

# the lost words

GAME RULES

A family card game based on *The Lost Words* by Robert Macfarlane and Jackie Morris.

For 2–4 players, game time approximately 30 minutes, Age: 8+

## **Aim of the Game:**

To be the first player to place a matching **Spell Card** on to all four of that player's displayed **Nature Cards**.

## **Components:**

Rules

20 **Nature Cards**

40 **Spell Cards**

20 different Spells x 2

20 **Special Cards**

The Acorn x 3;  
The Conker x 3;  
The Heron x 3;  
The Lark x 3;  
The Magpie x 3;  
The Wall x 4;  
The Wild One x 1



NATURE CARD



SPELL CARD



SPECIAL CARD

## **Set Up**

Divide the pack into two decks (the two decks have different backs). One deck will be the **Nature Cards** and the other, **Spell Cards** and **Special Cards**.

Shuffle both decks.

Deal out four **Nature Cards** to each player, placing them face-up in a row, in front of each player. (In a two player game six cards, and in a three player game five cards.)

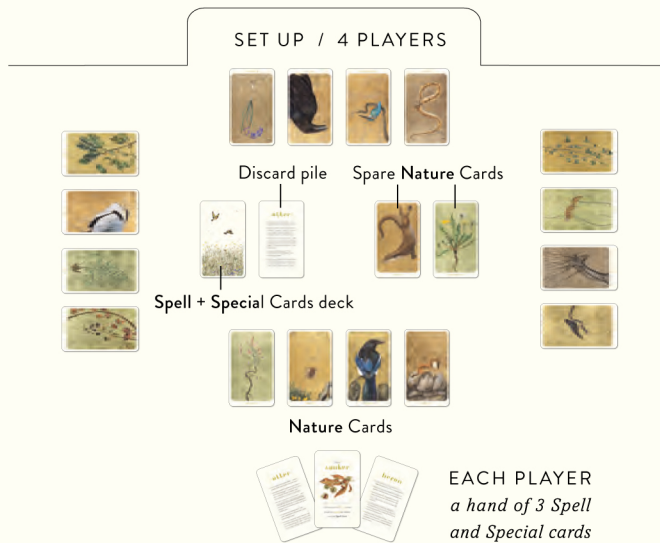
Place two of the remaining **Nature Cards** in the middle of the table, face up. Return the rest to the box.

Shuffle the other deck and deal three cards, face down, to each of the players, who should hold these cards in a fan, hidden from other players.

Place the remaining cards from the Spell/Special deck in the middle of the table with the top card turned up beside the deck to be the first card in the discard pile.

**Note:** There should always be at least one card on the discard pile.





### On your turn

Youngest player goes first. Play proceeds clockwise around the table. A turn consists of three parts.

#### 1. Draw a Card:

Draw one card from either the top of the deck or the top card from the face-up discard pile (but you may never draw a Special Card from the face-up discard pile).

#### 2. Complete an action:

As an action you can do only ONE of the following: (unless you play The Lark special card – see next page)

- Place a Spell Card from your hand onto a Nature Card in front of you ...
  - or
  - Play a Special Card and follow the instruction text on the card ...
  - or
  - Exchange one of your Nature Cards for either of the two spare cards in the centre of the table.
- NB: You can also decide to take no action
- #### 3. Discard:
- At the end of your turn you must have three cards. Discard or draw cards to meet this total.

### The Special Cards

1. You may never pick up a Special Card from the face-up discard pile.

2. Once you use a Special Card it must be the card that you discard at your turn end.



#### THE ACORN:

Draw two extra cards (in addition to your initial card draw at beginning of turn).

**Note:** You must discard enough cards at the end of turn to return to a hand of three.



#### THE CONKER:

Use this card to force another player to forfeit an already matched Spell Card, which they should put on the discard pile.

**Note:** You can choose which of a player's Spell Cards you want to force out. If the 'attacked' player is holding a duplicate of the forced out Spell Card, they can immediately replace it with this duplicate (and then draw another card).



#### THE HERON:

Go fishing for a particular Spell Card which you would like to acquire, by asking all players whether they have it. If nobody has it, miss the next turn.



#### THE LARK:

This card enables you to take an additional action to the one action you are already entitled to take.



#### THE MAGPIE:

Steal another player's completed Spell pair and replace it with one of your uncompleted Nature Cards.



#### THE WALL:

Use this card to seal off and contain an already completed Spell pair, thus protecting it from all intruders.



#### THE WILD ONE:

This card can be paired with any Nature Card as a Spell Card.

**Note:** When this card is played over a Nature Card, the set is untouchable (similar to The Wall).



**Note:** If the Spell/Special Card deck runs out before there is a winner, turn the discard pile over. If at any point in the game, there are no cards on the discard pile beside the deck, turn the top card over to be the first card on the discard pile.

Illustrations © 2017 by Jackie Morris

All Spells text © 2017 by Robert Macfarlane

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