# THE SEARCH FOR
# LOST SPECIES

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**14+**  **1-4**  **60-75'**

## STORY

Thousands of plants and animals have been discovered but haven't been seen for decades and could be on the brink of extinction. In order to save these species, first we must find them again.

*The Search for Lost Species* is a game about this real-world search. You are scientists on an expedition to find one of these Lost Species. While there are Lost Species all around the world, this game focuses on several Lost Species in Indonesia and Papua New Guinea.

The organization **Re:wild** has compiled a list of Lost Species around the world at www.rewild.org/lost-species. They engage in expeditions with numerous partners to find these Lost Species, and encourage others to conduct their own expeditions to rediscover these amazing Lost Species.

## GOAL OF THE GAME

Locate the Lost Species and report correct sightings of other animals on its island habitat. The scientist who contributes the most to this expedition wins the game!

*Watch* **LEARN** &**PLAY**    www.renegadegames.com/how-to-play-lost-species

## COMPONENTS

a. 1 Game Board
b. 1 Pad of Note Sheets
c. 4 Player Screens
d. 8 Scientist Pawns
e. 1 Expedition Leader Pawn
f. 7 Mountain Tokens
g. 18 Town Cards

h. 6 Lost Species Cards
i. 40 Sighting Tokens
j. 30 Timing Tokens
k. 4 Camera Trap Tokens
l. 4 Town Tokens
m. 1 Constructible Boat Token Holder
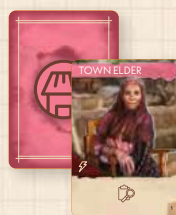n. 4 Lory Diamond Tokens

**a.**



**b.**
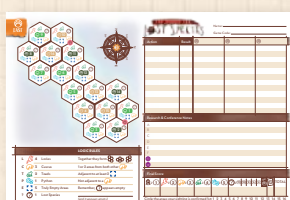


**c.**



**d.**



**e.**



**f.**



**g.**



**h.**
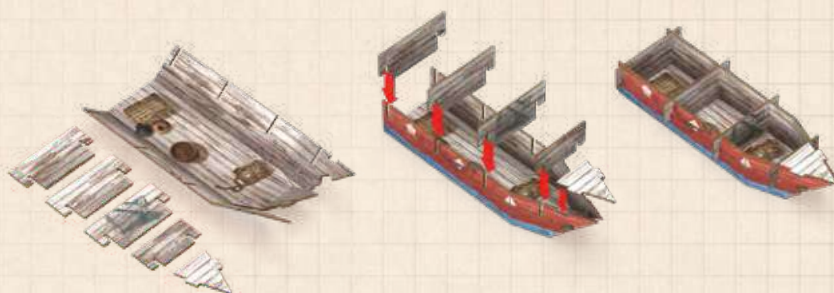


**i.**



**j.**


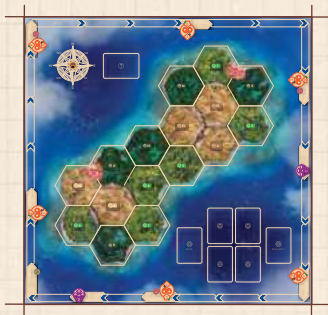
**k.**



**l.**



**m.**



**n.**

# SETUP

## BOARD SETUP

1. Place the **map board** in the center of the table. Orient the board so that each player views it from one side indicated by a cardinal compass point: north, south, east, or west.

   The gameboard has two sides, with a different island on each side. The long, narrow island is slightly easier, so you may want to play that side first.

   Easier

   Harder

2. Choose a Lost Species to search for, selected from the Lost Species deck. Players may agree on one or randomly choose a card. Place the **Lost Species card** for this game on the board. Return the rest of the Lost Species cards to the box.

3. Shuffle the deck of **town cards** and place it face-down on the town deck space. Reveal four town cards and set them in the available spaces.

4. Place the **mountain** tokens so that each one is laid over a mountain range illustration between two hexes on the map.

5. Separate the **timing tokens** by type into their sections in the **Constructible Boat Token Holder**.

6. Place the **Expedition Leader pawn** on the first wood-grained space on the time track, marked with the number 1 at the top. This space is sighting phase 1.

7. Each player chooses a color. Take your two **scientist pawns**. Place one of your pawns in the start space of the time track, lined up in random order. The other pawn will be placed on the map when the app instructs you. Each player starts in a different part of the island.

## PLAYER SETUP

8. Give each player a **pencil** and a **note sheet** matching the side of the board they are sitting on. For example, the player sitting on the South side of the board should have the "South" note sheet.

9. Give each player a **player screen** matching their chosen player color. Position your player screen so that it hides your note sheet.

10. Give each player 1 **camera trap token**, 1 **town token**, 1 **lory diamond token**, and 10 **sighting tokens** which match their player color. Put your tokens behind your player screen.





**Solo Mode.** *For a 1-player game, complete steps 1-10 here, then follow the instructions in the solo rules and the app.*

## APP SETUP

Download on the **App Store**

GET IT ON **Google Play**

Each player needs to have access to an electronic device. Each player can use their own device –OR– share a device with one or more other players. If two or more players are sharing the same device, complete these setup steps for the first player, then tap the "Add player to this device" button and complete the steps again for the additional players.

11. Install and launch the **companion app** on all devices that will be used during the game. To install the app on a device, visit the app store from the device and search for "The Search for Lost Species" and download. You may want to set your device to "airplane mode" to prevent distracting notifications.

12. Select your choice of Lost Species at the top of the screen. Tap either the Easier (narrow) island in the upper left or the Harder (round) island in the lower right to start a new game. A game code will appear on your screen.

13. On each other device, tap "Enter code" from the app's initial screen. Enter the game code generated by the first device and the tap the "Join Game" button.

14. Verify that all devices **display the same game code**. Then press the "Continue" button.

15. Enter the side of the board you are sitting on.

16. Choose your difficulty level. Each player receives a certain amount of **starting information**, based on the difficulty level they choose. Follow the instruction in the app to receive your starting information. Record it on your note sheet.

- If you have never played the game, we recommend the "Beginner" level.
- If you have played the game before, you may wish to try the "Experienced" or "Genius" level for a tougher challenge! Different players may choose different levels of starting information to compensate for relative experience with the game.

17. Write the research & conference topics on the right side of your note sheet.

18. Place your scientist pawn on the board where the app tells you.

Tap START GAME to begin!

# BASICS OF WILDLIFE EXPEDITIONS

## THE ISLAND

On the island there are 16 numbered areas, which is where you conduct surveys and place camera traps. Each area either contains one of the animals sought by the expedition -OR- is truly empty (has none of those animals). Each numbered area is one of 3 terrain types: rainforest, swamp, or hills. All of the areas that touch water are **coastal** areas. There are also mountains that separate areas from each other. Areas separated by a mountain are **not considered to be adjacent**.

In addition to the numbered areas, there are 2 towns where you can get help from local residents and learn more about the island.
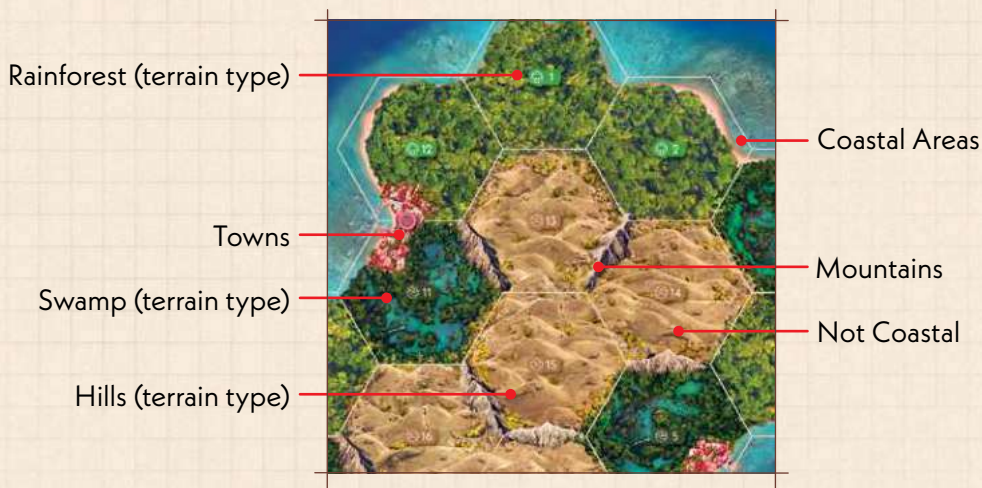
*The Lost Species in this game were all originally found in Indonesia and Papua New Guinea. They are found in forests throughout the region. There are hill forests, rainforests, mangrove swamp forests and peat swamp forests.*

*There are over 17,000 islands in Indonesia, which is the fourth most populous country in the world. About 6,000 of those islands are populated. Indonesia shares the island of New Guinea with Papua New Guinea, which also has a number of islands to the north and east of New Guinea.*



## ANIMALS

There are five animal types the expedition is trying to find: lories, cuscus, toads, pythons, and the Lost Species itself. Each animal type has certain logic rules that dictate where animals of that type can be found in relation to other animals or areas.
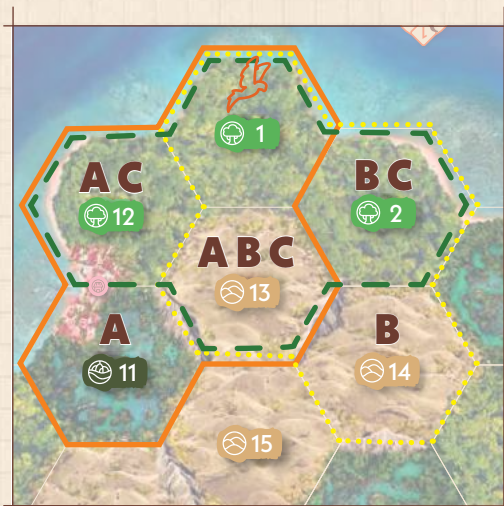
### LORIES = 4 TOTAL

Together they form one of these shapes:
The shape can form across mountains.



*The four lories are always in a diamond shape on the map. The diamond shape can cross mountains.*



*If a lory is in area 1, the other 3 lories must be in the A areas, the B areas, or the C areas.*

The lory diamond token can be used on your note sheet to help you visualize possible options for lory placements on the map.

## 🐾 CUSCUS = 3 TOTAL

1 or 2 areas from *both* other cuscus 🐾
None are adjacent to the python 🐍



*If a cuscus is in area 14, the other 2 cuscus must be in areas with a ✓. Remember, areas separated by a mountain are not considered to be adjacent.*



*If cuscus are in areas 14 and 1, the final cuscus must be in an area with a ✓.*

## 🐸 TOADS = 2 TOTAL

Adjacent to at least 2 truly empty areas ⬚



*If a toad is in area 6, areas 5 and 7 must both be truly empty, because those are the only two areas adjacent to the toad.*



*If a toad is in area 14, at least two of the areas with ✓ must be truly empty. Areas 5 and 13 are not adjacent to the toad because they are across mountains.*

## 🐍 PYTHON = 1 TOTAL
Not adjacent to any cuscus 🐾



If the python is in area 7, no cuscus can be in areas with an **x**. Remember, areas across mountains are not adjacent.



If a cuscus is in area 13, the python cannot be in areas with an **x**. Areas across mountains are not adjacent.

Wild animals can be found throughout the islands in Southeast Asia and new species are still being discovered. However, wild animals are quickly losing habitat to deforestation.

While the game refers to 1 python or 2 toads, each of these in-game areas corresponds to a real-life habitat where scientists would find many of these animals residing.

## ⑦ LOST SPECIES = 1 TOTAL
There are several Lost Species, but only one will be used in each game. Each Lost Species has a different core logic rule. Refer to the Lost Species card to see the rule for your current game.

In surveys and camera traps, the area containing the Lost Species **appears empty**.

## ⸢ ⸤ TRULY EMPTY AREAS = 5 TOTAL
There is a distinction between areas that appear empty and areas that are *truly* empty. There are 5 areas that are truly empty. The area containing the Lost Species *appears* empty in surveys and camera traps, but of course it isn't truly empty; it contains the Lost Species!

## TIME TRACK

The time track runs around the outer edge of the map board. As players take actions, they advance their pawns clockwise on the time track. The player whose pawn is farthest back on the time track is always the active player. In this example, purple is the active player.

Expedition leader spaces on the time track are filled with a wood-grain background and are only used by the expedition leader pawn.

## SIGHTINGS

Players can report sightings about which animal they think is located in a certain area. The expedition leader (not a player) then takes time to confirm those sightings, and eventually the sightings are proven to be either correct or incorrect. At the end of the game, players score points for their correct sightings.

Lories and lorikeets are a subfamily of parrots found in Australia, New Guinea, Southeast Asian islands and some Pacific islands. They eat mostly nectar and pollen from flowers and juices from fruits.

Cuscus are arboreal marsupials living throughout Indonesia and Papua New Guinea. Cuscus eat leaves, nectar, fruits, and flowers, and occasionally small animals and eggs. They move slowly through the trees and generally sleep through the day. Their predators are pythons, hawks, and owls.

Several species of toads, including the Asian Common Toad and the Cane Toad, are invading Indonesia and Papua New Guinea. These invaders eat so much that they outcompete many native species. In addition, they are poisonous and can kill animals that bite, lick, or eat them. This is represented by the empty areas adjacent to them in the game.

Pythons, such as the Reticulated Python and the Amethystine Python, can be found throughout Indonesia and Papua New Guinea. The Reticulated Python is the world's longest snake and is an excellent swimmer, eating mostly small mammals and occasionally birds.

# GAMEPLAY

## GAMEPLAY SEQUENCE

Gameplay in **The Search for Lost Species** does not proceed in a fixed turn order. Instead, turn order depends on the positions of the player pawns on the time track.

The player whose pawn is farthest back on the time track is the active player. On the active player's turn, they take one action, then advance their pawn based on the time cost (🕐) of the action, usually moving it past other pawns as they do so.

Once the active player's turn is over, the player whose pawn is now farthest back on the time track becomes the new active player. Players continue taking turns until one player correctly locates the Lost Species.

## TURN OVERVIEW

When you are the active player, carry out the following three steps, in order:

1. **Take One Action** – Choose one of the five available actions.

2. **Advance Your Player Pawn on the Time Track** – Move your pawn based on the time cost of the action.

3. **Activate and Advance the Expedition Leader** (if necessary) – Only do this when the expedition leader pawn is furthest back on the time track. First activate the expedition leader's space, then move the pawn to the next expedition leader space on the Time Track (one of the spaces filled with wood-grain color). The expedition leader is not a player, it is a pawn that activates certain events.

### 1. TAKE ONE ACTION

**Survey by Foot** or **Survey by Boat** – Select an animal type and move over a range of contiguous areas on the island. The app reveals how many animals of that type are located in that range.

**Camera Trap** – Move to and select one area on the island. The app reveals which animal is located in that area –OR– that the area appears empty.

**Visit a Town** – Move to a town. First, take a town card. Then select one of the available research topics. The app reveals the information for that topic: a logic rule that applies in this particular game.

**Locate the Lost Species** – Select the area that you believe contains the Lost Species -AND- identify the contents of two adjacent areas (its habitat). The app reveals whether you are correct or incorrect.

## SURVEY BY FOOT OR SURVEY BY BOAT

One particular animal type has drawn your interest. Survey a range of areas to find out how many animals of that type are located in that range.

### Survey by Foot

- Move your pawn on the island 1-3 areas. You may double back over the same areas.
- Survey for one animal in all areas entered.
- Each move is from one area to an adjacent area.
- You may not cross a mountain. You must go around it.
- You may start a survey by foot in a town.

The time cost of this action is 3 🕐.

### Survey by Boat  **(see example)**

- Move your pawn 4-6 areas following the coastline. You may double back over the same areas, but you must survey a minimum of 4 different areas.
- Survey for one animal in all areas entered.
- Each move is from one area to an adjacent area.
- Your movement must start on, move to, and end only on the coast.
- Do not count a town you pass as an area.
- You may start a survey by boat in a town.

The time cost of this action is 2 🕐.



*Example. The Red player starts in area 7 on the coast. They survey by boat, moving to 6, then 5, then 4, then 3, then back to 4 and finally back to 5. They moved 6 total spaces, only along the coast, and surveyed at least 4 different areas. This is a legal move. In the app, they will select survey by boat for areas 6, 5, 4, and 3.*

**Example.** *When surveying by boat, you must follow the coastline. You cannot move directly across the island, as seen in the example on the left, and cannot skip areas, as seen in the example on the right.*

### All Surveys

From the game menu screen within the app, press the "Survey by Foot" or "Survey by Boat" button. Select the range of all contiguous areas on the island you moved into, then select an animal type (or choose to survey for empty areas). **Announce your selections to the other players.**

The app now reveals how many animals of that type are located in that range. This is private information; record it on your note sheet, but **do not** announce it to the other players.

**Note:** *The first area in your survey is the first area you move into, not the area in which you start your turn.*

**Important!** *Remember that the area containing the Lost Species appears empty in surveys. If you survey for empty areas, the area containing the Lost Species may be included in the count.*

### CAMERA TRAP

Your search has led you to a particular area that you feel holds key information. Use a camera trap in that area to discover which animal it contains.

Move your pawn on the island up to 3 areas, following adjacency rules, and end in the area where you want to use the camera trap. You may not cross a mountain. You must go around it.

*Place your camera trap token on the map in that area. You cannot do a camera trap action again until you get your camera trap token back from the expedition leader's camera phase.*

From the game menu screen within the app, press the "Camera Trap" button. Select the area where you are on the island. **Announce that you are using a camera trap in this area.**

The app now reveals which animal is located in that area –OR– that the area appears empty. This is private information; record it on your note sheet, but **do not** announce it to the other players.

The time cost of this action is 4 🕐.

## VISIT A TOWN

Local residents can assist you in your efforts. Visit a town to get help and to learn about the animals on this island.

Move your pawn on the island up to 3 areas, following adjacency rules, and end in a town. The town counts as one of the areas for the purposes of moving to it.

Place your town token on the town. You cannot visit a town again until you get your town token back from the expedition leader's town phase.

From the game menu screen within the app, press the "Visit a Town" button.

The time cost of this action is 1 🕐.

### 1. Choose 1 Town Card

First select a face-up town card from the board (a local resident or group offering their help). Replace the card you took with the top card from the town deck. (If there are no cards remaining in the deck, shuffle the discard pile together to create a new deck.)

- Keep "game end" and "always" cards in front of you for the entire game.
- "1x" cards can only be used once and must be discarded when they are used.
- "Instant" cards are resolved immediately when taken, and then are discarded.

A detailed explanation for each card is on the back cover of the rulebook.

### 2. Research 1 Topic

After choosing a card, select one of the available research topics in the app. **Announce your selection to the other players.**

The app then reveals a logic rule about that research topic that applies in this particular game. This is private information. Record it in the designated space on your note sheet, but **do not** announce it to the other players.

## LOCATE THE LOST SPECIES ❓

This is it! All of your hard work may be about to pay off. Could you have found the Lost Species?

From the game menu screen within the app, press the "Locate the Lost Species" button. Select which area you think contains the Lost Species, then select what you think is located in any two adjacent areas (its habitat). Remember that areas separated by mountains are **not** considered adjacent. The app now reveals whether or not you correctly located the Lost Species and its habitat. **Do not** announce the area where you looked, but **do** announce whether you succeeded or failed. The time cost of this action is 5 🕐.

**Important!** *You can do this from anywhere on the map. Do not move to where you think the Lost Species is, or it will reveal that location to the other players.*

**Important!** *To correctly locate the Lost Species, you must know what area it is in AND what is in any two adjacent areas (its habitat). If you get any of these pieces of information wrong, the app will tell you that you failed to locate the Lost Species, but will not tell you why.*

**Important!** *If you correctly locate the Lost Species on your turn, you trigger the end of the game. After advancing your pawn, skip directly to END OF THE GAME.*

## 2. ADVANCE YOUR PLAYER PAWN

In this step, move your player pawn clockwise on the time track.

Advance your pawn on the time track equal to the time cost of the action you chose. The time costs for all possible actions are noted below, as well as on the player screens. Skip over any expedition leader spaces and do not count them as spaces when you move on the time track.

If your pawn ends its advance in a space that already contains one or more other pawns, place your pawn ahead of the other pawns, but still in the same space. (This means that those players take their next turns before you do.)
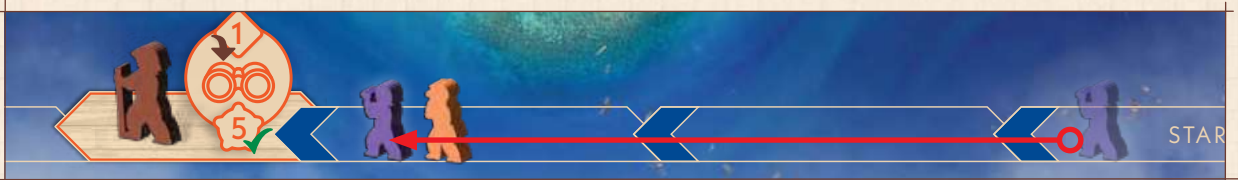


**Example.** *It's the purple player's turn. They choose to do a Survey by Boat, which takes 2 time. They move their pawn on the time track 2 spaces and place it in front of the orange pawn which is already on that space.*

| ACTION | LOCATE THE LOST SPECIES | PLACE A CAMERA TRAP | SURVEY BY FOOT | SURVEY BY BOAT | VISIT A TOWN |
|---|---|---|---|---|---|
| **TIME COST** | 5 🕐 | 4 🕐 | 3 🕐 | 2 🕐 | 1 🕐 |

When you determine something is not possible in a sector, cross it out.

When you determine what is in an area, circle it, and cross everything else out.

Record research and conference information you know.

Use these columns if you want to record the actions your opponents take.



**SOUTH**

**THE SEARCH FOR LOST SPECIES**

Name: *Dan*

Game Code: *A1A1*

| Action | Result | 👤 | 👤 *Noelle* | 👤 |
|--------|--------|----|-------------|----|
| CT 3 | Toad | | 8–3 L | |
| Town B | | | 14, 15, 11 L | |
| 2–7 P | 1 | | Town D | |
| Town E | | | 11–7 C | |
| 6–8 C | 1 | | | |

**Research & Conference Notes**

| A | Swamp | |
|---|-------|---|
| B | C | At least 2 C are in the same terrain |
| C | L + C | |
| D | Hills | |
| E | T + P | The P is not adj. to a toad |
| F | P | |
| ① | ? + T | The ? is not NW of a toad |
| ② | ? + C | |

**Final Score**

🏕:① 🦜:② 🐾:③ 🦎:④ 🐍:⑤ ?:⑫ ⑩ ⑧ ⑥ ④ 1st 📷 TOTAL

Circle the areas your sighting is confirmed 1st: 1 2 ③ 4 5 6 7 8 9 10 11 12 13 14 15 16

**LOGIC RULES**

| | | | |
|---|---|---|---|
| L | 4 | Lories | Together they form 🍯 🍯 🍯 |
| C | 3 | Cuscus | 1 or 2 areas from *both other* 🐾 |
| T | 2 | Toads | Adjacent to at least 2 📷 |
| P | 1 | Python | Not adjacent to a 🐾 |
| E | 5 | Truly Empty Areas | Remember, ? appears empty |
| ? | 1 | Lost Species | *Not on mountain range w/lory* (and it appears empty) |

Shorthand for each animal type

Use a distinctive mark to record starting information.

Record the LS logic rule

Circle the areas where you are the first (or tied for first) to have a confirmed sighting

## 3. ACTIVATE AND ADVANCE THE EXPEDITION LEADER (IF NECESSARY)

Only if the expedition leader is now the pawn furthest back on the time track, perform the phase (or phases) associated with the space the leader is currently on.

Then move the expedition leader forward to the next expedition leader space.

## Town Phase 🏕



Return all town tokens on the map to their players.

## Camera Phase 📷

Return all camera trap tokens on the map to their players.

## Conference Phase 👥① 👥②

During this phase, all players receive the same new piece of information about the location of the Lost Species.

Within the app, press the "Lost Species Conference" button, then select the option which matches the current conference (either 1 or 2).

The app now reveals the information for that conference: a logic rule that applies in this particular game. One player may view and announce this to all players, or each player may view it separately in the app. Each player should record this information in the designated space on their note sheet.

This phase is only performed the first time that the expedition leader reaches each conference icon. If it reaches the same conference icon again, there is no need to reveal the same conference information again.

## Sighting Phase 👓

*During this phase, there are two steps. In the first step, players can report sightings (and after some time the expedition leader will check if they are correct). In the second step, some sightings reported earlier might be confirmed.*

This number indicates the sighting phase number. When resolving the sighting phase here, place timing tokens matching this shape and number.
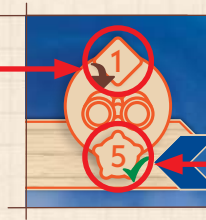
When resolving the sighting phase here, confirm sightings with timing tokens matching this shape and number.

### 1. Report Sightings

**A. Select Sighting Tokens** – All players simultaneously select the sighting tokens they wish to place, and flip them so that the animal icon is face-down on the table. Each player may select 0, 1 or 2 tokens to place. No matter how many tokens they selected, each player then slides their hand (with the selected tokens beneath it) on the table from behind their player screen to in front of their player screen, covering their tokens so that no one else can see how many tokens they selected.

**B. Place Sighting Tokens** – Each player then places their selected tokens face-down in an area they believe contains that animal type. This is done in player order (back to front), as indicated by the time track.

**Note:** *You cannot place a token in an area if the animal in that area has already been confirmed.*

**C. Place Timing Tokens** – Place a timing token on top of each new stack of sighting tokens placed this phase. Use timing tokens matching the top number & shape with the brown arrow next to it (before moving the leader). If you do not see any timing tokens with that number, flip some of the timing tokens in the boat token holder over.

**Example.** *It is sighting phase 2. During sighting phase 1, the orange player reported a sighting in area 3. Now, the red and purple players report a sighting in the same area. Therefore, a new stack is created, and a timing token for sighting phase 2 (star shape with 2 in the middle) is placed on top of the new stack. For purposes of scoring, the red and purple sighting tokens are considered to have been placed at the same time.*

*Purple also places a sighting token in area 4. A timing token is placed on top of that stack.*

## Additional Rules & Clarifications

Multiple players can place sighting tokens in the same area during the same sighting phase. When this happens, those tokens are stacked. For scoring purposes, they are considered to have been reported at the same time.

You can place sighting tokens in any area of the island, including areas that are not near your pawn, as long as the animal in that area has not yet been confirmed.

Once you have placed a sighting token in an area, you cannot move that token to a different area. If you run out of sighting tokens for animals of a certain type, you cannot report any more sightings for animals of that type.

You cannot place two identical sighting tokens in the same area, but you can place two different tokens in the same area, as long as you do not place those two different tokens during the same sighting phase.

You can pick up and secretly view your own placed tokens at any time if you have forgotten what you placed in an area. You must put the tokens back exactly where they were. Be careful to only view your color tokens.

## 2. Confirm Sightings

For each area that has a timing token matching the bottom number & shape with the green checkmark next to it, confirm the sighting. If this applies to multiple areas, confirm each of those areas, one at a time, in numerical order.

**A. Reveal Sightings** – Reveal all sightings that are under the current timing token in this area, flipping them face up. Do not reveal (yet) any sightings that are under timing tokens matching future sighting phases.

**B. Review Sightings** – Press the "Confirm Sightings" button within the app. Select the area being reviewed and the animal shown on one of the tokens being reviewed. Then press the "View Results" button.

**C. Resolve Sightings** – The results screen reveals whether the sighting is correct or incorrect. Announce this information to all players. Resolve the sighting, based on whether it is correct or incorrect (see below).

## Correct Sighting

The animal located in this area is now confirmed.

Players who placed a correct sighting under the **current phase's** timing token score a bonus point for being the first to find this animal. They should circle the area's number on the bottom right of their note sheet.

On the map section of their note sheets, all players should circle that animal icon for this area and scratch out all other icons in that area. Players may no longer place new sightings in this area.

Flip face-up all sighting tokens in this area under future timing tokens to see whether they are correct or incorrect.

Remove all incorrect tokens from the game. The players who placed incorrect tokens must each advance their pawn one space on the time track for each of their incorrect sightings as a penalty.

Leave all correct sighting tokens in a single stack in this area. The players who placed them score points for them at the end of the game. Remove all timing tokens from this area.

**Example.** *It is sighting phase 3. The orange player's sighting of a cuscus has been confirmed as correct. The orange player circles area 3 on their scoring sheet because they were the first player to correctly report the animal in area 3. Next, the timing token for phase 4 will be removed and the red and yellow player's sighting tokens will be revealed to see whether they are correct. If correct, they will be added to the stack with the orange player's token, but red and yellow will not circle area 3 on their notesheet. If red and/or yellow is incorrect, the incorrect tokens are removed from the game and the player(s) suffer a 1 🕐 penalty.*

## Incorrect Sighting

The animal in this area remains unknown, but the reported animal is definitely not there. On their note sheet, each player should cross out that animal icon for this area.

Do not reveal any sighting tokens under a timing token not matching this phase. They remain face-down for now.

Remove the incorrect token from the game. The player who placed it must advance their pawn one space on the time track as a penalty.

If multiple sighting tokens are under a timing token matching this phase in this area, repeat this process for those sighting tokens.

**Note:** *If multiple players receive a time penalty for an incorrect sighting in the same area at the same time, advance their pawns in player order (back to front) so that their position in turn order, relative to each other, does not change.*



**Example.** *In this example, it is currently sighting phase 3. The orange player's sighting of a cuscus has been confirmed as incorrect. It is removed from the game and the orange player suffers a 1 🕐 penalty. Leave all other sighting tokens in that area where they are. They will not be revealed until sighting phase 4.*

# END OF THE GAME

## GAME-END CONDITION

The end of the game is triggered when one player correctly locates the Lost Species. The player who triggered the end of the game still advances their pawn based on the time cost of that action (5 🕐).

**Important!** *The player who triggered the end of the game by correctly locating the Lost Species should not announce the correct location of the Lost Species to the other players.*

## FINAL SCORING OPPORTUNITIES

Once the end of the game has been triggered, no more turns are taken. However, each other player gets one final opportunity to score points if their pawn is at least one space back on the time track from the pawn of the player who located the Lost Species.

Based on how far back on the time track their pawn is from the pawn of the player who located the Lost Species, each player may either report sightings or attempt to locate the Lost Species. These final opportunities occur in player order (back to front), as indicated by the time track.

(For scoring purposes, sightings reported during these final scoring opportunities are considered to have been reported at the same time.)

### REPORT SIGHTINGS
If you are 1, 2, or 3 spaces back on the time track, you may report one sighting. If you are 4 or 5 spaces back, you may report up to two sightings.

**OR**

### LOCATE THE LOST SPECIES
Follow the normal steps for this action.

If correct, you score 4–12 points, based on how far back you are (see p. 22).

**Important!** *Players do not advance their pawns during these final scoring opportunities, no matter which option they choose. For final scoring purposes, the other players' pawns should remain where they were when the Lost Species was correctly located.*

## REVEAL ANIMALS

After all final scoring opportunities have occurred, press the "End Game & Reveal All" button within the app. The screen displays the contents of each area. Announce these displayed results to all players.

Flip all remaining face-down sighting tokens in all areas face-up. Then check these sightings against the displayed results. Remove all incorrect sightings from the game, but leave all correct sightings where they are. Any correct sightings that were placed first (or tied for first) in an area receive leader bonuses.

## FINAL SCORING

Once the game has ended, tally up final scores. Each player tallies their own final score, recording their points in the score chart at the bottom of their note sheet.

| 🎗:① | 🐦:② | 🐿:③ | 🐸:④ | 🐍:⑤ | ❓:⑫⑩⑧⑥④ | 1st ⑫ 🗺 | TOTAL |
|---|---|---|---|---|---|---|---|
| **2** | **6** | **0** | **4** | **5** | **6** | **2** | **25** |

Circle the areas your sighting is confirmed 1st: 1 ②  3  4  5  6  7  8  9 ⑩ 11  12  13  14  15  16

### 1. Leader Bonuses
Score ① for each area where you were the first player (or tied for first) to report the correct sighting about the animal in that area. Include areas that were revealed at the end of the game after the Lost Species was found.

### 2. Correct Sightings
Score points for each correct sighting you reported, as indicated by the chart:

LORIES – SCORE ② EACH          TOADS – SCORE ④ EACH
CUSCUS – SCORE ③ EACH          PYTHON – SCORE ⑤

### 3. Town Cards
Score any game-end town cards you have collected.

### 4. Locating the Lost Species
Score ⑫ if you were the first player to correctly locate the Lost Species.

If you correctly located the Lost Species but were not the first player to do so, count on the time track how many spaces back your pawn is from the pawn of the player who correctly located the Lost Species first (i.e., 1–5 spaces). Score points based on how far back you are:

5 SPACES BACK: ⑫          2 SPACES BACK: ⑥
4 SPACES BACK: ⑩          1 SPACE BACK: ④
3 SPACES BACK: ⑧

## WINNING THE GAME

Tally the final scores. The player who scored the most points has contributed the most to this expedition and is the winner!

### If there is a tie...
The tied player who scored the most points for locating the Lost Species is the winner.

### If there is still a tie...
The tied player who scored the most points for leader bonuses is the winner.

### If there is still a tie...
The tied players rejoice in their shared victory.

# IMPORTANT TERMS

**Important!** *This section offers definitions of the spatial terms you need to know in order to make deductions based on the information you receive during the game.*

## ANIMALS

**ADJACENT TO:**
When an animal is "adjacent to" another animal, it is located in an area that has one side touching an area containing the other animal. If there is a mountain between two areas, they are not adjacent to one another.

*Example: Areas 2, 3, 4, and 15 are all adjacent to the toad in area 14.*



**ANIMALS TOTAL VS ANIMAL TYPE:**
"Animals total" refers to an exact quantity of animals of any type. "Animal type" refers to animals with the same name.

*Example: The Lost Species in area 2 is adjacent to 3 animals total (2 lories and 1 cuscus). It is adjacent to 2 animal types.*



## COMPASS DIRECTION

**TO THE SE (OR OTHER STATED DIRECTION):**
When an animal is "to the SE" of a second animal, it is in one of the areas in a straight line in that direction from the second animal. This includes going through mountains. The directions E and W can never be used in research clues, but 6 directions can be: the cardinal directions S and N, and the ordinal (or intercardinal) directions SE, SW, NE, and NW.

*Example: Areas 13, 14, and 4 (checked) are SE of the toad.*

## MOUNTAINS

### ADJACENT TO THE MOUNTAINS:
If an animal is "adjacent to the mountains", it is in an area with a mountain on at least one side of the area.

*Example: All checked areas are adjacent to the mountains.*

### ACROSS A MOUNTAIN FROM:
If an animal is "across a mountain from" another animal, both animals have the same mountain between them.

*Example: The cuscus and toad are across a mountain from each other. The cuscus and python are also across a mountain from each other, but a different mountain. The toad and python are not across a mountain from each other.*
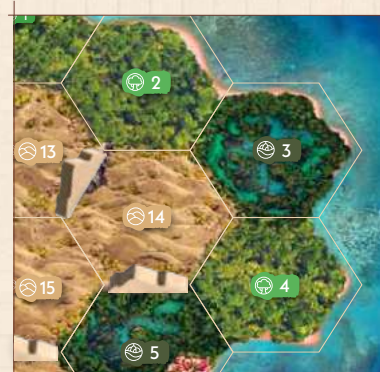
## TERRAIN

### IN THE SAME TERRAIN AS:
When an animal is "in the same terrain as" another animal, they are both in the same terrain type. They do not have to be in a contiguous connected stretch of that terrain.

*Example: Areas 2 and 4 are both part of the same terrain (rainforest) even though they are not adjacent to each other.*

### 1 OR 2 AREAS FROM:
When an animal is 1 area from another, it is adjacent. When an animal is 2 areas from another, it is adjacent to an adjacent area. When counting distance (as at all other times), mountains interfere with adjacencies.

*Example: All checked areas are 1 or 2 areas from the cuscus in area 14.*

## Aru Flying Fox
*Pteropus aruensis*
*Last seen: 1877 - Indonesia, Aru Islands*



Similar in appearance to the Black-Bearded Flying Fox, the Aru Flying Fox has only ever been seen on the Aru Islands in Indonesia. An expedition in the 1990s was unsuccessful in locating any individuals, but a toothless jawbone discovered in 1992 could represent this species. Hunting likely played a role in its decline, since it is a large and colorful bat. Also, large-scale sugarcane plantation development on the Aru Islands threatens 92% of the primary tropical forest, which could devastate the habitat for this species.
www.iucnredlist.org/species/136504/21974958

## Wondiwoi Tree Kangaroo
*Dendrolagus mayri*
*Last seen: 1928 - Indonesia, West Papua,*
*Wondiwoi Peninsula*



The mystery surrounding this Lost Species has taken on legendary proportions. When the kangaroo was found in the Wondiwoi Peninsula of West Papua in mossy montane forests at an elevation of 1,600 meters, scientists couldn't figure out how it came to inhabit the higher parts of the Wondiwoi Peninsula—the answer remains elusive as an enduring "zoo-geographical mystery." Everything we know about the Wondiwoi Tree Kangaroo comes from a single individual, an adult male collected in 1928 by one of the world's leading evolutionary biologists, Ernst Mayr. Update: In 2018, a tourist in West Papua took low-quality photos of a species that could possibly be the Wondiwoi Tree Kangaroo.
www.rewild.org/lost-species/wondiwoi-tree-kangaroo

## Zugs' Monitor
*Varanus zugorum*
*Last seen: 1980 - Indonesia, Halmahera Island*



With the exception of one or two individuals imported for the pet trade, Zugs' Monitor is completely unknown. It is rarely—if ever—seen by locals, and scientists know nothing about its ecology or natural history. It comes from the Moluccan Islands of East Indonesia, where the number of new Varanus species discovered has increased significantly in recent years. The rainforests of Halmahera Island are a biodiversity hotspot and home to several endemic species.
https://www.rewild.org/lost-species/zugs-monitor

## Attenborough's Long-beaked Echidna
*Zaglossus attenboroughi*
*Last seen: 1961 - Indonesia, Papua, Cyclops Mountains*



*If Attenborough's Long-beaked Echidna is still out there, it is one of just five surviving species of monotreme, an ancient clade of egg-laying mammals found only in Australia and New Guinea, whose origins go back to the Jurassic era some 160 million years ago. This species is the smallest and likely most threatened of three long-beaked echidna species, and is known only from a single individual collected by a Dutch botanist during an expedition to the Cyclops Mountains in 1961. Interviews with locals suggest that the animal may still be present in the mountains.*
*www.rewild.org/lost-species/attenboroughs-long-beaked-echidna*

## East Sepik Monkey Grasshopper
*Biroella rammei*
*Last seen: 1913 - Papua New Guinea*



*The East Sepik Monkey Grasshopper occurs in the northwestern part of Papua New Guinea. These interestingly named hoppers are fast moving and winged, and haven't been seen in over 100 years. Other Monkey Grasshoppers are very colorful, but the last seen specimen of the East Sepik Monkey Grasshopper is mainly brown. The major threat to this species is deforestation.*
*www.iucnredlist.org/species/107450293/107451545*

## Siau Scops-owl
*Otus siaoensis*
*Last seen: 1866 - Indonesia, Siau Island*



*These very small owls are only found on Siau Island, Indonesia. They have ear tufts and yellow eyes. The only known species of owl to inhabit this island, they would likely dwell in low-density forests. Much of their natural habitat has been destroyed due to logging and they have not been seen in the wild in modern times. There have been some local reports including a 2017 video of an owl caught in a building in Siau that may be of the species.*
*www.iucnredlist.org/species/22728599/134199532*

## THE SEARCH FOR LOST SPECIES

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# CARD EXPLANATIONS

**Instant.** Take this action immediately when you take this card, then discard the card.

**1x.** Keep this card visible in front of you. When you take the action, discard this card.

**Always.** You get this benefit for the rest of the game. Keep the card visible in front of you.

**Game End.** You get these points for your confirmed sightings and for your sightings that are revealed at the end of the game.

| | | | |
|---|---|---|---|
| Town Elder | ⚡ | 📋🔍 | Do a second research now. Announce both first, then view both. The second research does not cost any time. |
| Pathfinder | ∞ | 👣 : 2🕐 | Your surveys by foot only cost 2 time. |
| Rainforest Expert | 1x | 📷🌳 : 2🕐 | One camera trap in the rainforest only costs 2 time. |
| Hills Expert | 1x | 📷⛰ : 2🕐 | One camera trap in the hills only costs 2 time. |
| Swamp Expert | 1x | 📷🌿 : 2🕐 | One camera trap in the swamp only costs 2 time. |
| Trailblazer | 1x | 👣 : 1🕐 | One survey by foot only costs 1 time. |
| Messenger | ⚡ | 🔴 | Report 1 sighting now. For the sighting you report, use a timing token matching the expedition leader's current location (or the next numbered location if the leader is not on a numbered location). So if the expedition leader is standing on 🟣1 or on sighting phase 3, use the 3 timing token. |
| Rainforest Protectors | 🚩 | +1🏆 👁✓🌳 | +1🏆 per correct sighting in the rainforest. |
| Swamp Stewards | 🚩 | +1🏆 👁✓🌿 | +1🏆 per correct sighting in the swamp. |
| Hill Guardians | 🚩 | +1🏆 👁✓⛰ | +1🏆 per correct sighting in the hills. |
| Marsupial Conservationists | 🚩 | +1🏆 🐾✓ | +1🏆 per correct cuscus sighting. |
| Predator Preservation Group | 🚩 | +3🏆 🐍✓ | +3🏆 per correct python sighting. |
| Invasive Toad Fighters | 🚩 | +2🏆 🐸✓ | +2🏆 per correct toad sighting. |
| Birders | 🚩 | +1🏆 🦜✓ | +1🏆 per correct lory sighting. |

# THE SEARCH FOR
# LOST SPECIES

# SOLO GAME

You can play a solo game of **The Search for Lost Species** against an app player named "Tini". The app manages the actions Tini takes and the sightings she reports.

For up-to-date FAQs and information about *The Search for Lost Species*, visit: renegadegamestudios.com/search-resources

> *Tini was named after Raden Adjeng Kartini, a famous Indonesian heroine who advocated for women's rights and female education.*

## SETUP

Complete regular setup steps 1-10 for the solo player.

### Tini's Setup
11. Choose a color for Tini. Find the **player pawn** matching that color and place it in front of your pawn in the start space on the time track. (You will take the first turn.)

12. Place the 10 **sighting tokens** matching Tini's color face-up next to the board.

### App Setup
13. Complete steps 11, 12, 15-18 from the regular rules to install the app and complete your setup. Then, from the Start Game menu after player setup in the app, tap the "Start Solo Game with Tini" button near the bottom of the screen.

## GAMEPLAY

When you are the active player (when your player pawn is the farthest back on the time track), you take your turn as normal.

When Tini is the active player, use the app to see her turn. From the Game Menu, tap the "Tini's Turn" button. Confirm that Tini's pawn is in the correct space on the time track and tap the "Continue" button. Then move Tini's pawn on the map and advance her pawn on the time track. When Tini visits a town, the app will identify a card from the town to remove from the board and place with her tokens. This will be either the highest number card or the lowest number card, based on the number in the bottom right corner.

(We recommend paying attention to the actions Tini takes. You can record these in the far right column of your note sheet.)

## SIGHTING PHASE

### 1. REPORT SIGHTINGS

In the sighting phase, you select and place your sightings first. Tini then selects and places her sightings. From the Game Menu, tap the "Tini Places Sighting Tokens" button.

If Tini reports a sighting, take one of Tini's sighting tokens and place it face-down on the appropriate area. (It does not matter what is on the face of the token.)

**Note:** *Tini only submits sightings that she knows to be correct.*

### 2. CONFIRM SIGHTINGS

You confirm sightings for your own submitted sightings using the app, as normal. (Even if you are certain of your sighting, you must use the app so Tini knows the area has been confirmed.)

For Tini's reported sightings, select the area as normal, but select Tini's icon from the list of animals.

The app will reveal Tini's confirmed sightings. (Remember: Tini only reports sightings that she knows to be correct.) After revealing Tini's sightings, replace the random sighting tokens you placed for her with the confirmed animal, if necessary.

Draw a triangle around the area number in the bottom right corner of your note sheet if Tini is the first to confirm a sighting in that area. If you both did it at the same time, draw a circle around the number as well.

our sighting is confirmed 1st: 1  2  3  △ 5  6  ⑦ 8  9  10  11  12  13  14  15  16

*Tini's sighting*
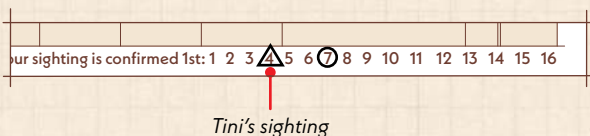
## END OF THE GAME

The end of the game proceeds mostly as normal. If you find the Lost Species first, advance your player pawn as normal. The app asks how many spaces behind you Tini is on the time track. The app will then show you what Tini does for her final scoring opportunity.

If Tini finds the Lost Species first (and your pawn is at least one space back from Tini's pawn on the time track), you take one final scoring opportunity as normal.

## REVEAL ALL

Complete the "Reveal All" step for your sightings, as normal. After revealing Tini's sightings, replace the sighting tokens you placed for her with the correct ones, as necessary. (Remember: Tini only reports sightings that she knows to be correct.)

## FINAL SCORING/WINNING THE GAME

Tally your score and Tini's score as normal, except that when scoring Tini's town cards, give her ②️ points for every town card she collected, regardless of what is written on the card. The player with the most points wins.