

DISCOVER

LANDS UNKNOWN

One for All Cooperative Rules

The rules in this document allow you to play DISCOVER: LANDS UNKNOWN fully cooperative with 2 to 4 players. These rules can be used in any scenario, excluding scenario 5.

Before starting the game, all players must agree that they wish to play a cooperative game and follow the rules listed below:

ENDING THE GAME

Instead of the normal rules for winning or losing the game, players win or lose as follows:

WINNING THE GAME

All players win the game when a card ability lets all players win together.

When a card ability makes some (but not all) players win the game, **do not** resolve the card's ability and flavor text. Instead, resolve the Final Challenge that corresponds to that card's name listed on page 2 of this document.

LOSING THE GAME

When a card ability makes a player lose the game, **all players lose the game** (even if that card ability would normally allow one player to win).

When a player is eliminated, all players will lose the game the next time the eliminated player would start their turn. Players can prevent this from happening by reviving the casualty before that player's turn would occur (see "Reviving Casualties" on the right).

REVIVING CASUALTIES

Whenever a player would heal damage, the player may instead have a casualty in their space heal that type of damage. After healing the damage, the casualty's player is no longer eliminated from the game. Stand their figure up and that survivor gains 5 stamina.

Example: Cynthia has 2 physical damage and 1 starvation damage. During night, she suffers 1 additional starvation damage and is eliminated. During Richard's turn, he moves into Cynthia's space and performs a recover action by spending 1 food. Instead of healing 1 starvation damage from himself, he heals this damage from Cynthia. She stands her figure back up and gains 5 stamina.

Remember that when a survivor becomes a casualty, keep their stamina dial at its current value. Casualties cannot gain stamina except by being revived.

TRIBAL THREAT CARDS

Some threat cards do not work when playing a cooperative game. When a survivor draws a threat card labeled "Tribal," they discard the card and draw a new threat card **regardless of whether there are other survivors on the map**.

This rule also applies to the "A Bargain" threat card (which has a rule very similar to the Tribal keyword).

ULTIMATE SURVIVAL MODE

For players who want a challenging cooperative experience, they can choose to play Ultimate Survival mode before starting the game.

When playing this mode, a player is eliminated when they suffer **three damage** (instead of four).

We recommend that all experienced players play this mode, especially if they've already won all 4 standard scenarios.

FINAL CHALLENGES

When only some players would win the game by a card ability, instead of resolving that card, resolve the effect below that matches that card's name.

THE STONE DOOR

(Exploration Card #8. Set 1.4)

You thought you had defeated the nightmare, but you were mistaken. The creature rises again, stronger than ever. You will need to work together to defeat it and pass through the stone door.

Move 1 space and spawn special enemy #86 in the space with the **A** objective icon. Its health is **A** instead of 2. If that enemy is defeated, all survivors win the game and read the flavor text on exploration card #8.

ULTIMATE CHALLENGE

(Quest Card. Scenario 3 – Stage 3. Set 1.3)

The death machine explodes, throwing black smoke and scrap into the air. You breath a sigh of relief, but it catches in your throat when another vehicle rolls in through the smoke. There's two of them?!

Move 1 space and spawn special enemy #186 at landmark #107. Its health is **A** instead of 4. If that enemy is defeated, all survivors win the game and read the flavor text on stage 3.

THE WAY OUT

(Bayou Exploration Card #155)

This passage out of the swamps certainly leads home, but you refuse to leave the other survivors to their fate. It would haunt you for the rest of your life.

When all survivors are in the space with the **A** icon, a player may use the "Inhibitors" as normal to attempt to make all players win the game together.

THE OTHER SIDE

(Snowy Mountain Exploration Card #151)

As much as you want to escape, you won't be able to live with yourself if you leave the others behind. You'd better tell them about the gondola and get enough items to pay the toll.

Retrieve the 3 crafted items you discarded for card #152. When all survivors are at landmark #101, a player may use the "Gondola Parts" as normal and attempt to make all players win the game together.

THE JOURNEY HOME

(Island Exploration Card #60. Set 3.14)

Out on the open sea, you are overcome with guilt. There is room in your boat for 1 more person, and you did not tell your friends about the oars. You head back to the island to save the others.

When all survivors are in the space with the **A** icon and have 1 "Oars" item—or 2 "Oars" items if **A** is 3 or greater—all players win the game and read the flavor text on exploration card #60.

