

# EXPLORIANA

BY MILES RATCLIFFE

## EXPLORERS' GUIDE

It is late in the 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?



2 - 5



30-60



10+

2

# COMPONENTS

## 4 BOARDS



REGION BOARDS



RENOUN/SCORE BOARD

## 16 PLAYING PIECES



EXPLORERS



RENOUN MARKERS

## 107 CARDS



24

DISCOVERY CARDS



21



18



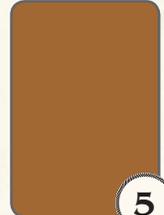
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EXPLORER CARDS



15

MISSION CARDS



5

REFERENCE CARDS

## 79 TOKENS



30

COINS



20



18

LOST EXPLORERS



5

GUIDES



3

REGION TOKENS



3

RELICS

# CARD ANATOMY

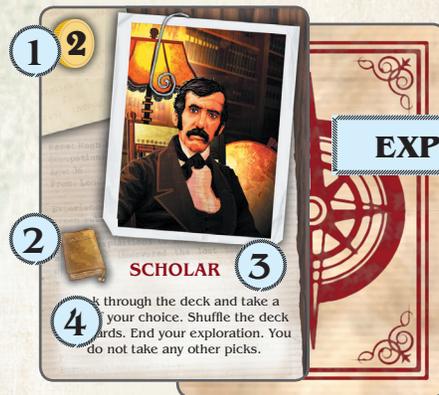
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## DISCOVERY CARDS

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

## REWARDS



## EXPLORER CARDS

1. Cost to play
2. Explorer Icon
3. Explorer Name
4. Card Ability



## MISSION CARDS

1. Victory Points
2. Requirements to complete mission

## DISCOVERY TYPES



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



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



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



**Maps:** Provide more victory points the more you have.



**Orchids:** Provide 15 victory points for a set; 1 from each region. If not part of a set, each is worth 2 victory points.

## HAZARDS

There are three types of hazards. A player's explorer may become lost if the cards in the region display either 3 different or 3 of the same type.



**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 (+4).  
**Africa** = Medium risk, medium rewards (+5).  
**The Far East** = Higher risk, greater rewards (+6).

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## SETUP

### AIM OF THE GAME

Each player represents a wealthy patron, who finances expeditions to seek out new discoveries from around the world.

During the game, each player will recruit specialist explorers for their expeditions, send their explorers around the world, and take risks to explore 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 below. For each region board, ensure the sides which are face up correspond to the number of players in the game.

Player Count

2-4 / 5

Score Track

South America

Africa

The Far East



### 2. PREPARE THE DISCOVERY CARDS:

**a) Region Decks:** Separate the discovery cards by region to form three 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 cards per region
4-players	2 cards per region
3-players	3 cards per region
2-players	4 card 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.



OR



Save Table Space

# SETUP

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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.

**In 2-player games,** deal 3 cards instead. Place the deck to the left of the renown/score track.



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 top-most Lost Explorer space on each region board.

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

6. **TAKE PLAYER PIECES:** Each player chooses a colour, then takes the two explorers and guide token of that colour. Next, give each player a reference card.

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

7. **DETERMINE START PLAYER:** The start player is the player who most recently travelled to/ 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,** place a renown marker for the rival on the renown track set to 4.

## 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.

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.

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# SETUP DIAGRAM



# PLAYING A ROUND

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

## 1. Recruit Explorers



Choose Explorers

## 3. Explore Regions



Draw Discovery cards

## 2. Send Explorers



Place meeples on region boards

## 4. End of Round



Check for end game triggers

Once all players have taken an explorer card, place a 1 point 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 adds those coins to their supply.



## 1. RECRUIT EXPLORERS

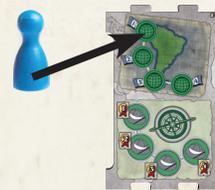
**NOTE:** For the first round of your first game, deal an explorer card at random to each player, then continue to phase 2. For future rounds, play with the standard rules as detailed below.

Turn over cards from 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 takes an explorer card and adds it to their hand.



## 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 at a region.



When all the available spaces at 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.

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

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## PLAYING A ROUND

### 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 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 at this region. There can be no more than 5 face up cards at a region.



- 2. Hire a guide:** If you haven't used your guide this round, you may pay 3 coins to the supply. If you do, flip your guide token face down (X-side up) and place it so that it covers one of the hazards displayed on a card at this region.
- 3. Use an explorer card:** Use a relevant explorer card by paying its cost. Apply its effect before discarding and removing it from play.



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

1. Three different hazards or three hazards of the same type are displayed on the cards at this region. If so, their explorer becomes lost, see 'Becoming Lost'.



2. There are 5 face up cards in the region. If so, provided their explorer hasn't become lost, they must stop and take their picks. See 'Taking your picks'.
3. They decide to stop and take their picks. See 'Taking your picks'.
4. An explorer card tells them to stop, see 'Explorer Overview' on page 14.

### RESERVE PILES

If a region deck is empty and you are required to or wish to turn over more cards as part of an action, move the reserve pile to the right side of the region board. Treat the reserve pile as the new region deck and continue as normal.

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

## PLAYING A ROUND

### TAKING YOUR PICKS

If there are 5 face up cards at this region, you can take two picks. However, if there are 4 or less face up cards at this region, you will only have one pick. You may take your picks from the following:

1. All of the Animal cards at this region.



2. Any one Non-Animal card at this region.



3. The bottom-most Lost Explorer token at this region, rescuing that lost explorer. Lost Explorers 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 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, take it back and keep it face down in front of you.

If, after removing any guides, there are 3 different hazards, or 3 hazards of the same type displayed on the cards at this region, an unfortunate unknown explorer (unassociated with any player) will become lost. Place a random Lost Explorer token face down on the top-most available Lost Explorer space at this region. Next, shuffle all the explored cards at this region back into the deck and reveal 2 new cards.

If, after taking your picks, there are less than two revealed cards at the region, reveal cards from the top of the region deck until there are exactly 2 revealed cards.

It is now the next player's turn (in order of explorers, 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 one card from this region. If this results in 3 different hazards or 3 hazards of the same type being displayed on the cards at this region, the rival explorer will become lost. See below.

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

## PLAYING A ROUND

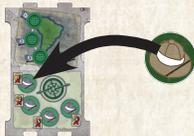
### MISSION CARDS

As soon as you meet the requirements as shown on one of your mission cards, you may flip it face up to complete it. See 'Mission Overview' on page 15 for more info.

### BECOMING LOST

If your explorer becomes lost, do the following:

1. Place a random Lost Explorer token face down on the top-most available Lost Explorer space at this region.
2. If you hired your guide, take it back and keep it face down in front of you.
3. Shuffle all revealed cards at this region into the deck.
4. Turn over two 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.

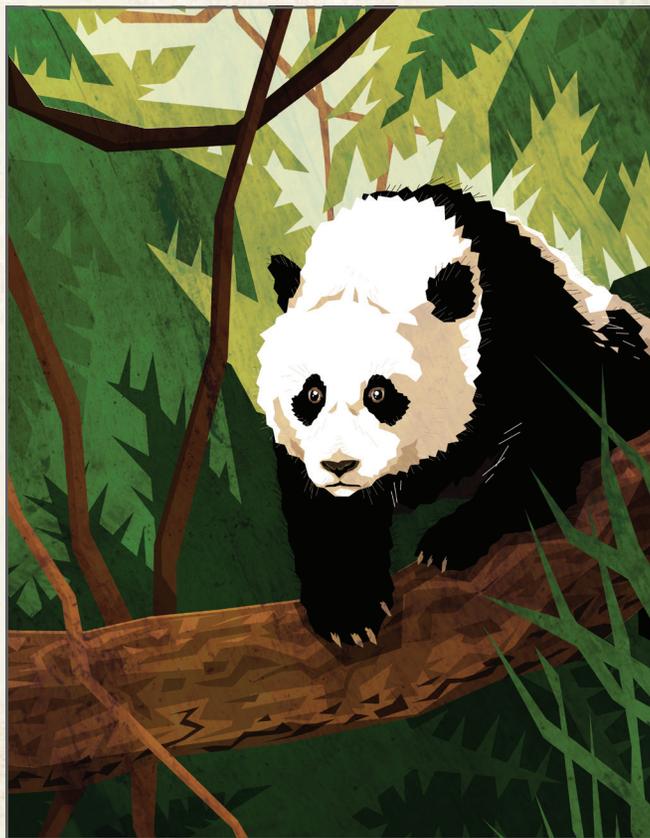
**NOTE:** If there is no available space to place a Lost Explorer token at a region or there are no more Lost Explorer tokens to place from the supply, instead discard the top card from that region's deck and remove it from the game.

### 4. END OF THE ROUND

If any region deck, explorer deck and/or any reserve pile has been depleted, the game ends and players total their victory points. See 'Scoring' on page 12. If not, players flip all the guide tokens they used face up.

**For 2-player games,** increase the rival's renown by 4.

Continue to the next round, starting with phase 1.





## SCORING

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

Victory points are awarded as follows:

### RENOWN

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

	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		

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

*For example, if 2 players are tied for the most renown in a 4-player game, they will get 10 points each (1st and 2nd place is  $12 + 8 = 20$  divided between the 2 players will be 10 points each. As 1st and 2nd have been awarded, the next player in renown order will get the award for third place, 4 points).*

### 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 two coins they have.

### MISSION CARDS

Players score 4 victory points for each completed mission card.

### 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	+M
VP	3	7	12	18	25	+5

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

## SCORING

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### ORCHIDS



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

### DETERMINING THE WINNER

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



### CREDITS

**Game Design:** Miles Ratcliffe

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**Cover Art:** Erik Chipchase

**Interior Art:** Richard Dearing

**Special Thanks:** Chance & Counters, Playtest UK

## EXPLORER OVERVIEW



[1] **BIOLOGIST:** Place an Animal from your collection to this region. The region must match. This won't cause you to lose renown



[2] **DETECTIVE:** Place a Lost Explorer to this region from the supply. Look at the value of all Lost Explorers at this region. You may rearrange them.



[3] **ENTREPRENEUR:** Draw 2 mission cards. Choose 1 to keep and put the other on the bottom of the deck.



[2] **GEOGRAPHER:** Look at the top 2 cards of the deck. Put one of them on the bottom of the deck.



[2] **MEDIC:** Turn over the top card of the region deck. Ignore any hazards you reveal. End your exploration. You must now take your pick(s).



[3] **NAVIGATOR:** If your explorer would become lost, they don't. Shuffle the last revealed card back into the deck. Continue your turn as normal.



[1] **PATHFINDER:** Shuffle any number of face up cards from this region back into the deck.



[1] **PHILANTHROPIST:** Gain both renown and coin bonuses when rescuing a Lost Explorer.



[3] **PHOTOGRAPHER:** Stop and take 2 picks. It doesn't matter how many cards are at 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 card of your choice. Shuffle the deck afterwards. End your turn. You do not take any other picks.



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

# MISSION OVERVIEW

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 <p><b>My Hero!</b> Rescue <u>3 or more</u> Lost Explorers.</p>	 <p><b>So you have heard of me!</b> Gain <u>9 or more</u> renown in the same round.</p>
 <p><b>Gotta Catch 'Em All!</b> Collect <u>8 or more</u> Animals.</p>	 <p><b>We're in the Money!</b> Rescue <u>3 or more</u> Lost Explorers.</p>
 <p><b>Way of the Dodo!</b> Collect <u>6 or more</u> NON-Animal discovery cards.</p>	 <p><b>Take The Scenic Route!</b> Collect <u>4 or more</u> cards with the 'WRONG TURN' hazard.</p>
 <p><b>Location, Location, Location!</b> Collect a Location from <u>3</u> different regions.</p>	 <p><b>'Tis but a scratch!</b> Collect <u>4 or more</u> cards with the 'ANIMAL ATTACK' hazard.</p>
 <p><b>X Marks the Spot!</b> Collect a Location from <u>3</u> different regions.</p>	 <p><b>Fortune Favours the Bold!</b> Collect <u>4 or more</u> cards with the 'ROCKFALL' hazard.</p>
 <p><b>Blooming Marvellous!</b> Collect <u>a set</u> of Orchids (one from each region).</p>	 <p><b>Ain't Seen Nothing Yet!</b> Collect <u>5 or more</u> cards with no hazards.</p>
 <p><b>Double or Quits!</b> Collect <u>4 or more</u> cards from each of two different regions.</p>	 <p><b>A World of Difference!</b> Collect <u>4 or more</u> different types of discovery cards.</p>
 <p><b>Living on the Edge!</b> Have <u>4</u> hazards displayed at a region you are exploring (excludes covered hazards).</p>	



## SOUTH AMERICA

**Lower Risk:**

24 Cards

15 Hazards

<b>ORCHID</b>	<b>MAP</b>	<b>+ 4 R</b>	<b>4 COINS</b>	<b>4 COINS</b>	<b>(1)</b>	<b>(1) + R</b>	<b>(2) + R</b>
<b>ORCHID</b>	<b>MAP</b>	<b>+ 4 R</b>	<b>4 COINS</b>	<b>(1)</b>	<b>(1)</b>	<b>(1) + R</b>	<b>(2) + R</b>
<b>ORCHID</b>	<b>MAP</b>	<b>+ 4 R</b>	<b>4 COINS</b>	<b>(1)</b>	<b>(1) + R</b>	<b>(2)</b>	<b>(2)</b>



## AFRICA

**Medium Risk:**

21 Cards

15 Hazards

<b>ORCHID</b>	<b>MAP</b>	<b>+ 5 R</b>	<b>5 COINS</b>	<b>(1)</b>	<b>(2)</b>	<b>(3)</b>
<b>ORCHID</b>	<b>MAP</b>	<b>+ 5 R</b>	<b>5 COINS</b>	<b>(1) + R</b>	<b>(2)</b>	<b>(2) + R</b>
<b>ORCHID</b>	<b>MAP</b>	<b>+ 5 R</b>	<b>5 COINS</b>	<b>(1) + R</b>	<b>(2)</b>	<b>(2) + R</b>



## THE FAR EAST

**Higer Risk:**

18 Cards

15 Hazards

<b>ORCHID</b>	<b>MAP</b>	<b>+ 6 R</b>	<b>6 COINS</b>	<b>(2) + R</b>	<b>(3)</b>
<b>ORCHID</b>	<b>MAP</b>	<b>+ 6 R</b>	<b>6 COINS</b>	<b>(2) + R</b>	<b>(3)</b>
<b>ORCHID</b>	<b>MAP</b>	<b>+ 6 R</b>	<b>(2)</b>	<b>(2)</b>	<b>(3) + R</b>