

# LOST CITIES



Based on the award-winning tabletop game Lost Cities by world-renowned board game designer Reiner Knizia, Lost Cities Virtual Reality Edition is a card game that takes place in unexplored regions and mythical realms in search of Lost Cities. The goal of this two player strategy game is to make the most profit and outwit your opponent.

Can you lead the most profitable expeditions?

## **AWARDS FOR THE ORIGINAL CARD GAME**

- 1999 Meeples' Choice Award
- 1999 A la carte 4th Place, Fairplay Magazine prize for card games
- 2000 International Gamers Award
- 2006 Juego del año en España 2006
- 2007 Major Fun Award
- 2008 BoardGamer.ru recommendation

## **VIRTUAL REALITY LAUNCH - APRIL 2016**

The game launches with two environments, Desert Sands and Himalayan Mountains along with match making multiplayer.

Three additional environments, play with friends, leaderboards, and achievements will be rolled out, extending the game's content, through the second quarter of 2016.

## **THE LOST CITIES BLOG**

Check out our latest developments at <https://lostcitiesvr.com> and learn about how we designed the Lost Cities game board at our Oculus Connect 2 talk.

## **THE CAMPFIRE UNION**

We are an emerging VR Game Studio with the goal of making fun, re-playable and social games. Our values lead us to create positive experiences with ethical business models.

To learn more about our work visit our website <https://campfireunion.com/>.