

CORPS OF DISCOVERY

A GAME SET IN THE WORLD OF MANIFEST DESTINY

DESIGNED BY JAY CORMIER AND SEN-FOONG LIM



1-4
PLAYERS



45-75
MINUTES



14+
AGE

BASED ON THE IMAGE COMIC SERIES BY
CHRIS DINGESS AND MATTHEW ROBERTS

Intro

In May of 1804, the Corps of Discovery Expedition embarked on the historic journey across the western part of the country acquired during the Louisiana Purchase. Little did this collection of professional soldiers and criminal conscripts know that President Thomas Jefferson had given their leaders, William Clark and Meriwether Lewis, the unfathomable task of destroying all of the demonic Monsters that were ravaging the country, a task that could be accomplished only by forging an uneasy alliance with the indigenous peoples of the area.

Take on the roles of these ill-fated crew members as they explore the land and struggle to survive the unnatural forces that threaten to corrupt and divide the Americas forever!

In the graphic novel, writer Chris Dingess and artist Matthew Roberts subvert the concept of Manifest Destiny and all of the colonial ways of thinking that pervaded that time period.

Credits

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Ghostly Whispers Threat designer: George Stavrinos



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Based on the comic book MANIFEST
DESTINY created by Chris Dingess

Watch a video instead
of reading the rules!



Get more maps:



Welcome!

Welcome to Corps of Discovery Ultimate 2nd Edition! We have combined the rules of the core game plus all 4 expansions into one book, but we have left them similar to their standalone rulebooks to ensure owners of each expansion had accurate information. Here is a table of contents on where to find each chapter, as well as each Gear and Character.

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The Ultimate 2nd Edition comes with a metal coin and the Sacrifice to the Demon promo Misfortune card.

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The components pages in these rules list components as if you bought the retail edition and each expansion separately, but the Ultimate 2nd Edition has duplicated many components for easier setup. The Challenge and Destiny cards for each Chapter are complete decks (no additional cards need to be added to play the Chapter). To complete the Threat deck for each play, add two random core Misfortune cards to the Chapter Threat cards to complete the Threat deck during setup per page 6. Here are the quantities of each component that are different from what is listed in the rules.

- The Ultimate 2nd Edition comes with 3 Field tokens in the Resource Tray.
- The Ultimate 2nd Edition comes with 10 Kickstarter maps pre-packed in the Fauna (6) and Flora (4) Map Folders.

	CHALLENGE CARDS (Core + Chapter-Specific)	DESTINY (Core + Chapter-Specific)	MONSTER TOKENS	THREAT CARDS
FAUNA	10+5	14+2	4	4
FLORA	10+5	14+2	4	5
INSECTA	10+5	14+3	6	7
VAMETER	10+5	14+4	4	5
MALDONADO	10+5	14+1	4	4
FOG	10+5	13+2	0	5



Components



1 Map Board



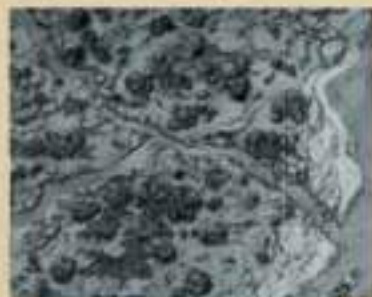
10 Fauna, 10 Flora maps*



2 Map Folders



2 double-sided Reference Boards



1 Concealer Page



1 Supply Board



20 Challenge cards



13 Threat cards
(4 Monster & 9 Misfortune)



6 Character cards



12 Gear cards



7 Search cards



4 Kill Minotaur cards



17 Destiny cards



52 Path tokens



30 Core Resource tokens
(6 of each)



24 Chapter-specific Resource tokens
(6 of each)



4 Sample tokens



14 Water tokens



4 Minotaur tokens



3 Field tokens**



3 Tipi tokens



3 Fort tokens



3 Fire tokens



1 Shelter token



8 Flora terrain tokens



5 Crew tokens



1 Greek Fire token



1 Worm Pups token

* Maps shown in the rulebook are for illustration only and are not used in game.

** Second Edition Only

Component Anatomy

REFERENCE BOARD

CHAPTER ICON

CHAPTER NAME

TRUE BOTH WAYS
TERRAIN RULES

TRUE ONE WAY
TERRAIN RULES

AVAILABLE
ACTIONS
FOR
CHAPTER

EXPLORATION
REWARDS

MAP BOARD

CHAPTER ICON

CHAPTER NAME

MAP NUMBER

MISSION BRIEFING

MINI MAP
(or Chapter-specific
rules)

COMPASS

DESTINY CARDS

Rusty Axe

DESTINY NAME

DISCARD: When you gain
a Wood from Exploring,
gain another Wood.

EFFECT OF
DESTINY

PATH TOKENS

WOOD TERRAIN

WOOD RESOURCE
TOKEN

SUPPLY BOARD

PATH TOKEN
PLACEMENT AREA

CHALLENGE ROW

CONSEQUENCE

SHELTER
SUPPLY
LOCATION

HOW TO BUILD
A SHELTER

HOW TO BUILD
A FIRE

FIRE TOKEN
PLACEMENT
LOCATION

END OF DAY

NIGHT

BACKPACK

FATIGUED
AREA OF
BACKPACK

STARTING WATER SUPPLY

EXTRA WATER SUPPLY

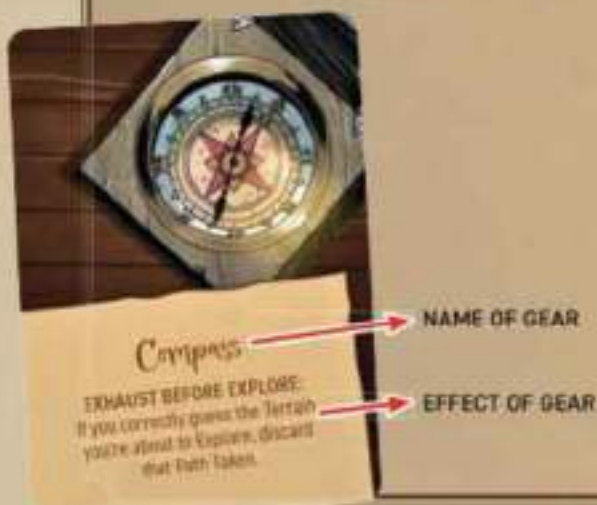
CHARACTER CARDS



CHALLENGE CARDS



GEAR CARDS



THREAT CARDS

MONSTER



MISFORTUNE



EXHAUST:

When a rule or card tells you to Exhaust something, that means to turn it 90 degrees to its side.



REFRESH:

When a rule or card tells you to Refresh something, that means to turn it 90 degrees back to its upright position.



Game Setup

- 1 **Select the Chapter** you want to play and gather the core game components and Chapter-specific components. Chapter-specific components are listed in the Chapter's rules and marked with a matching Chapter icon.

- 2 **Set up the Map Board:**

- A Choose a map from the selected Chapter folder - but don't look at it!
- B Cover the map with the Concealer Page and insert both into the Map Board.
- C Place a Path token into each of the holes on the Map Board, sun side face down.
- D Remove the Concealer Page.
- E Place a Rock Resource token on the Path token marked as the Peak. To find this location, check the Mission Briefing on the Map Board for the specific row and column coordinates.

- 3 **Players choose their Character and Gear cards:**

- F Each player chooses a Character card. Note that in the expansions, certain characters may be restricted depending on the Chapter you are playing.
- G Each player selects a number of Gear cards based on the total number of players:
 1 Player: 3 Gear cards 3 Players: 1 Gear card each
 2 Players: 2 Gear cards each 4 Players: 1 Gear card each
- H **Training Gear:** If you want an easier game, one player can add the Training Gear called Medicine, and it does not count towards your Gear limit.
- I Place any unused Character and Gear cards off to the side. This is called the Reserve.



- 4 **Set up the Reference Board:**

- J Place the **Reference Boards** of the chosen Chapter near the Map Board, where all players can easily see them. The Reference Board contains important information that will be used often during the game.

- 5 **Set up the Supply Board:**

- K Place the Supply Board within reach of the players.
- L Shuffle the **core Destiny cards** and **Chapter-specific Destiny cards** together to form the Destiny deck. Draw 2 cards and place them face-up to the right of the Supply Board; these must be earned before they can be used. Place the remaining deck face-down nearby, leaving space for a discard pile.
- M Find the **"Approach the Arch" Challenge card** and place it in the leftmost space on the Challenge Row. This is always the first Challenge for the first day of each game.
- N Take the **core Challenge cards** (with no Chapter icons on them) and the **Chapter-specific Challenge cards** (with the icon of the Chapter chosen to play) and shuffle them together forming the Challenge deck.
- O Place 1 card from the Challenge deck face-up into each of the two remaining empty spaces in the Challenge Row. There should now be three face-up Challenge cards, including "Approach the Arch". Place the Challenge deck face-down nearby, leaving space for a discard pile.

You will face three new challenges each day and will play multiple days over the course of the game.

- P Place the Shelter token on the Supply Board.
- Q Add 8 **Water tokens** to the Backpack on the Supply Board.
- R Place the 3 Fire tokens, 4 Sample tokens, and all remaining Water, Resource, and item tokens (including Chapter-specific Resource and item tokens) into the Reserve.

Note: If you place your Resources in piles matching the Path Priority Order on the back of the rulebook, then you can refer to your pile of Resources instead of the rulebook when you need to know the Path Priority Order.

- 6 **Create Threat deck:**

- S Take all Chapter-specific Threat cards and add 2 random core Misfortune cards without looking at them, and shuffle, creating a face-down deck.

- 7 **Extra Setup:** Complete the Setup steps for your chosen Chapter.

- B The player who most recently read a comic goes first.

Track your plays. Write the player names and their character and Gear on the folder, along with which map you're using. This will help you to keep track of which maps which players have played, as well as to compare scores if you have different groups playing the same maps.





2 PLAYER SETUP EXAMPLE FOR CHAPTER 1: FAUNA

Gameplay

In *Corps of Discovery*, players cooperatively lead an expedition through uncharted territory while battling both supernatural threats and the harsh wilderness. To succeed, you have to work together, combining tactical exploration, deduction, planning, and resource management.

The game unfolds through Chapters featuring unique rules and goals. These Chapters are played across a series of maps, each challenging you in a different way.

Each map is a race against time, divided into Days. To survive a Day, players must overcome 3 Challenges by finding the Resources and crafting items they demand. Exploring the map is the only way to do that, yet every step forward takes time. Every path you take pushes the expedition closer to the next challenge; as you move, the clock ticks.

Since every move lessens your chances of survival, you cannot afford to wander aimlessly. Read the land; the terrain itself holds clues, allowing you to predict where vital supplies can be found.

2-4 PLAYER GAME: You explore the Map as a single unit, but leadership rotates among the players. On your turn, you make the final call on which path to explore and how Resources are managed. While you are encouraged to discuss your plans together, the active player has the ultimate decision. When the turn ends, leadership passes to the player to your left.

TURN STRUCTURE

ACTIONS:

- **EXPLORE A PATH:** Mandatory action, cannot be skipped (see below)
- **FREE ACTIONS:** Any number, any time during your turn (p.13-14)
- **END OF TURN:** Begins after you completed Explore a Path and any free actions (p.15-16)
- **PASS TURN** (p.16)
- **END OF DAY & NIGHT:** (p.17) Happens only after resolving all 3 Challenges of the current day



EXPLORE A PATH

Every circular space on the Map Board is a **Path**. These spaces start the game covered with Path tokens. While covered they are **Unexplored Paths** that hide Resources, threats, and terrains.

Each turn you must **Explore a Path**. Through this action, you remove the Path token to reveal the terrain underneath and mark the passage of time. Once the token is removed, the space becomes an **Explored Path**.

Revealed terrain provides the Resources and terrains essential to completing your mission. However, some terrains may uncover Threats that hinder your progress.



RULES FOR EXPLORING

The Explored Paths show the expedition's current boundaries. There are no player pawns to track positions on the Map Board; instead, characters continually expand their reach, one path at a time, in almost any direction.

Every path you want to explore, except the first one, must be adjacent (north, east, west, or south) to an Explored Path—but **not necessarily adjacent to the one you just explored**.



OBSTACLES: You cannot explore from an Explored Path that is a Rock or has a Monster token. These obstacles block your progress unless you can access the space you want to explore from another direction or remove the Monster. For easy reference, these obstacles are circled in red.

Additionally, you may never explore an Unexplored Path while a Monster token is on it.



MONSTER THREAT EFFECT: Before Exploring a Path affected by a Monster Threat Effect, you must first discard 1 Resource or Water. Single arrows around a Monster token each point to exactly 1 adjacent Path. Double arrows around a Monster token point to an entire row or column.



Strategy:

Through deduction, you may have a strong indication as to which terrain is located under an Unexplored Path. Place a token matching the suspected terrain on top of a face-down Path token as a reminder of your assumption.

Use the colored side when you are certain of your deduction and the gray side with the ? if you have doubts. Terrain tokens such as Tipis and Forts, which are not Resources or Items, have been included for this purpose.



STEPS TO EXPLORE A PATH

1 REMOVE THE PATH TOKEN

- Choose a valid Path according to the Rules for Exploring.
- Remove the Path token covering the selected Path and place it on the Challenge card in the lowest-numbered slot with a card.
- That Path is now an **Explored Path**.



2 ACTIVATE THE TERRAIN OF THE EXPLORED PATH

- You can only Activate the Terrain of the path that was just explored.
- You **MAY** collect the Resource or Water token, but you **MUST** resolve any extra rules as indicated on the Terrain Activation table (p. 10).
- Place the gained Resource and Water token(s) in your Backpack.

Unless Chapter rules say otherwise, you cannot take any other action between steps 1 and 2 when you Explore a Path.

FIRST EXPLORATION

Your first Explore action must follow the unique starting instruction for the Chapter. Refer to your chosen map's mission briefing "Start" to find where you may first explore. If the Start states an entire column you may choose any single Path in the column to explore.

TERRAIN ACTIVATION TABLE			
Image	Terrain Type	Token Gained	Extra Rules
	Food		At least 3 exist on each Map.
	Rock		At least 3 exist on each Map. This is impassable terrain. You cannot explore from this terrain.
	Mud		At least 3 exist on each Map.
	Water		At least 3 exist on each Map.
	Wood		Exactly 7 exist on each Map.
	Skull		At least 3 exist on each Map. Draw a Threat card and follow its instructions. See Skull Terrain Found for further rules below.
	Field	None	At least 3 exist on each Map. A Field has no effect when Explored. Required to Build a Shelter (see page 14).
	Hill	None	When revealed, the Path token from this Explored Path is discarded rather than added to a Challenge card . Hills also provide information as indicated on a Chapter's Reference Board. The player who explored a Hill gets to take another turn.
	Tipi	None	At least 3 exist on each Map. When revealed, the player can immediately trade 1 Resource/Water token for any other Resource/Water token. A trade must happen on the same turn that the Tipi is discovered, it cannot be saved for later.



SKULL TERRAIN FOUND

Finding a Skull rewards you with the Resource, but also uncovers a Monster lair!

- 1 Place a Skull token in your Backpack.
- 2 Draw and resolve a **Threat card**.
 - A. If the revealed Threat card is a **Monster**, place the matching **Monster token** following the instructions on the card.
 - B. If the Threat card is a Misfortune, follow the instructions on the card.

MISFORTUNES



CHASED

You cannot use Destiny cards while this is in play. You get them all back once you kill a Monster.



FROSTBITE

Warm yourselves up with a shelter AND a fire before you can kill a Monster.



INSUBORDINATE CREW

No one is listening to you! Provide some Food and Water and you can refresh at Night again.



DISRESPECTING THE LAND

Guess correctly and you keep the Resource or Water. Guess wrong and you disrespect the land, so you get nothing.



GHOSTLY WHISPERS

The 3 Paths you explore must be connected and in a straight line.



SOAKED (FLORA ONLY)

It's harder to build a fire while Soaked is in play.



FLASH FIRE

If you have a shelter, choose between losing your shelter or 2 Water. Otherwise, lose 1 Water (unless losing that 1 Water would cause you to lose the game, then you can discard any 1 Resource instead).



INJURED

While in play, you only get 2 Challenge cards every day and will have to eat more frequently!



WORM PUPS

They block the path they're on. You can be nice and ignore or move them, or you can kill them.



BACKPACK

The Backpack's maximum capacity is 6 Resource (or other) tokens and 10 Water tokens. You can hold unlimited Resources and Water during your turn.

At **End of Turn**, fill as many available Backpack spaces as you wish and discard the rest. The two red Resource spaces, labeled Fatigue, remind you that having more than 4 tokens here at the end of a Challenge can cause Fatigue (see page 16). Resources can be moved around in the Backpack and discarded at any time.



SAMPLE TOKENS

A sample token must take up 1 Resource space in your Backpack. Because it is not a Resource, you are not allowed to discard it at will. The only way to get rid of it is to discard a Water/Resource per the "Remove a Sample token" free action. When you gain a Sample token from a Challenge card, you must place it in a Backpack Resource space. If your Backpack is full, you must immediately discard a Resource to make room for it.



HOW TO FIND TERRAIN: THE REFERENCE BOARD

The Reference Board provides rules for how each of the terrain types can be found and is slightly different for each Chapter. Use these logic rules to deduce the location of terrains needed to complete your Challenge cards and Chapter goals.

The Reference Board has 2 sections of logic rules.

- The first section shows logic rules that are true for both terrain types.
- The section below shows rules that apply to the first terrain pictured.



LOGIC RULES

Each Chapter combines these core rules with unique terrains and rules detailed in the corresponding Chapter rules.



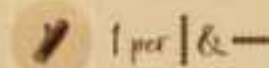
Water is always orthogonally adjacent to at least 1 Wood, and Wood is always orthogonally adjacent to at least 1 Water.



Food is always diagonally adjacent to at least 1 Tipi, and a Tipi is always diagonally adjacent to at least 1 Food.



A Tipi is always orthogonally or diagonally adjacent to at least 1 Skull, and a Skull is always orthogonally or diagonally adjacent to at least 1 Tipi.



There is exactly 1 Wood in every row and every column.



A Skull will have different terrain types on each of its 4 sides. If a Skull is on the edge of the map, then it may have terrain only on 2 or 3 of its sides, but they must all still be different.



Mud always has at least 1 Water and at least 1 Rock orthogonally adjacent to it.



All are connected. Not on the edge. Unpassable.

All Rocks are connected orthogonally. They will also never be on the outside row and column edges of the Map Board.



Rock will never be in any of these Paths.



Hills have no logic rules and may be found anywhere. When found, you will get extra information (such as how many Forts are in this column and row combined as in this example), discard the Path token, and gain another turn.



Can place Shelter.

A Field is the terrain that a shelter can be built on (see Free Action—Build a Shelter pg.14). A Field always has at least 1 Food and at least 1 Wood orthogonally adjacent to it.

A guide on how to use these logic rules to deduce the locations of terrains is on page 21.

FREE ACTIONS

These free actions are optional and can be done at any time during a turn, which can be before or after you Explore a Path and Activate the Terrain. A free action can be repeated multiple times during your turn, but each one must be resolved before the next one begins. Each Resource or Water gained can be used towards a free action. Rules on cards played as free actions supersede rules in this book.

USE CHARACTER ABILITY

Each character has a unique ability that can be used on your turn. If an ability requires you to exhaust your Character card, it may only be used once per day. It remains exhausted until it is refreshed at Night. You cannot use another player's Character card or trade Character cards to other players. Some abilities have specific times when they can be used, such as before or after Exploring a Path. For a full description of character abilities, see the Appendix on page 27.



USE A GEAR CARD

You can use 1 or more of your refreshed Gear cards on your turn. If a Gear card requires you to exhaust it, then it may only be used once per day. It remains exhausted until it is refreshed at Night. If a Gear states that it must be discarded after use, then it can only be used once per game. Some cards specify a certain time they can be used, such as before or after Exploring a Path. You cannot use another player's Gear card or trade Gear cards to other players.

For a full description of Gear, see the Appendix on page 27.



REMOVE A THREAT

Threats are Monsters and Misfortunes, represented on Threat cards. Monsters are killed using rules specific to each Chapter (refer to the Chapter rules for details). Misfortunes are removed by following the instructions on the card.



USE A DESTINY CARD

Discard a Destiny card from the team's shared pool to perform its described action. Any player may use these cards, regardless of who earned them. The two face-up cards next to the Supply Board are not available until earned by exploration, Gear cards, or completing Challenge cards.



EXPLORATION REWARD

COLUMN COMPLETE: When the last Unexplored Path token in a column is removed, whether through exploration or a Threat or Challenge card, you earn a Destiny card.

You may take one of the two face-up cards or the top card of the Destiny deck. Keep earned Destiny cards face-up nearby for all players to see. Flip up a new card from the deck so there are always 2 face-up cards to choose from.

ROW COMPLETE: When the last Unexplored Path token in a row is removed, whether through exploration or a Threat or Challenge card, you earn the row completion bonus indicated on the Reference Board for the Chapter you're playing.



FREE ACTIONS (CONTINUED)

BUILD A SHELTER

On your turn, you can build one shelter on an available, explored Field terrain. York's character ability allows you to build a shelter elsewhere.

To build a shelter, discard two different Resources of either Wood, Mud, or Skull. You cannot use two of the same Resource (e.g., 1 Wood and 1 Skull, but not 2 Wood or 2 Skull). Place the Shelter token on an available Field terrain on the Map Board.

While a shelter is on the Map Board, you do not suffer the Fatigued penalty when you have more than 4 items in your Backpack.

Only one shelter can be on the Map Board at a time. To relocate a shelter (only relevant in expansions), you must pay the building cost again and move it to a new available, explored Field terrain.



BUILD A FIRE

To build a fire, discard either 2 Wood or 2 Rock and place a Fire token on the Supply Board. You can have only 3 fires at any one time. Fires can help with some Challenge cards, Chapter-specific objectives, and can be used to Backtrack (see below).



BACKTRACK

After you Explore a Path, you can choose to discard 2 Fire tokens from the Supply Board to Backtrack from the terrain you just explored. Do not activate that terrain, do not gain any Resource or Water tokens, and do not trigger any of its special rules. Cover that Path again with its Path token. You **MAY** refresh any Gear or Character cards you used and reverse their effects. You **MUST** then explore a different Path.



Don't waste torches! If you explore a Path and decide to Backtrack because you didn't like what you saw or want to save a terrain for later in the game, place a Resource token there as a reminder of what you found.

DISCARD A RESOURCE TOKEN

You may discard any number of Resource tokens from your Backpack at any time, even while resolving a Challenge card. This would primarily be done to avoid Fatigue.



REMOVE A SAMPLE TOKEN

Discard a Resource or Water token to remove a Sample token from your Backpack.



END OF TURN

CHECK RESOURCE LIMITS

Discard down to 6 Resources and 10 Water.

RESOLVE CHALLENGE CARD

Check the lowest-numbered slot with a Challenge card to see if the card has reached its time limit.

If the limit is reached: Resolve the Challenge card to determine if you pass or fail.

Otherwise: Your turn ends and play proceeds with the player on your left.

TIME LIMITS

Time Limit is the value shown in the top right corner of the Challenge card. During exploration, Path tokens are placed onto the card to track the passage of time. Time Limit is reached as soon as the number of tokens matches this value.

You cannot resolve a Challenge card before it reaches its Time Limit, even if you already meet the requirements to pass.

HOW YOU PASS A CHALLENGE

To pass a Challenge, you must discard the required Resources or Water tokens while having (but not discarding) the required items (such as fire or shelter). When you pass, follow the instructions on the Pass side of the card.

Some cards offer additional rewards for meeting the criteria specified on the card. On the "School of Fish" card to the right, if you pass and have 1 fire, gain 1 Food. If you have 2 fire, gain 2 Food instead.

Choosing to Fail: You may choose NOT to pass the challenge even if you meet all requirements (usually to save Resources for later). If you choose not to pass, the Challenge is considered a Fail.

WHEN YOU FAIL A CHALLENGE

You fail the Challenge if you do not have the required items, or if you cannot (or choose not to) discard the required Resources or Water tokens. When you fail, follow the instructions on the Fail side of the Challenge card.

You must always try to pay the full penalty for failing. If you are told to lose a specific amount of Resource tokens (or Destiny cards, etc.) but do not have enough, discard as many as you have back to the Reserve. If you have none, there is no additional penalty, with the following exceptions:

WATER LOSS: If you are ever required to discard Water tokens and cannot, all players die of thirst and the game ends immediately in defeat.

FOOD LOSS: Food is only consumed at End of the Day. Unlike Water, not having Food to discard, when instructed to on a Challenge card, is not an end game trigger. It's only when you have no Food remaining at End of the Day that all players die of hunger and the game ends in defeat.



Have at least 1 Fire (do not discard).



Have a Shelter built (do not discard).



Discard any 1 Resource or Water. If you can't discard a Resource then you must discard a Water.



Must place 1 Sample token into the Backpack.



Must discard 1 Destiny card from the shared pool.

CONSEQUENCE

Regardless of whether you pass or fail, discard the resolved Challenge card and all Path tokens on it. This reveals a Consequence on the Supply Board space underneath, which must be resolved immediately. Each Consequence checks if you are Fatigued and resolves any active effects (extra Consequence effects are introduced in later Chapters).

FATIGUED

After resolving a Challenge card and before you resolve Consequence, you must check to see if you are Fatigued. You are Fatigued if you have 5 or 6 tokens (Resources, or other items, like Sample tokens or Greek Fire). When you are Fatigued, you must choose one:

- **Discard** down to 4 tokens to no longer be Fatigued.
- **Lose 1 Water** as a penalty for having too much.

If you have built a shelter, you are immune to Fatigue penalties. You do not lose Water and you do not need to discard down to 4 tokens.

Note: Consequences are only triggered by Challenge cards. They are not triggered by the End of Day challenge or the Injured Threat card.

PASS TURN

If all 3 Challenge cards have been resolved, proceed to the End of Day. Otherwise, your turn ends and play proceeds to the left.

Note: Play order cannot be changed during the game as it is important to plan who acts when.



- A third Path token is placed on this Challenge card.
- The players have the required Resources and discard 1 Mud, 1 Rock, and 2 Water tokens.
- The players now resolve this Challenge card. The Pass column shows that they gain 1 Wood.
- They have 5 Resources and are in the Fatigue area of their Backpack. They decide to discard a Food to avoid the Consequence penalty.
- They discard the Challenge card and check for Consequences, which indicates they are not Fatigued and suffer no penalty. If they didn't have the right Resources or chose not to discard them, then they would fail the challenge and be forced to discard 3 Water, 2 Wood, and a shelter shown in the Fail column.



END OF DAY

Once all 3 Challenge cards for the day have been resolved, you must face the End of Day Challenge.

- **Pass:** Feed your troops by discarding 1 Food token from your Supply Board back to the Reserve.
- **Fail:** If you do not have a Food token to discard, the players starve and the game ends immediately in defeat.

Remember: This is not a standard Challenge card. You do not check for Fatigue after this challenge is completed.

When you pass the End of Day challenge, proceed to the Night phase.

NIGHT

- A** If there are no Monsters currently in play, draw a Threat card and resolve it (see Skull Terrain Found, page 10).

If the drawn card is a Monster, place it according to the card's instructions. For example, in the Fauna Chapter, a Monster might instruct you to place it on the northernmost Explored Path (using Path Priority Order, see below).

- B** Deal out 3 new Challenge cards for the next day, from left to right.

Reminder—If the Injured Threat card is in play, it occupies the first Challenge card slot. Deal only 2 new Challenge cards, reducing your time for the next day.

- C** Refresh all Character and Gear cards (unless a Misfortune doesn't allow it). A new day begins! Play passes to the left of the player who took the final turn of the previous day.

PATH PRIORITY ORDER (shown on the back of the Rulebook) is the hierarchy used to place a Monster when multiple Explored Paths are possible locations for the Monster to be placed. Starting from the top, move down the Path Priority Order until you find the first icon matching one of those paths. If two or more of those paths feature the same Resource, choose the westernmost or northernmost path among them. For example: There are two paths equally far north: one with Wood and one with Vine. Since Wood is higher on the Path Priority Order, the Monster is placed on the Wood path.

Note: A Monster can be placed on a path containing a Shelter if that path is chosen by the Path Priority Order.

End of Game

- Each Chapter has specific objectives you must complete to win the game.
- If you are ever required to discard Water tokens (due to Monsters, Challenge cards, or Fatigue) and you do not have enough in your Backpack to meet the requirement, all players die of thirst and lose the game. You may have NO Water in your Backpack and still survive, but you lose the game the moment you are forced to discard Water you do not have.
- If you Fail the End of Day challenge because you did not have a Food token to discard, all players starve and lose the game.
- If you cannot refill the Challenge Row with 3 new Challenge cards (or 2, when the Injured Threat card is in play), you lose the game.

SCORING THE GAME FOR THE LEVEL OF SUCCESS

Add up the Time Limit number of every unresolved Challenge card still on the Supply Board and every card remaining in the Challenge deck. This is your final score!

CLEAN-UP TIP

When packing up, remove the map, flip it over and slide it into the back of the folder it came from. That way, the next time you get to this map, it'll be on the other side with a completely new set of terrain features!

SCORE:

28+	Master Explorer
22-27	Fearless Trailblazer
16-21	Veteran Pathfinder
10-15	Skilled Tracker
4-9	Novice Guide
1-3	Greenhorn Scout



Chapter 1: Fauna

As part of the Corps of Discovery the President sent out to clear the land of Monsters, you must find and kill 3 Minotaurs. To do so, you'll need to locate 3 of the settler's forts so you can learn how to slay these dangerous beasts!

Chapter-Specific Components



1 folder with 10 Maps



4 Monster Threat cards
(Minotaurs)



5 Challenge cards



3 Fort
tokens



6 Vine
tokens



2 Fauna Reference Boards



2 Destiny cards
(Fishing Rod and Dull Knife)



4 Kill Minotaur cards



4 Minotaur
tokens

Chapter Goal

Kill 3 Minotaurs. To accomplish this you will need to learn how to kill the Minotaurs by finding 3 Forts. Each Fort will provide you the method to kill 1 Minotaur.

Extra Setup

Shuffle the Kill Minotaur cards into a face-down deck near the board. Leave space for a discard pile.

The First Exploration

Players start exploring on any Path in Column 7 of the Map.



Chapter-Specific Logic Rules



VINE: Every column containing at least 1 Rock must also contain at least 1 Vine, and vice versa.



When you activate this terrain, add 1 Vine to your Backpack.



See it on:



FORTS: Use the Mission Briefing mini-map to help guide you to the 3 Forts. The location of a Fort is dictated by the pattern of adjacent terrain types shown on the mini map. This pattern can be found on the Map rotated in any 90° increment, but not flipped or mirrored.



When you activate a Fort terrain, reveal a new Kill Minotaur card. Keep Kill Minotaur cards face-up nearby for all players to see.



Another Turn

HILLS: The number on the Hill indicates the total count of Forts within its row and column combined. For example, a 2 on a Hill means there are 2 total Forts in the Hill's row and column.

In the example on the right, there's a Hill with 0 in the same row as the Hill with a 2. That means there are no Forts in the row and column of the Hill with the 0, therefore both of the other Hill's 2 Forts must be in its column and none in its row.



EXPLORATION REWARD: ROW COMPLETE

When you explore the final Unexplored Path in a row, you MAY discard any 1 revealed Threat card in play. If you do, draw a new Threat card. Place the discarded card at the bottom of the Threat deck. If the discarded card is a Minotaur, remove its token from the map as well. A Minotaur discarded this way is not considered killed and does not count toward your Chapter goal.

Threats

MINOTAUR

Before you Explore a Path in a Minotaur's row or column, you must first discard any 1 Resource or Water.



REMOVE A THREAT—KILL A MINOTAUR

1. To kill a revealed Minotaur, you must have the required items (such as fire) and discard the Resources listed on any revealed Kill Minotaur card.
2. If multiple Minotaurs and/or Kill Minotaur cards are revealed, you may kill any revealed Minotaur with any revealed Kill Minotaur card.
3. Once a Minotaur is killed, place its card face down below the Reference Board. It no longer causes any negative effects. Discard the Kill Minotaur card as it can only be used to kill a single Minotaur. Place the Minotaur token in the Mission Briefing area as a trophy of your kill and to keep track of your progress towards completing the Chapter Goal.

End of Game

When you kill 3 Minotaurs, the **game ends immediately** and no further actions or cards will resolve. The players are victorious! Tally the Chapter score to see how well you did.

All regular loss conditions apply: you still die of thirst or starvation, or from running out of Challenge cards.

Important Reminder: While surviving in the wilds of the New World by passing Challenge cards is important, you win the Fauna Chapter only if you kill 3 Minotaurs. Never forget the mission the President tasked you with!



Tip: How to Deduce in Corps of Discovery

The Reference Board is your guide for understanding the layout of the wilderness. While it is important to search for the specific Resources needed for your mission, Corps of Discovery rewards those who study the Map as a whole. By mapping as many terrains as soon as possible, you gain a better overview of the landscape, preventing you from being cornered by dead ends or dangerous terrain later in the game. Mapping a Resource that seems useless now may become a critical requirement for a future challenge.

Now that you understand the strategy, the following examples illustrate exactly how to do it.

- 1 Because Mud **MUST** be adjacent to both Rock and Water, E6 and F6 must be Rock. The Rock can't be at G7 because Rock isn't allowed on the edge. Water must be in G7.
- 2 Two rules intersect to create a clear deduction.
 - Water must be adjacent to Wood.
 - There can only be one Wood per row and column.

Since the Water at A6 requires an adjacent Wood, the Wood must be located at either A5 or A7. However, you can see a Wood already exists in Column 7. Therefore A7 is ruled out, meaning A5 must be Wood. Applying this same process across the Map allows you to determine that D4 and E1 are also Wood. Because of the deduction of knowing Water is in G7 from point 1, G6 must also be Wood since there is only 1 space next to the Water in G7.

Now that we know where 5 Wood are located, B2 is the only path in row B that is unexplored that doesn't already have Wood in its column. So Wood must also be in B2. The 7th Wood must be in F3 as it's the only row and column that doesn't have Wood yet.



Using the Reference board, you can locate where 1 Food and 1 Tipi must be. Can you see where they must be? Then can you determine where all 3 Forts must be?
Answers at bottom of page.



FOOD B1 - TIPI A3 - FORTS DE E3, G5



Chapter 2: Flora

You've managed to find the settlers and survive the rampaging Minotaurs. In this dangerous new world, however, deadly threats lurk around every corner. Now, the Corps of Discovery must defend those settlers from an invasive plant species—one that takes over the minds and bodies of anything it touches, turning them into mindless creatures that want to bring all animals under the sway of the Giant Plant!

Chapter Goal

Kill it with fire! You must travel the trail to the Giant Plant that is controlling all of the Flora and bring the highly volatile Greek Fire to its location in order to burn it to cinders.

Chapter-Specific Components



1 folder with 10 maps



2 Flora Reference Boards



5 Crew tokens
(1, 2, 3, 4, & S)



4 Minotaur tokens



6 Petrified Fossil
tokens



8 Flora
tokens



1 Greek Fire
token



5 Threat cards
(4 Minotaurs and 1 Misfortune)



7 Search cards



5 Challenge cards



2 Destiny cards
(Torch and Plant Sighting)

Extra Setup

Complete the core game setup, adding the following:

- Place the Flora tokens over the matching Flora icons on the Flora Reference Board.
- Place the Search card with the Giant Plant face up.
- Shuffle and deal 3 face-up Search cards in a row below the Map Board to the left of the Giant Plant card. The 3 Search cards and the Giant Plant card form the Expedition Trail. Remove the remaining Search cards from the game.
- Place the Crew token labeled 'S' (Search) on the left side of the Expedition Trail, before the first terrain. This token marks your progress on the expedition to kill the Giant Plant. The 'S' Crew token is always used to track progress. If you are ever forced to give up this token, you lose the game. You will be moving the 'S' Crew token to the right along the Expedition Trail.
- Place the rest of the Crew tokens nearby.
- Place the Greek Fire token on top of the path indicated in the Mission Briefing.
- Place 1 Fire token on your Supply Board, as indicated in the Mission Briefing.
- Create the Threat deck with 4 Minotaurs, the Soaked Misfortune card, and 2 random core Misfortune cards.
- Remove the Path token indicated as the Start Path in the Mission Briefing.



The First Exploration

Players start at the Hill location as indicated in the Mission Briefing. This starting Path token is not placed above a Challenge card.

Chapter-Specific Logic Rules

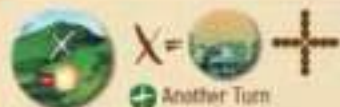


PETRIFIED FOSSIL: Found on Paths 1 Path away from the map's edge. When you activate this terrain, add 1 Petrified Fossil to your Backpack. This can be used with 1 Wood or 1 Rock to make fire.



Kill all existing and future Minotaurs.

SACAGAWEA: Found orthogonally or diagonally adjacent to 3 Wood. When you activate this terrain, remove all Minotaurs from play. Any Minotaurs that enter play afterward are immediately killed and removed from play. There is only 1 Sacagawea on a Flora map.



HILLS: The Hill number indicates the total count of Flora creatures within its row and column combined. For example, a 2 on a Hill means there are a total of 2 Flora creatures in the row AND column occupied by the Hill.

The Expedition Trail and Flora

The Expedition Trail is a sequence of nine terrain and Flora types leading to the Giant Plant.

To advance along the trail, you need to find the terrain matching the next icon in the sequence (i.e., the one to the right of your 'S' Crew token). Only newly revealed terrains count toward progress; previously discovered matching terrains do not. Once you reveal the correct match, move the 'S' Crew token onto that icon.

The Flora are hostile creatures that block access to the terrain underneath them, as well as threatening your progress along the Expedition Trail. The terrain that the Flora is blocking still follows the logic rules for that terrain. When you reveal a Flora terrain, you can either:

- A Kill the creature by discarding a Fire token (or the Torch Destiny card), or
- B Remove a Crew token from the game.

You must kill the Flora to gain benefits (from your Character or Gear) or avoid any penalties (from Misfortunes) for correctly guessing the terrain underneath it. Flora is **not** a type of terrain, it blocks you from activating the terrain it is on. As such you cannot use the terrain it is blocking to activate any Gear or Character abilities. Flora **does not** block Exploration rewards. Even if a Flora token is present, a row or column is still considered explored once all paths are revealed.



HOW TO KILL FLORA WHEN IT'S FIRST REVEALED



Discard a Fire token (or the Torch Destiny card) and remove the matching Flora token from the Reference Board. That Flora is now considered dead.



If Flora is the next icon on the Expedition Trail, you have completed that Search card!



Flip the completed Search card over and place the 'S' Crew token to the right of that card. Activate the terrain it was blocking (gain any Resource or Water, draw a Threat card, trade at a Tipi).



If that terrain matches the next icon on the Expedition Trail (i.e., the first icon on the next Search card), advance the 'S' Crew token onto that icon as well.

Note: You may not take any other actions between exploring and activating the Flora terrain, except Backtrack.

WHEN FLORA IS NOT KILLED

If you DO NOT discard a Fire token - because you couldn't or chose not to:



Remove 1 of your available Crew tokens from the game. That Crew token has been eaten by the hostile Flora! If the only Crew token you have left to remove is your 'S' Crew token, then you lose the game.



Place the Flora token matching the terrain you just explored ONTO that path. The red circle on the token means this path is now blocked. You do NOT gain Resources or Water from that terrain, and you do NOT activate the terrain (do NOT draw a Threat card if it's a Skull or trade if it's a Tipi) until the Flora is killed. You do not progress on the Expedition Trail. You cannot explore FROM this path to an adjacent path.

KILLING FLORA LATER

At any point later in the game, you may discard a Fire token (or the Torch Destiny card) to kill any Flora token on the Map Board. Once killed, discard that Flora token and immediately activate the terrain it was blocking. If Flora is next on the Expedition Trail, move onto it and then move again if the next icon matches the terrain that was just activated after killing the Flora.



GREEK FIRE

You must acquire Greek Fire before you can destroy the Giant Plant. To acquire it, explore the path containing the Greek Fire token at any point during the game, then add it to your Backpack. Greek Fire is not a Terrain and you will still get to activate the Terrain below the Path token that has the Greek Fire. With the token in your Backpack, you may advance your 'S' Crew token to the Greek Fire spot on the Expedition Trail once you have flipped the first 3 Search cards face down. Once you acquire the Greek Fire token, it will remain in your Backpack until the end of the game. It can be advantageous to wait until the right time to explore that Path.



The players have acquired the Greek Fire and have progressed the 'S' Crew token all the way to the end. It's time to fight the Giant Floral!



The players decide to use their remaining 3 Crew tokens to cover Food, Skull, and Water. They now need to have a Shelter, and discard 1 Wood and 1 Rock to win the game.

Fight the Giant Plant

Once the 'S' Crew token has advanced past the 3rd Search card and you have the Greek Fire token, the battle with the Giant Plant begins.

Leave the 'S' Crew token on the Greek Fire icon on the final Search card. Place your remaining available Crew tokens over the Resource and item icons on the Search cards. You may move these tokens around freely at any time.

To defeat the Giant Plant, you need the Resources and items not covered by a Crew token. Continue playing until you have all the required Resources and items. If you lose a Crew token, you also need to acquire the newly uncovered Resource or item to win.

EXPLORATION REWARD: ROW COMPLETE

When you Explore the final Unexplored Path in a row, even if a Flora token is present (not killed), you can move your 'S' Crew token 1 space to the right on the Expedition Trail, as long as it does not move onto a Flora icon (rightmost icon of Search card).

Threats



MONSTER: MINOTAUR

The Minotaurs make you discard a Resource or Water to explore in their row and column on the Map Board. Before you Explore a Path in a Minotaur's row or column, you must first discard any 1 Resource or Water.

HOW TO REMOVE

There are no Forts in Flora, so the only way to remove a Minotaur is by finding Sacagawea.



MISFORTUNE: SOAKED

The Soaked Misfortune card makes you use more resources to build a fire.

End of Game

You **WIN IMMEDIATELY** when you have:

- Obtained the Greek Fire,
- Advanced the 'S' Crew token to the Giant Plant, and
- Gathered all Resources and items not covered by Crew tokens on the backs of the Search cards.

No further actions or cards are resolved. You are victorious!

All regular loss conditions apply: you still die of thirst or starvation, or from running out of Challenge cards. In Flora you can also lose the game if all your Crew tokens (including 'S', which is on the Expedition Trail) are removed from the game.



Appendix

GEAR



BOX OF GOODS

This Gear makes the game a bit harder. It has a tiny bit of a bonus if you use it, but if you can hold onto it instead of using it, you'll grab an extra 4 points! This cannot be exhausted.



CANTEEN

This Gear makes the game a bit harder since you start with 1 less Water. This cannot be exhausted. If you can hold onto the water and not use it, you'll grab an extra 3 points.



CAPTAIN'S LOGBOOK

You can swap the face-up Challenge card with another face-up Challenge card or even the face-down card on the top of the deck. Swapping with the deck allows you to know which Challenge you will face tomorrow.



COMPASS

Discarding the Path token (when you guess correctly) gives you more time to complete Challenge cards or find what you need.



FLINT

Cheap fire! You only have to play 1 Wood or 1 Rock to build a fire!



JAR

Place the chosen Resource on this card; only you may use it. You may return it to the Supply Board any time during your turn before the End of Day.



MORTAR AND PESTLE

The 2 Resources/Water chosen do not need to be the same Resources/Water.



SACHEL

You can take either of the face-up Destiny cards beside the Supply Board or take the top card from the Destiny deck.



SEXTANT

Look at what Challenge is coming next. Reveal a new Challenge card and place it off to the side; this becomes the first Challenge card you face the next day.



SOUNDING HORN

Swap your Character card (must be refreshed and not exhausted) with one from the Reserves. The character you're gaining comes in refreshed and can be used this turn.



TRACKING GUIDE

Discard the Path token and the Resource/Water if you gained one, and explore again. The new explore does not have to be adjacent to the path you just explored.



TRAINING GEAR: MEDICINE

Make your game easier with Medicine. Exhaust this to Refresh 1 Character or Gear card belonging to any player. In a 2-, 3-, or 4-player game, you will lose 5 points at the end of the game. This card does not count towards the number of Gear cards you're allowed to have.

CHARACTERS



CLARK

Swap any Gear card in your inventory for a Gear card from the Reserve. The new Gear always enters refreshed (it is ready to be used). This cannot be used to get Gear that can only be selected at the start of a game.



LEWIS

This ability has no effect on terrains that do not produce Resources (such as Tipi or Hill).

Insecta Expansion: If the Ranidae is distracted, you can keep 1 of the 2 collected Resources and shuttle the other to the Boat if it's still needed.



YORK

Only one ability triggers per activation. If York is already exhausted, you must pay the required Resource or Water as normal to Explore a Path protected by Monsters.

If you correctly guess the terrain, place a shelter on the path without paying any Resources. Put a Resource token on top of the shelter as a reminder of the terrain below it.



COLLINS

You activate any ability of any character that's in the game, as long as they aren't exhausted yet.



MME. BONIFACE

This ability triggers only once per card activation. If a Gear or Destiny card provides multiple Wood, Rock, or Skull tokens, you receive Water for the first Resource only.



MME. GRENIER

The three Resources or Water can be in any combination; they do not need to be of the same type.



Chapter 3: Insecta

As the corpsmen sweep aside the thick undergrowth to clear a path through the forest, buzzing fills the air and the sky darkens. A writhing cloud of gigantic insects swarms around the explorers and needle-sharp proboscises pierce clothing and flesh alike, sucking the very lifeblood from the helpless Crew. Can they get by the imposing five tongued Ranidae, the frog-like monstrosity that blocks them from returning to their ship, in order to concoct a chemical solution to their insect problem? Or will they become empty husks, drained dry and left as food for the larvae that will soon hatch from the egg sacs implanted under their skin?

Chapter Goal

Kill 4 Insects! To succeed, your ship needs Resources to create Insecticide, but the Ranidae stands in your way. Once Insecticide is created, lure 4 Insects to Explored Paths to kill them.

Chapter-Specific Components



1 Map Folder



10 Maps*



2 Reference Boards



5 Challenge cards



2 Character cards
(Sacagawea and Charbonneau)



2 Gear cards
(Small Sack of Beads and Spear)



7 Threat cards
(6 Insects and 1 Misfortune)



3 Destiny cards
(Crate, Ineffective Insecticide, and Hardy's Punishment)



6 Mushroom tokens**



6 Flower tokens**



6 Insect tokens



3 Meat tokens



1 Ranidae token



1 Boat Board

* This is not a game map, it's used just as an illustration. None of the actual game maps are shown throughout the rules.

** Included in the core game components

Extra Setup

Complete the core game setup with the addition of the following steps:

- 1 Place the Boat Board near the Map Board and Reference Board.
- 2 Place the Ranidae token, Ranidae side face up, seated into the Boat Board.
- 3 Start the game with 3 Meat tokens beside your Supply Board.
Note: Meat is not a Resource.
- 4 Place the Insect tokens nearby.

The First Exploration

Players start exploring on any Path in Column 7 of the Map.



Chapter-Specific Logic Rules



FLOWER: Every row containing at least 1 Flower must also contain at least 1 Mud, and vice versa.



When you activate this terrain, add 1 Flower to your Backpack.



Can place Shelter.

MUSHROOM FIELD: A Mushroom Field is a terrain that a Shelter can be built on. A Mushroom Field always has at least 1 Food and at least 1 Wood orthogonally adjacent to it.



When you activate this terrain, add 1 Mushroom to your Backpack.



Another Turn

HILLS: The number on the Hill indicates the total count of Skulls within its row and column combined.

Creating the Insecticide

FREE ACTION: DISTRACT THE RANIDAE

The Ranidae prevents Shuttling Resources (see below), needed to create Insecticide, to the boat. To Distract the Ranidae, discard 1 Meat (or 1 Water if you have no Meat) and guess the next Terrain type before you Explore a Path.

- If your guess is correct, turn the Ranidae token to its Calm Waters side; the Ranidae is now Distracted until End of Day.

While Distracted, any player may Shuttle Resources during their turn.

- If your guess is incorrect, the Ranidae continues blocking access to the boat.

During NIGHT: flip the Ranidae token back to the Ranidae side.



FREE ACTION: SHUTTLE RESOURCES TO THE BOAT

To create Insecticide, you need to Shuttle Resources to the boat. When you gain a Resource or Water from Exploring a Path, you may place it on the matching space on the Boat Board instead of in your Backpack.

- You can Shuttle Resources only while the Ranidae is Distracted.
- Once a Resource or Water is in your Backpack, it can no longer be Shuttled.
- You cannot Shuttle Resources or Water gained from a Tipi or from Destiny, Challenge, Gear, or Character cards.
- If you gain 2 Resources or Water from a single Explore (via a card ability), you can only Shuttle the one found from Exploring, not the one gained from the card.

Once 1 of each Resource and 1 Water are on the boat, return them to the Reserve and flip the Boat Board to the Insecticide side. You have created Insecticide!



EXPLORATION REWARD: ROW COMPLETE

When the last Unexplored Path token in a row is removed, whether through exploration or a Threat or Challenge card, you can move 1 Insect token to ANY adjacent Path (both Explored or Unexplored). It would be advantageous to wait until the right time to explore the final Path in a row.

Threats

INSECTS

INSECT PLACEMENT

- Insect tokens are always placed on an **Unexplored Path** according to the card's instructions.
- If revealed during the Day, place an Insect token on the Unexplored Path orthogonally closest to the Skull just Explored (excluding ones on the edge).
- If multiple Paths are equally close, you choose between them.

INSECT CARD EFFECT

Before you Explore a Path **adjacent or diagonal** to an Insect, you must first discard 1 Resource or Water. You cannot Explore a Path with an Insect, and you cannot Explore from a Path with an Insect.

KILL INSECTS

When you create Insecticide, all Insects on Explored Paths are killed. Insects can be moved onto Explored Paths by completing a row and getting the Exploration Reward, from some Destiny cards, or if Irene (included in the Vameter expansion) is in the game. Place all killed Insect tokens in the Mission Briefing area until you collect 4!



MISFORTUNE: FEED THE BEAST

Before you can attempt to Distract the Ranidae, you must first discard 1 Resource or Water to Feed the Beast. If you do, you can proceed to guess the Terrain type and pay the standard cost to Distract the Ranidae before you Explore.

To remove this Threat, you must discard 1 Resource or Water stored on the boat.

End of Game

You win immediately when you kill the 4th Insect.

All regular loss conditions apply: you still die of thirst or starvation, or from running out of Challenge cards. In Insecta you can also lose the game if it becomes impossible to create Insecticide. This occurs if a required Resource is removed from the game or becomes permanently unreachable. As a reminder, some terrain types are only guaranteed to appear 3 times on the map. Since you can't shuttle Resources already in your Backpack, try to keep the terrains available for the Resources you need on the Boat Board.

Appendix

GEAR



SPEAR

On your turn, you may remove this Gear from the game to kill 1 Threat card Monster (this does not include Flora or the Vameter). This Gear cannot be used in the Fauna or Maldonado Chapters.



SMALL SACK OF BEADS

Take this Gear at the start of the game for an increased challenge! On your turn, you may remove this Gear from the game to remove 1 Path token from a Challenge card in play. If you still have this Gear at end of game, gain 3 more points during end-game scoring. This Gear cannot be swapped in using Clark's ability. This cannot be exhausted.

CHARACTERS



CHARBONNEAU

Exhaust to look at any Path separated from an Explored Path by at least 2 Unexplored Paths. If you have the Flag Gear, any Path in the same row or column as a Shelter is accessible; these Paths cannot be targeted by Charbonneau's ability.



SACAGAWEA

Choose an Unexplored Path adjacent to an Explored Path, then select any Path adjacent to it. Explore that second Path (you have effectively "jumped over" the first one). Other players may now Explore from this new Explored Path as normal (unless it is a Rock or a Monster, Flora, or Vameter token is placed there).



Chapter 4: Vameter



After capturing a flightless bird-like but intelligent creature, the Corps makes contact with the Fezron people. They band together to hunt a mutual threat known as the Vameter, a winged monstrosity that has ravaged the Fezron for generations, attacking from the skies above. The Corps of Discovery must work with the Fezron to destroy the Vameter and guarantee the safe return of their scout, Charbonneau, from his Fezron captors.

Chapter Goal

Kill the Vameter and surround it.

Chapter-Specific Components



1 Map Folder



10 Maps*



2 Reference Boards



4 Destiny cards
(Scope, Fezron Guide,
Monster Claws, and
Air Rifle Shot)



1 Vameter
card



5 Challenge
cards



1 Character card
(Irene)



5 Threat cards
(4 Cyclops and 1 Misfortune)



2 Gear cards
(Pipe Hawks and
Dowsing Rod)

* This is not a game map, it's used just as an illustration.

** Included in the core game components



3 Crew tokens**
(2, 3, & 4)



6 Mushroom
tokens**



4 Fezron
tokens



5 Heart
tokens



4 Cyclops
tokens



1 Vameter
token



4 Vameter
Move tokens

Extra Setup

Complete the core game setup with the addition of the following steps:

- 1 Place the Vameter card near the Supply Board with the Vameter token on top of it.
- 2 Place 5 Heart tokens covering heart spaces on the Vameter card.
- 3 Shuffle the 4 Vameter Move tokens face down.
- 4 Place Fezron tokens in the Reserve with other tokens.
- 5 Place the 2, 3, and 4 Crew tokens from the Flora expansion in your Supply.



The First Exploration

Players start exploring on any Path in Column 7 of the Map.

Chapter-Specific Logic Rules

Gain a Fezron token when activating a Fezron Camp terrain.
Fezron is **NOT** a Resource and does not go in your Backpack.



FEZRON CAMPS: A Fezron Camp is always diagonally adjacent to at least 1 Mud, and a Mud is always diagonally adjacent to at least 1 Fezron Camp.



FEZRON CAMPS: Fezron Camps and Skulls are never orthogonally or diagonally adjacent to each other.



Can place Shelter.

MUSHROOM FIELD: A Mushroom Field is a terrain that a Shelter can be built on. A Mushroom Field always has at least 1 Food and at least 1 Wood orthogonally adjacent to it.



When you activate this terrain, add 1 Mushroom to your Backpack.



Another Turn

HILLS: Normal Hill rules apply. The number on the Hill indicates the total count of Fezron Camps within its row and column combined.

When you fail some challenges you will be required to discard one of your Crew tokens from the game. You choose which Crew token: it can be from your Supply, the Map, or the Supply Board.



Vameter

FINDING THE FIRST FEZRON CAMP

When the first Fezron Camp is found, spawn the Vameter! Place the Vameter token with the arrow pointing East on the Peak. If the Peak is explored, place it on the nearest Unexplored Path.

The Vameter is not a Monster, but you cannot explore the Path it occupies (signified by the red circle).

FREE ACTION: PLACING CREW TOKENS

After Exploring a Path but before Activating the Terrain or moving the Vameter, you can choose to place one of the Crew from your Crew Tokens Supply onto that Explored Path. These Crew Tokens are placed to try to shoot Monsters and the Vameter. You can place a Crew token on a Rock Terrain, but not on a Path with a Cyclops or the Vameter. This Free Action happens before moving the Vameter. A Crew token and a Shelter can occupy the same Explored Path.

MOVING THE VAMETER

After Exploring a Path and finding **Water**, the Vameter (if in play) moves immediately.

- 1 Flip a random Vameter Move token face up and place it on the Vameter card.
- 2 Move the Vameter by the number of Unexplored Paths shown:
 - The Vameter moves in the direction of its arrow.
 - It jumps over Explored Paths without counting them; only Unexplored Paths count toward the movement total.
 - If no Unexplored Paths remain in the current direction, rotate the Vameter 90° clockwise (e.g., from East to South) until movement can continue.
 - If there are no Unexplored Paths in any direction from the Vameter, then it is pinned and will not move again, but you can still shoot at it.



- 3 When the Vameter ends movement, all Crew tokens in the 8 spaces adjacent to the Vameter are killed and removed from the game. This happens regardless of how the Vameter reached its final position.

- Each Crew token within range and in a straight line (orthogonal) from the Vameter or a Cyclops must now fire.
- Each Crew token targets one Vameter or Cyclops within their range. If there are multiple valid targets, you choose which one is hit.
- Range is the number on the Crew token. A Crew can shoot a distance up to that number of Paths (Explored and Unexplored combined).
- Crew tokens will always target the first thing it can target within its range: Cyclops or Vameter. They will not shoot over one to hit the other.
- A Crew token may fire through spaces occupied by other Crew without penalty.
- Each Crew token may fire once during this step.



4 CYCLOPS IS SHOT:

Remove that Cyclops token and the matching Threat card from the game.

5 THE VAMETER IS SHOT:

Remove 1 Heart token from the Vameter card.

Once all 5 Heart tokens are removed, the Vameter becomes Vulnerable—this is your chance to defeat it! Surround the Vulnerable Vameter with Explored Paths and/or Map edges to trap and kill it (see End of Game below).



- 6 Place each Crew token that fired a shot on the "Pass" section of the End of Day Challenge. These are reclaimed at End of Day when you Pass.

- 7 Once 3 Vameter Move tokens are face up, flip them all face down and shuffle them with the remaining Vameter Move token.

- 8 Now that the Vameter has moved and the Crew has fired: Activate the Terrain, gain the Water, and resolve any other Free Actions from the Explored Path that triggered this sequence.



FREE ACTION: SACRIFICING FEZRON

At any time during your turn, discard 1 Fezron token from your Supply. Choose a Crew token that is within range of the Vameter or a Cyclops and shoot it immediately. Place that Crew token on the "Pass" section of the End of Day Challenge and follow the Cyclops or Vameter "IS SHOT" directions above.



EXPLORATION REWARD: ROW COMPLETE

When the last Unexplored Path token in a row is removed, whether through exploration or a Threat or Challenge card, you can move 1 Crew token up to 3 adjacent Explored Paths. You cannot end this movement on a Path occupied by another Crew, Monster, or Vameter token.

Threats

CYCLOPS

Important: The Vameter is not considered to be a Monster for any game effect. When Cyclops are placed on the board at night, ignore terrain that have Crew tokens on them.

CYCLOPS CARD EFFECT

- You have to pay 1 additional Resource or Water to Explore in any of the 8 Paths surrounding a Cyclops.
- Each time you resolve a Consequence, move each Cyclops to the closest Unexplored Path and discard its Path token. It cannot move to a Path with another Cyclops, the Vameter, or a Crew token. If multiple Paths are equally close, you choose. That Path becomes Explored, but do not activate the Terrain or gain any benefits and rewards, or trigger Threats from a Skull. If no Unexplored Paths remain in that row or column, you do gain the respective Exploration Reward.



MISFORTUNE: HUNTING GROUNDS

When resolving a Challenge card, you must discard 1 extra Water (in addition to other Challenge requirements) to Pass. Do not discard this Water if you're going to Fail. To remove this Threat, shoot the Vameter once.

End of Day

Return all Crew tokens from the End of Day Challenge "Pass" column to your Supply. You may also return any Crew tokens from the Map Board.

End of Game

Once there are no more Heart tokens on the Vameter card, then you must surround the Vameter with Explored Paths (orthogonally and diagonally) or the edge of the map.

Note: The Vameter will still move if you Explore and find Water! Once it is surrounded by Explored Paths or the edge of the map, you win the game!

You get 5 points more for each surviving Fezron in your Supply.

The Vameter has been defeated, the Corps and surviving Fezron rejoice in the victory! This was the most fearsome challenge yet. Alas, as per direction from the President, the surviving Fezron must be killed. Their victory was unfortunately and brutally cut short.

All regular loss conditions apply: you still die of thirst or starvation, or from running out of Challenge cards.

Appendix

GEAR



PIPE HAWKS

Take this Gear at the start of the game for an increased challenge! On your turn, you may remove this Gear from the game to take 1 extra Explore action, and discard the Path token. If you still have this Gear at end of game, gain 3 more points during end-game scoring. This Gear cannot be swapped in using Clark's ability. This cannot be exhausted.



DOWSING ROD

You **MUST** Exhaust this Gear and guess the Terrain under the Path you're about to Explore. If correct, gain 1 additional Resource from an adjacent Explored Path of your choice. If only Tipis, Hills, Forts, or Fields are adjacent, you do not gain an additional Resource.

CHARACTERS



IRENE

Moves a Monster to its adjacent Path (Explored or Unexplored). The Vameter and Flora are not Monsters and cannot be moved with this ability. Irene cannot be used in the Fog Chapter.





Chapter 5: Maldonado Hidden Traitor and Cooperative Modes

Maldonado, the specter of a long-dead Spanish Conquistador, is attempting to influence the Corps of Discovery and turn them away from their mission. Using insidious whispers from beyond the grave, he has turned someone traitor and is using them as a tool to destroy the Corps from the inside.

Chapter Goal

Play the Maldonado Chapter Cooperatively or in the new Hidden Traitor mode. **Loyalists aim to save the Crew, while the Traitor (if playing with one) secretly tries to kill them. Both sides need to finish the mission.** If you are required to discard Water and you can't, or if you have no food at End of Day, then all players lose! Once the third Monster is killed, find out who succumbed to Maldonado's evil influence.

Chapter-Specific Components



1 Map Folder



10 Maps*



2 Reference Boards



2 Character cards
(Randolph and Russell)



5 Challenge
cards



4 Threat cards
(4 Monsters)



2 Gear cards
(Goggles and Water Skin)



1 Destiny card
(Journal)



4 Kill Monster
cards



5 Crew Member
cards



4 Identity cards
(3 Loyalist cards and
1 Traitor card)



45 Influence
cards



10 Command
cards



1 Maldonado's Power Track

* This is not a game map,
it's used just as an illustration.
None of the actual game maps
are shown throughout the rules.

** Included in the core game
components



6 Mushroom
tokens**



4 Maldonado
tokens



4 Monster
tokens



16 Accusation tokens
(4 tokens in 4 different colors)



1 Crew token**
(1)

Hidden Traitor Extra Setup

- Before selecting Characters and Gear, deal Identity cards face down based on the player count:
4 PLAYERS: Shuffle all 4 cards (3 Loyalists and 1 Traitor) and deal one to each player.
3 PLAYERS: Shuffle 2 Loyalists and 1 Traitor and deal one to each player.
2 PLAYERS: Shuffle 2 Loyalists and 1 Traitor and deal one to each player. Return the remaining card to the box without looking at it.
Keep your identity secret!
- Shuffle the Influence cards and remove 5 from the game without looking at them. Deal 4 to each player. These, along with your Identity card, form your hand. Keep it hidden from other players.

- 3 Shuffle the Command cards and place the deck face down nearby.
- 4 Place Reference Board and Maldonado's Power Track with the Hidden Traitor side face up. Place the Crew token on the starting space based on the player count:
2 PLAYERS: Space 0 **3 PLAYERS:** Space 7 **4 PLAYERS:** Space 9
- 5 Place the 5 Crew Member cards face up where everyone can see. Leave enough space around each card to play Influence and Command cards.
- 6 Assign a different Crew card corner color to each player (ideally the one closest to them). They then take the 4 matching Accusation tokens.

The First Exploration

Players start exploring on any Path in Column 7 of the Map.

Chapter-Specific Logic Rules



Can place Shelter.

MUSHROOM FIELD: A Mushroom Field is a terrain that a Shelter can be built on. A Mushroom Field always has at least 1 Food and at least 1 Wood orthogonally adjacent to it.



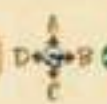
When you activate this terrain, add 1 Mushroom to your Backpack.



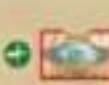
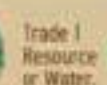
MALDONADO: Maldonado Terrain and Skulls are always located exactly 2 spaces diagonally from each other. If you find one, the other is exactly 2 diagonal steps away in one of the four directions.



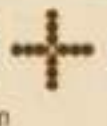
MALDONADO: When you find Maldonado Terrain, increase Maldonado's Power by 1 AND gain 1 Resource of your choice or 1 Water. If this is the only Resource you gained, then you must place an Influence card or Command card (see Exploration Rules Changes on the next page).



SKULL: When you find a Skull, draw and resolve a Threat card, then increase Maldonado's Power by 1.



TIP: When you find a Tipi, first trade 1 Resource or Water following the regular Tipi Terrain rules, then draw a Kill Monster card.



HILLS: The number on the Hill indicates the total count of Maldonado Terrains within its row and column combined.

Another Turn

Exploration Rules Changes

As the **Active Player**, when you gain a Resource token on your turn by any means (exploring, trading, Gear or Character card, etc.), check if it matches a Resource indicated on one of the Crew Member cards. If there is a match, that Crew Member is the Target for the remaining actions. Gaining Water allows you to make any Crew Member the Target.

You must either play 1 Influence card from your hand or draw and play a Command card on the Target on the space matching your player color. You only play 1 Influence or Command card per turn regardless of the total number of Resources or Water gained.

If you do gain more than 1 Resource or Water in a turn, then you choose which Crew Member to target.

Influence cards are played face up or face down depending on their numeric value and whether a Loyalist or the Traitor played it. There is a reference on the bottom of these cards showing how it can be played by either the Loyalist or the Traitor.



• IF YOU ARE A LOYALIST:

- You want to play Influence cards that match the Resource depicted on the Target.
- If you choose to play an Influence card with a +2 or +3 value, then it must be placed face down on the Target, on the space matching your color.
- If you choose to play an Influence card with a +1 value, then it must be placed face up on the Target, on the space matching your color.
- If you do NOT have an Influence card that matches the Resource you just found, then take the topmost Command card from the deck without revealing it, and place on the Target, on the space matching your color. Most of these cards will be -1 but there's a 20% chance that it matches the Resource and will be a +1!

• IF YOU ARE THE TRAITOR:

- You must play Influence cards on the Target on the space matching your player color, however you do NOT want to match the Resource on the Influence card with the Target.
- You may play ANY card face down from your hand to the pile on the Target on the space matching your player color.
- You may play your Traitor card from your hand as if it was an Influence card. It has the same back, so it will not give you away! It is also very powerful, so use it wisely!
- To trick your opponents and avoid being accused:
 - You may want to play a matching +1 card face up once or twice throughout the game.
 - Tell the other players that you're playing a +2 or +3 card when you place cards face down since those are the only cards that Loyalists can play face down from their hand.
 - You can play a Command card as if you were a Loyalist even if you do have an Influence card that matches the Target's Resource in your hand.



LOYALIST

This player is a Loyalist and must play it **face up** when they gained Wood.

TRAITOR

This player is the Traitor and chooses this card and plays it **face down** when they gained Wood.

Ensure all Influence and Command cards around each card can be seen (including whether they are face up or face down) so players can try to estimate the value of each pile.



MALDONADO'S POWER TRACK

The Crew token on Maldonado's Power Track increases by 1 each time a Skull or a Maldonado Terrain is found. It may also increase if you fail certain Challenge cards specific to this Chapter. The main way to decrease Maldonado's Power is by completing rows through Exploring. This Track determines the value that must be matched or exceeded for a Crew Member to survive; Loyalists want the Power as close to 0 as possible, while the Traitor wants to see it as high as possible.

EXPLORATION REWARD: ROW COMPLETE

When the last Unexplored Path token in a row is removed, whether through Exploration or a card effect, reduce Maldonado's Power by 1 on the Track. This is the main way for Loyalists to weaken Maldonado. If a player is not helping to complete rows, are they being influenced by Maldonado?

Threats

MONSTERS

The Monsters make you discard a Resource or Water to explore in their row and column on the Map Board. Before you Explore a Path in a Monster's row or column, you must first discard any 1 Resource or Water.

KILL MONSTER

You gain a Kill Monster card every time you find a Tipi on the Map.

You can discard to kill a monster on the Map Board as a free action on your turn if the team has the required Resources, Water, or Items indicated on a revealed Kill Monster card.

ACCUSATIONS

Immediately after any Monster is killed, everyone must Accuse another player of being the Traitor. You do this by placing 1 of your Accusation tokens in front of the player you think is the Traitor. Debate is encouraged!

In a 2 Player game you can either accuse your fellow player, or abstain from accusing. Once each player has placed their Accusation token in front of another player, or abstained from placing their Accusation token in a 2 Player game, the active player's turn continues.

Accusations will occur 3 times during the game. You may place your tokens in front of different players each round of accusation. You don't have to keep accusing the same person, unless you're convinced that they're the Traitor! The game ends after the third Accusation phase has been completed.



End of Turn

If you have fewer than 5 cards, draw back up to a hand size of 5. Your hand will usually consist of 4 Influence cards and 1 Identity card. However, if you are the Traitor and have already played your -4 Traitor card, you will have 5 Influence cards in your hand.

Night

Every night, all players must discard 4 Influence cards face down and draw 4 new ones. If the Influence deck runs out, shuffle the discard pile to make a new deck.

Note: If you are the Traitor and have already played your -4 Traitor card, you must keep 1 Influence card in your hand. This ensures you still hold 5 cards total, making it appear as though you are still holding your Identity card.

End of Game

The game ends immediately after the third Kill Monster card has been resolved and everyone has placed their third Accusation token. Now, all is revealed - who was the Traitor and which Crew Members live or die?

- 1 The players reveal their Identity cards. The Traitor card may have been played on a Crew Member card, so it is necessary to see who the Loyalists were.

- 2 Resolve the Loyalist players' Accusation tokens to determine Maldonado's Power:

RESOLVING FOR 2 PLAYERS

For each wrong Accusation token placed, or not placed by the Loyalist when there is a Traitor, increase Maldonado's Power by 1.

Examples: If no one was the Traitor, but 2 Accusation tokens were played, increase Maldonado's Power by 2. If 1 player was the Traitor, but the other player never placed an Accusation token, then the Loyalist player was wrong 3 times, so increase Maldonado's Power by 3.

RESOLVING FOR 3-4 PLAYERS

For each Accusation token in front of the Traitor, decrease Maldonado's Power by 1.

- 3 Resolve each Crew Member card, one at a time:
- Flip all cards in the piles on each Crew Member card face up.
 - Calculate the value of each Crew Member by adding up the cards in their respective pile.
 - If the Resource on the card matches the Resource on the Crew Member card, add the number in the green zone in the top left corner.
 - If the Resource on the card does not match the Resource on the Crew Member card, add the negative number in the red zone in the top right corner.
 - If the Traitor card was played, then subtract 4.
 - Compare the total value of each Crew Member's pile of cards to the final value on Maldonado's Power Track.
 - If a Crew Member's total value is equal to or higher than Maldonado's Power, then that Crew Member is saved! Give that Crew Member card to the Loyalists!
 - If a Crew Member's total value is less than Maldonado's Power, flip that card face down. That Crew Member has been killed! Give that Crew Member card to the Traitor!
- 4 Determine the winner:
- 2 PLAYERS:** If no one was a Traitor, then Loyalists need to save all 5 Crew Member cards to win.
- 2 PLAYERS:** If one player was the Traitor, then the Loyalist Player needs to save 3 Crew Member cards to win, otherwise the Traitor wins!
- 3 PLAYERS:** If the Loyalists saved 3 Crew Member cards, they win, otherwise the Traitor wins!
- 4 PLAYERS:** If the Loyalists saved 4 Crew Member cards, they win, otherwise the Traitor wins!

Resolving this Crew Member, we see that 5 cards were added. For the cards that match the Resource (Rock) on the Crew Member, we add 2, 1, and 3 (6 in total). For the cards that don't, we subtract 1 (-2 in total) for a total of 4. The Power Track is at 3, so this Crew Member survives!

NOTE: All players will lose the game if you die of thirst or starvation, or from running out of Challenge cards. The Traitor CANNOT win by sabotaging the entire mission!



Rules for Maldonado Co-op Mode

You can play this Chapter solo or cooperatively with this mode. Much of the game is the same as the Traitor mode, so familiarize yourself with those rules first. Then check here for the differences.

Setup

- 1 You won't need the Accusation tokens or the Loyalist cards. Leave them in the box.
- 2 Shuffle the Influence cards and remove 5 from the game without anyone seeing them.
- 3 Find the Traitor card (with the -4 on it) and then draw 4 other random Influence cards from the deck, for a total of 5 cards, and shuffle them together. Place 1 card face down on top of each Crew Member card without looking at them. Make sure the Resource indicated on each Crew Member card is still visible to all players.
- 4 Place the Maldonado Power Track on its Cooperative side, and place the Crew token on space 6.
- 5 Place the Reference Board on its Cooperative side.
- 6 Deal each player a number of Influence cards according to the player count:
 - 1 PLAYER: 10 cards
 - 2 PLAYERS: 5 cards each
 - 3 PLAYERS: 4 cards each
 - 4 PLAYERS: 3 cards each



Gameplay Differences

Play is the same as the Traitor mode, with players playing Influence cards when they find a Resource or Water - but now ALL Influence cards are placed face up, as we aren't trying to fool anyone! If a Player finds a Resource that they don't have a matching Influence card for, they must place a Command card face down on the Target. All Influence and Command cards can be played in 1 pile below each Crew Member card instead of on the space matching your color.

SKULL OR MALDONADO ICON FOUND!

Each time you reveal a Skull or a Maldonado Terrain, you also get to flip over one of the 5 face down Influence cards that were placed on each Crew Member card during setup. This will reveal what modifier it will provide. This will likely be a negative modifier but it could also be a positive, but you'd especially like to find where the -4 Traitor card is so you can plan accordingly!



WHEN A MONSTER IS KILLED

There are no Accusations in the Solo/Co-op mode. Those tokens aren't used.

End of Turn

Draw into your hand new Influence cards to replace ones that you played this turn.

Night

At Night, all players discard ALL the Influence cards in their hand and draw new cards as per below:

- **1 PLAYER:** 10 cards
- **2 PLAYERS:** 5 cards each
- **3 PLAYERS:** 4 cards each
- **4 PLAYERS:** 3 cards each

If the deck of Influence cards is empty, shuffle the discarded cards into a new deck and continue to draw from that.

End of Game

The game ends immediately when the third Monster is killed. Reveal any face down cards and total up all the cards for each Crew Member card individually. Resolve the card value based on the Resource, just like in the Traitor mode. Just as in the Traitor mode, if the sum total on a Crew Member is the same or higher than the number on Maldonado's Power Track, you have saved that Crew Member.

To win, you need to save all 5 Crew Members!

All regular loss conditions apply: you still die of thirst or starvation, or from running out of Challenge cards.

Appendix

GEAR



GOGGLES

Place 2 Water tokens on any Unexplored Path. When that Path is explored (by any player) and the terrain is Water, gain the placed Water tokens instead of the Water token from activating the terrain.



WATER SKIN

During setup, take 2 Water from your Backpack and place onto this card. As a Free Action, you can discard this card and place that Water back into your Backpack. If you are able to NOT use this card for the entire game, then gain 7 points at the end of the game. This Gear can only be selected at the start of the game and cannot be swapped in using Clark's ability. This cannot be exhausted.

CHARACTERS



RANDOLPH

It only makes sense to use Randolph if someone else is playing as Russell. Randolph can Refresh up to 2 Gear cards belonging to Russell. If you're playing a 3 or 4 player game then Russell will only ever have 1 Gear card to Refresh.

Tip: Ensure you and Russell take Gear cards that work well multiple times a round.



RUSSELL

It only makes sense to use Russell if someone else is playing as Randolph. Russell can Refresh up to 2 Gear cards belonging to Randolph. If you're playing a 3 or 4 player game then Randolph will only ever have 1 Gear card to Refresh.

Tip: Ensure you and Randolph take Gear cards that work well multiple times a round.

Chapter 6: Fog

An unnaturally thick fog throws the Corps of Discovery into disarray. The confusion increases with each report of an otherworldly apparition being sighted in the mist. Whether real or an illusion, Lewis and Clark must stumble through the fog and establish reliable patterns by which to navigate this strange, fog-filled land. Maybe the tribes that are local to this region have a way to combat the visions that hide in the thick haze.

Chapter Goal

Find 3 Tips, ensure no Monsters are currently alive, and then correctly identify the rules for each Terrain to win this Chapter.

Chapter-Specific Components



1 Map Folder



20 Maps*



8 Reference Boards



5 Challenge cards



3 Gear cards
(Machete, Flag, and Hadley's Quadrant)



5 Threat cards
(5 Monsters)



3 Destiny cards
(Bucket, Spring Water, and Medicinal Herbs)



1 Mission Briefing
Covering



6 Mushroom
tokens**



6 Flower
tokens**

* This is not a game map, it's used just as an illustration. None of the actual game maps are shown throughout the rules.

** Included in the core game components

Extra Setup

Complete the core game setup with the addition of the following steps:

- 1 Place the Mission Briefing Covering into the Mission Briefing area before removing the Concealer Page. When sliding out the Concealer Page, ensure the Mission Briefing Covering stays within the Mission Briefing area as it's covering up all the solutions to this Map that you shouldn't see yet!
- 2 Place 1 of each of these Resource tokens next to the Reference Board: Water, Tipi, Wood, Mud, Rock, Skull, Food, Mushroom, and Flower. These will be used to mark which Terrain you think follows which rule.
- 3 There is no Peak, but you are given the rule on how to find Water through a window on the Mission Briefing. You are also given the location of 1 Hill. Remove the Path token where the Hill is located.

Note: As noted on the character cards, Irene can't be used in this Chapter as there are no Monster tokens.

Note: In the Fog Chapter, it's a lot harder to predict which Terrain you're about to Explore, so keep that in mind when selecting Gear and Characters.

The First Exploration

Players start exploring on any Path in Column 7 of the Map. If a Rock is found during the First Exploration, then the next player can continue the First Exploration and Explore any other Path in Column 7.

Chapter-Specific Logic Rules



FLOWER: When you activate this terrain, add 1 Flower to your Backpack.



MUSHROOM FIELD: When you activate this terrain, add 1 Mushroom to your Backpack.



Another Turn

HILLS: The number on the Hill indicates the total count of Skulls within its row and column combined.



EXPLORATION RULE CHANGES

There are no rule changes to how you Explore a Path, except that all the Terrain rules you've come to know and love have all changed and they start hidden from you!

Anytime during your turn, you can place a Resource token onto a circle space beside a Terrain rule on the Reference Board. This indicates what you think the rule might be. It's not considered locked in and you are free to change your mind as often as you wish before the end of the game.

Each Resource/Water/Item token listed in Step 2 of the Extra Setup will be used exactly once on the Reference Board. To clarify - Water will only be in 1 of the circles (the one that's shown through the window in the Mission Briefing Covering).

EXPLORATION REWARD: ROW COMPLETE

If the last Unexplored Path of a row has its Path token removed, either through Exploration or due to a Threat or Challenge card, you gain a Water.



Threats

The Monsters in Fog come out as cards rather than tokens. Each Monster will make you lose 1 Water whenever you Explore and reveal a specific Terrain indicated on the Monster card. You remove Monsters by discarding the Resources or items listed on its card.

End of Game

Once you have revealed 3 Tipi Terrains, you unlock the ability to end the game. If there are no existing Monsters face up, then you can choose to end the game starting at this point. If there are any existing Monsters then you have to kill them before you can choose to end the game.

When you choose to end the game, ensure that each of the 9 Resource and Item tokens are placed onto the circle spaces on the Reference Board. These are your guesses as to what you think the actual rules are for each of the Terrains.

Remove the Mission Briefing Covering (slowly to add suspense!), and review each rule to see if you got them correct.

If you correctly guessed all 9 rules then you have fought through the fog and the visions it caused and won this Chapter!

In addition to the core game loss conditions, if you get any rules wrong, then the visions consume you and you are lost to the fog. You lose this Chapter!



Fog in Previous Chapters

If you're looking for a unique and serious challenge, try adding the Fog rule elements to previous Chapters. It will truly test the limits of your Corps of Discovery skills! You can go back and play any Chapter in your collection, but now without the comfort of knowing the rules to find each Terrain. The overall Chapter rules remain the same, you just don't know exactly where to find each Resource.

Setup

You can only play Fog in Chapters that you own. Choose a Map that has the icon for the Chapter you want to play - ensuring it has the Fog elements on that icon (on the right).



FOG IN
FAUNA



FOG IN
FLORA



FOG IN
INSECTA



FOG IN
VAMETER



FOG IN
MALDONADO

Use the Reference Board matching that icon. It will have circles to the left of each Terrain rule similar to the way they appear in an actual Fog Chapter. If you're playing Fog IN another Chapter - then play with all the components **JUST from that other Chapter**, do not use the Fog Chapter Challenge, Threat, or Destiny cards. Follow the entire setup rules according to the Core Game and the setup for the Chapter you chose.

You do not use the Mission Briefing Covering in these Chapters. The win condition is not correctly guessing the Terrain rules like it was in the Fog Chapter. Instead, the rules and end game remain the same as the Chapter you've chosen to play.

Set aside 1 of each Resource and Item token so you can place them on the circles when you've deduced the Terrain rules.

Gameplay

Nothing changes in the gameplay for the chosen Chapter being played. You can only kill Monsters based on how it's done in each specific Chapter.

End of Game

The game ends according to the original End of Game conditions stated in each Chapter. You don't have to correctly guess all the Terrain rules and there are no bonus points for deducing rules. The Fog just provides a fresh challenge to completing the other Chapters of the game!

Appendix

GEAR



MACHETE

Exhaust the Machete, then take your normal Explore action. If you gain a Resource or Water that you don't have, you gain 2 of that Resource or Water.



FLAG

Explore any Path in the same row or column as a Shelter, even if it's inaccessible. This means you could 'jump' over a row or column that a Monster is in, or 'jump' over a row or column that a Rock is in. Any other player can now Explore from this new Path (unless it's a Rock!), since everyone can Explore adjacent to any already Explored Path.



HADLEY'S QUADRANT

As long as the current Challenge card isn't going to resolve at the end of your turn, you can Exhaust Hadley's Quadrant to first Explore, and then you will resolve the current Challenge card. If you Pass, follow the instructions on the Pass side twice. If you gain a Resource/Water, gain 2 Resources/Waters. If it says Fire: +Food, and you have Fire, then you'd gain 2 Food. Alternatively, if you Fail, you follow the instructions on the Fail side twice.

Card designed by: Jun Hao Xu

Reference

CHAPTERS:

ICON	GOAL
	FAUNA Find and kill 3 Minotaurs.
	FLORA Find the Giant Plant and kill it with Greek Fire.
	INSECTA* Make Insecticide and kill 4 giant insects.
	VAMETER* Track the flying Vameter and shoot it 5 times.
	MALDONADO* Save or kill Crew, depending on whether or not you're the traitor!
	FOG* The terrain rules are mixed up. Determine the new rules to win.

GEAR LIMIT:

- 1 PLAYER:** 3 Gear cards
- 2 PLAYERS:** 2 Gear cards each
- 3 PLAYERS:** 1 Gear card each
- 4 PLAYERS:** 1 Gear card each

WHAT YOU DO IN A TURN:

EXPLORE AND ACTIVATE A PATH, and any number of free actions (pages 13-14):

- USE CHARACTER ABILITY
- USE A GEAR CARD
- REMOVE A THREAT CARD
- USE A DESTINY CARD
- GAIN EXPLORATION REWARD
- BUILD A SHELTER
- BUILD A FIRE
- BACKTRACK
- DISCARD A RESOURCE TOKEN
- CHAPTER-SPECIFIC ACTIONS (Check Reference Board)

* Ultimate Edition and Expansions only

PATH PRIORITY ORDER:

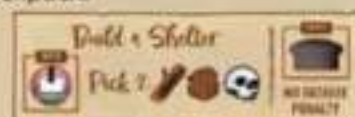
	FOOD
	WOOD
	MUD
	ROCK
	SKULL
	FIELD: No Resource, can place Shelter
	MUSHROOM FIELD: Add mushroom, can place Shelter*
	FLOWER*
	WATER
	TIPI: Trade 1 Resource or Water
	HILL: No Resource, Discard Path token, Take Another Turn
	VINE
	FORT: Reveal Kill Minotaur card
	PETRIFIED FOSSIL
	SACAGAWEA: Kill all existing and future Minotaurs
	FEZRON*
	MALDONADO*

DISCARD ANY RESOURCE:
Discard any 1 Resource or Water. If you can't discard a Resource then you must discard a Water.

SAMPLE TOKEN:
Discard 1 Resource or Water to remove sample.

SHELTER:

While you have a Shelter, you do not lose Water when you are Fatigued from having too much in your Backpack.



BACKTRACK:

Discard to undo your current turn. Put the Path token back, do not activate that terrain, do not gain any Resource or Water tokens, and do not trigger any of its special rules. Reset any used Character or Gear abilities.



HOW YOU LOSE:

- If you are required to lose Water and you don't have any, you lose the game!
- If you can't eat Food at the End of Day, you lose the game!
- If you cannot rekill the Challenge row with 3 new Challenge cards (or 2, if the Injured Threat card is in play), you lose the game!

SCORING THE GAME:

SCORE:	
28+	Master Explorer
22-27	Fearless Trailblazer
16-21	Veteran Pathfinder
10-15	Skilled Tracker
4-9	Novice Guide
1-3	Greenhorn Scout