrevealed on the map. If no such space exists, reveal a movement card for each rabbit.

Wild Boar: if a player ends their day or night in a space with a wild boar, they take a damage immediately. At night, wild boars move one space. Preferably, they move to an adjacent space that is still unrevealed on the map. If no such space exists, reveal a movement card for each wild boar. If the wild boar enters a space with another player, it hits damage. The wild boar can be killed by spending 2 energy, but the player receives 3 food for doing so.

Bear: during the night, it moves up to two spaces towards the location with the most food on the map. Food includes: fruits (1 or 2), beehives (2), and food carried by players. To determine where there is the most food, sum up the number of fruits, beehives, and food items in each space on the map.

Example: A space with a beehive and two players, one with 2 food and the other with 1 food, totals 5 food.

In case of a tie in the amount of food, the bear will move to the closest space among the tied ones. If there is still a tie, the players closest to the bear decide where it should move.

The bear attacks and deals 2 damages if it enters a space with a player. If the bear is already in a space with players, it only attacks, dealing 2 damages (which can be divided among the players in the same space).

Jaguar: moves up to 2 spaces and attacks like the bear but does not follow the most food. Instead, it moves towards the space with the most players on the map. For example, in a game with 3 players, if there are 2 players together in one space, the jaguar will move to that space, regardless of whether the third player is nearby.

In case of a tie in the number of players, the jaguar moves towards the closest player.

Important: The bear and jaguar cannot be killed in any way, they can only be driven away with fire.

USING FIRE AGAINST ANIMALS
It is possible to use fire in the following situations:

Snake Attack: you repel the snake's attack, taking no damage. However, the snake moves one space in the direction of your choice (it does not attack on the new location).

Wild Boar Attack: you repel the attack, taking no damage, and the wild boar moves 1 space in the direction of your choice (it does not attack the new location).

For Bee Hive and Rabbit animals, fire cannot be used.

Bear Attack: you repel the attack, taking no damage, and the wild boar moves 2 spaces in the direction of your choice (it does not attack the new location).

Jaguar Attack: same rule as the bear.

END GAME

The game ends if:

All the players are laid down. In this case, you and your group are permanently lost in the woods. That's bad :(

OR

All the players are able to get out of the forest - in this case **you all WON** and you are no longer lost in the woods!

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