

Lost: The Green Way Home

Brief Outline: A dog called “Green” has lost his way home and now needs to find his way home navigating a big city. Players take it in turns to navigate Green through the city picking up item cards and landing in situations they need to solve. If they can solve the situation they get “Green” points/counters. The player with the most points wins.

The game:

- Move around the board collecting item cards or landing in ‘situations’
- Use item cards to solve their corresponding situations; Smoking meeting flyer solves smoking addiction
- If a situation cannot be solved by the player, it must be laid in the middle of the board until another player can solve it with their item card
- ‘Green’ will keep moving around the board passing ‘Home’ until all the problem cards are solved, once all the situations are resolved and ‘Green’ makes it to or past the ‘Home’ tile players count their ‘Green Points’
- Holding ‘Special’ cards can resolve a situation automatically or take points from other players

Cards:

Item Cards:

- Shears (3) - can shave overgrown neglected sheep, can help stuck sheep, can help matted animals
- Scissors (3) - can be used to cut fishing nets or beer rings stuck around animals
- Smoking Anonymous Flyer (2) - Helps pigeon overcome smoking addiction
- Shredder (2) – shreds illegal advertising flyers, creates bedding for cold animals
- Litter Picker (2) - removes rubbish blocking paths
- Magic bin (2) - solves overflowing bins, cleans up beaches
- Cleaning supplies (2) – cleans bird baths and graffiti
- Wire Cutters (3) – Helps animals stuck in fences, breaks out trapped animals
- Rubber Gloves (2) – Cleans up oil or toxic waste spillages
- First Aid Kit (2) – Helps injured animals
- Bird Seed (2) – Help hungry birds
- Water Bowl (3) – Help thirsty animals
- Duct Tape (2) – Fixes leaking pipes or breaks car exhausts
- Rope (2) – Helps trapped animals
- Magic Key (2) – Unlocks traps or cages

Situation Cards and corresponding item solve:

Shears:

- Overgrown Sheep – A neglected herd of sheep is found unable to move as their wool is so overgrown – 3 Green Points
- Sheep stuck in brambles – A sheep has got caught in the brambles by its wool – 2 Green Points
- Green comes across 2 other matted animals – 1 Green Point

Scissors

- Seagull with a plastic ring stuck around its neck asks for help – 2 Green Points
- Fish tangled in fishing net – 4 Green Points
- Duck tangled up in a kite – 3 Green Points

Smoking Anonymous Flyer

- Pigeons addicted to smoking due to cigarette butts everywhere – 3 Green Points
- Cigarette butt filled area – 2 Green Points

Shredder

- Illegal advertisements – 2 Green Points
- Cold hedgehog living in a paper coffee cup (creates bedding) – 3 Green Points

Litter Picker

- Pathway blocked by overflowing rubbish barrier – 2 Green Points
- Plastic bottles in the river – 2 Green Points

Magic Bin

- Overflowing bins – magic bin absorbs all the waste and empties bins – 3 Green Points
- Beach covered in rubbish, cleans up the beach – 5 Green Points

Cleaning Supplies

- Covers up graffiti – 2 Green Points
- Bird Bath covered in grime and moss – 1 Green Point

Wire Cutters

- Fox stuck in a fence – 3 Green Points
- Rabbit stuck in a rabbit trap – 3 Green Points
- Neglected dogs kept in wired cages – 5 Green Points

Rubber Gloves

- Oil spillage on beach – 5 Green Points
- Toxic Waste dumped into river – 4 Green Points

First-Aid Kit

- Injured badger (leg) – 4 Green Points
- Sparrow with hurt wing – 3 Green Points

Bird Seed

- Hungry birds – 2 Green Points
- Squirrel stocking up for hibernation – 2 Green Points

Water Bowl

- Thirsty puppies – 4 Green Points
- Thirsty kittens – 4 Green Points
- Filling up bird bath – 3 Green Points

Duct Tape

- Tape up car exhausts that are causing pollution to rats' home – 2 Green Points
- Leaking pipe causing water flow – 3 Green Points

Rope

- Stray dog stuck in a hole – 4 Green Points
- Raccoon stuck in a well – 4 Green Points

Magic Key

- Dog snatcher van – 5 Green Points
- Locked gate – 2 Green Points

(100 total green points)

Special Cards:

- Public Toilet – Drink from the public toilet and steal 3 green points from a player of your choice
- Steal a Hotdog – Steal a hotdog from the hotdog vendor and steal 5 green points from a player of your choice
- Bark at the postman – Bark and chase the postman and steal 4 green points from a player of your choice
- Seagull steals your food – lose 2 green points
- Raccoon ally – use this to steal an item card from a player of your choice (they show their hand)
- Muddy puddle – Green rolls in a muddy puddle – lose 3 green points
- Dog lover card – solve any situation involving dogs
- Cat lover card – solve any situation involving cats
- Chase your tail – Green chases his tail and gets distracted, skip a turn
- Dig a hole – Green digs a hole and finds an extra item card (gain item card)
- Golden collar – Green finds the one collar to rule them all and ends the game early whenever they choose (player with most green counters still wins)