

Lost Cities Trivia: Questions, Answers, and Facts Printable Trivia Pack

Lost Cities trivia explores the history, strategy, and enduring appeal of the award-winning card game by Reiner Knizia. Expect a mix of easy, family-friendly, funny, and hard prompts that highlight its expedition theme, tense risk-reward decisions, and lasting place in modern tabletop gaming.

HARD LOST CITIES TRIVIA

1. What usually beats a bigger expedition that never gets enough support?

Answer: An efficient expedition

2. How many expedition colors are in standard Lost Cities?

Answer: Five expedition colors.

3. Which edition of Lost Cities was published first?

Answer: German first edition

4. What keeps each player's progress hidden in Lost Cities?

Answer: Hidden hands

5. Lost Cities is praised for simple rules and what deeper skill?

Answer: Sharp hand-management decisions

6. What best describes Lost Cities' perfect discard moment?

Answer: A head-to-head discard duel

7. In Lost Cities, what kind of turn structure keeps the pace quick?

Answer: One play plus one draw

8. Before any card values start helping you, what happens the moment you begin an expedition?

Answer: An initial penalty is applied.

9. What risk-reward style sits at the heart of Lost Cities scoring decisions?

Answer: Press-your-luck decisions.

10. Lost Cities is usually played in what format?

Answer: Single sitting

11. What number do wager cards contribute all by themselves in Lost Cities?

Answer: None; they have no printed numerical value.

12. Among Reiner Knizia's catalog, Lost Cities is especially regarded as what type of design?

Answer: One of his signature two-player designs.

FUNNY LOST CITIES TRIVIA

1. Before Lost Cities packed its passport for many international editions, which country got first dibs on publication?

Answer: Germany

2. In Lost Cities, what habit saves you from launching an expedition color like an overcaffeinated explorer?

Answer: Careful timing

3. What year did Lost Cities: The Board Game show up and say, 'What if we added more table?'

Answer: 2008

4. In the six-expedition edition, which new expedition color crashes the party like royalty?

Answer: Purple expedition

5. Why does discarding in Lost Cities feel a little like tossing treasure overboard?

Answer: Because card recovery after discarding is limited.

6. In Lost Cities, how many players does the game support?

Answer: Two players

7. Which cards in Lost Cities look less like numbers and more like two explorers closing a business deal with dramatic eye contact?

Answer: Handshake-style investment cards

8. What kind of scene does the cover theme lean into: tax paperwork, suburban gardening, or something far more adventurous?

Answer: Exploration linked to ancient places

9. Lost Cities: The Board Game takes the card game idea and spreads it onto what kind of surface?

Answer: A map-based board

10. The expedition theme in Lost Cities points toward what sort of places, instead of one specific named historical site?

Answer: Legendary or remote destinations

11. If someone calls Lost Cities a full simulation of field archaeology, what more accurate description should rescue the conversation?

Answer: An abstracted expedition-themed game

12. At its core, does Lost Cities lean more on risk assessment or on direct conflict resolution systems?

Answer: Risk assessment

FUN LOST CITIES TRIVIA

1. What must an expedition reach to earn the big bonus in Lost Cities?

Answer: 8 cards

2. Where do players build their expeditions during a game of Lost Cities?

Answer: In columns in front of themselves.

3. Which card multiplies an expedition's score in Lost Cities?

Answer: Wager card

4. How many wager cards come in each standard expedition color in Lost Cities?

Answer: Three.

5. If you toss away a card in Lost Cities, which discard pile does it go to: any pile you like or one matching its color?

Answer: It goes to a color-specific discard pile.

6. Name the five expedition colors in Lost Cities.?

Answer: Yellow, white, blue, green, and red.

7. Which cards create some of Lost Cities' wildest score swings because they can supercharge both good and bad results?

Answer: Investment cards.

8. Why do sharp Lost Cities players stare at discard timing like hawks?

Answer: Because giving an opponent a needed number can be costly.

9. What is true about discard piles in Lost Cities?

Answer: They are face up

10. What can you lead an expedition with in Lost Cities?

Answer: A number card or a wager card

11. Lost Cities didn't stay only a card game forever. What distinct later version did it receive?

Answer: A board game adaptation.

12. Which card type must come before numbered cards in an expedition?

Answer: Wager cards

LOST CITIES FAMILY TRIVIA

1. Who designed the two-player card game Lost Cities?

Answer: Reiner Knizia designed Lost Cities.

2. When you build an expedition, what order must the numbered cards follow?

Answer: They must be played in ascending order.

3. What range of numbers appears on the numbered expedition cards in Lost Cities?

Answer: They run from 2 through 10.

4. Which has to come first in an expedition: an investment card or a numbered card?

Answer: An investment card has to be played before numbered cards in that expedition.

5. Starting an expedition is a little expensive. What is its base cost?

Answer: The base cost is 20 points.

6. Do investment cards add a flat number of points, or do they change the score another way?

Answer: They multiply an expedition's score.

7. If you reach the eight-card bonus on one expedition, how many bonus points do you get?

Answer: You get a 20-point bonus.

8. After how many rounds is the overall winner determined in Lost Cities?

Answer: After three rounds.

EASY LOST CITIES TRIVIA

1. In a normal turn of Lost Cities, what two things does a player do?

Answer: Play one card and then draw one card.

2. How is the winner decided in Lost Cities?

Answer: The player with the higher total score wins.

3. What does the original Lost Cities use instead of a game board?

Answer: Five expedition colors

4. Before any card values are added, what kind of score does an expedition begin with?

Answer: A negative base score.

5. In the original deck, how many cards belong to each color?

Answer: 12 cards per color.

6. In Lost Cities, are discard piles shared or color-specific?

Answer: Color-specific piles

7. Can an expedition still end up below zero even after you've played several cards on it?

Answer: Yes, it can still finish with a negative score.

8. What is the main theme of Lost Cities?

Answer: Mounting archaeological-style expeditions to remote destinations.

9. Do cards left in your hand score at the end of a round?

Answer: No

10. Because cards on an expedition must go upward, which numbers are usually awkward to draw late in a round?

Answer: Low numbers are usually harder to use late.

Source: <https://triviagong.com/themes/lost-cities>