

# CORPS OF DISCOVERY

A GAME SET IN THE WORLD OF MANIFEST DESTINY



Rulebook



# 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 that was 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 only be accomplished by forging an uneasy alliance with the indigenous peoples of the area.

Take on the roles of this ill-fated crew 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, the creators, 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

**ILLUSTRATION:** Matthew Roberts

**GAME DESIGN:** Jay Cormier & Sen-Foong Lim

**GRAPHIC DESIGN:** Sebastian Koziner

**RULE EDITING:** Kyle Coghill

**THANKS TO:** All our wonderful Kickstarter backers, Owen Gieni, Tony Mastrangeli, Helaina Cappel, and all our playtesters: Amanda "Panda8ngel" Wong, Andrei Filip, Ann, Kyle, Nick, Boyd Blundel, Chase Disher, Craig Bednar, Curtis McGill, Divya, Don Kirkby, Doug Beech, Graeme Jahns, Grayson Scantlebury, Harrison and Everson Cormier, Jeff, Jeremy Rosenhart, Joe McNamara, Kanyar Ardekani, Kathryn Luttin, Kevin and Jen Wilson, Mark Ellis, Missy Schmalz, Monique Pendragyn, Nick Smith, Noe Valrevrama, Pam Walls, Quinn Brander, Scott Veenvliet, Stefan Alexander, Trevor Wade, Zach Bearinger, Whitney Red Lorraine, Chris Peabody, Ben Cuff, Sylvain-Marc Girard, Logan Stachiw, and James Adele.

**Sounding Horn Gear designer:** Kaspars Silavs

**Ghostly Whispers Threat designer:** George Stavrinos

Learn how we found  
the title for this game:



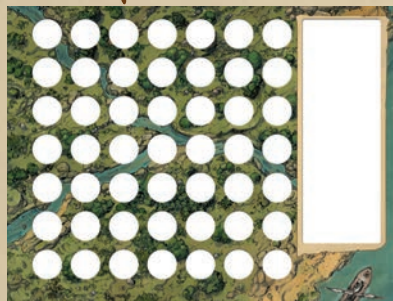
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Based on the comic book MANIFEST DESTINY  
created by Chris Dingess



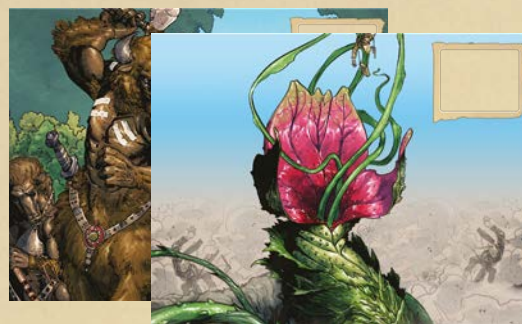
# Components



1 Map Board



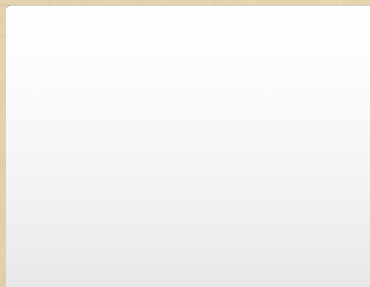
2 Training, 10 Fauna, 10 Flora Maps\*



2 Map Folders



2 Double Sided Reference Boards



1 Concealer Page



1 Supply Board



25 Challenge Cards +  
1 Training Reference Card

12 Threat Cards  
(4 Monster & 8 Misfortune)

6 Character Cards

12 Gear Cards



7 Search Cards



4 Kill Minotaur  
Cards



13 Destiny  
Cards



52 Path Tokens

54 Resource Tokens



4 Sample  
Tokens



14 Water  
Tokens



4 Minotaur  
Tokens



3 Tipi  
Tokens



3 Fort  
Tokens



3 Fire  
Tokens



1 Shelter  
Token



8 Flora Terrain  
Tokens



5 Crew  
Tokens



1 Greek  
Fire Token

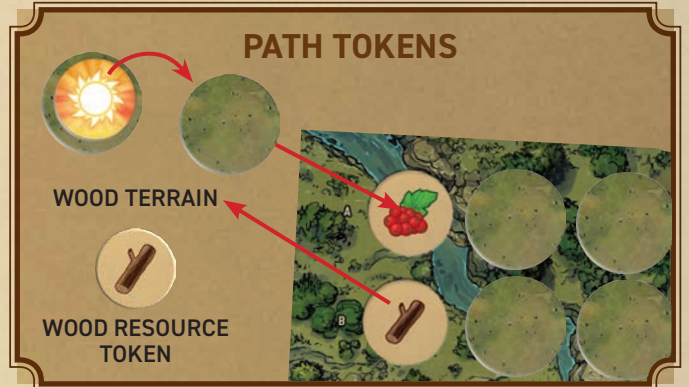
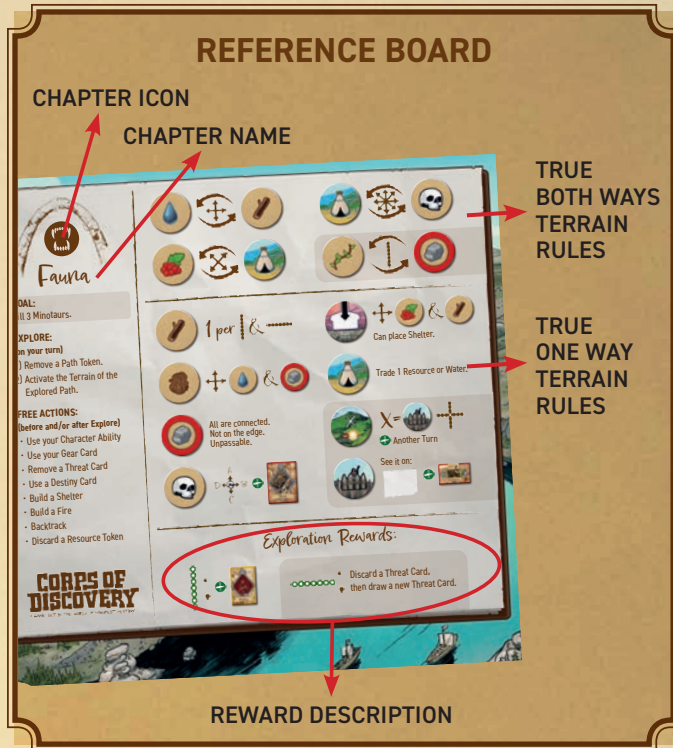


1 Worm Pups  
Token

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



# Component Anatomy

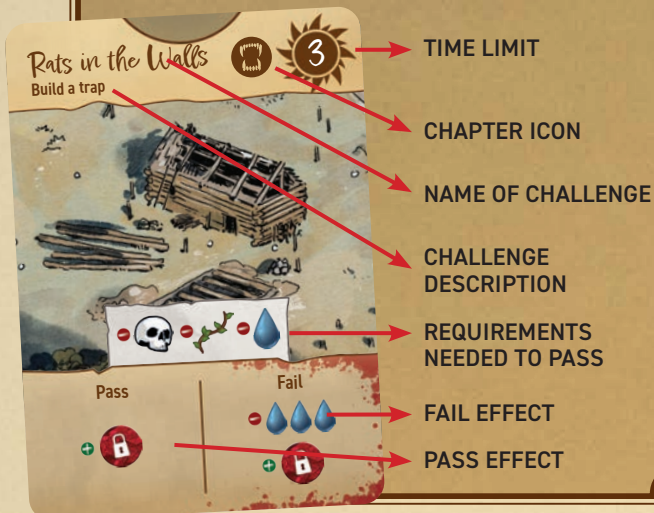




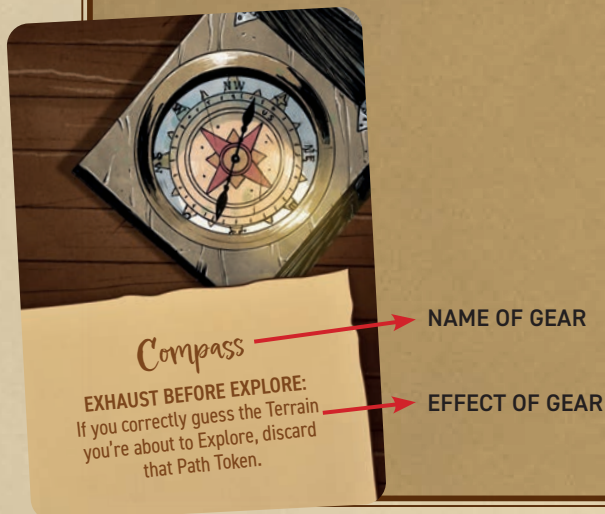
## CHARACTER CARDS



## CHALLENGE CARDS



## GEAR CARDS

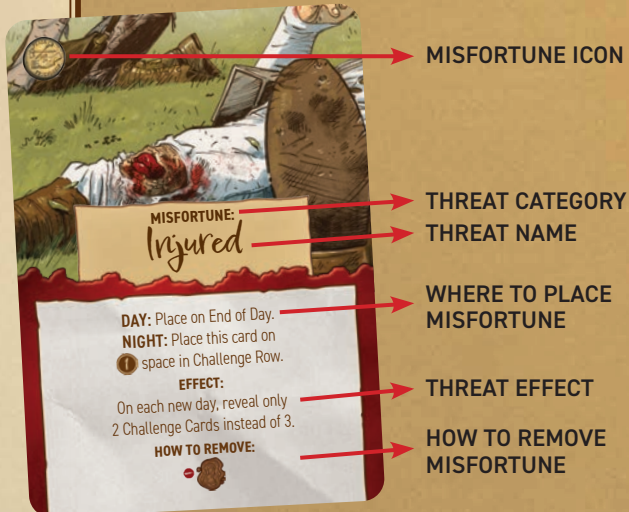


## THREAT CARDS

### MONSTER



### MISFORTUNE



### EXHAUST:

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



### REFRESH:

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



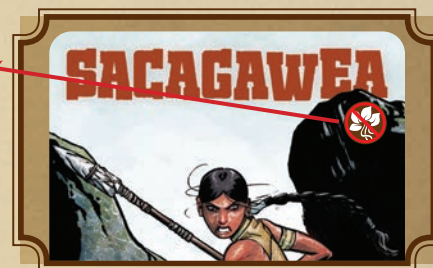


# Core Game Setup

- ① **Select the Chapter** you wish to play and gather the specific game components for that Chapter. The Chapter specific components are indicated in the Chapter's rules and also have the Chapter's Icon on them.
- ② **Set up the Map Board:**
  - Ⓐ Choose a Map from the selected Chapter folder - but don't look at it!
  - Ⓑ Cover the Map with the Concealer Page and insert both into the Map Board.
  - Ⓒ Place a Path Token into each of the holes on the Map Board, sun side face down.
  - Ⓓ Remove the Concealer Page.
  - Ⓔ Place a Rock Resource Token on top of the Path Token that is indicated as the Rock Peak. The Path designated as the Rock Peak is listed on the Map Board in the Mission Briefing, as row and column coordinates.
- ③ **Players choose their Character and Gear Cards:**
  - Ⓕ Each player chooses an eligible Character Card. In the expansions, some characters are restricted based on the Chapter being played.
  - Ⓖ Each player selects a number of Gear Cards based on the total number of players:
 

<b>1 player:</b> 3 Gear Cards	<b>3 players:</b> 1 Gear Card each
<b>2 players:</b> 2 Gear Cards each	<b>4 players:</b> 1 Gear Card each
  - Ⓗ **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.
  - Ⓘ Place any unused Character and Gear Cards off to the side. This is called the Reserve.
- ④ **Set up the Reference Board:**
  - Ⓙ Place the **Reference Board** of the chosen Chapter near the Map Board, where all players can easily see it. The Reference Board contains important information that will be used often during the game.
- ⑤ **Set up the Supply Board:**
  - Ⓚ Place the Supply Board within reach of the players.
  - Ⓛ Shuffle the core **Destiny Cards** with the Chapter specific ones to form the Destiny deck and then draw 2 cards and place them face up to the right of the Supply Board. Place the remaining deck face down near the board with space for a discard pile.
  - Ⓜ 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.
  - Ⓝ Take the core game **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.
  - Ⓞ Place 1 Challenge Card from the deck face up in each of the remaining two empty spaces in the Challenge Row. There should now be a total of 3 face up Challenge Cards, including "Approach the Arch". Each day will have 3 new challenges and you will play multiple days during a game. Place the Challenge deck face down nearby and leave space for a discard pile.
  - Ⓟ Add 8 **Water Tokens** to the Water Supply on the Supply Board.
  - Ⓠ Place the Shelter Token on the Supply Board and the 3 Fire Tokens, 4 Sample Tokens, and all remaining Water and Resource Tokens in the Reserve. Resources are placed in Path Priority Order, which is shown on the back of the rules.
- ⑥ **Create Threat deck:**
  - Ⓡ Threat Cards come in two types: Monsters and Misfortunes. To create the Threat deck, select all Monster Cards and all Misfortune Cards that are specified by the Chapter you are playing. Then randomly select 2 additional Misfortune Cards and shuffle them together. Place the deck face down and leave space for a discard pile.
- ⑦ **Extra Setup:**

Complete the Set up steps for the Chapter you've chosen to play.
- ⑧ The player who most recently read a comic goes first.

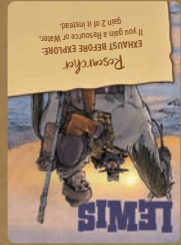
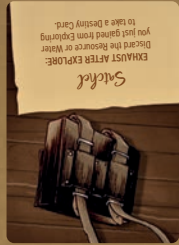
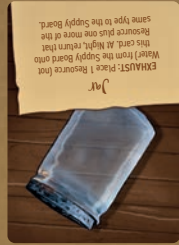


Track your plays. Write the player names and their character and gear on the folder, along with which map you're using. This will help you keep track of which maps which players have played, as well as compare scores if you have different groups playing the same maps.





I



4

**J Fauna**

**GOAL:**  
Kill 3 Minotaurs.

**EXPLORE:**  
(on your turn)  
1) Remove a Path Token.  
2) Activate the Terrain of the Explored Path.

**FREE ACTIONS:**  
(before and/or after Explore)  
- Use your Character Ability  
- Use your Gear Card  
- Remove a Threat Card  
- Use a Destiny Card  
- Build a Shelter  
- Build a Fire  
- Backtrack  
- Discard a Resource Token

**Exploration Rewards:**  
- Discard a Threat Card, then draw a new Threat Card.

2

**C**

**E**

**A B D**

**Fauna**  
MAP: #100

**Goal:** Kill 3 Minotaurs  
**Peak:** E3  
**Start:** Column 7

At least 3 of each Terrain

**Corps of Discovery**

R



5

**M**

**K**

**O**

**End of day**  
Feed your troops at the end of the day.  
Pass: You survived! Proceed to Night.  
Fail: You starved! You lose the game.

**Night**  
If there are no Monsters in play, reveal a new Threat Card.  
Refresh all Characters and Gear.  
Reveal 3 new Challenge Cards.

**Build a Shelter**  
Pick 2: [stick] [skull] [skull]  
HAVE NO FATIGUE PENALTY

**Build a Fire**  
[stick] or [cube] [flame]  
BACKTRACK

**Backpack**

**Fatigue**

L



N



3



G



H





# Gameplay

Each Chapter has a unique objective to be completed. While trying to achieve those objectives you will also be trying to Pass a set of 3 daily Challenge Cards. Each set of 3 Challenge Cards represents 1 day of Exploring. Each Challenge Card requires different Resources, Water or other tokens to be acquired or spent in order to successfully Pass them within a limited amount of time. This means you'll need to Explore the map in order to find the various Resources, Water, and other tokens you need before your water or food runs out.

**On each turn, you must:**

- **Explore a Path**, and you may:
- **Perform Free Actions**, there are 8 standard Free Actions, all are optional and can be performed before or after you Explore a Path on a turn. Some Chapters may have unique Free Actions that will be described in the Chapter's specific rules.

## EXPLORE A PATH

Every turn you will Explore a Path by removing a Path Token from a space and revealing the Terrain underneath. You then gather or use Resources from the revealed Terrain and place it into your Backpack.



A Path Token covers each of the circular spaces on the Map Board. These circular spaces are called **Paths**. If a Path has a Path Token on it, it is an **Unexplored Path** and if the Path Token has been removed it is referred to as an **Explored Path**.



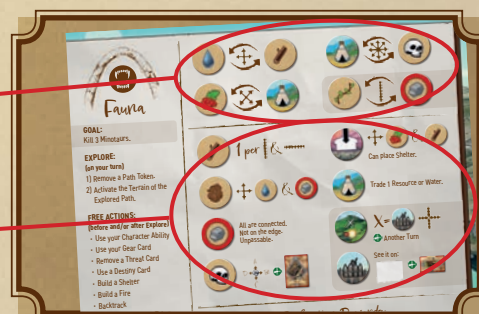
Before understanding the rules to Exploring, you first need to know how to deduce where the Terrain you need is located.

## 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 the Reference Board to deduce where a Terrain you need could be located. This will gain you the required Terrain effect, Resource Tokens, or Water to successfully complete the daily Challenge Cards.

The Reference Board is divided into 2 sections.

- The top section shows any Terrain rule that is true for both Terrain types. For example, Water is always adjacent to Wood and Wood is always adjacent to Water.
- The bottom section is only true for the first Terrain. For example, every Field is adjacent to a Wood and a Food, but every Food and Wood will not necessarily be adjacent to a Field.





## THE RULES



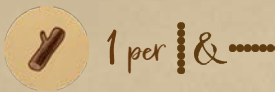
Water is always orthogonally adjacent to at least 1 Wood, and Wood is always orthogonally adjacent to at least 1 Water.



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 only have Terrain on 2 or 3 of its sides, but they must all still be different.

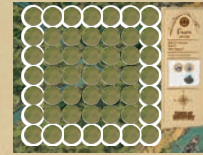


Mud always has at least 1 Water and at least 1 Rock orthogonally adjacent to it.

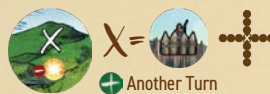


All are connected. Not on the edge. Unpassable.

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 don't have rules on how they're found, so they can be anywhere. When found you will get extra information (such as how many forts are in this column and row as in this example) and gain another turn. See Terrain Activation on Page 11.



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.

## HOW TO USE THE REFERENCE BOARD TO FIND TERRAIN

In the example below, see if you can determine what any of the lettered Paths are by using the logic rules found on the Reference Board. Flip the page to verify if you are correct. In Fauna, Forts are found using the mini map located in the Mission Briefing area to the right. It can be rotated but not flipped. In Fauna, Hills indicate how many Forts are in that row and column.



## HOW TO USE THE REFERENCE BOARD TO FIND TERRAIN (CONTINUED)

- (A)** Because we know that Wood must always be adjacent to Water, then we 100% know that A is a Wood, as that's the only spot adjacent that isn't explored yet.
- (B)** Based on the mini map in the Mission Briefing and using the Hill to the right in this row (indicating that there are 2 Forts in this row and column), then a Fort must be in B as there isn't room for 2 more Forts to fit in this row.
- (C)** Diagonal to every Tipi is a Food, so C has to be Food since the other diagonal isn't one.
- (D)** All Rocks are connected and since we know the Peak is at E3 and we've revealed 1 other Rock, those 2 Rocks must be connected (and Rocks cannot exist on the edge) so D must be a Rock.
- (E)** We know that Mud is found adjacent to a Water and a Rock, and since all Rocks are connected, we know that a Rock could not be in the Path above, so E must be a Rock.
- (F)** This must be a Wood because Wood needs to be adjacent to Water and B is a Fort.
- (G)** This could be a Fort, but it doesn't have to be. G can't Wood because there's already Wood in F.
- (H) & (J)** J can't be Wood because A is Wood, therefore H must be Wood.

## RULES FOR EXPLORING

The Explored Paths represent the trail of the expedition, there are no player pawns to track positions on the Map Board.

- Every Path that you Explore after the first must be orthogonally adjacent (north, east, west, or south) to a Path that has already been Explored.



- However, you cannot explore **from** a Path that is a Rock or has a Monster Token on it. They both block progress unless you can access that Path from another direction or remove the Monster. They are circled in red to remind you of this.



## MONSTER THREAT EFFECT

If you Explore a Path that is affected by a Monster Threat Effect, then you must discard any 1 Resource or Water before you can Explore that Path. Refer to the Chapter you're playing to learn where the Monster Threat Effect occurs.



## Strategy:

Through deduction, you may have a strong indication as to which Terrain is located under an Unexplored Path.

Place a Resource Token matching the suspected Terrain on top of the face down Path Token as a reminder of your assumption. The full color side can be used when you are 100% certain a Terrain is on a Path, and use the gray side with the ? on it when you're not 100% sure.





## TO EXPLORE A PATH:

### 1 REMOVE THE PATH TOKEN

- Select a valid Path that you can access using the **Rules for Exploring**.
- Remove the Path Token from the selected Path and place it on the leftmost Challenge Card if necessary. This Path is now considered 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, and must resolve any extra rules as indicated on the Terrain Activation table.
- You may collect more Resource or Water Tokens than you have space for in your backpack, but you will need to discard down to 6 Resources and 10 Water by the end of your turn.

**You cannot take any other action between steps 1 and 2 when you Explore a Path.**

## THE FIRST EXPLORE OF THE GAME

The Mission Briefing of a Chapter will indicate where the first Explore of the game can be done. The expedition will begin from that Path. If it says Column 7, that means your boat is in the river and you can stop anywhere along the river (i.e. any Path Token in column 7) to start Exploring.

**TERRAIN ACTIVATION TABLE**

Image	Terrain Type	Token Gained	Extra Rules
	Food		---
	Rock		---
	Wood		---
	Mud		---
	Water		---
	Skull		Draw a Threat Card. See <b>Skull Terrain Found</b> for further rules on page 12
*	Field	None	A Field has no effect when explored but the Free Action, Build a Shelter is performed on these Paths once found (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	When revealed the player can immediately trade 1 Resource/Water Token for any other Resource/Water Token.

\*in all expansions you gain a Mushroom Token when this Terrain is Explored.



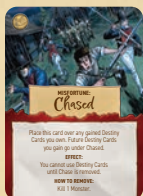


## SKULL TERRAIN FOUND

When you find a Skull, you get that Resource, but you've also uncovered a Monster Lair!

- ① Place a Skull Token in the leftmost empty space in your Backpack.
- ② Draw and resolve a **Threat Card**.
  - A. If the revealed Threat Card is a **Monster**, place the matching **Monster Token** on the Skull you just Explored. Then place the Monster Threat Card beside the Map Board as a reminder of that Monster's effect.
  - 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.



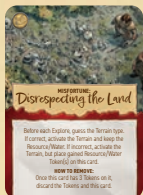
### FROSTBITE

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, but guess wrong and you disrespect the land and you get nothing.



### GHOSTLY WHISPERS

The next 3 turns must be Explored in a straight line, or active player discard their Gear.



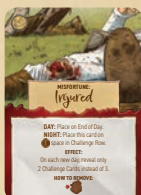
### SOAKED (FLORA ONLY)

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



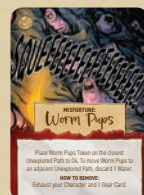
### FLASH FIRE

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 that one Path. You can be nice and ignore or move them, or you can kill them.

## BACKPACK

Your Backpack has space for 6 Resource Tokens and 10 Water Tokens. During your turn you can hold an unlimited number of Resources or Water Tokens, but at the end of your turn you must place the Resource and Water Tokens you have into these spaces and discard any excess Tokens. If you fill the 5th or 6th Resource space you risk suffering Fatigue (see page 16).

Resources can be moved around in your Backpack at any time, even when resolving a Challenge Card.



## SAMPLE TOKENS

Some Challenge Cards will tell you to gain 1 Sample Token. This Token is placed in your Backpack and takes up 1 space. As a Free Action you can discard 1 Resource or Water to also discard the Sample Token. If you gain a Sample Token when your Backpack is full, you must discard a Resource to accept the Sample Token!



## EXPLORATION REWARD

### COLUMN COMPLETE

If the last **Unexplored Path** of a **Column** has its Path Token removed, either through Exploration or due to a Threat or Challenge Card, you gain a Destiny Card. You can choose either of the face up ones, or one from the top of the deck. Collected Destiny Cards are placed nearby for all to see. Flip up a new Destiny Card so there are always 2 face up to choose from.

### 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 the Row completion bonus as indicated on the Reference Board for the Chapter you're playing.



## Free Actions

These Free Actions are optional and can be done at any time during a turn, before or after you Explore a Path and Activate the Terrain, but must be done before Resolving a Challenge Card. 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

You can use your Character's ability on your turn. Some abilities require you to Exhaust when used. Generally these abilities can only be used once a day until Refreshed. Character abilities may also specify a time when it can be used, such as before or after Exploring a Path.

Check Appendix on Page 27 to review Character Abilities.



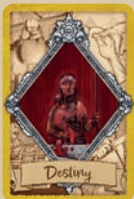
### USE A GEAR CARD

You can use 1 or more of your Refreshed Gear Cards on your turn. The card will indicate whether you need to Exhaust it to activate its ability, or if you need to Remove it from Play entirely. The Gear may also specify a time when it 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. The Appendix on Page 27 includes a description of all available Gear Cards.



### REMOVE A THREAT

Threats are made up of Monsters and Misfortunes. Each chapter has a specific way to kill Monsters (refer to the Chapter's specific rules for details). Each Misfortune indicates on the card how to remove it. (Kill Minotaur card from Fauna shown here. Refer to Chapter's specific rules for details).



### USE A DESTINY CARD

Destiny Cards are shared by all players. Discard the Destiny Card and perform the action described on the card.



# Free Actions (continued)

## BUILD A SHELTER

On your turn you can build a Shelter on an Explored Field Terrain.

1. Determine the location. A Shelter must be built on an Explored Field Terrain. If there are no available vacant Field Terrains then a Shelter cannot be built.
2. To build a Shelter you must discard 2 different resources of either Wood, Mud or Skull (eg. 1 Wood and 1 Skull, or 1 Mud and 1 Wood, but not 2 Wood or 2 Skull). Place the Shelter on an available Field Terrain on the Map Board.
3. Building a Shelter prevents the penalty of being Fatigued when your Backpack is full.
4. Only one Shelter can be on the Map Board at a time, though if you do build a second Shelter, you can relocate it to a new Field Terrain.



## BUILD A FIRE

To build a Fire, discard either 2 Wood or 2 Stone and place a Fire Token on the Supply Board. You can only have 3 Fires at any one time. Fires can help with some Challenge Cards 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. This means that you do not Activate that Terrain. You do not collect any Resource or Water Tokens or trigger any special rules of that Terrain. Simply replace the Path Token on top of that Path. You MAY Refresh any Gear or Characters that you used, and reverse any effects those cards had. You then must Explore a different Path.

*You used your torches to look into that Path and you didn't like what you saw, so you decided there must be a better way.*

## DISCARD A RESOURCE TOKEN

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





# Ending Your Turn

## CHECK RESOURCE LIMITS

Discard down to 6 Resources and 10 Water in your Backpack.

## RESOLVE CHALLENGE CARD

Check to see if the leftmost Challenge Card has reached its time limit. If the time limit has been reached, resolve the Challenge Card to determine if it was a Pass or Fail. Otherwise, pass the turn to the player on your left.

## TIME LIMITS

Each Challenge Card has a time limit in the top right corner. When the number of Path Tokens on a Challenge Card matches the time limit, resolve the card.

You cannot resolve the card earlier.

## HOW YOU PASS A CHALLENGE

- In order to Pass a Challenge, you need to discard every Resource/Water listed above the Pass/Fail columns on the Challenge Card, or have the requested items, like Fire.
- If you have met all the requirements and choose to discard all required Resources/Water, you then Pass the Challenge. Follow any instructions on the Pass side of the Challenge Card. You can choose to NOT pass a challenge even if you can meet the requirements. This is usually done to keep the Resources for something else. If you choose not to Pass a challenge it is considered a Fail.
- You may also receive additional rewards if other criteria are met. Each Challenge Card will specify any additional rewards. In the "School of Fish" card to the right, if you PASS and if you also have 1 Fire Token, then you gain 1 Food Token.

## WHEN YOU FAIL A CHALLENGE

If you do not possess the required items in your Backpack or cannot (or choose not to) discard the required Resources/Water Tokens, you Fail the Challenge. Follow any instructions on the Fail side of the Challenge Card.

- You must always try to meet a Fail consequence. If you are told to lose a specific amount of Resource Tokens but do not have that many, you must discard as many as you can back to the Reserve. If you have none, there is no additional penalty for having insufficient resources (or Destiny Cards, etc.) with the exception of Water.
- If you are ever required to discard Water Tokens and you cannot, all players die of thirst and the players lose the game. Food is **NOT** the same - the only time Food **MUST** be consumed is at the End of the Day. If you have no Food remaining at the End of the Day, all players die of hunger and the players lose the game.



You need to have at least 1 Fire to satisfy this requirement, but you don't need to discard it.



You need to have a Shelter on the Map Board to satisfy this requirement, but you don't need to discard it.



Discard either a Resource or Water. If you don't discard a Resource, then you **MUST** discard Water.



## CONSEQUENCE:

### AFTER RESOLVING THE CHALLENGE CARD

Regardless of whether you Passed or Failed, discard the resolved Challenge Card from its space on the Supply Board and all of the Path Tokens that were on it. Then you must resolve the Consequence indicated on the space revealed from the discarded Challenge Card. Each Consequence will check if you are Fatigued and resolve any active Consequence Effects (Extra Consequence effects are not introduced until later Chapters).

### FATIGUED

- After you finish resolving a Challenge Card, you must check to see if you are Fatigued.
  - If you are carrying 5 or 6 Resource Tokens (or other items, like Sample Tokens or Greek Fire) you are considered Fatigued. You must either discard down to 4 Resource Tokens to not be Fatigued OR lose 1 Water Token as penalty for carrying too much.
- **If you have built a Shelter then you will not have to discard a Water if you are Fatigued.**
- Note that Consequences are only triggered after normal Challenge Cards are discarded, not End of Day or Injured Threat Cards.

If all 3 Challenge Cards have been resolved, proceed with the End of Day. Otherwise, end your turn and pass play to the left.

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

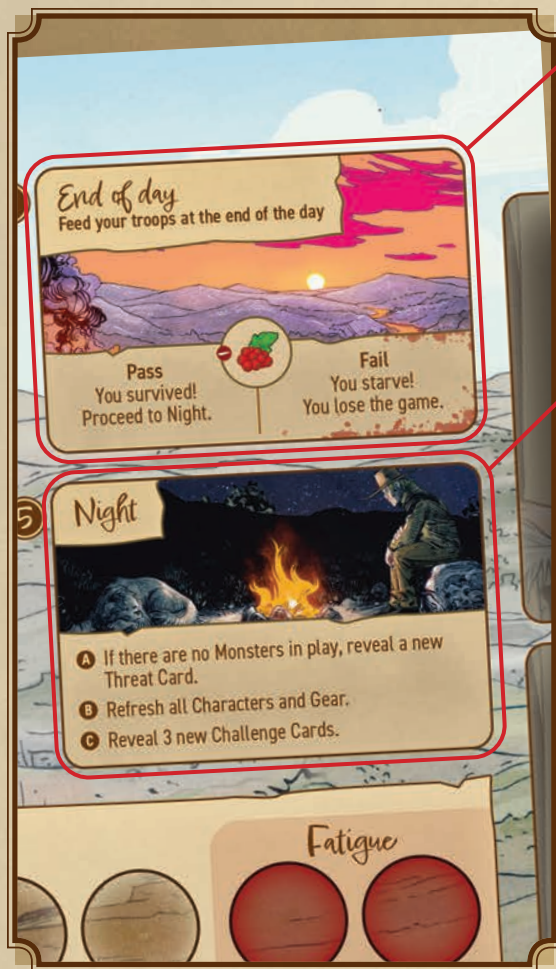


### EXAMPLE

- Everson has placed a third Path Token on this Challenge Card.
- Everson decides to discard 1 Food to avoid being Fatigued. It is now the end of his turn.
- The players have the right Resources and discard: 1 Mud, 1 Rock, and 2 Water.
- The Players now resolve this Challenge Card. They look under the Pass column and they gain 1 Wood.
- They discard the Challenge Card and check for consequences and see that they are not Fatigued because Everson discarded that Food Token on his turn.
- It is now the next player's turn.

If they didn't have the right Resources, or chose not to discard the right Resources, then they'd Fail and be forced to discard 3 Water, 2 Wood and a Shelter.





## END OF DAY

- Once all 3 Challenge Cards for the day have been resolved, you must then resolve the End of Day Challenge. **Feed your troops** by discarding 1 Food Token to the Reserve to Pass this Challenge. *If you do not have a Food Token to discard, you Fail the Challenge and the players starve and lose the game!*
- Remember:** This is **NOT** a Challenge Card so you do not check to see if you are Fatigued after this Challenge is completed.

## NIGHT

- If there are no Monsters currently in play, draw a Threat Card and resolve it (see Skull Terrain Found page 12).
- If it's a Monster, then it will tell you where to place it. For example, in Fauna it could tell you to place it on the northernmost Explored Path (using Path Priority Order).
- Path Priority can be found on the back of the Rulebook and is only required if there are multiple valid locations to place a Monster. If one of the northernmost Explored Paths is a Food (because Food is first in Path Priority Order), then place the Monster there. Otherwise continue down the Resources on the back of the rules until you have one that matches one of the northernmost Explored Paths.
- Deal out 3 new Challenge Cards for the next day. Reminder - if the Threat Card "Injured" is in play, it takes the space of one of the Challenge Cards, reducing your time for the next day by only drawing 2 Challenge Cards to resolve.
- Refresh all Character and Gear Cards. A new day begins. Play passes to the left of the player who most recently had a turn.

## End of Game

- If you are ever required to discard Water Tokens (due to Monsters, Challenge Cards or being Fatigued) and you do not have enough in the Water Supply on the Supply Board to meet the requirement, all players die of thirst and lose the game.
- 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 (2 if Injured is in play) then you lose the game.
- The Chapter Rules will contain the objectives that need to be completed to win 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 each Challenge 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 the other side and a completely new map!

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 0: Training Mission

*To ensure you're ready for the greater mission ahead, the President has tasked you to scout out the land to determine its viability for the upcoming expedition. This training mission will introduce you to the rules and deduction concepts used in Corps of Discovery during a brief introductory scenario.*

### Chapter Goal

Survive two days! To survive you need water. If you are ever required to discard water and you cannot - you die of thirst and lose the game. These unexplored lands are unforgiving but the search for water is far from the greatest challenge you will face.



## Setup for Training Mission

Set up the Map Board as described in the Core Game Set up with these exceptions:



The map will only be a 5x5 grid of Terrain rather than the standard 7x7 grid. Place Path Tokens face down in Rows B-F of Columns 3-7.



From the Fauna folder, choose 1 of the 2 Training Maps - but don't look at it! Cover the Training Map with the Concealer Page and insert both into the Map Board, then remove the Concealer Page.



Choose Lewis as your Character Card (this is the only Character used for the Training Mission regardless of player count).



Choose Compass as your Gear Card (this is the only Gear used for the Training Mission regardless of player count).



Start with 3 Water Tokens instead of the core game's usual 8.



Instead of a Reference Board there is a Reference Card for the Training Mission. It contains 5 of the total Resources that normally appear in the full game.



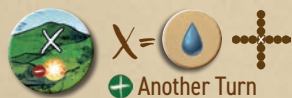
Reveal any Threat Card with a Minotaur and place its matching Token on D4. Find the Kill Minotaur Card that requires you to Make Ammo and place it face up above the Map Board.



Place the Approach the Arch Challenge card in the leftmost space on the Challenge Row. Shuffle up the 5 Training Challenge Cards and place 1 face up in each of the remaining two empty spaces in the Challenge Row.

All the standard game rules apply with the following exceptions:

- There is no Explore Bonus. You will not gain a reward when you Explore the last unexplored Path in a Column or Row, so you will not use Destiny Cards in the Training Mission.
- There is no Field Terrain so you cannot use the Build a Shelter Free Action.
- You only need one Food Token to Feed the Crew after the first day. You don't need to Feed the Crew after the second day.
- During the Night if there is no Monster in play you will not draw a new Threat Card. Only one Monster will be in the Training Mission.



### HILLS

In the Training Chapter, the number on a Hill Indicates how many Water there are in the row and column that the Hill is on. The 2 on this Hill means that there are 2 total Water in this row AND column.



## Ending the Training Mission

You **LOSE** the Training Mission if you are required to discard any Water Tokens and have none on the Supply Board. *The land proved to be unforgiving and water is scarce, you leave rundown and thirsty. So thirsty. Perhaps an expedition here is not sustainable.*

You **WIN** the Training Mission if you resolve all 6 Challenge Cards. *The land is beautiful and bountiful and worth exploring further. Of course there was a Minotaur roaming about, but the wilderness is a dangerous place and it can't get worse than that, right?*





## Chapter 1: Fauna

*As part of the President's Corps of Discovery, 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



2 Fauna Reference Boards



4 Monster Threat Cards



2 Destiny Card



5 Challenge Cards



4 Kill Minotaur Cards



3 Fort Tokens



6 Vine Tokens



4 Minotaur Tokens



## Chapter Goal

Find 3 Forts to learn how to kill Minotaurs, then kill 3 Minotaurs to win.

## Extra Setup

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

## The First Exploration

Start exploring on any Path in Column 7 on the Map.

- This represents the starting point of the expedition as they launch from their boat.



## Chapter Specific Changes to Gameplay

There are 2 new Terrain types to find in Fauna Maps: Vine and Forts.



**VINE:** At least 1 Vine exists in the same column where there's at least 1 Rock. And the opposite is true too: At least 1 Rock exists in the same column where there's at least 1 Vine.

- When you Activate the Vine you gain 1 Vine Token.



See it on:



**FORTS:** You were provided with a mini map for where 3 Forts exist! Check the Mission Briefing for your mini-map! The location of a Fort is dictated by the pattern of adjacent Terrain types shown on the minimap in the Mission Briefing. This pattern can be rotated in 90 degree increments but not flipped or mirrored.

- When you Activate a Fort Terrain, you reveal a new Kill Minotaur Card. Finding a Fort will give you information on HOW you can kill these invasive monsters.



**HILLS:** In the Fauna Chapter, the number on a Hill indicates how many Forts there are in the row and column that the Hill is on. The 2 on this Hill means that there are 2 total Forts in this row AND column.

In the example on the right, there's a Hill with 0 beside the Hill with a 2. That means there are no Forts in that row or column, which means the 2 Forts must be in the column with the Hill that has a 2 and not 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 discard a Threat Card you then must draw a new Threat Card. If you discard a Minotaur, then remove that Minotaur from the map as well. Place the discarded Threat Card at the bottom of the Threat deck. If it was a Minotaur, it is not considered killed yet.

### Monster - Minotaur

#### THREAT CARD EFFECTS

The Minotaurs make you discard a Resource or Water to explore in its row and column on the Map Board. If you Explore a Path in this row or column, you must first discard any 1 Resource or Water.



#### Free Action: Remove a Threat - Kill a Minotaur

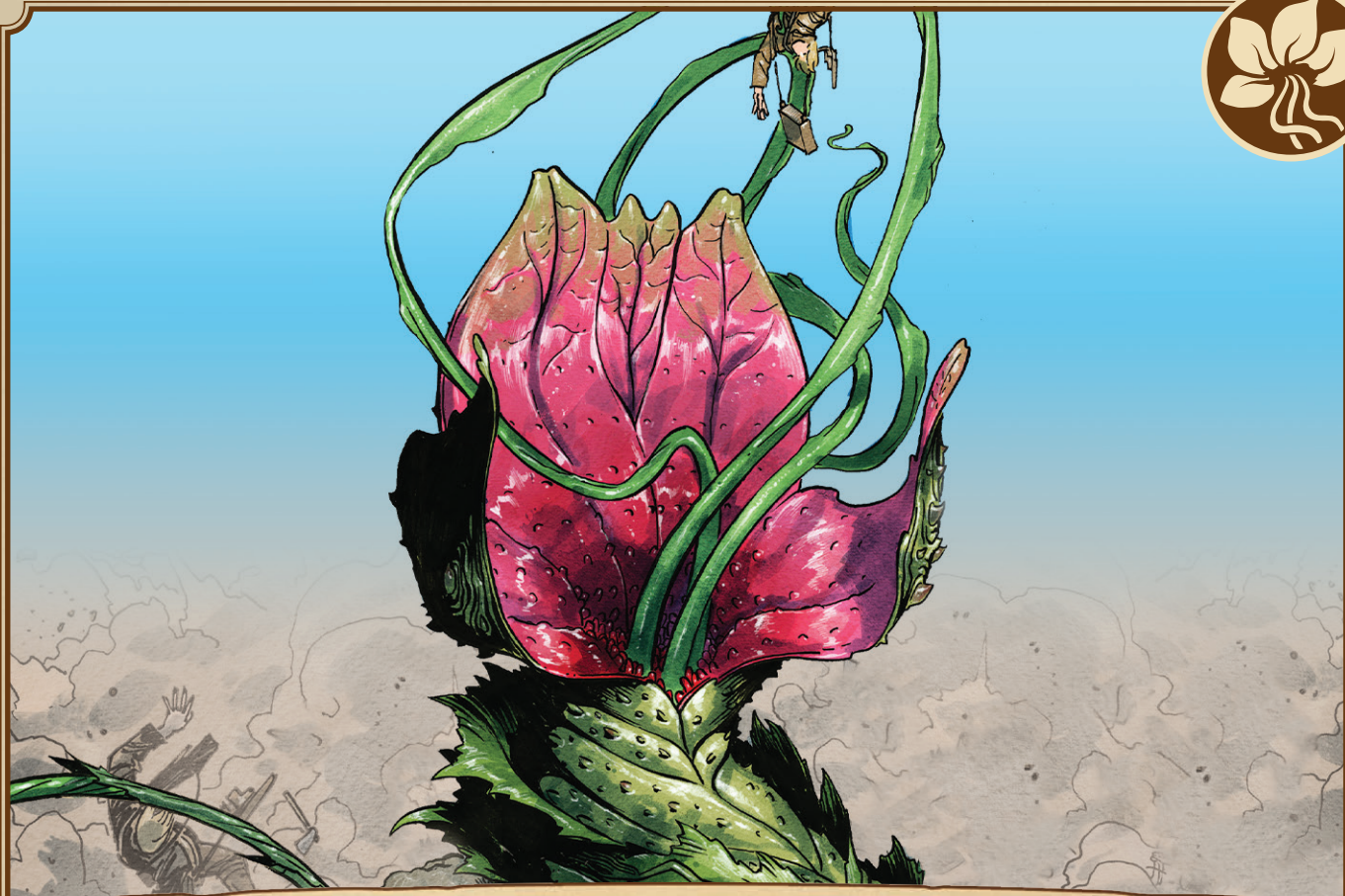
1. You can kill a revealed Minotaur by discarding all of the Resources listed on any revealed Kill Minotaur Card.
2. If you have multiple revealed Minotaurs and/or multiple revealed Kill Minotaur Cards, you may kill any one revealed Minotaur with any revealed Kill Minotaur Card.
3. Once killed, place the Minotaur 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!

### Fauna Victory Condition

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.

**Important Reminder:** While surviving in the wilds of the New World by Passing Challenge Cards is important, you only win the Fauna Chapter when you kill 3 Minotaurs- never forget the mission the President tasked you with!





## Chapter 2: Flora

*You've managed to find the settlers and survive the rampaging Minotaurs but, in this dangerous new world, deadly threats are lurking 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 locate 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)



2 New Destiny Cards



4 Petrified Fossil  
Tokens



8 Flora Terrain  
Tokens



1 Greek  
Fire Token



1 Threat Cards



7 Search Cards



5 New Challenge Cards



2 New Character Card  
(Mme. Boniface & Mme. Grenier)

## Extra Setup

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

- Place the Flora Terrain Tokens over the matching Terrain 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 labelled "S" on the left side of the Expedition Trail, before the first Terrain. This token marks your progress on the Expedition Trail to kill the Giant Plant. The 'S' Crew Token is always used to track progress. If you ever have to lose 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 from Fauna, the Soaked Misfortune Card, and 2 more Misfortune Cards.





# The First Exploration

Players start at the Hill location as indicated in the Mission Briefing. Remove the Path Token on that Path from play.

## Chapter Specific Changes to Gameplay

There are 2 new Terrain types to find in Flora Maps: Petrified Fossil and Sacagawea.



**PETRIFIED FOSSIL:** Can be found on Paths that are 1 Path away from the edge of the map. When you Activate this Terrain you gain 1 Petrified Fossil Token into your Backpack. This can be used with 1 Wood or 1 Rock to make Fire.



Kill all existing and future Minotaurs.

**SACAGAWEA:** Can be found orthogonally or diagonally adjacent to 3 Wood. When you Activate this Terrain you immediately remove all Minotaurs in play. Also, if more Minotaurs enter play, they are immediately killed and removed from play.



+ Another Turn

**HILLS:** Normal Hill rules apply. In the Flora Chapter, the number on a Hill indicates how many Flora creatures there are in the row and column that the Hill is on. A 2 on a Hill would mean that there are 2 total Flora creatures in this row AND column.

## SEARCH CARDS AND THE EXPEDITION TRAIL

- If you Explore a Path and the revealed Terrain is next on the Expedition Trail (to the right of the Crew Token) move the Crew Token onto that Terrain icon on the current Search Card. Flora Terrain unique to this Chapter have extra requirements (see below).
- If you Explore a Path and reveal a Flora Terrain, you MAY discard a Fire Token to kill it:
  - **If you discard a Fire Token:** Remove the matching Flora Token from the Reference Board and place it off to the side.
    - A. That Flora is now considered dead!
    - B. If the Flora Terrain you just Explored matches the next Terrain on the Expedition Trail, advance the Crew Token onto the matching Flora Terrain icon.
    - C. If the Flora Terrain you just Explored doesn't match the next Terrain on the Expedition Trail then, you don't advance.
    - D. You can activate the Terrain now that the Flora has been killed.
  - **If you DO NOT discard a Fire Token:** If you don't have a Fire Token to discard, or you choose to not discard a Fire Token, then you will lose 1 of your available Crew Tokens.
    - A. You do NOT activate the Terrain at all! You do NOT collect any Resource from this Terrain until this Flora is killed.
    - B. Choose 1 of your Crew Tokens, which can be any of the Crew Tokens you have available in your possession, and remove from the game. That Crew Token has been eaten and the Crew Member has died.
    - C. Place the Flora Terrain Token matching the Terrain you just Explored ONTO that Path. It has a red circle around it, which means that you cannot Explore FROM this Path to an adjacent Path.
    - D. At any time in the future when you have built Fire, you can discard it to kill any Flora Terrain Token that's on the Map Board. Discard that Flora Terrain Token, then activate that Terrain.
    - E. If a Column or Row is completed but there's a Flora still present in that Row or Column, the Row or Column is still considered Explored and you gain the Row/Column Reward.







- When you move off of a Search Card flip it over to reveal Resources and items you will need to fight the Giant Plant!
- You also need to acquire Greek Fire before you can destroy the giant plant. To acquire Greek Fire, simply Explore the Path that has the Greek Fire Token on it. Once you do, add this Token to your backpack. It takes up a spot in your backpack until the end of the game.



## EXPLORATION REWARD: ROW COMPLETE

When you Explore the final Unexplored Path in a Row, you can move your Crew Token 1 space to the right on the Expedition Trail, as long as it is not onto a Flora Terrain.

## Fight the Giant Plant

If the S Crew Token has moved off of the 3rd Search Card AND you have the Greek Fire Token in your possession, then it's time to fight the Giant Plant!

Keep the Crew Token that's on the Greek Fire icon on the final Search Card where it is, and then place each of your remaining Crew Tokens such that they cover up the Resources and Items on the backs of the Search Cards. Whatever remains visible is what you will need in order to defeat the Giant Plant. Continue playing until you have all the Resources and Items that are still visible on the backs of the Search Cards. If you lose a Crew Token, then you will now need to acquire the Resource or Item that was under it as well. You can move your Crew Tokens around freely.

## End of Game

The game ends IMMEDIATELY when the players:

- Have the Greek Fire,
- Moved the Crew Token off of the 3rd Search Card, and
- Obtained the Resources and items indicated by the areas on the back of the Search Card not covered by a Crew Token.

**No further actions or cards are resolved. The players are victorious!**

*The Greek Fire was heavy and difficult to move through the wilds, but it was the only way to kill this monstrous Giant Plant. Once the Greek Fire was in position and ignited, we could feel the settler's tensions burn away as the Giant Plant turned to ashes. They were free of this menace.*

Both regular loss conditions apply to Flora - you can still starve or die of thirst. In Flora you can also lose the game if all your Crew Tokens (including 'S' who is on your Expedition Trail) are removed from the game.



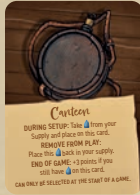
# Appendix

## GEAR



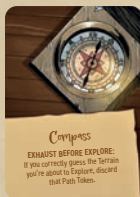
### BOX OF GOODS

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 and not use it, then you'll grab an extra 4 points!



### CANTEEN

This Gear makes the game a bit harder since you start with 1 less Water.



### COMPASS

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



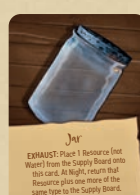
### CAPTAIN'S LOGBOOK

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. The latter not only swaps in a new Challenge Card for today, but also gives you some heads up on a Challenge you'll be facing tomorrow.



### FLINT

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



### JAR

The Resource chosen is placed on this card and cannot be used by another player. You can choose to move it back to the Supply Board prior to the End of the Day, but you won't get the extra Resource unless it stays there until Night.



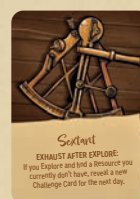
### MORTAR AND PESTLE

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



### SATCHEL

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



### SEXTANT

This lets you look at Challenge Cards that you'll be facing tomorrow. Flip up a new Challenge Card and keep off to the side. It will be the first Challenge Card you face tomorrow.



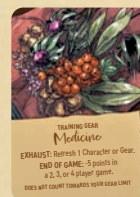
### SOUNDING HORN

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

If you don't find the Resource/Water you need, you can discard it 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 belonging to any player. In a 2,3, or 4 player game, you will lose 5 points at the end of the game. This does not count towards the number of Gear you're allowed to have.

## CHARACTERS



### CLARK

You can swap out a Refreshed or Exhausted Gear and bring in a Refreshed Gear. Note: You cannot bring in any of the Gear that indicates that it can only be selected at the start of a game.



### COLLINS

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



### LEWIS

You don't gain anything more if you found a Terrain that doesn't produce a Resource. For example, if you find a Tipi, this ability has no effect. In the expansion Insecta, if the Ranidae is Exhausted, you can keep 1 of the 2 Resources you collected and shuttle the other one to the boat if it's still needed.



### MME. BONIFACE

If you gain multiple Wood, Rock, or Skulls in a turn (from a Gear or Destiny Card), you can only take Water for the first Resource, not the second.



### YORK

When you guess the Terrain correctly, you do not have to pay the required Resources to build the Shelter.

If Exhausted, York will have to pay a Resource or Water to Explore a Path protected by Monsters.



### MME. GRENIER

Three of any Resources or Water do not have to match.



# Reference

## CHAPTERS:

ICON	GOAL
	<b>TRAINING</b> Survive two days.
	<b>FAUNA</b> Find and kill 3 Minotaurs.
	<b>FLORA</b> Find the Giant Flora and kill it with Greek fire.
	<b>EXPANSION 1: INSECTA</b> Make Insecticide and kill 4 giant insects.
	<b>EXPANSION 2: VAMETER</b> Track the flying Vameter and shoot it 5 times.
	<b>EXPANSION 3: MALDONADO</b> Save or kill Crew, depending on whether or not you're the traitor!
	<b>EXPANSION 4: FOG</b> The Terrain rules are mixed up. Determine the new rules to win.

## CARDS PER PLAYER COUNT:

- 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
- BUILD A SHELTER
- BUILD A FIRE
- BACKTRACK
- DISCARD A RESOURCE TOKEN

## PATH PRIORITY:

		FOOD
		WOOD
		MUD
		ROCK
		SKULL 
		VINE
		NO RESOURCE, CAN PLACE SHELTER
		MUSHROOM*, CAN PLACE SHELTER
		FLOWER*
		PETRIFIED FOSSIL
		WATER
		TRADE 1 RESOURCE OR WATER
		NO RESOURCE, DISCARD PATH TOKEN, TAKE ANOTHER TURN
		KILL ALL EXISTING AND FUTURE MINOTAURS
		INCREASE MALDONADO'S POWER BY 1*

\*FROM EXPANSIONS



**Build a Shelter**

HAVE:  Pick 2:    HAVE:  NO FATIGUE PENALTY



## SHELTER:

Having a Shelter means you won't lose Water when you are Fatigued by carrying too much in your Backpack.

**Build a Fire**

 or   BACKTRACK

## BACKTRACK:

Discard   to cancel the turn you just had (put Path Token back, discard gained Resource or Water, retract any 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 a day, 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