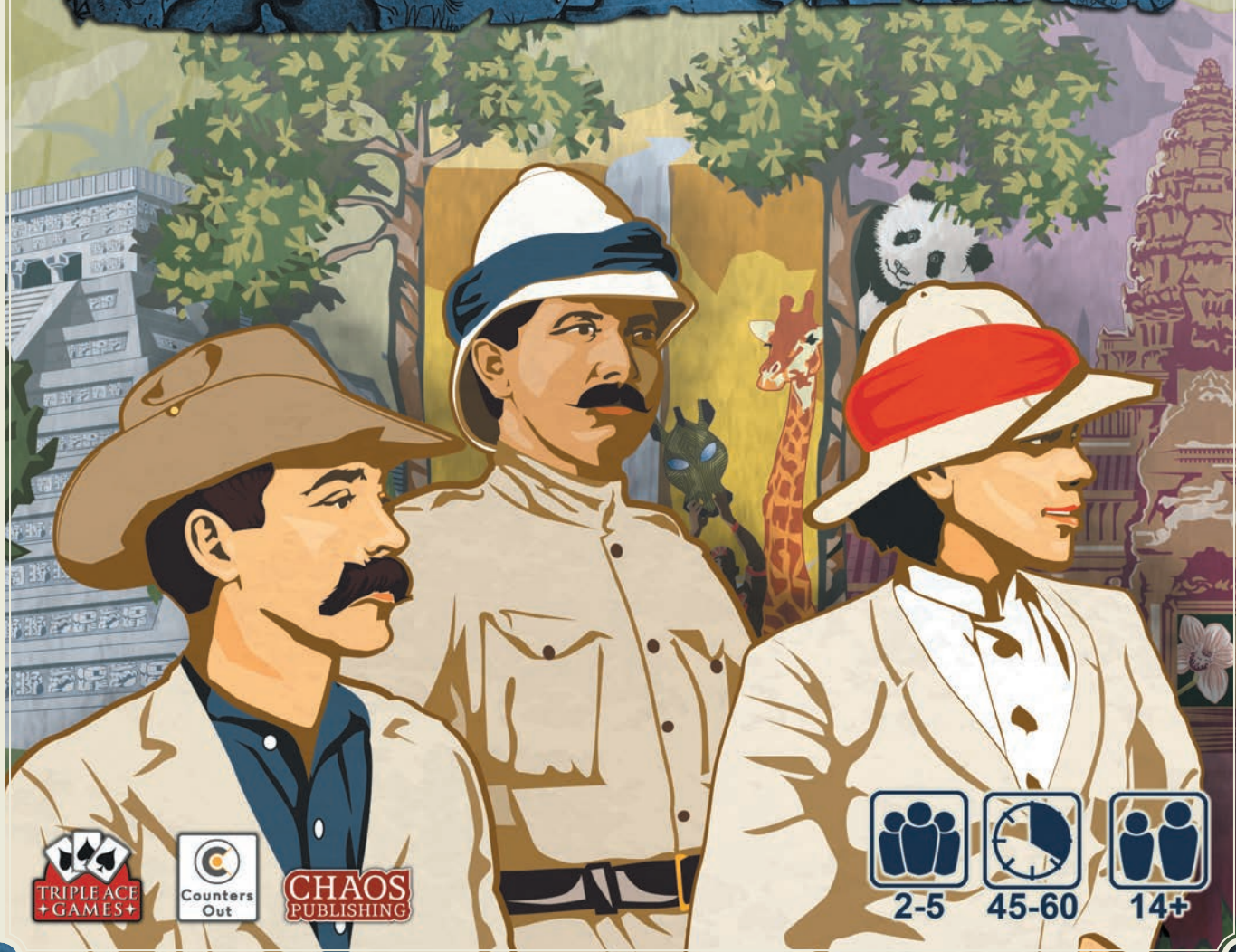


EXPLORIANA

by Miles Ratcliffe



2-5



45-60



14+

2

INTRODUCTION & COMPONENTS

It is the late 19th century and vast new continents are open to exploration. Intrepid adventurers in search of riches, explorers with a burning desire to map the globe and scientists with a hankering for knowledge and recognition, all wish to set out for far off, wondrous lands with hopes of gaining a place in the history books.

As the head of a scientific institution you must recruit a team of the best explorers available then send expeditions to South America, Africa or the Far East in search of wonders. Fantastic animals, strange and beautiful plants, and incredible locations all await discovery. As your explorers return triumphant the institution builds renown.

Exploration is a hazardous pursuit but fame and fortune await those brave enough to trek into the wilds. Just how far should you push your explorers' luck? Does fortune really favour the bold?

#

FOR ADVANCED RULES & VARIANTS

126 CARDS



24



21



18

DISCOVERY CARDS



24

EXPLORER CARDS



15

MISSION CARDS



6

REFERENCE CARDS



18

EXPANSION CARDS

COMPONENTS

3

4 BOARDS



3 REGION BOARDS



1 RENOWN/
SCORE
TRACK

39 WOODEN PIECES



10 EXPLORER
PAWNS



6 RENOWN
MARKERS



5 GUIDE
TOKENS



18 LOST
EXPLORER
TOKENS

80 CARDBOARD TOKENS



20 VALUE 5
COINS



30 VALUE 1
COINS



18 LOST
LEADER
TOKENS



5 MISSION
AWARDS



3 REGION
TOKENS



3 RELICS

+



1 EXPANSION
DIE



1 POISON
CHALICE

CARD ANATOMY

DISCOVERY CARDS

1. Discovery Type
2. Victory Points
3. Reward/Bonus
4. Hazard

REWARDS

1 **1**
Coins Renown

EXPLORER CARDS

1. Cost To Use
2. Explorer Icon
3. Explorer Name
4. Card Ability

SCHOLAR

Look through the deck and take a card of your choice. Shuffle the deck. End your turn. You do not take any other picks.

MISSION CARDS

1. Victory Points
2. Mission Name
3. Requirements To Complete Mission

X Marks the Spot!

Collect a Map from each region.

DISCOVERY TYPES



Animals: Provide 1, 2 or 3 victory points **PLUS** 0 or 1 renown. As one pick, a player can take all of the animals in a region at once.



Locations: Provide 1 victory point **PLUS** 4, 5 or 6 renown.



Treasures: Provide 1 victory point **PLUS** 4, 5 or 6 coins.



Maps: Provide victory points according to how many you have.



Orchids: Provide 15 victory points for a set of orchids. One from each region. If not part of a set, each is worth 2 victory points.

HAZARDS

There are 3 types of hazard. A player's explorer may become lost if the cards in the region display either 3 different types or 3 identical ones.



Wrong Turn



Animal Attack



Rockfall



Each region is unique, offering a varying amount of risk and reward. See a full summary of the discovery cards on the back page.

South America = Lower risk, lesser rewards.
Africa = Medium risk, medium rewards.
The Far East = Higher risk, greater rewards.

SETUP

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AIM OF THE GAME

Each player represents the head of a scientific institution that recruits explorers to seek out new discoveries from around the world.

During the game players will recruit specialist explorers for their expeditions, send their explorers around the world and take risks to venture into the unknown.

Discoveries will provide players with victory points and, in the end, the player with the most victory points wins the game.

Before playing, set up the game as follows:

1. ASSEMBLE THE GAME BOARD:

The game board consists of the renown/score track and 3 region boards. They are arranged in the order as shown. Ensure each region board has the side face up that corresponds to the number of players in the game. The player count is displayed in the top right-hand corner.

Renown/
Score
Track

South
America

Africa

The Far
East

Player
Count

2-4 / 5

2. PREPARE THE DISCOVERY CARDS:

a) Region Decks: Separate the discovery cards by region to form 3 decks. Shuffle each deck and place it face down to the right of its corresponding region board.



b) Reserve Piles: From the top of each region deck, take a number of cards (according to the number of players) and place them face down to the left of the corresponding region board. These form the reserve piles for each region:

5 players	1 card per region
4 players	2 cards per region
3 players	3 cards per region
2 players	4 cards per region

c) Initial Discoveries: Turn over the top 2 cards from each region deck and place them face up, in a row, to the right of the region deck.



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SETUP

3. **PREPARE THE EXPLORER DECK:** Shuffle the explorer deck and place it face down to the right of the renown/score track. Next, take a number of cards from the top of the deck (according to the number of players) and remove them from the game.

5 players	3 cards	(21 in deck)
4 players	3 cards	(21 in deck)
3 players	5 cards	(19 in deck)
2 players	7 cards	(17 in deck)

4. **PREPARE MISSIONS:** Shuffle the mission deck and deal 2 cards to each player. Place the deck to the left of the renown/score track.

In 2-player games, deal 3 cards instead of 2.



5. **PREPARE TOKENS:**

a) Lost Explorers: Place all lost explorer tokens face down (helmet side up) on one side of the play area and mix them together to form a supply. Place a random lost explorer token face down on the topmost lost explorer space on each region board.

b) Coins: Place the coins where all players can easily reach them, then give each player one value 5 coin and one value 1 coin.

6. **TAKE PLAYER PIECES:** Each player chooses a colour then takes the 2 explorer pawns (explorers), the guide token and the reference card of that colour. Ensure all guide tokens are face up (printed side up).

In 2-player games, each player also chooses one of the remaining colours and takes one explorer of that colour to represent their rival explorer.

7. **DETERMINE START PLAYER:** The start player is the player who most recently travelled to or from another country. Player order is then determined clockwise from the start player. Stack the renown markers on the 0 space on the renown track in player order with the start player's marker on top, the second player's marker just below and so on.

In 2-player games, also place the white renown marker on the renown track set to 4. This represents the rival.

RENOWN

Players keep track of their renown on the renown track. Renown determines player turn order during the game. Although renown does not equate to victory points, players are awarded bonus points at the end of the game according to their position on the renown track. See 'Scoring' on page 12.

If a player's renown marker is moved to the same space as another, their marker is placed on top. For a stack of renown markers player turn order is determined from top down.

SETUP DIAGRAM

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PLAYING A ROUND

Exploriana is played over several rounds. Each round of the game has four phases. All players complete each phase before the game continues to the next phase. The four phases are:

1. Recruit Explorers



Choose explorer cards.

2. Send Explorers



Place explorers into regions.

3. Explore Regions



Turn over discovery cards.

4. End of Round



Check for end game triggers.

Once all players have taken an explorer card, place a value 1 coin on the explorer card that is left and continue to phase 2. In later rounds, if a player takes an explorer card with any coins on it, that player also takes the coins.



2. SEND EXPLORERS

In renown order (highest to lowest), each player takes turns to place one of their explorers on the topmost available exploration space in a region.



When all the available spaces in a region have been occupied, no more explorers can be placed there. Continue taking turns until all explorers have been placed, then move to phase 3.

1. RECRUIT EXPLORERS

NOTE: For the first round of your first game, deal one random explorer card face up to each player, then continue to phase 2. For future rounds, play with the standard rules as detailed below.

Turn over cards from the top of the explorer deck until there is one more explorer card than the number of players. Then, in reverse-renown order (lowest to highest), each player chooses an explorer card to take, placing it face up in front of them.



In 2-player games, each player also has a rival explorer to place. Players may decide in which order to place their explorers. However, they must place their rival explorer before they can place the last explorer of their colour.

PLAYING A ROUND

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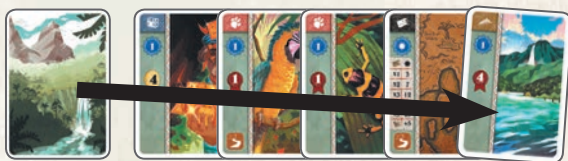
3. EXPLORE REGIONS

In order, from top to bottom, each player takes turns with the explorers they placed in phase 2. Start with the explorers in South America, then in Africa, then in the Far East.



When a player takes a turn with one of their explorers, they can choose from the following actions:

- 1. Explore:** Turn over the top card of this region's deck (where their explorer is), placing it face up to the right of the other face up cards in this region. There can be no more than 5 face up cards in a region.



- 2. Hire a guide:** If your guide token is face up (ready), you may pay 3 coins to the supply. If you do, flip your guide token face down (blank side up) and place it so that it covers one of the hazards displayed on a card in this region.
- 3. Use an explorer card:** Use an explorer card you have in front of you by paying its cost in coins to the supply. Apply its effect, then discard it, placing it to the explorer card discard pile.



During their turn, a player can continue to take actions until either:

- 3 different types of hazard or 3 identical hazards are displayed on the cards in this region. Their explorer becomes lost; see 'Becoming Lost' on page 11.



3 different

3 identical

- There are 5 face up cards in the region. Provided their explorer hasn't become lost, they must stop and take their picks; see 'Taking Your Picks' on page 10.
- They decide to stop and take their picks; see 'Taking Your Picks' on page 10.
- An explorer card tells them to stop; see 'Explorer Overview' on page 18.

RESERVE PILES

If a region deck is empty and you need to turn over or look at more cards from the deck, move the reserve pile to the right side of the region board. Now treat the reserve pile as the new region deck and continue.

NOTE: This will mean that the game will end this round. If the deck is depleted again, there will be no more cards to turn over in that region.

PLAYING A ROUND

TAKING YOUR PICKS

If there are 5 face-up cards in this region, you can take 2 picks. However, if there are 4 or less face-up cards in this region, you will only have one pick. Take your choice of picks from the following:

1. All of the animal cards in this region.



2. Any one non-animal card in this region.



3. Any one lost explorer token in this region, rescuing that lost explorer. lost explorer tokens are worth 2, 3 or 4 victory points each. You can't rescue more than one lost explorer in the same turn.



If you have 2 picks, you can choose any combination of the above, i.e. all of the animal cards and a lost explorer token or any two non-animal cards, etc.

Any cards that you take are placed face down in front of you, in one pile, so that the other players can't see what you have discovered during the game. This pile is your collection. Any lost explorer tokens you take are kept face down in front of you although you may still look at their values.

If the cards you take award you an amount of coins and/or renown, gain it immediately. Lost explorers you rescue also give you the choice of gaining either coins or renown. This is gained immediately and the space you took the lost explorer token from will tell you how much you gain.



After you have taken your picks, take back your explorer. If you hired your guide this turn, take it back and keep it face down in front of you.

If, after removing any guides, there are 3 different types of hazard or 3 identical hazards displayed on the cards in this region, an unfortunate unknown explorer (unassociated with any player) will become lost. Place a random lost explorer token from the supply face down on the next available lost explorer space in this region. Next, shuffle all the explored cards in this region back into the deck and turn over 2 cards from the top of the region deck.

If, after taking your picks, there are less than 2 face-up cards in the region, turn over cards from the top of the region deck until there are exactly 2 face-up cards in the region.

It is now the next player's turn (in order of explorers, from top to bottom).

RIVAL EXPLORERS

In 2-player games, the player who assigned a rival explorer will take its turn. The rival explorer will always, if possible, turn over the top card of this region's deck and place it into the region. If this results in 3 different types of hazard or 3 identical hazards being displayed on the cards in this region, the rival explorer will become lost. See 'Becoming Lost'.

Provided the rival explorer doesn't become lost, the player who assigned it must now choose any one face up card in that region to discard and remove from play.

PLAYING A ROUND

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MISSION CARDS

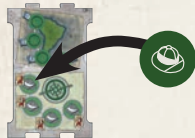
As soon as you meet the requirements shown on one of your mission cards, you may flip it face up to complete it. See 'Mission Overview' on page 19.



BECOMING LOST

If your explorer becomes lost, do the following:

1. Place a random lost explorer token from the supply face down on the next available lost explorer space in this region.
2. If you hired your guide this turn, take it back and keep it face down in front of you.
3. Shuffle all face-up cards in this region into the deck.
4. Turn over 2 cards from the top of the region deck.
5. Take back your explorer. It is now the next player's turn.



Once players have taken turns with all of their explorers, continue to phase 4.

NOTE: If there is no available space to place a lost explorer token into a region or there are no more lost explorer tokens to place from the supply, instead discard the top card from that region's deck and remove it from play.

4. END OF THE ROUND

At the end of the round, if any region deck, reserve pile and/or explorer deck has been depleted, the game ends and players total their victory points. See 'Determining The Winner'. If not, players ready all used guide tokens, flipping them face up.

In 2-player games, also increase the rival's renown by 4, moving the white renown marker on the track.

Continue to the next round, starting with phase 1.



DETERMINING THE WINNER

The player with the most victory points wins. In the event of a tie, the tied player who has the most renown is the winner. A tie for renown is not broken further and the win is shared.

Make a note of the final renown order in case of ties. Use the renown markers and the renown/score track to total each player's victory points. Players can place their explorers beside the renown/score track to note each time they go around the track (+40 victory points). See 'Scoring' on the next page.

SCORING

Victory points are awarded as follows:

RENOWN

Players are awarded victory points according to the final renown order. This varies according to the number of players. See the table below to determine how many victory points each player receives:

Renown	1st	2nd	3rd	4th	5th
5 Players	12	9	6	3	0
4 Players	12	8	4	0	
3 Players	12	6	0		
2 Players	12	6	0		

In 2-player games, the position of the rival counts for determining the final renown order.

If there is a tie for renown, the victory points for that place and the place(s) below are shared equally, rounded down.

For example, if 2 players tie for the most renown in a 4-player game, each will get 10 victory points (12 plus 8 is 20, then 20 divided by 2 is 10). 3rd place will then get 4 victory points.

MISSION CARDS

Players score 4 victory points for each completed mission card.

LOST EXPLORERS

Lost explorers are worth between 2 and 4 victory points each. All players reveal the lost explorer tokens they have collected and score for each.

COINS

Players score 1 victory point for every 2 coins they have. **NOTE:** A value 5 coin counts as 5 coins.

ANIMALS

Each player scores the victory points for each animal they have collected.

LOCATIONS AND TREASURES

Players score 1 victory point for each location and treasure they have collected.

MAPS

The more maps a player has collected, the more they are worth as a set. See the table below:

#	1	2	3	4	5	+MAP
VP	3	7	12	18	25	+5

For example, if a player has collected 4 maps they score 18 victory points (not 18 victory points per map). If they have collected 6 maps they score 30 victory points (25 victory points for 5 maps and 5 more for the additional map).

ORCHIDS

There are 3 types of orchid, one unique to each region. A set is one of each type. Each set of orchids that a player has collected is worth 15 victory points. Each orchid they have collected that does not make up part of a set is worth only 2 victory points. You do not also receive 2 victory points for each orchid in a set, just the 15 victory points for that set.

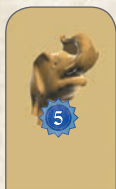
ADVANCED RULES & VARIANTS

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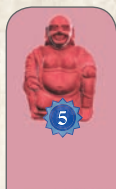
ADVANCED RULES—RELICS



South America
Jade Statue



Africa
Golden Elephant



The Far East
Ruby Buddha

After standard setup, place each of the relics on the compass spaces of the corresponding region boards. Next, place the region tokens on the reserve piles of the matching regions. Ensure each region token has the side face up that corresponds to the number of players in the game.



Relics are worth 5 victory points each. To collect a relic from a region you must reveal discovery cards of different types from your collection, that match that region. The number of different types varies according to the number of players.



In 2- & 3-player games you need to reveal 5 cards of different types from your collection. In 4- & 5-player

games you need to reveal cards of all 4 different types (animal, location, map, orchid or treasure). This is also noted on the region tokens.

ADVANCED RULES—LOST LEADERS

If you used an explorer card during your turn and your explorer becomes lost, place a random lost leader token into the region instead of a lost explorer token. Most lost leader tokens can be used to apply an effect but are then removed from play. All unused lost leader tokens score victory points (VP) at the end of the game.

	Counts as a map. Scores 1 less VP (●) as part of a set.
	Counts as an orchid of your choice. Scores only 1 VP (●) if not part of a set.
	Use as an action to draw 2 mission cards. Choose one to keep and put the other on the bottom of the deck. Scores 2 VP (●) if not used.
	Use to take an extra pick when taking your pick(s). Scores 2 VP (●) if not used.
	Use as an action to take up to 2 explorer cards from the discard pile. Gain 2 coins. Scores 2 VP (●) if not used.
	Use as an action to cover a hazard on a card in this region. Discard after exploring. Scores 2 VP (●) if not used.
	Use if your explorer would become lost. It doesn't. Shuffle the last revealed card back into the deck. Continue your turn as normal. Scores 2 VP (●) if not used.

ADVANCED RULES & VARIANTS

ADVANCED RULES—EXPANSION CARDS

There are 6 packs of expansion cards. Each pack has 3 cards, one for each region. Choose which packs you want to use for your game and shuffle the cards into the matching region decks after standard setup. It is not recommended to use more than 3 packs in a single game. Randomise which expansion cards to add to the deck with the expansion die.

When an expansion card is turned over, apply its effect **immediately** then remove it from play.

POISON CHALICE!



Whenever a 'Poison Chalice' card is turned over, the active player **must** take the poison chalice and give it to another player. Also, whenever a player's explorer becomes lost, that player **may choose to** take the poison chalice and give it to another player. At the end of the game, the player who has the poison chalice loses 4 victory points.

GET LOST!



Whenever a 'Get Lost' card is turned over, the active player places a lost explorer token into this region from the supply.

FRONT PAGE NEWS!



Whenever a 'Front Page News' card is turned over, the active player gains 3 renown.

RED HERRING!



Whenever a 'Red Herring' card is turned over, the active player uses it to cover a card in this region. If there are no cards in the region to cover, remove it from play instead. A card that is covered in this way

cannot be taken or removed from the region and its hazard is ignored. Remove the 'Red Herring' card from play at the end of the round.

GUIDING FLIGHT!



Whenever a player turns over a 'Guiding Plight' card, players flip over all guide tokens. Used guides (face down) become ready (face up) and vice versa.

LOST IN THE SHUFFLE!



Whenever a player turns over a 'Lost in the Shuffle' card, that player chooses a region. Shuffle all cards in that region back into that region's deck and turn over two cards from the top of the region deck.

ADVANCED RULES—MISSION AWARDS

Whenever a player completes a mission, they take the mission award with the highest value from the supply. These are worth either 1, 2 or 3 victory points. The table below details which mission awards are made available during setup as well as the order in which they are taken.

Mission	1st	2nd	3rd	4th	5th
5 Players	3	2	2	1	1
4 Players	3	2	1	1	
3 Players	3	2	1		
2 Players	3	2	1		

VARIANT—LIFE INSURANCE

So many explorers have been getting lost on their expeditions that a new life insurance system has been introduced to compensate losses. Whenever a player's explorer becomes lost, gain 2 coins.

ADVANCED RULES & VARIANTS

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




VARIANT—CERTIFICATES

Each certificate awards a player 3 victory points at the end of the game. See the table below. These victory points are not awarded if players are tied.

	Awarded to the player with the most coins.
	Awarded to the player with the most lost explorer tokens.
	Awarded to the player with the most animal cards.
	Awarded to the player with the most cards from South America.
	Awarded to the player with the most cards from Africa.
	Awarded to the player with the most cards from the Far East.







VARIANT—NOVICE GUIDE

Use a standard die or the included expansion die. Instead of hiring a guide as normal, players may pay 1 coin and flip their guide token face down to hire the novice guide and roll the die. See the table below for its effect. The player uses their guide token if they need to cover a hazard.

6 	Cover a hazard of your choice.
5 	Cover a 'Wrong Turn' hazard.
4 	Cover an 'Animal Attack' hazard.
3 	Cover a 'Rockfall' hazard.
2 	Put a card in this region at the bottom of the deck.
1 	No effect.

VARIANT—RESCUE TEAM

Use a standard die or the included expansion die. Whenever a player's explorer becomes lost, that player rolls the die. See the table below for its effect. If playing with the 'Life Insurance' variant, players must choose to **either** gain 2 coins **OR** roll the die.

6 	Your explorer isn't lost. Stop and take one pick from the region. Do not shuffle the region cards or place a lost explorer token.
5 	Take a lost explorer token from the supply.
4 	Gain 2 coins.
3 	Gain 2 renown.
2 	Place an extra lost explorer token into this region from the supply.
1 	No effect.

VARIANT—EXPLORERS' DRAFT

Replace phase 1 with a single draft at the beginning of the game. This is recommended only once all players are familiar with the standard game. Shuffle the explorer deck and deal cards to each player according to the number of players in the game:

5 players	4 cards each
4 players	5 cards each
3 players	6 cards each
2 players	6 cards each

Each player looks at their cards, chooses one to keep and passes the rest to the player on their left. Repeat this process until all cards have been taken. All later rounds will begin with phase 2.

OVERVIEW

The solo variant has a single player compete against the Imperial Geographical Society, or IGS, an institution dedicated to all aspects of geographical research. Unless otherwise stated, follow the rules according to a standard 2-player game.

SETUP

Set up the game as you would for a standard 2-player game with the following alterations:

- The IGS will treat its rival explorer as if it were of its own colour, exploring and taking picks the same as it would its other explorers. In effect, this means that the IGS will have 3 explorers to make use of every round. Pay attention to which colour of rival explorer the IGS has.
- The IGS is not dealt any mission cards.
- The player is always the start player. Set up the renown markers on the renown track with the player's marker on top.

1. RECRUIT EXPLORERS

Turn over 3 cards from the top of the explorer deck. Then, in reverse-renown order (lowest to highest), both the IGS and the player choose an explorer card to take. The IGS chooses explorer cards according to the following priority:

1. The card with coins on it.
2. The card with the lowest cost to use.
3. The left-most card.

The explorer card taken by the IGS is immediately removed from play.

2. SEND EXPLORERS

The first explorer that the IGS places in a round is placed into South America. Its second explorer will be placed into Africa. Its final explorer will then be placed into the Far East. If all the available spaces in the Far East are occupied, it places its third explorer into South America instead. It doesn't matter which region the IGS's rival explorer is placed into.

NOTE: The player must still follow the standard rules for their rival explorer.

3. EXPLORE REGIONS

Each of the IGS's 3 explorers will follow the same rules when exploring. During its turns, the IGS will be able to hire its guide at no cost. Their guide token will always be kept face up and will be placed on the second revealed hazard in the region. The IGS will turn over cards from the top of the region deck until there are either 5 face-up cards in the region or 2 hazards showing in the region after it has already used its guide. It will then take its pick(s) according to the following the priority:

1. Orchid, unless the IGS already has an orchid from that region.
2. Map.
3. The pick that is worth the most victory points (See 'Calculating Victory Points for the IGS').

If victory points are tied, the IGS takes its pick(s) according to the following priority:

1. Location.
2. Treasure.
3. All the animals.
4. The lost explorer token with the highest reward.
5. The leftmost card, even if that card is an orchid.

SOLO VARIANT & CREDITS

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NOTE: When taking a lost explorer token as a pick, the IGS will always choose to gain renown as its reward. It will gain renown according to the space the lost explorer was taken from, as normal.

CALCULATING VICTORY POINTS FOR THE IGS

The IGS will often prioritise the pick that is worth the most victory points to it. To figure the victory point value of each potential pick, refer to the following:

- **Animals:** Total the victory point values of all the animals in this region.
- **Locations:** Determine if the renown gained from the location is going to change the renown order. If it will, the location counts as 7 victory points when determining priority. If not, then the location will only count as 1 victory point.
- **Treasure:** Half a treasure's coin value. It is worth that many victory points plus one. For example, a card showing 5 coins is worth 3.5 victory points when determining priority.
- **Orchid:** These are worth 2 victory points, as printed, when determining priority.
- **Lost explorer tokens:** These are all considered to be worth 4 victory points when determining priority. Their true values will only be revealed at the end of the game.

NOTE: All cards taken by the IGS are kept face up.

DETERMINING THE WINNER

Score for the IGS as you would for any player.

CREDITS & INDEX

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EXPLORER OVERVIEW



1 BIOLOGIST: Place an animal from your collection into this region. The region must match. This won't cause you to lose renown.



2 DETECTIVE: Place a lost explorer into this region from the supply. Look at the value of all lost explorers in this region. You may rearrange them.



3 ENTREPRENEUR: Draw 2 mission cards. Choose one to keep and put the other at the bottom the deck.



2 GEOGRAPHER: Look at the top 2 cards of the deck. Put one of them at the bottom of the deck.



2 MEDIC: Turn over the top card of the deck into the region. Ignore any hazard you reveal. You must now stop exploring and take your pick(s).



3 NAVIGATOR: If your explorer would become lost, it doesn't. Shuffle the last revealed card back into the deck. Continue your turn as normal.



1 PATHFINDER: Shuffle any number of face up cards in this region back into the deck.



1 PHILANTHROPIST: Gain both renown and coin bonuses when rescuing a lost explorer this turn.



3 PHOTOGRAPHER: Stop and take 2 picks. It doesn't matter how many cards are in this region.



3 RESEARCHER: Look at the top 3 cards of the deck, then put them back in any order.



2 SCHOLAR: Look through the deck and take a discovery card of your choice. Shuffle the deck afterwards. End your turn. You do not take any picks.



1 SCOUT: Look at the top card of the deck. You may put it at the bottom of the deck.

NOTE: The **Navigator** is used at the moment your explorer would become lost instead of as an action.

MISSION OVERVIEW

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 My Hero! Rescue 3 or more lost explorers.	 So You Have Heard of Me! Gain 9 or more renown in a single round.
 All Creatures Great & Small! Collect 8 or more animals.	 We're in the Money! Have 14 or more coins.
 Way of the Dodo! Collect 6 or more non-animal discovery cards.	 Take the Scenic Route! Collect 4 or more cards with the 'Wrong Turn' hazard.
 Location, Location, Location! Collect a location from 3 different regions.	 'Tis But a Scratch! Collect 4 or more cards with the 'Animal Attack' hazard.
 X Marks the Spot! Collect a map from 3 different regions.	 Fortune Favours the Bold! Collect 4 or more cards with the 'Rockfall' hazard.
 Bloomin' Marvellous! Collect a set of orchids (one of each type).	 Ain't Seen Nothing Yet! Collect 5 or more cards with no hazards.
 Double or Quits! Collect 4 or more cards from each of two different regions.	 A World of Difference! Collect 4 or more different types of discovery cards.
 Living on the Edge! Have 4 hazards displayed in a region you are exploring (excludes covered hazards).	



SOUTH AMERICA

Lower Risk:

24 Cards

15 Hazards

ORCHID	MAP	4	4	4	1	1 + 1	2 + 1
ORCHID	MAP	4	4	1	1	1 + 1	2 + 1
ORCHID	MAP	4	4	1	1 + 1	2	2



AFRICA

Medium Risk:

21 Cards

15 Hazards

ORCHID	MAP	5	5	1	2	3
ORCHID	MAP	5	5	1 + 1	2	2 + 1
ORCHID	MAP	5	5	1 + 1	2	2 + 1

DISCOVERY & REGION OVERVIEW



THE FAR EAST

Higher Risk:

18 Cards

15 Hazards

ORCHID	MAP	6	6	2 + 1	3
ORCHID	MAP	6	6	2 + 1	3
ORCHID	MAP	6	2	2	3 + 1

