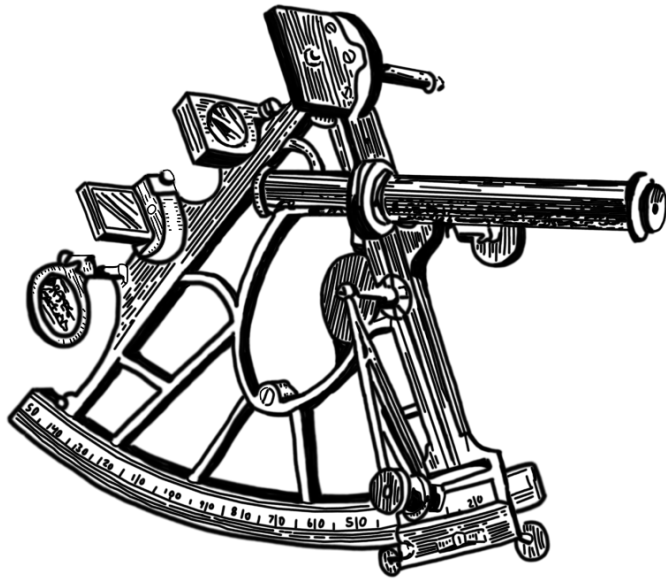


# LOST EXPEDITION V2



Lost Expedition is a social deduction board game set in the mid-1800s. You are a crew of arctic explorers tasked with finding the long sought after Northwest Passage, a sea route to the orient. Your ship has already been trapped in the ice for two winters, and rations grow scarce. Not equipped for overland travel, and with your ship finally breaking free of the ice, the expedition reasons to attempt to blow through the glaciers with explosives. Will you forge the last link? Or will mutinous crew members steer you astray?

At the beginning of a game, players will receive one of two teams, **crew** members, or **traitors**.

These roles will be represented by tokens which are put into velvet dice bags and shuffled.

Players can only look into their own bag, then they will know their role. All players will then close their eyes and traitors will get a moment to open them and realize who their fellow traitors are. For a standard 5-player game, there will be 3 crew and 2 traitors.

Each player will also receive a character card, set aside the captain card and one less character card than the number of players. The player who gets the captain card will be the first captain and will additionally receive another character card. Character cards will afford bonuses that can be used to the benefit of either the crew or the traitors. Character cards remain face down until used, except for the Captain card.

Each player also gets 3 **guns**, which will be used later.

## Appointing the Navigation Team

The **Captain** chooses a player to be the **Lieutenant** and another to be the **Navigator**.

The **Captain** cannot appoint themselves.

The **Lieutenant** and **Navigator** cannot be the same person.

## Mutiny

*"If you are not satisfied with my decision, let your guns speak!"*

If the **crew** disagree with the **Captain's** choices, they can choose to **mutiny** using their **guns**.

The **Captain** must ask if the **crew** is satisfied with their decision.

Each **crew** member excluding the **captain** secretly places 0 or more guns in one fist. Unused guns remain hidden in the other hand. All crew members should hold their fist over the table once they have decided, and the **Captain** should count to 3. All players will reveal their guns, and if there are 3 or more guns, the **mutiny** is successful.

If a mutiny is successful, whoever revealed the most guns **wins** the **mutiny** and becomes the new **Captain**.

## The Navigation

The **Captain** draws the top **two** navigation cards face down from the draw pile.

The **Lieutenant** then draws the next **two** cards face down from the draw pile.

Both players look at their cards and choose one of them to discard **face down** into the discard pile.

Both players then place their remaining card into the captain's logbook (a box used to shuffle the remaining navigation cards).

Close and shake the captain's logbook to shuffle the cards and pass the logbook to the **Navigator**.

The **Navigator** secretly looks at the cards in the logbook and discards a card of their choosing.

The logbook is then returned to the **Captain** and the action on the remaining card is taken.

The **Captain** places the chosen card in front of them. It remains in front of them for the rest of the game and will never be shuffled back into the navigation deck.

After navigation is complete, the **Navigator** is given an off-duty plaque, and anyone previously off-duty is now available to be chosen as **Navigator** again.

If there are fewer than 4 cards in the navigation pile before navigation, combine the remaining pile with the discard pile, keep all cards face down during the process. This pile becomes the new draw pile.

## NAVIGATION CARD EFFECTS

Navigation cards each have an effect described in the following list:

### **LEAD POISONING**

The current **Captain** falling ill from poisoned rations. The next player clockwise of the current **Captain** with the least navigation cards in front of them becomes the next **Captain**.

### **SEXTANT**

The current **Captain** chooses another player to look at the card at the top of the navigation deck. They may put it back or discard it.

### **NAVIGATION LOGS**

The current **Captain** can choose any player to review the navigation logs. That player shuffles the last three discarded navigation cards and secretly looks at them. They can speak about their findings.

### **CABIN SEARCH**

The current **Captain** can initiate a cabin search on a chosen player. That player must hand the **Captain** their bag containing their role token. Everyone must close their eyes while the **Captain** looks at the role token. The Captain can speak about their findings.

## **OFF WITH THE TONGUE**

The current **Captain** gets to choose any player to cut off their tongue. Players with their tongue cut off cannot articulate words for the rest of the game, but can make sounds and gestures. They can also no longer become **captain**. A mute players' guns still count in a mutiny, but they cannot become **captain** during the mutiny.

## NAVIGATOR'S SACRIFICE

### **Denial Of Command**

"I will not carry out these commands, but jump overboard instead!"

The Navigator can refuse to navigate by discarding both navigation cards they receive face down. The Navigator is immediately eliminated from the game and must remain silent. They cannot reveal their role token. Emergency Navigation will then be performed.

### **Emergency Navigation**

The Captain must immediately pick a new navigator, even an off-duty player.

There is no mutiny phase after this decision.

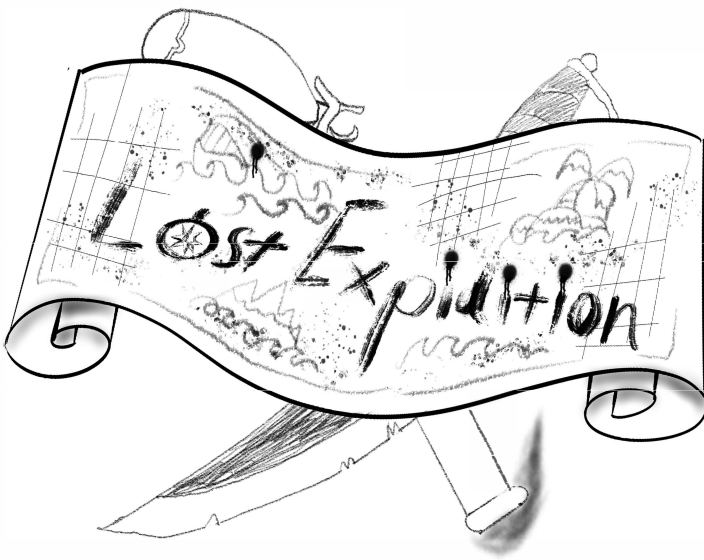
The Lieutenant stays the same.

Navigation phase is done once again with new cards drawn.

## LOST EXPEDITION V2

### GROUP MEMBERS:

- **JOSHUA SALYERS** - GAME MECHANICS, PHYSICAL GAME-BOARD AND PIECES/ ACCESSORIES
- **RILEY WEBER-HOROWITZ** - GAME MECHANICS, PHYSICAL PIECE DESIGN AND FABRICATION
- **JYMERE BROWN** - ART DIRECTION, CHARACTER ART, BANNER ART
- **CAMDEN** - KICKSTARTER TIER CONCEPTS, EXTRA GOAL REWARDS, KICKSTARTER ART
- **JOSH N** - GAME MECHANICS INPUT AND PLAYTESTING



Banner art by Jymere.

## ➤ MECHANICS REVISIONS - V2.0

### ADDITIONS

- Added former glacier roll effects to navigation cards, ideally increasing player impact and choice and creating dilemmas for navigational decisions.
- Added 22 custom character cards complete with character art done by Jymere.
- Finalized captain, lieutenant, and navigator plaques, art also done by Jymere.
- Added Discussion phase.

### PLANNED ADDITIONS

- Map/board changes, additional map events.
- Finalized 'gun' pieces for mutiny phase, Replacing placeholders.
- Ship miniature board piece.
- Higher max player count, roughly 10-11.

### REMOVALS

- Removed the Glacier.
- Removed dice rolls and coin flip-tied events.
- Removed 'Flogging' event for balance reasons.