ENTDECKER

EXPLORING NEW HORIZONS

An exciting journey of discovery and colonization!

499

MAYFAIR GAMES

A GAME BY KLAUS TEUBER

KOSMOS

Introduction

It was an era of discovery, an era of possibility. Brave explorers set out in tall ships to seek the unknown. Some returned famous and wealthy, bearing exotic gifts and speaking of wild and amazing discoveries. Others are lost to obscurity, their explorations unrecorded, their discoveries unknown. Come to this era of adventure. Come to the era of Entdecker!

As bold explorers, the players must advance into unknown waters. New islands will be discovered, and whoever explores these islands with scouts may find valuable jungle plants. The winner of *Entdecker* will be the player who earns the most Discovery Points through the exploration of islands and the discovery of exotic jungle plants.

Getting Started

There are two ways to learn how to play *Entdecker*. If you are playing this game for the first time you may:

Follow the steps in *Professor Easy's Introduction to Entdecker*. This pamphlet is designed to guide you through your first game and teach you all of the rules you need to start playing. Then, if you have any questions after completing Professor Easy, you may refer to these rules for more explanation.

OR

Read these rules before your first game. When you play, you can refer to pages 25 and 26 in the Professor Easy pamphlet. These pages explain the steps each player takes during his turn.

Game Components:

4 Settlements

8 Forts

67 Scouts

180 Discovery Tiles

Gold Coins in values of 1 and 5

9 Produce Tokens

Peanut 5	Cocoa 5	Pineapple 5
Tomato 10	Tobacco 10	India Rubber 10
Bean 15	Potato 15	Corn 15

7 Native Huts

1 Explorer's Ship

1 Special Die
1 Cloth Bag
1 Game Board
1 Professor Easy's – Introduction to Entdecker

Game Rules

This section contains the Game Rules for *Entdecker*.

Before you Play

Before you can play *Entdecker* you will need to carefully remove the game pieces from the cardboard frames. Remove all of the Discovery Tiles, the two parts of each native hut, the gold coins, and the Produce Tokens.

You will also need to assemble the native huts. Each hut has two parts: the interior of the hut, showing a native wiseman, and the roof of the hut, which appears to be made of straw. The interior of the hut has two slots, and the roof has two tabs.

First (1), carefully bend down the two tabs on the hut roof. Then (2), slip the tabs into the slots on the interior piece. The huts will be used to hide the Produce Tokens so no player will be able to see their value once they are placed inside.
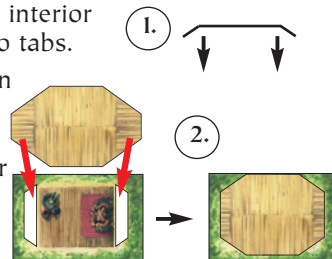
The Game Board

The game board is divided into four areas:
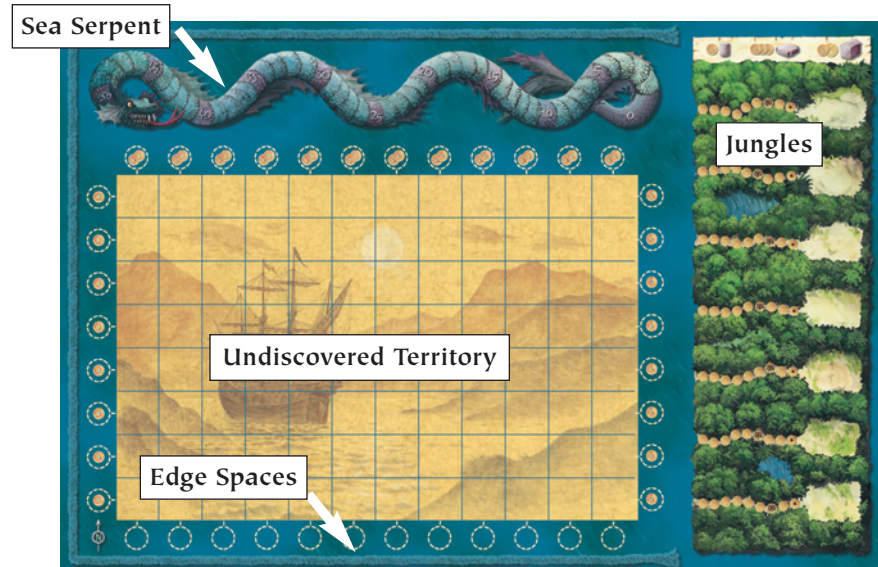
1 – **Undiscovered Territory:** This is the area where the players will explore, seeking new islands to settle and scout.

2 – **Edge Spaces:** These spaces are known at the beginning of the game. From these areas new journeys into the Undiscovered Territory will begin.

3 – **Jungles:** These seven paths lead to native huts where the treasures of the new world may be discovered by the most adventurous and persistent of scouts.

4 – **The Sea Serpent:** Players track their Discovery Points along the length of this frightening beast. These points may be earned by exploring new islands or discovering exotic produce.

Produce Tokens

The treasures of the New World are represented by nine Produce Tokens. Each token shows a valuable and exotic plant, unknown to the world until the players find them in the jungle. Each token has a point value: 5, 10, or 15. Before the game, all nine tokens will be mixed in the cloth bag. During the game, players will draw these tokens out of the bag and place them in the native huts. Since there are only seven huts, some of the Produce Tokens will not be used. Players will never know for sure which Produce Tokens will be in the game!

Discovery Tiles

The Discovery Tiles show the islands and seas of the New World, which the players will be exploring. Many tiles show parts of one or more islands, while other tiles show only open water, waiting to be crossed. A few of these tiles have question marks on the back. These are potentially rewarding, but also potentially dangerous, events that players may encounter during the game. Discovery Tiles will be played into the Undiscovered Territory as this area is explored.
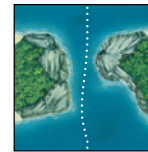
NOTE: Some Discovery Tiles have letters printed on the back side. These letters are used to guide players through the Professor Easy introductory game. If you are not using Professor Easy, these letters have no affect on play and should be ignored.

Setting Up the Game

Place a native hut at the end of each of the Jungle Paths.

Place all nine of the Produce Tokens in the cloth bag.

Each player receives 7 gold pieces for his starting capital. The remaining gold pieces, the special die, and the Explorer's ship are placed to the side within reach.
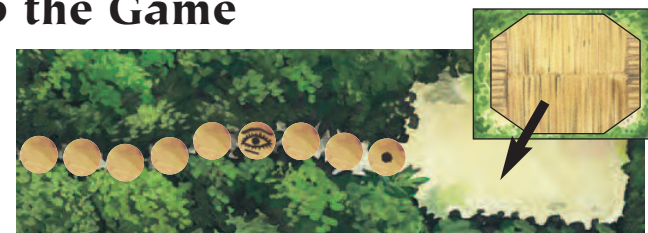
Divide the Discovery Tiles by type:

Tiles with blue backs (with or without question marks) should be mixed together thoroughly and then split into 6 roughly equal stacks. It does not matter if there are question mark tiles on the top of the stacks or not. These stacks of Discovery Tiles are called "*Hidden Stacks*"

Tiles with numbered backs are sorted by number. Each number forms a different stack. These stacks are turned face up, and are called "Open Stacks." Players may examine the Open Stacks at any time. The tiles with the illustration of the waterfall and either " + 5" or " + 10" should be set aside. They are not used during play. (See "Setting up the game scenario", in section 3.)

Sort the Playing Pieces:

Sort the Playing Pieces by color and distribute them to the players:

If there are 2 players, then one takes the red pieces, and the other takes the white pieces. Each player gets 20 scouts, 2 forts, and 1 settlement.

If there are 3 players, then the red, white, and yellow pieces are used. Each player gets 15 scouts, 2 forts, and 1 settlement.

If there are 4 players, then all four colors are used. Each player gets 12 scouts, 2 forts, and 1 settlement.

Each player takes one of their scouts and places it on the zero space of the Sea Serpent. This scout will be used to track the player's Discovery Points.

Scout

Fort

Settlement
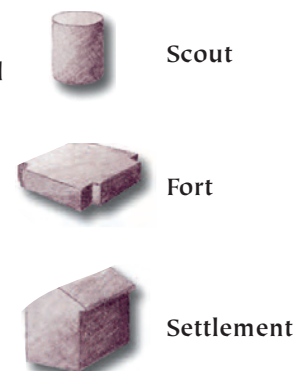
3 Setting Up the Game Scenario

For your first game, we suggest you use this setup:

Each player places a scout on the zero space of the sea serpent.

7 Sea tiles are taken from the Open Stacks. Also, two of the 5 point bonus tiles and one 10-point bonus tile (Bonus tiles have a picture of a waterfall on them and say " + 5" or " + 10"). Lay out the tiles on the board as shown in the illustration.

After your first game, you can continue to play this scenario, or you can choose a different setup. See section 12 for examples of different setups.

Turn Overview

- The youngest player will begin the game as the first explorer.
- During your turn, you will use the Explorer's ship (all players use the same ship) and make a journey into the Undiscovered Territory. If land is found during your trip, you may place a scout, fort, or settlement there. During your turn, you may complete the exploration of one or more islands. These islands will score points for everyone who has successfully explored the island by placing units on it.
- After you complete your journey, the next player clockwise will begin his turn by taking the Explorer's ship.
- As soon as every space in the Undiscovered Territory has been covered with a Discovery Tile, the game ends.

Turn Sequence

You must follow this sequence during your turn:

1. **Roll for Gold Income**
   Only roll for income if you have less than 4 gold pieces.
2. **Select a Starting Space**
   Determine where you want to begin your journey for the turn.
3. **Pay Starting Expenses**
   Often you can start for free.
4. **Announce How Many Tiles You Will Explore**
   You must pay for each tile. The more you buy, the more likely you are to discover something.
5. **Explore**
   Begin your journey and venture into the Unexplored Territory.
6. **Place a Unit** (optional)
   If you discover land, you may place a scout, fort, or settlement there.
7. **Cover Any Surrounded Spaces**
   Fill any gaps completely surrounded by tiles.
8. **Score Any Explored Islands**

4 The Phases of the Turn

This section details each of the phases in a player's turn.

1. Roll for Gold Income

If you have fewer than 4 gold pieces at the beginning of your turn, you must produce gold for all players.

Roll the Special Die. If the roll results in a number, you receive that many gold pieces. All the other players receive that many gold pieces plus 1. So, for example, if you roll a 3, you get 3 gold pieces, and every other player gets 4.

If the roll results in the ship's wheel, then you may choose how much gold to produce. You must choose to take 2, 3, 4, 5, or 6 gold pieces. Every other player gets that many gold pieces plus 1.

Example: *If you roll the ship's wheel and decide to take 6 gold, you get 6 gold pieces and every other player gets 7.*

2. Select a Starting Space

Take the Explorer's ship and place it on a space that is adjacent to an unexplored space. You may select any Edge Space or a previously discovered tile. The space you select must meet these conditions:

- The starting space must have at least one sea edge that borders an unexplored space.
- If the starting space is on a previously discovered tile, then you must be able to trace a path from this tile to one of the Edge Spaces. This path must follow the white lines and cannot be broken.

Example:

A: The ship cannot begin here because there is no unexplored space adjacent to it.

B. The ship cannot begin here because there is only land between it and the unexplored spaces.

C. The ship cannot begin here because there is no path (white lines) to an Edge Space.

D. The ship may begin here, as there are 2 unexplored spaces and a path leading to an Edge Space.

E. The ship may begin here, as this is an Edge Space and it is adjacent to an unexplored space.

3. Pay Starting Expenses

Depending on where you start your journey, you may have to pay Starting Expenses. There are two reasons why you might have to pay:

A. Distant Edge Spaces

Some of the Edge Spaces show one or two gold coins. Since these spaces are farther away from the known world, additional expenses must be paid if you are going to begin your trip there. If you choose one of these spaces as your starting point, or if the white path you trace back from your starting point ends at one of these Edge Spaces, then you must pay a number of gold coins equal to the number shown on the space. (Note that the player may choose any white path that reaches any edge. He does not have to take the shortest path. You only have to pay for a Distant Edge Space if you cannot trace any path to a free Edge Space.)

B. Tolls

Settlements and Forts belonging to other players can charge a toll if the Explorer's ship passes by them. If you select a starting point that is on a tile with a settlement or fort belonging to another player, you must pay them toll. Also, if the path you trace back to an Edge Space has settlements or forts along it, you must pay toll to each of them. The toll is 2 gold pieces for each settlement or fort. These 2 gold pieces are paid directly to the owner of the settlement or fort, not to the bank.

Example:

It is the purple player's turn. If he starts on space **A**, *he must pay 1 gold to the bank since the only white path he can trace is to an Edge Space showing 1 gold coin. Then, he must also pay 2 gold pieces to the red player and 2 gold pieces to the yellow player since they both own forts along that path.*

If he chooses to start on space **B**, *he would have to pay 2 gold pieces to the white player because white owns a fort on the starting tile.*

If he chooses to start on space **C**, *he owes no starting expenses since he can trace a path back to a free Edge Space and there are no forts or settlements along his route.*
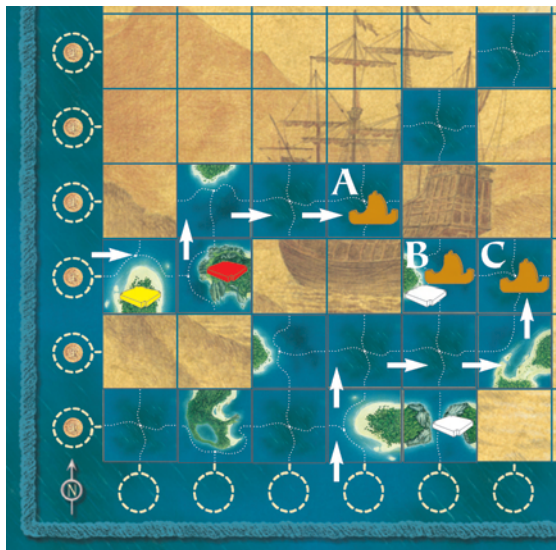
4. Announce How Many Tiles You Will Explore

Before you begin your journey, you must declare the number of tiles you wish to draw that turn. You may later decide to draw fewer tiles, but you may never draw more than you declare. Also, you must declare whether the tiles you draw will come from the Open Stacks or the Hidden Stacks. You may never draw tiles from both Open and Hidden stacks during the same turn.

After you declare how many tiles you will draw, you must pay for them. Each tile you intend to draw from Hidden Stacks costs you 1 gold piece. Each tile you intend to draw from Open Stacks costs you 4 gold pieces. You must pay these costs up front.

Example 1: *A player announces that he intends to draw 4 tiles from the Hidden Stacks. He pays 4 gold pieces. During his turn he may draw no more than 4 tiles.*

Example 2: *A player announces that he intends to draw 2 tiles from the Open Stacks. He must pay 8 gold pieces. During his turn he may draw 2 tiles from any of the open stacks. These tiles could come from the same or different stacks.*

Important: Each turn, you must pay for and draw at least 1 tile and attempt to make a journey into unexplored territory. Only if you can prove that it is impossible for you to pay for this 1 tile (because of Starting Expenses) can you cancel your journey and do nothing else for the turn. If there is any available starting space that you can afford, then you must make a journey. You may not choose to pass your turn if any such starting space is available.

5. Explore

After paying any expenses for exploration, you may begin your journey for the turn. The exploration of each tile is broken into 4 segments:

A. Draw A Tile

Draw the top tile from any stack, based on your declaration in step 4. If you are drawing from Hidden Stacks, you may choose any of the Hidden Stacks to draw from. If any of the top tiles have a question mark, you may choose to draw the event, or you may try to avoid the event by drawing a tile without a question mark, if one is available. Events are described in section 11.

You must draw tiles one at a time. You are not allowed to draw all of the tiles that you paid for at once and then play them in any order you choose. Instead, the sequence of steps must be performed for each tile, one after the other.

### B. Place the Tile on an undiscovered space next to the space where the Explorer's ship is located.

First, check if the tile can be played:

- One of the sea edges of the new tile must be placed next to a sea edge of the tile where the Explorer ship is located.
- All other sides of the tile must match the bordering sides of any previously played tiles that happen to be adjacent to the new tile. Land must always line up with land and sea must always connect to sea.

The tile may be turned in any direction as long as the above rules are met. The player who is playing the tile chooses which direction the tile will be played.

Edges of the new tile that are adjacent to other unexplored spaces can be either land edges or sea edges.

Example: *The tile in position A is placed incorrectly because a land edge borders the sea of the Edge Space (all Edge Spaces are sea edges). The tile in position B is placed correctly, since all sides that border previously placed tiles match.*
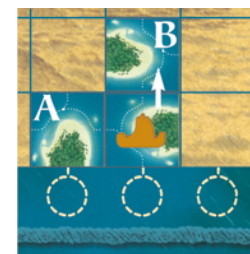
It is possible that the drawn tile cannot be played no matter the direction that the tile is turned.

If the tile cannot be played, then it must be discarded. If the tile can be played, then it must be played. You may not choose to discard a tile if it can be played. Discarded tiles are not replaced, nor is a refund paid for the exploration expenses paid for that tile.

Note: If an event tile is drawn, and it cannot be placed on the board, than the event does not take place. The tile is discarded.
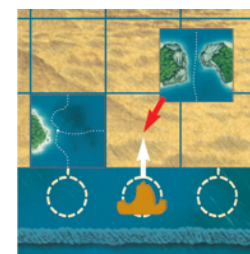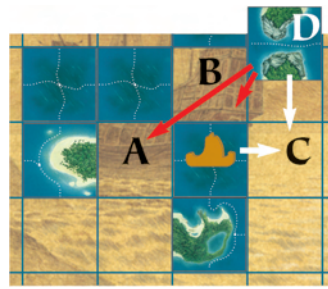
C. Move the Ship

Once a new tile is placed, the Explorer's Ship must be moved onto that tile. That tile is now explored. The ship must be moved even if it means that you are now moving in a direction that you did not want to go!

Example: *The player wants to travel towards space A and draws this tile. Unfortunately, the tile cannot be placed in space A, no matter which direction it is turned. The tile also cannot be made to fit in space B. But, the tile can be placed in space C. Since there is a legal play for the tile, it must be played and the ship must be moved to the new tile.*

If the tile just drawn could not be played, and had to be discarded, the ship does not move. Instead, skip this step and continue to step D.

D. End the Exploration or Continue

After placing the tile, the player must determine if he can continue his exploration or if he must stop. He must stop if:

- He has no more tiles available to draw this turn (because he has already drawn all he paid for)
- The Explorer's ship has reached a dead end (any tile that has no sea edges next to unexplored spaces)
- The player chooses to place a unit on the land portion of the tile the ship just moved to. (See phase 6: Place a Unit.)

If the ship finds a dead end, your journey is finished for this turn. Other tiles that were announced but not yet drawn are lost. You do not draw these tiles, nor do you get refunded the gold that was paid for them. It is the risk of exploration that sometimes you pay for many tiles but get to place only one of them.
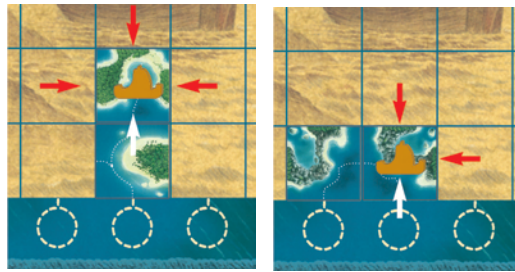
Example: *A player announces that he will draw 3 tiles from the Hidden Stacks and pays 3 gold. He starts at tile A and draws his first Tile (B). It may be played, so he must do so. Unfortunately, it has no sea edges adjacent to unexplored territory so he must end his journey for the turn. The other two tiles he paid for are not drawn, and he gets no gold back. The player is, however, still allowed to place a unit on the tile that he just explored.*

If you are able to continue your voyage, then repeat steps A through D for the next tile.

6. Place a Unit

When you explore a new tile, you may choose to place a unit there if there is any land on the tile. An all-sea tile may never have a unit placed on it. If you choose to build a unit, your journey for the turn ends immediately, even if you still had tiles left to draw (see 5. Explore). The unit may only be built on the last discovered tile. (Note that this is not necessarily the last drawn tile. If the last drawn tile has no legal placement, a unit may still be placed on the last discovered tile.)

You may not place a unit on the starting space of your journey, as that tile was not explored during this turn's journey.

You may only place one unit per turn. When you place the unit, you must pay its gold piece cost. This cost is different for each type of unit:

|	
Settlement	.6 gold pieces
Fort	.3 gold pieces
Scout	.1 gold piece

When you choose to place a piece on a tile that shows two islands, you may only place a unit on one of those islands. You must choose which island to build on when you place the unit. You may not move the unit to the other island later.
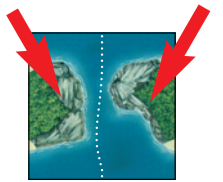
You may not choose to return to a tile later and place a unit there. Once you place a second (or third, etc.) tile, you lose the opportunity to place a unit on tiles placed earlier in the turn.

Example 1: *The player has announced that he will draw 3 tiles and pays for them. He positions the first two tiles and moves the ship each time. The last tile is an open sea tile (B). He has missed the chance to put down a unit because he cannot build on an open sea tile and he may not return to the earlier tiles to place a unit there.*
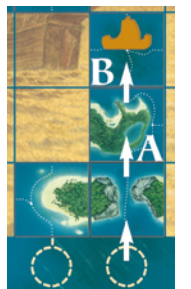
Example 2: *The white player pays for 3 tiles. He starts from Tile A and draws his first tile (B). He places the tile and moves the ship. Then he draws his second tile (C) and places it so that it fits. Again, he moves the ship. He could choose to draw a third tile. However, he instead decides to build a fort on tile C so that he will have the most valuable unit on the island. Because he built a unit, his journey for the turn ends. The third tile is forfeited, and he does not get the gold piece back.*

Removal of Units

Settlements and forts, once placed, may not be moved or removed from the board until the island they were built on is completely explored. When the island is explored and scored the settlements and forts are returned to their controlling player, who may use them again on other islands.

Scouts are normally moved to the Jungle Paths when the island is completed. However, if you have no scouts in your supply, and you find that you need one during your turn, you may choose to remove one of your scouts from the board. The scout you remove could come from one of the Jungle Paths, or from a tile on the board. You may only remove a scout if you have none available in your supply, and you would be able to place a scout if you had one (i.e. it is your turn, you have the money to pay for it, etc.).

7. Cover Any Surrounded Spaces

If a single, unexplored space is surrounded on all four sides with explored tiles, than that tile is discovered at the end of the turn. It does not matter if the adjacent tiles are Edge Spaces or other Discovery Tiles. When a space is surrounded, there will only be one type of tile that can fit in that unexplored space. One of these matching tiles must be taken from the Open Stacks and used to fill that space.

Similarly, any number of spaces completely surrounded by land is discovered. All of those spaces are filled with land-only tiles from the Open Stacks. *Note:* Do not use the bonus waterfall tiles to fill these spaces!

No units can be placed on tiles discovered in this way.

Example: *Player Red has discovered 2 spaces and moved his ship. After placing his scout, his journey for the turn is complete. Now, he must fill any surrounded spaces. Space A is filled with the matching tile from an Open Stack because it is surrounded by explored areas on all four sides. Also, the area B is completely surrounded by land, so all of those spaces must be filled with land-only tiles. As a result of this filling, there are now 2 completely explored islands ready to score.*

8. Score Any Completed Islands

At the end of the turn, any islands that are now completely explored score points for players who have built units on them. It is possible for two or more islands to be explored on the same turn, and they are all scored. The player whose turn it is can decide which order to score the islands he discovered.

9 Scoring Islands

The value of an island is equal to the number of tiles used to build the island. If the island includes one of the bonus waterfall tiles, than the value of the waterfall (5 or 10) is added to this value. In the illustration to the right, the island has a value of 9 points.

After determining the value of the island, players must also determine who has the strongest presence on the island. This player is the "Main Discoverer" of the island and will score the most points. Whichever player has the most valuable unit on the island will be the Main Discoverer. It does not matter if the total value of other players' units is more. A Fort is more valuable than any number of scouts. A settlement is more valuable than any number of scouts or forts. So, if any player has built a settlement on the island, he is the Main Discoverer. If there are no settlements, then the player with the most forts is the Main Discoverer. If there are no forts or settlements, then the player with the most scouts wins the honor.

If there is a tie, such as when two players both have settlements on the island, then the next most valuable type of unit will determine who wins the tie. If both players have exactly the same units on the island, then they are both Main Discoverers.

Move the Scouts on the Sea Serpent

The Main Discover of the island scores a number of Discovery Points equal to the value of the island. Then, the player with the second best units on the island scores half this number of Discovery Points. Then the third best receives half again as many points. (One quarter of the full value of the island.) If all four players are on the island, than the fourth player receives half again (one eighth) as many points. In all cases, if the points are odd, then round up for the next player. Each player moves his marker on the sea serpent a number of spaces equal to the points he has scored for the island.

If there are two players tied for position on the island, such as if there are two Main Discoverers, then they both score the full points for their place. The next player in line receives half this score.

If a player gains more than 50 points, he should return his piece to the 0 space and continue counting his score. His score is now 50 plus the position of his scoring marker.

Example: *The yellow player has completely explored this island. To end his exploration journey, he chooses to build a settlement. Yellow is now the Main Discoverer of the island because no other player has a settlement there. He scores the full value of the island, which is 9. The red and the white players both have equally valuable units (1 fort and 1 scout each) and they are the second discoverers of the island. They each receive half the number of points that yellow did, which is 5 (9 ÷ 2 = 4.5 rounded up to 5). The purple player also has a presence on the island, making him the third discoverer. He receives half as many points as red and white, which is 3.*

Units Return To Reserves

After the island is completely scored, the players must take their units off the island. All forts and settlements are returned to the player's reserves for use on future turns. Scouts are not returned to supply. Instead, the scouts will be used to explore the Jungle Paths in pursuit of the Produce Tokens.

10 Scouts and Jungle Paths

Each player who had scouts on the island will take turns placing them on the jungle paths. Starting with the player whose turn it is, and continuing clockwise, each player takes one of his scouts from the island and places it on any of the seven Jungle Paths. He must place it in the first empty space closest to the native hut for that jungle path. If a player does not have any scouts on the island, he is skipped and the next player who does have a scout on the island places his scout next. If only one player has scouts left on the island, he may place all of them on the jungle paths at once. Scouts do not have to be placed on the same path. Each scout may be placed on any path. The owner of the scout always chooses which path to place his scout on.
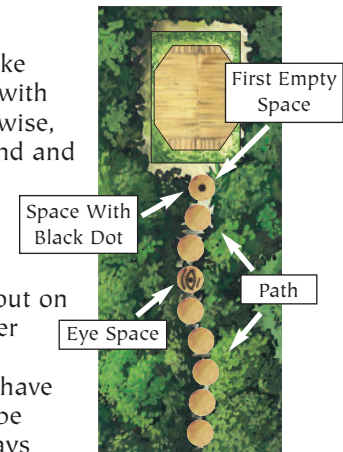
Native Discovery

If you place your scout on one of the spaces with a large black dot (the first space in each jungle path) then you have discovered a new native tribe! You must immediately draw one of the Produce Tokens from the cloth bag and examine it. Be careful that other players cannot see the token! Instead, secretly place the token inside the native hut that is on that path.
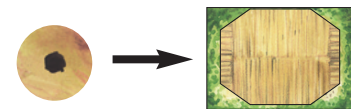
If you place your scout on one of the spaces with the Eye, then you are allowed to examine the Produce Token hidden in the native hut attached to that jungle path. Again, be careful that other players cannot see the token!

Example:

(Scoring Points) This island is worth 17 points (12 tiles plus 5 points for the waterfall). Yellow earns 17 points, White earns 9, Red earns 5, and Purple earns 3 points. After the players have recorded their points, they remove their forts and settlements and return them to their supply.

(Placing Scouts) Now, each player in turn will place his scouts on the jungle paths. Since it is white's turn, he places his scout first. The scouts must be placed on the empty space closest to the huts. After white, purple places his scout, and then red places a scout. Yellow has no scouts, so he does not get to place one. Now it is white's turn to place his other scout. Purple is skipped since all of his scouts have been placed, so red places his last scout.
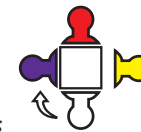
(Examining Produce Tokens) Since purple and white both placed scouts in the dot space of their paths, they get to draw Produce Tokens from the cloth bag, examine them, and place them in the native huts (where Bob the Native Wiseman waits to protect them). Since red placed a scout on the Eye space of one path, he may examine the Produce Token in the hut that is part of that path.
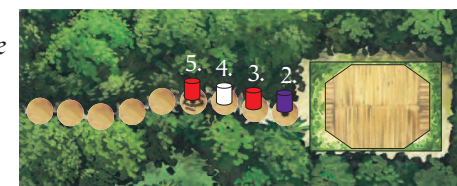
11 The End of the Game

The game ends when all of the Undiscovered Territory is filled with Discovery Tiles. The current player when this occurs finishes his turn normally. Any islands completed that turn are scored. After the last turn is finished, the jungle paths must be scored.

Scoring Scouts

All of the Produce Tokens are taken out of their huts so all players can see them. Each Token will be worth 5, 10, or 15 Discovery Points. The number shown on the token indicates its value. The player with the most scouts on the jungle path scores the points for the Produce Token that was assigned to that path. If there is a tie for the most scouts, then whichever of the tied players controls the scout closest to the hut gets the points.

Example: *The red and purple players both have an equal number of scouts on this jungle path. The purple player has a scout closer to the hut than any of the red scouts. The purple player therefore wins the Produce Token and gets to add 10 points to his score. Both the red and the white players score nothing for this jungle path.*

The Winner of the Game

After all seven jungle paths have been scored; the player with the most Discovery Points is the winner of the game! In the case of a tie for the most points, the winner is the tied player with the most gold.

If the Tile Stacks are Depleted

If during the game a Hidden Tile Stack is depleted, then players must choose their Hidden tile draws from the remaining stacks. It is possible, though unlikely, that all six stacks will be used up. If this occurs, take all of the discarded tiles, mix them, and form 2 new Hidden Stacks.

If a player needs an Open tile, and the matching stack is depleted, then he may search through the discarded tiles for the needed tile. If the correct tile is not among the discarded tiles, then the player may search the Hidden Stacks for the needed tile. After Searching through the Hidden Stacks, the tiles must all be mixed again and new stacks formed.

The Events

The tiles with the question mark on the back are all event tiles. When the tile is played (not when it is drawn) the event takes place immediately. The event tile is played like any normal tile, and it must be played on the board if it fits. After the player moves his ship onto the event tile, the event takes affect. If the event tile is discarded (because it could not be played on the board) then it has no effect.

The Event tiles and their effects are:

Gold Mine (6 in the game): the player who explores this tile takes 3 gold pieces from the bank.

Pirate (5 in the game): the player who explores this tile loses half of his gold (round down) to the bank.

Friendly Natives (6 in the game): the player who explores this tile may immediately take one of his scouts from his reserve and place it on any jungle path for free. If he has no scouts in his reserve, then he may take one from any jungle path, or from the board, and place it on the jungle path of his choice.

Storms (5 in the game): the player who explores this tile must immediately end his turn. He may not place any additional Discovery Tiles this turn, nor may he choose to place any units. If the storm does complete island, then the island is scored normally.

12 Variations

The Top Scout Variant *By Fritz Gruber*

Advanced players may wish to use this variation. In order to play this variant; you must first mark all of the scouts with a permanent pen. The scouts should be numbered in sequence 1 through 20 (for white and red, 1-15 for yellow and 1-12 for purple). Before the game, each player should write down two numbers on a secret sheet of paper and hide it under the game board. These two numbers indicate which two scouts are his "Top Scouts". When the game ends, and the jungle paths are being scored, the Top Scouts each count double for determining who controls the jungle path and earns the Produce Token points.

Board Setup Scenarios

Before you begin a new game, you may wish to vary the board setup using one of the following suggestions. Of course, you may choose to make up your own variations!

Variation 1: The Undiscovered Territory is divided into 2 areas. The islands of both areas cannot be joined together across the divide. The bonus tiles form 2 attractive targets for exploration.

Variation 2: The Undiscovered Territory is divided horizontally. The bonus tiles form 4 different goals to focus discovery.

Variation 3: The Undiscovered Territory is divided into 3 areas. The islands in these three areas cannot be joined together. This variation tends to favor very small islands, and the bonus tiles form the primary objectives of exploration.

Tips and Suggestions *By Fritz Gruber*

Here are some suggestions on strategy for the game that you might consider:

Buying Hidden Tiles

In theory a player could spend all of his money on buying Discovery Tiles. This does not, however, automatically guarantee that they will receive a lot of points for many reasons:

1. A player who buys six Discovery Tiles by using all of their gold pieces, for example, will undoubtedly leave himself with no gold with which to buy units.

2. The player's turn ends immediately as soon as he places a unit on a Discovery Tile. It is in his advantage to put down as many strong units as he can on a lucrative island. This is best done by undertaking several smaller journeys.

3. A player that has used a lot of gold to buy tiles risks that - in some cases - that they may immediately find a tile that is a dead end with their first draw. The remaining tiles they paid for would then be forfeited since you cannot proceed from a dead end.

On the other hand:

1. Now and then it can be profitable to undertake a longer discovery trip. To buy, for example, many discovery tiles. This is especially true if one starts from a partially discovered island on which one still has the only unit! This single unit will score the only points for the island if the player is able to complete the exploration. Therefore, one might want to buy enough tiles to maybe complete the island if the right tiles come up.

2. Buying many discovery tiles can even be useful if one requires a specific type of tile to finish an island. Since one must reckon with the possibility that they won't find the right tile with the first or second draw, this is a way to maximize their chances: buy three to find the specific one you need. Anyone who is willing to buy four such tiles would be much better off buying one tile from an Open Stack, which which is guarenteed to be the right tile.

Buying Open Tiles

This is expensive! Purchase of an Open Discovery Tile is only effective if a more direct, certain success can be achieved. For example, completing a valuable island.

Buying Event Tiles

Tiles with question marks are for the explorer with a lot of nerve. The chance of getting something good or finding a full-blown disaster when taking a question mark tiles stands close to 50-50. Whoever is not a notorious gambler will only dare take a question mark tile if a negative event won't hurt hem too severely. For example, if someone has only a little gold, then a pirate tile would not bother him too much.

Clever Tactics when Placing Discovery Tiles

Experienced explorers will use the rule about filling in those surrounded spaces to their advantage. When a tile is placed so that an undiscovered space needs to be filled, the player should know which tile will be placed in the surrounded space.

Placing Units

With the exception of the scouts, a constant lack of available units, namely the forts and settlements, tends to be the norm. Since each player is given only two forts and one settlement, he must judge well where one of these stronger units should be played. A settlement, for example, will stay where it is placed until the island is completed. The first player who gets back his settlement is usually the first one who plays it again. Crafty explorers rarely try to complete an island where an opponent's stronger pieces stand. The longer one can keep other player's units tied up on an incomplete island, the easier they can play the poker game around the other islands.

Place Units Deliberately to Cause Extra Expenses for Others

An explorer should place units, especially forts and settlements, consciously in positions from which other players will want to start their journeys. If someone wants to go the same direction as you, then they may well have to pay you for it. This aspect of the game is especially important if an explorer is trying to go for one of the large bonus tiles. Then you want to act as a stepping stone and force them to pay you a toll.

The Double Role of Scouts

Unlike forts and settlements, which only have one purpose, scouts placed on an island have two different roles. Admittedly they also contribute their part in the contest for control of the islands, but they scouts also possess the larger strategic value of securing the most valuable Produce Tokens in the jungle. Especially early in the game, the explorers will be striving to place as many scouts as possible first in line in front of the native huts, to gain a head start on the knowledge about the value of the jungle resources. Whoever knows in which native hut the most valuable resources lie will be inclined to bring as many scouts into the game as possible in order to help secure the most valuable resources.

Rome Wasn't Built in a Day

The strategies of a successful explorer differ little from this general maxim: One cannot be the best, most beautiful, and most successful all the time and in every location, but it is worthwhile, where one won't be king, to at least be a little involved and to collect a few points.

The Author

Klaus Teuber is one of the most successful and most versatile game designers. His games have been voted "Spiel des Jahres" four times. Four times also his games have won first place in the "Deutschen Spielepreis". His highly successful game "The Settlers of Catan" series is a modern classic.