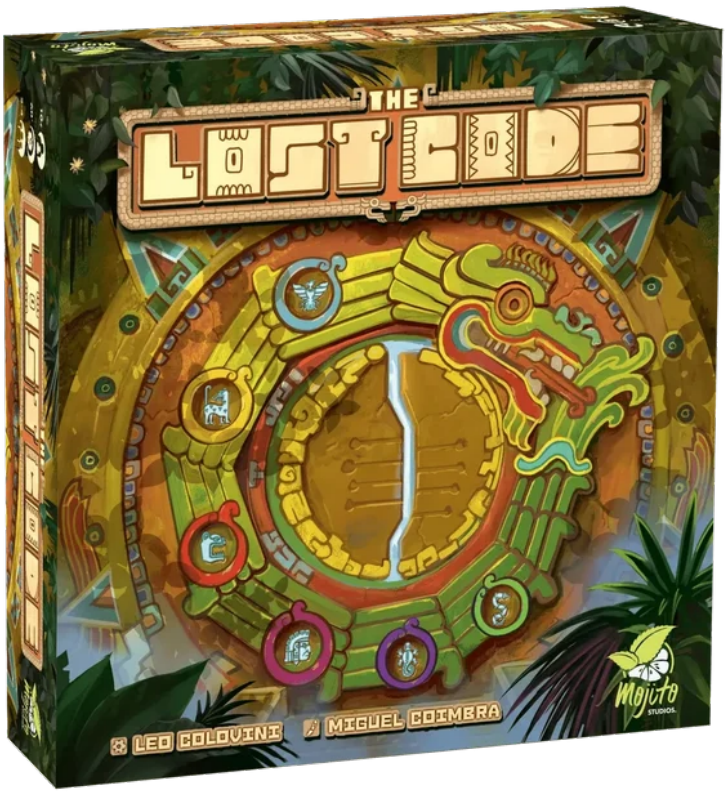


THE LOST CODE

Official Rulebook

"The New World is full of pitfalls, an unfriendly place for explorers who travel there. But that's your passion. This time, however, you may have gone too far.

Wandering the Temple of the Sun is not for the faint of heart! Yet, are you smart enough to solve the riddles the Snake has in store for you and get away with it? Will you find the lost code and escape its clutches, or will you perish to them?"

🧭 OVERVIEW

In **The Lost Code**, you have a secret code placed in front of you, but **you can only see your opponents' codes, never your own!**

The goal of the game is to deduct your own code by making progressive guesses throughout the match. In each round, you try to guess the sum range of three numbers on your log based on rolled dice symbols. At the end of the game, you make final guesses for each individual stone in your log. The closer your guesses, the more **Victory Points (VP / 🏆)** you earn.

🏆 **Winning Condition:** The player with the most Victory Points at the end of the game wins!

📦 GAME COMPONENTS

- **1** Game Board

- **4** Cardboard Logs *(Each consisting of 2 bases, 1 support floor, and 1 external shell)*

- **54** Cardboard Stones *(Numbered 0 to 8 across 6 distinct symbols; number 8 stones are used for variants)*
- **7** Double-sided Guessing Wheels of different sizes
- **3** Custom Colored Dice
- **4** Player Pieces *(1 per player color)*
- **4** Double-sided Player Screens *(1 per player color)*
- **1** Deduction Pad
- **6** Tokens for the *"Deadly Shortcut"* expansion
- **1** Token for the *"Curse of the Temple"* expansion

Note: Each player will also need a pencil and an eraser *(not included in the box)*.

🛠️ SETUP & ASSEMBLY

1. Assemble the Logs

For each log:

1. Place the support floor onto the two bases, pinning it securely to the hooks.

2. Wrap the external shell around, fixing it to the two bases.

3. *Tip:* When placing a stone into a log, ensure it fits into the hole of the support floor so it doesn't lean too far forward or backward. You can store assembled logs directly in the tray.

2. General Setup

1. **Place the Board:** Put the game board in the center of the table, easily accessible to all players.

2. **Setup Score Track:** Each player chooses a color. Place all matching player pieces on the starting space (**0**) of the scoring track, randomly stacking tied pieces in a pile.

3. **Player Supplies:** Give each player a sheet from the deduction pad, a matching player screen, a pencil, and an eraser.

4. **Place Wheels:** Place the 7 guessing wheels (with the side **without** the white X facing up) on and beside the board in their matching frame spaces.

5. **Prepare Stones:**

- Secretly shuffle the stones, keeping the symbols separated in individual face-down stacks next to the board.

- **Without looking at them**, return **1 stone of each symbol back to the box**. These removed stones will not be used during the game.

- *Remember:* One number from 0 to 7 (or 0 to 8 in variants) for each symbol is missing from the game!

6. **Deal Player Codes:** Each player draws **1 stone of each symbol**. Without looking at the numbers, place them in your log facing outward so only your opponents can see them. *(It is recommended to arrange them in the same symbol sequence as shown on the deduction sheet).*

3. Setup for 2 or 3 Players

- Fill any remaining unused logs with stones (1 per symbol) and place them on the table so everyone can see them clearly.

- On your deduction sheet, **blacken out** the numbers of all visible stones (opponents' stones + unassigned logs), as you cannot have those numbers in your own log.

REGISTERING INFORMATION ON YOUR DEDUCTION SHEET

Your deduction sheet is divided into **3 main sections**:

1. **Top-Left (Stone Elimination Grid):** Mark off spaces matching numbers/symbols you see on opponents' logs or deduce you don't have.

    - ⬛ **Blacken completely:** Numbers you can physically see on other players' logs.

    - ❌ **Cross out:** Numbers you rule out purely through deduction/guessing. *(If you exchange a stone later, simply erase your crosses while keeping blackened boxes intact).*

2. **Right Side (Round History Log):** Take note of the symbols rolled by the dice in each round (1 row per round) by marking crosses in matching columns. In the blank space, record the range determined by your wheel.

3. **Bottom-Left (Final Guesses):** Reserved for your final number guesses at the end of the game.

🎮 HOW TO PLAY

The game is played over a fixed number of rounds depending on player count. Each round consists of **3 Phases**:

ROUND STRUCTURE
Phase 1: Roll the Dice
Phase 2: Make Your Guess (Choose a Wheel)
Phase 3: Carry Out the Scoring Phase

 **PHASE 1: THROW THE DICE**

1. **Roll:** The player who is **last on the scoring track** throws the 3 custom dice. *(In case of a tie, the player whose piece is on top of the tied stack rolls).*

2. **Modify Roll (Optional):** The roller may accept the roll as-is or turn **one die** to any symbol of their choice.

3. **Record Roll:** On their deduction sheets, all players record the symbols drawn by marking the corresponding line for that round. *(If a symbol appears twice or thrice on the dice, mark it two or three times).*

 **PHASE 2: MAKE YOUR GUESS**

In turn order (starting from the player last on the scoring track, up to the leader):

1. **Calculate Target:** Look at the symbols shown on the thrown dice. Your goal is to guess the **sum range** of those matching symbol numbers in your hidden log.

- *Example:* If the dice show Bear - Jaguar - Human, you guess the combined sum of your Red, Yellow, and Pink stones. If a symbol appears multiple times, count that stone's value multiple times.

2. **Choose a Guessing Wheel:** Select **one** available guessing wheel from the board.

- *Strategy:* Narrower ranges award more Victory Points (VP / 🏆), while wider ranges are safer but award fewer VP.

3. **Set Your Range:** Rotate your chosen wheel to display the range of numbers you believe includes your sum. Place it face up in front of you.

⚠️ **Important:** A guessing wheel can never display fewer numbers than its minimum setting. Adjust it so it does not show empty spaces.

🎯 PHASE 3: SCORING & RESOLUTION

In turn order, players check if their guesses were correct. **You cannot look at your own stones; opponents calculate the sum for you.**

🟢 If Your Guess is CORRECT (Sum is within range):

- Write the chosen range in the rightmost column of your deduction sheet.

- Earn Victory Points (🏆) equal to the value displayed on your wheel and move your piece forward on the scoring track.

🔴 **If Your Guess is WRONG (Sum is NOT within range):**

- **Opponents' Feedback:** Opponents must truthfully inform you whether your actual sum was **HIGHER** or **LOWER** than your guessed range.

    - 🛑 *Exception:* If you used the **smallest guessing wheel** (highest VP value), opponents only state whether you were right or wrong—they do **NOT** reveal if it was higher or lower!

- Record the adjusted possible range above or below your guessed range on your sheet.

- **Exchange Stones:** You must exchange one of the stones involved in the guess with a new stone from the matching pile (if stones remain in the supply). Erase deduction crosses associated with that stone slot.

🏆 **END OF THE GAME & FINAL SCORING**

After the final round:

1. Players fill out the **Bottom-Left Section** of their deduction sheet, writing down their final exact number guess for each stone in their log.

2. Reveal your hidden stones and compare them to your final guesses:

    - **Exact Guess:** Earn **+5 VP**
    - **Off by 1:** Earn **+2 VP**
    - **Off by 2:** Earn **+1 VP**
    - **Wrong / Off by 3+: -2 VP** penalty

The player with the highest total Victory Points on the track wins!

👶 INTRODUCTORY VERSION & VARIANTS

- **Introductory Version (5 Symbols):** For beginners or kids, play with only 5 symbol types by removing all **Bear (Red)** stones from the game. If a Bear is rolled on a die, the roller must turn it to another symbol.

- **X-Race Variant:** Uses the **number 8 stones** and alternate sides of the guessing wheels marked with a white **X**.