

[Lost & Found: New Harvest \(Islamic Law Expansion Module\), Demo Sheet, 24 September 2020 \(v.0.15.37\)](#)

Lead Designers: Owen Gottlieb and Ian Schreiber (see “credits” for full credits).

MAGIC Spell Studios

Rochester Institute of Technology

Initiative in Religion, Culture, and Policy at MAGIC

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 complete at least six shared Communal Responsibilities, including **Build a Mosque**. If this is not done by the end of the game, all players lose.

Players must individually complete at least three of their own Family Responsibilities, including **Zakat**. If enough Communal Responsibilities are complete, then all players with sufficient Family Responsibilities share 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 their listed starting resources and associated player mat.
- Give each player five Family Responsibility cards, one of each. Each player takes **Zakat** into their hand, shuffles the remaining four cards, and draws one additional Family Responsibility to their hand.
- Place the Spare Resource mat in the center of the table between the players. Separate out all Spare Resource cards and place each card on the appropriate spaces on the mat (there are more copies of some cards than others).
- Place the Communal mat in the center of the table between the players, also. Sort all remaining decks by the different card backs, and shuffle each one individually. Place these decks on the Communal mat as follows:
 1. Event cards: Stack the four Event piles in order by season (Winter, Spring, Summer, Fall) with Winter on top.
 2. Communal Responsibility cards: separate the **Build a Mosque** card and place it in the Incomplete Communal Responsibilities section of the play mat. From the remaining shuffled deck, draw two additional cards and place next to Build a Mosque in the same area.
 3. Place all other decks on their associated spaces.
- 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 Phase: 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. If the card belongs to a *player role* not in the game (any role but except Stranger), discard it and redraw immediately. The term “Illegal Owner” on a card refers to a player who is not the legal owner of a card.
2. **Event Phase: 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 number of completed Family Responsibilities at the end of the game). 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 end of turn when the last Event is drawn.)
 - If an Event card says it affects the player with the most or fewest of something and there is a tie, ties are broken in turn order, starting with the current player.
3. **Action Phase: Return up to one object** that belongs to another player (*not* a Stranger); **or donate any number of legally owned cards** towards a Crisis (if any Crises are currently active – Crises *cannot* happen on the first turn). Some roles, responsibilities, and events give you additional options you can take instead of these during the Action Phase.
 - a. **Note:** The costs of items and events in this game are not reflective of actual historical costs, rather they are focused on enhancing the contemporary play experience. While sometimes, the designers set prices to show value differential, they are focused on enhancing the contemporary play experience. While sometimes, the designers set prices to show value differential, these values should not be considered as historically accurate within modules nor across modules.

4. **Responsibility Phase: Donate cards towards up to one Responsibility – Family *or* Communal.** Family Responsibilities must be completely paid off in one turn as a lump sum. Any non-legally owned resources used are placed in your Transgressions pile. Communal Responsibilities may have one or more cards donated towards them without completing them – put the cards on top of the Communal Responsibility you are paying towards. If any responsibility is completed, draw another from the deck of the same type. You may overpay, but you cannot “make change” – the excess is lost. If you choose not to contribute to any responsibilities this phase, you *may* take one of your Family Responsibility cards and shuffle it back into your Family Responsibility deck, and draw a new one.
5. **Discard Phase: Discard down to three Resource cards.** If any cards discarded are not legally owned, they are placed in your Transgressions pile. Other cards (family responsibilities and events) do not count toward this unless they say to treat them as a Resource.

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 now. (Short Demo ends here.)

Subsequent turns:

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. During their Action Phase, a 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 card will say what happens (usually, 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 **Ihtesaab** deck (the deck with a design but no text on the back) to see if each is returned (i.e. 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 Ihtesaab deck to see if each card is returned to their hand. If so, take the Resource and discard that Event card.
 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 where everyone can see it.
 4. All players draw an extra Family Responsibility card. Also draw an extra Communal Responsibility card.

Tawbah: read this section when someone transgresses or after the first Festival, whichever comes first: on your turn you may attempt to make restitution for a Tawbah 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 Tawbah, including this time* (the cards are given to another player or, in the case of wronging a Stranger, they are discarded). If this was done to another player, they can choose whether to hold you accountable; if they choose to forgive you then you do not have to pay anything. Strangers always hold you accountable. Turn a resolved Transgression face-down (it makes future Tawbah cost an extra +1). Tawbah cannot be performed after the third and final Festival, so players wishing to right past wrongs should do so while there is still time.

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, resolve that card 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 Ihtesaab 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).