

Lost & Found (The First Game in the Series) Demo Sheet, 5 February 2018 (v.0.16)

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www.lostandfoundthegame.org

NOTE: This sheet is intended for use by educators and those providing demos for group play. It is a supplement to the rulebook, not a replacement.

Objective:

Players must work together to complete at least six Communal Responsibilities. If this is not done by the end of the game, all players lose.

Players must work individually to complete at least three of their own Family Responsibilities. If enough Communal Responsibilities are complete, then all players with enough Family Responsibilities shares victory with one another. In this way, none, one, some, or all players may win.

Setup:

- Deal each player a Role Card and give them that corresponding Player Mat, and the Starting Cards from the Starting Resources deck listed on their Role Card. If playing with fewer than 5 players, set the remaining Roles and Player Mats aside; they will not be used. Each player may also take a quick reference card for their own use.
- Place the communal mat in the center of the table. Shuffle all decks and place on the relevant spaces on this mat. Also draw and place face-up three Communal Responsibilities in the center of the table. (Each player receives their own five-card Family Responsibility deck for their Player Mat. Players draw one card from there.)
- Event Deck: sort into four piles of matching season (Winter, Spring, Summer, Fall). Shuffle each individual pile, then stack them on top of one another in order, with Winter on top.
- The player who lost or found something most recently takes the first turn.

On your turn: A player's turn consists of five phases, performed in order:

1. **Draw two cards from the Resource Deck.** Note ownership of cards: If the owner is “Any” or your role then you legally own it, otherwise you are *not* the legal owner and you found a lost object that belongs to someone else.
2. **Draw an Event card, read the text on it, and resolve it.** If you choose an option listed as a Transgression or going Beyond the Law, place the Event in the matching pile on your Player Mat (these may affect your Family Responsibilities later). If the card says to keep it, put it on the relevant space on top of your Player Mat. Otherwise, resolve it and then discard it. (The game normally ends at the end of the turn after the last Event is drawn.)
 - a. Events may affect a player other than the one whose turn it is, so read carefully! If an Event card says it affects the player with the most or least of something and there is a tie, ties are broken in turn order, starting with the current player.
3. **Return up to one object** that belongs to another player (*not* a Stranger); **or discard up to one object** that belongs to another player role (*not* a Stranger) that is not currently in the game; **or donate any number of legally owned cards** towards a Crisis (if any Crises are currently active – they *cannot* happen on the first turn).
4. **Donate cards toward one Responsibility.** If you have enough cards to complete one of your Family Responsibility cards, you may discard all of them and complete it. Any cards not legally owned are placed in your Transgressions pile instead. *OR* you may donate one or more cards towards an incomplete Communal Responsibility (you may only use legally owned cards to pay for Communal Responsibilities). If any responsibility is complete, draw another from the deck of the same type. If you overpay, you cannot “make change” – the excess is lost.
5. **Discard.** If you have more than three Resource or Lost Object cards in hand, you must discard down to three. If any cards discarded are not legally owned, they are placed in your Transgressions pile.

Cards in your Transgressions and Beyond the Law piles do not affect you until the end of the game, at which point Transgressions may require a resource payment or loss of a completed Family Responsibility, and Beyond the Law cards may allow you to complete an extra Family Responsibility. You will have opportunities to correct a Transgression before the end of the game.

Play through one turn per player now. (Short Demo ends here.)

After the first turn, players may encounter Crisis, Disaster, or Festival events. There are three of each total in the deck. Read as you encounter each type for the first time:

- **Crisis:** place this card on your Player Mat in the Crisis space. Instead of returning a found object on their turn, any player may donate one or more legally owned cards towards resolving the Crisis requirements. If the requirements are met, the Crisis is discarded. If a player begins their turn with a Crisis still in play, the Crisis failure condition is resolved and then it is discarded. Either way, all resource cards played towards the Crisis are also discarded.
- **Disaster:** all players play any number of legally owned resources (may be zero), towards a common pool, in any order. All cards played are then discarded. Players may talk and negotiate freely before deciding what to play. If players cannot resolve the Disaster immediately, the game ends and all players lose.
- **Festival:** four special phases are carried out in order. Then the player draws a new Event card (unless the Festival is the last card in the deck) and continues their turn:
 1. Each player declares any found Resource or Lost Object cards they are holding. They may return any or all cards owned by other players. For cards owned by a Stranger, draw from the Heshbon deck to see if each is returned (discarded without penalty) or not.
 2. Each player declares any lost Resource cards (due to prior Events that caused them to lose something). Draw from the Heshbon deck to see if each card is returned to their hand.
 3. Players may give or trade any legally owned cards with one another, by mutual agreement. If a player trades away a card that lists something other than “Any” as the owner, the receiving player is still considered the legal owner, and places the card face-up in the area of their Player Mat for legally owned cards.
 4. All players draw an extra Family Responsibility card. Also draw an extra Communal Responsibility card.

Teshuvah: when someone transgresses or after the first Festival, explain the following: on your turn you may attempt to make restitution for a Transgression card. Say you’re sorry; promise to never do it again; then give legally owned cards to the wronged party equal to the value of the Transgression *plus 1 for each time you’ve performed Teshuvah, including this time* (the cards are given to another player or, in the case of wronging a Stranger, they are discarded). Strangers cannot refuse, but another player can refuse *once* (at which point you can ask again on the following turn and have the card resolved). Turn a resolved Transgression face-down (it makes future Teshuvahs cost an extra +1).

End of Game: When the last card of the Event Deck is drawn, finish out the turn and then the game ends (**exception:** if the last card is a Festival, finish the festival and then end the game immediately without finishing the rest of the turn). If players have not completed at least six Communal Responsibilities, **everyone loses**. Otherwise, each player in turn takes the Heshbon deck, shuffles it, and deals one card for each face-up card in their Transgression and Beyond The Law piles, and resolves each. After that, if they have at least three Family Responsibilities, they win (otherwise they lose).