

Abstract

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, and you were not! 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?

Content

- 4 cardboard logs:
- 54 cardboard stones, from 0 to 8, in 6 different symbols: (number 8 stones used for variant)
- 7 double-sided guessing wheels of different sizes:
- 6 tokens for the "Deadly Shortcut" expansion:
- 1 token for the "Curse of the Temple" expansion:
- 4 pieces in the 4 players' colors:
- 3 colored custom dice:
- 4 double-sided player screens, one per player color:
- 1 deduction pad:
- 1 game board:

You will also need one pencil and an eraser per each player (not included in the box).

Overview

In The Lost Code you have a code in front of you, but you can only see those of the opponents, never your own. The goal of the game is indeed to deduct your own code by making progressive guesses. In each round, you have to guess the sum range of three of the numbers of your code, while at the end you'll make your final guess about each single number in your log: the closer the guesses, the more Victory Points (🎯) you get.

The winner will be... the player with the most 🎯 at the end, of course.

How to assemble the logs

There are 4 logs, each one consisting of:

- 2 bases;
- 1 support floor;
- 1 external shell.

For each log:

1) Place the support floor on the two bases, pinning it to the hooks:



2) Wrap the external shell fixing it to the two bases:



3) You can store the assembled logs as they are in the appropriate spaces of the tray.

When placing a stone in the log, make sure it fits in the hole of the support floor as well. This will ensure it does not lean too much forward or backward.

Setup

Introductory version: For the first few games or if you play with kids, we advice playing with 5 stone symbols only. Put all the bear (red) stones back in the box.

Place a log 1 in front of each player. If there are less than 4 players, place the remaining logs as if all the 4 players were present. Place the game board in the center of the table, easily 2 accessible to everyone. Then each player chooses a color. Place the matching piece of the chosen colors 3 on the starting space (0) of the game board, randomly stacking the players' pieces in a pile. Place a sheet from the deduction pad in front of each player, everyone takes the screen in their color to hide their notes and, finally, give a pencil and an eraser to each player 4.

Place the guessing wheels 5, with their side without the white X facing up, on and beside the game board, each in its corresponding space (every wheel goes to the space with the matching frame motif).

Secretly shuffle the entire stones, keeping the symbols separated, and place the individual stacks face down next to the game board 6. Without looking at them, return one stone of each symbol back to the box. You will not need

Set up for a 2 players game:



Note: in the right column of the deduction sheet, you will use one line per round/guess. You can see when the game ends according to the number of players.

Player aid reference

On the inner side of your player screen you will find a round summary:

1. Throw the dice.
2. Choose one wheel to guess the range that covers the sum of your numbers in the drawn symbols.
- 3a. If your guess was right, move your piece forward on the board as many spaces as the value (🎯) of the wheel you used.
- 3b. If your guess was wrong, change any one of your stones with another one from the same symbol pile (if there are still stones available).

these stones anymore during the game. However, you should keep in mind that one of the numbers from 0 to 7 (8 if playing the variant) in each symbol is not in the game. Now, each player takes one stone of each symbol, paying attention not to look at the numbers: place them in your log 7, with the symbol facing you. It's better if you keep the same symbol sequence of the deduction pad.

Important: You may NEVER look at the numbers depicted on your own stones. You can only see the numbers of other players' stones.

If two or three players are playing, fill the remaining logs with stones (one per symbol) and place them on the table so that everyone can see them clearly.

Note: No matter whether two, three or four players are playing, all logs are always placed in position and filled with stones. For example, in a 2 player game there are two logs that do not belong to anyone, but in which stones have been inserted and that are visible for both players.

Now, in your deduction sheet, blacken the numbers of the other players 8 (and, in a 2 or 3 players game, also the ones on the logs not belonging to players), since there is no way you can have those stones in your log, neither now nor later during the game (if you are not playing the X-Race variant you can also blacken the entire column of the number 8 and, if you are playing the introductory version, you can blacken the entire bear line as well). Do not let other players see your deduction sheet. Now the game can begin!

How to play

The game is played over a fixed number of rounds depending on the number of players (see **End of the game**), each round includes 3 phases:

1. Throw the dice

The player who is last on the scoring track throws the 3 dice. In the event of a tie, the player whose piece is on top of the tied stack throws. The player throwing the dice may now decide whether they accept the roll as it is or not. If not, they may turn one die into a symbol of their choice.

Note: When playing the **Introductory version**, if one (or more) die roll is a bear (red), the player who threw the dice must turn this die (these dice) into any other symbol(s) of their choice.

On their deduction sheet, each player takes note of the roll marking the symbols in the corresponding line (1st line, 1st guess and so on); if they get two (three) dice in the same symbol, they mark that symbol twice (three times).



2. Make your guess

Note: You can already exclude some numbers, because you can see the other players' stones. The notes on your deduction sheet will help you!

Each turn you take a look at the symbols on the thrown dice and try to guess the sum of the corresponding numbers in your log. (Example: the dice

are bear-jaguar-human, you guess the sum of your red, yellow and pink numbers.) If a symbol appears more than once, the number in that symbol is counted that number of times.

Now let's see how to make guesses: Players make their guesses one at a time, starting from the last one on the scoring track (the one who rolled the dice), then the second to last and so on until the first, who will be the last to score. In case of a tie, the player considered behind is always the one whose piece is on the top of the tied pile. The guessing wheels are all different and the first player to guess is also the first to choose the guessing wheel they think more suitable for themselves, gaining an advantage over the others. Your goal is not to guess a precise number but a range which includes the sum of your numbers (in the rolled symbols). Even though the 7 wheels have ranges in different sizes, some are worth the same amount of 🎯! In general, the wider the range is, the fewer the 🎯 are. So you choose one wheel between those still available and rotate it until it reaches the range that you believe will most probably include your sum.

Important: A guessing wheel can never show less numbers than its maximum range! Adjust it so that does not show any empty space.

Example: Yvonne has thrown jaguar (yellow), bird (blue) and bear (red). She has not collected much information about her stones in these symbols yet, so she decides to use a guessing wheel that covers a relatively large number range. She assumes that the sum of

her numbers in those symbols lies between 9 and 15. She takes the wheel that shows 7 numbers and sets it on the numbers 9 to 15. The other players also reflect on what the sum of their own jaguar, bird and bear numbers could be. Then, following the reverse order they stand on the score track, they each choose a guessing wheel (the next one to go is the second to last, then the third to last, and then the first on the scoring track) and set it with their chosen range showing.



3. Carry out the Scoring Phase

Now, in turn order, beginning with the player who threw the dice, each player learns if their guesses were correct. You are not allowed to look at your own stones: the other players will calculate and tell you whether your guess was right or wrong.

Attention: Count up exactly before you pass on the information, so that no mistakes are made. If you make only one mistake, a player's deductions have no more use to them!

If the wheel is set in the right position:

If you were right (i.e. the sum of the numbers is within the chosen range) note down the number range in the rightmost column of your sheet in the corresponding line, get as many 🎯 as the number value written on your wheel and move your piece correspondingly on the scoring track. If your piece lands in an occupied space, place it atop the pile.

Example: Jim has estimated a range from 1 to 5. The other players tell him that he's right. So he moves his piece 2 spaces forward and writes the range on his deduction sheet.



If the wheel is NOT set in the right position:

If you were wrong (i.e. the sum of the numbers is NOT within the chosen range) the opponents have to specify if your real number was higher or lower than the range... and they always have to tell the truth!

Exception: If you have chosen the smallest guessing wheel (which results in the most 🎯), the other players may not tell you whether your guess was too high or too low, they just say if you are right or not.

Registering information:

The information you obtain during the game may be noted on your deduction sheet as it will help you deducing the values of your stones. Each player's deduction sheet is divided into 3 sections. In the first one, on the top left, you can mark the spaces that match the stones you see or you deduce you don't have. In the second one, to the right, you can take notes of the symbols drawn by the dice in each round (one row per round) marking a cross in the matching

columns. In the blank space on the right, you can write the range of values determined by the results of your guesses. If you are right, write down the range you have chosen on your wheel. If you guess wrong, write the number range below or above your guess instead, accordingly to what other players told you.

The third section, on the bottom left, will be used for the final guesses.

Example: Diana has estimated a range from 20 to 21. The other players tell her that the sum of her numbers is lower. Therefore, she knows that the sum of her numbers is between 0 and 19, and writes this on her deduction sheet. She gets no 🎯.



Important: When you later draw conclusions about your stones, it is important to be able to differentiate between the numbers that you cannot have because you have seen them and the numbers you believe you don't have based on deduction. We advice to completely blacken the boxes with numbers that you have seen, and only cross out those boxes with numbers that you exclude purely on the grounds of deduction. It can happen that you must exchange stones from your log. In that case, simply rub out all crosses linked to those stones and leave the black boxes as they are.

Exchanging stones: After all players' guessing wheels have been checked, those that did not guess

