



An expansion for Explorers of Navoria

# RULEBOOK



# COMPONENTS

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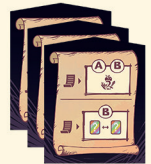
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1 location tile



9 faction tiles



9 skill tiles



1 turn-order compass overlay tile



18 additional goods tokens (6 each of 3 different types)



3 action tokens



12 townsfolk cards



6 goal cards



6 exploration tiles



4 species tokens (1 of each type)



18 contract tokens



5<sup>th</sup> player components: 1 score marker, 9 trading post tokens, 4 favour markers, 1 turn-order marker, 3 exploration markers, 1 player board, 1 reference card



5 solo difficulty cards



8 solo side quest cards



6 'x3' contract tokens



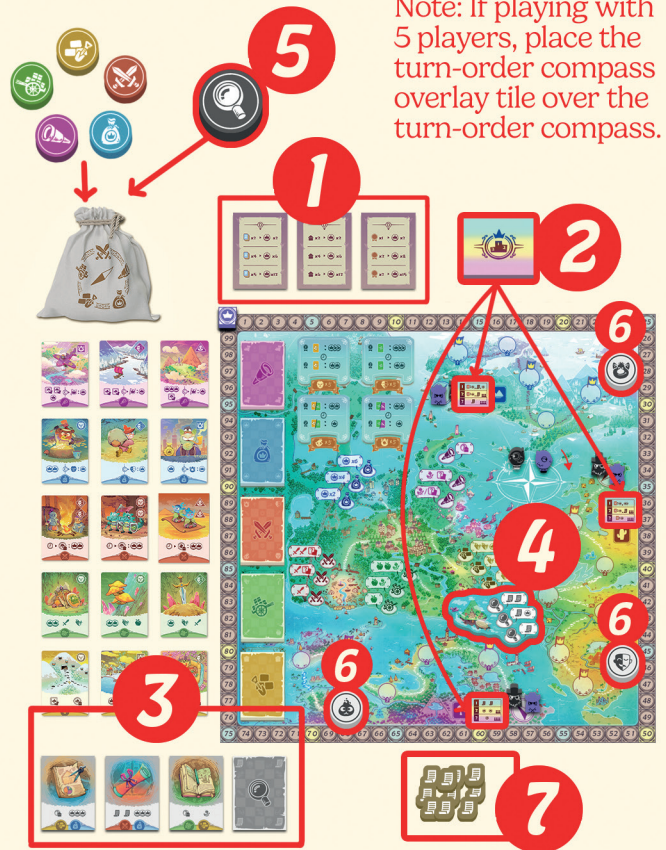
10 solo mode tokens

# SETUP

## EXPANSION SETUP

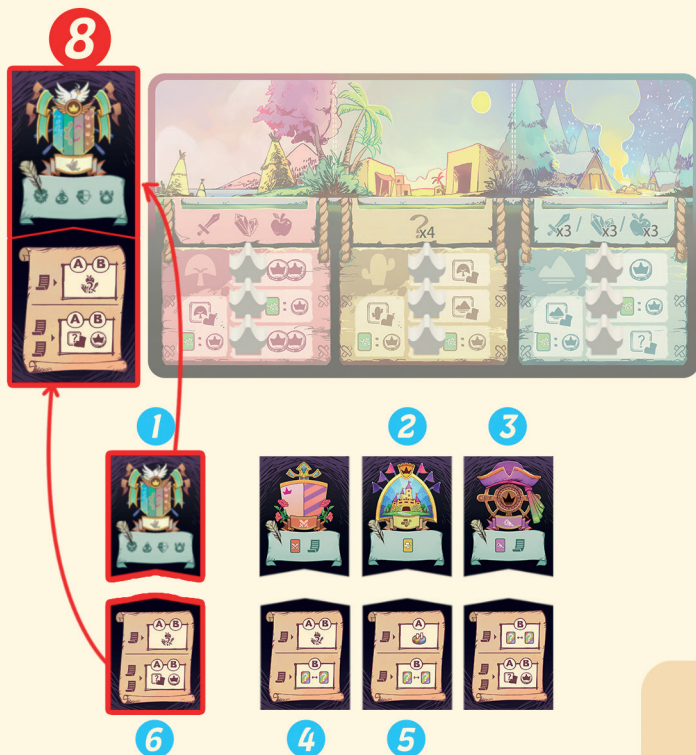
Follow the setup instructions in the base game rulebook, then carry out these additional setup steps.

1. Shuffle all the goal cards and draw 3, placing them beside the board in a random order. Return all the unused goal cards to the box.
2. Shuffle all the exploration tiles and draw 3, placing them face up over the exploration bonus areas on the three continents at random. Keep the others in a stack nearby.
3. Shuffle the deck of grey townsfolk cards. Place them below the main board. Reveal the top 3 cards from the deck to create a display below the base game cards.
4. Place the new location overlay tile in the space to the bottom right of the town area of the board.
5. Place the grey action tokens in the bag.  
**Note: If playing with 2 players, only place 2 grey tokens into the bag and remove one of each other colour token from the bag.**
6. Randomly select three species tokens and place one on the final space of each exploration track. Return the unused token to the box.



7. Place the contract tokens in a pile near the game board within easy reach of all players.





## EXAMPLE

In a three player game, four factions and skill tiles are revealed.

The first player chooses the Peace faction ❶ and places it by their board. The second player chooses the Construction faction ❷, placing it by their player board. They draw a yellow card from the deck and add it to their player area. The third player chooses the Explorer faction ❸, placing it by their player board. They draw a purple card from the deck, adding it to their player area and getting the immediate effect as if they had just recruited it. They also receive a contract token.

The third player will then choose their set of skills and place it under their faction tile ❹ followed by the second player ❺ and then the first player ❻.

Remaining tiles are returned to the box.

## PLAYER SETUP

8. Randomly select a number of faction tiles and skill tiles equal to the number of players plus one. Return unused tiles to the box.

Starting with the first player and continuing in turn order, each player picks a faction tile and places it next to their player board, immediately receiving any bonuses (if applicable).

When everyone has chosen their faction tile, starting with the last player and going in reverse turn order, each player picks a skill tile and places it beneath their faction tile. The remaining tiles are returned to the box.

## FACTION BONUSES

Some faction bonuses are taken immediately, others take effect throughout the game as explained below.



Draw a card from the matching coloured deck and add the card to your player area. Gain any immediate effects from the card as if you had recruited it.

This counts as having an additional icon of each species.

In final scoring, each card that matches the favour tile gives you an additional point.

In the income phase, if any of your exploration markers are tied with another player's, you win the tie.

Each time one of your explorers gets the treasure bonus for reaching the end of an exploration track, score an additional point.

Gain a contract token.





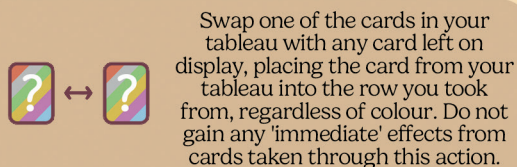


## CONTRACT TOKENS & SKILLS

Spend contract tokens you have gained to use your skill(s). Skills can be used once per round in the phase(s) shown above the skill.



**Note!** Each skill on a skill tile can only be used once per round so when using a skill, place one of the used contract tokens on the tile to cover the skill. Remove them in the return phase to reveal the skill for use again in future rounds.



Draw an additional action token from the bag. You may still use only 1 action token and you will place the 2 unused action tokens in the town.

## SPECIES TOKENS



Each species wishes to reach the far reaches of each continent. Reach the treasure in each territory first and they will surely be impressed with your accomplishment!

If you are the first player to reach the final space of a territory's exploration track, take the species token from there. It will count as an extra icon of that species for the rest of the game and you immediately gain 1 contract token.

## GOAL CARDS

The leftmost face up goal card is scored at the end of the income phase. Once scored, flip the card over.

Each player can score the goal based on their own performance but each player can only gain  once from each goal card.



Cards of the same colour in your tableau.



The number of favour tiles your favour markers are on.



An exploration marker that is furthest on an exploration track.



The number of flags your exploration markers have reached or passed.



The number of trading posts you have built.



The number of sets of all 4 species on the cards in your tableau.



x3



x3



x3

**Example:** if you have at least 3 cards of the same colour in your area then you gain 3 . If you have 3 of one colour and 3 of another, you would still gain 3 .

# SOLO MODE

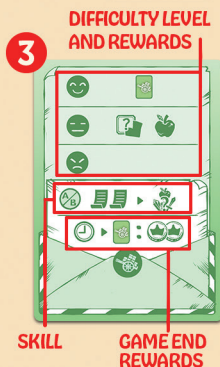
The solo mode is played using the base game rules, with the addition of some of the expansion modules. Follow the setup instructions in the base game rulebook. Then, follow steps 3, 4, 5, 6, and 7 outlined for the expansion setup (page 3). Then carry out these additional setup steps:

1. In chapter 1-4, return 1 action token of each colour to the box, they will not be used in these chapters. You should now have 2 of each colour action token in the bag.
2. Randomly select a side quest card, placing it next to your player board.
3. Randomly select a solo difficulty card, placing it next to your player board. Choose a difficulty level and gain the rewards.



Each solo difficulty card shows a **difficulty level**, which you will choose in step 3 of the solo mode setup; a **skill**, which can be used any number of times in the specified phases by spending the required number of contract tokens shown on the skill; and an **additional end of game scoring condition**.

If you choose easy difficulty, draw a card from the matching coloured deck and add the card to your player area as if you had just recruited it, gaining any immediate effects from the card. If you choose medium difficulty, immediately take the goods and/or actions depicted.



4. Follow the additional setup instructions and rules explained in each chapter.
5. You must complete the chapter objective for each chapter and gain at least 110 to be successful. If you gain more, you will be awarded a higher rank.

You do not gain exploration rewards in the solo mode.

Throughout the solo mode you will collect solo tokens. Resolve these one at a time, individually and separately, gaining the rewards in the order they were collected.

All unused contract tokens are worth 1 at the end of the game.



Shuffle any number of cards of one colour from the display back into their deck(s) and redraw the same number of cards to replace them.



Swap one of the cards in your tableau with any card left on display, placing the card from your tableau into the row you took from, regardless of colour. Do not gain any 'Immediate' benefits from cards taken through this action.



An action token can be used as any colour action token.



Collect 1 good of any type.



Advance any of your exploration markers by 1 step.



Side Quests



For each food/mineral/weapon you use to fulfill an order, gain.



When you have used 5 food/minerals/weapons to fulfill orders, advance your exploration marker on the desert/forest/glacier track by 1 step. Keep a track of this by placing used goods on the card and then discarding them once you gain this reward.



When you collect a card of each colour, gain 2 goods of any type and 3. If you gain 2 cards of each colour, gain this bonus again.



When you pass a flag, gain.



When you gain treasure, gain +1.



When you build a trading post on the forest/desert/glacier territory, gain a food/mineral/weapon.



When you gain a set of each species, advance your exploration marker on any track 1 space.



When you claim the favour of a species, either advance your exploration marker on any track 1 space or gain 1 good and.

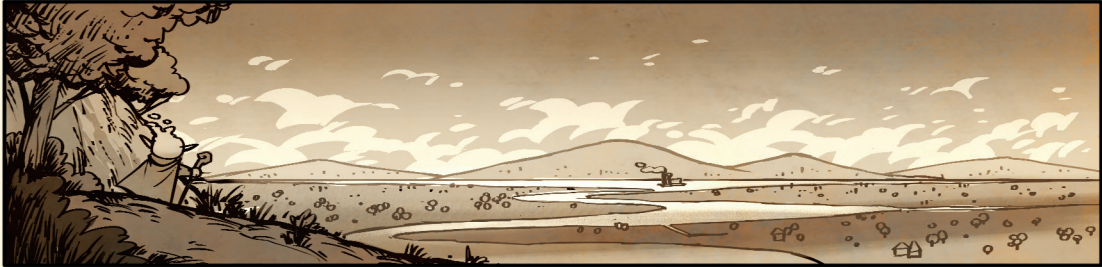


# CHAPTER 1

## Solo



Beyond the realm of Navoria lies the forgotten lands. Perhaps this province, inhabited by the reclusive but welcoming Anglins, holds the key to the mystery of the strange new continents that have risen from the ocean. Your adventure begins as you set off to establish contact with the Anglins and ask for their wisdom.



### ADDITIONAL SETUP

Place a solo token on each exploration track space with a flag.



### ADDITIONAL RULES

When one of your exploration markers lands on or passes a space with a solo token, collect it and gain the benefit.

### CHAPTER OBJECTIVE

All exploration markers must be on space 3 or further on each exploration track by the end of the income phase in round 3.

Claim at least 6 of the solo tokens from the exploration tracks.

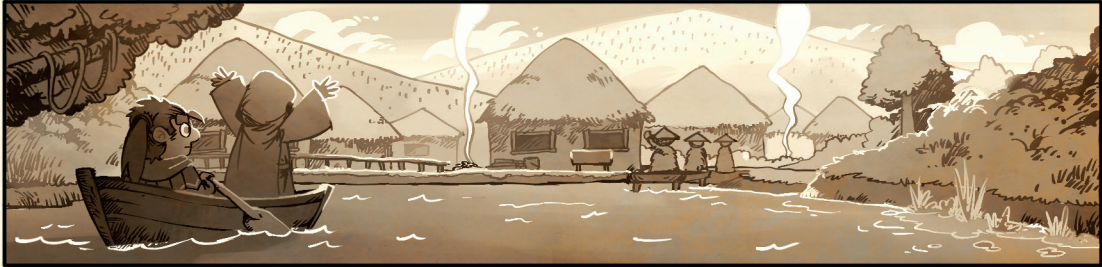


# CHAPTER 2

## Solo



The Anglins have welcomed you with open arms. Some time after establishing a rapport, you are joined by The Mayor's Assistant, who invites the Anglins to return to the Navorian mainland for a meeting. Before you go, the Anglins ask for your help to prepare for their departure. Happy to assist, you get to work on their tasks.



### ADDITIONAL SETUP

Gain 1 species token at random. Gain the contract token reward from the species token as usual.



Randomly place 2 solo tokens face down on each favour tile.



### ADDITIONAL RULES

At the end of the game, gain 3 points for each set of all 4 species icons you have.

When you claim favour with a species, take the solo tokens from that favour tile and gain the rewards from the solo tokens.

### CHAPTER OBJECTIVE

Claim at least 2 of the species tokens from the end of the exploration tracks.

At least 1 exploration marker must be on the final space of an exploration track by the end of the income phase in round 3.



# CHAPTER 3

## Solo



The invitation was a trap! The Assistant plans to seize the forgotten lands with his army and falsified documents to rule over his own province in Navoria. You and the Anglins are captured and held hostage, but you manage to escape. You must return to the town and spread the word of the Assistant's betrayal!



### ADDITIONAL SETUP

Randomly place a solo token face up on the bottommost space of each type in the town.



Randomly place 1 solo token face down on each favour tile.



### ADDITIONAL RULES

When you claim favour with a species in round 1, claim the topmost space. In rounds 2 or 3, claim the bottommost space. In the gather phase, when using the bottommost space of each type in the town, take the solo token and gain the solo token benefit instead of the usual reward.

### CHAPTER OBJECTIVE

All solo tokens must be removed from the town.  
Each exploration track must have at least one trading post.

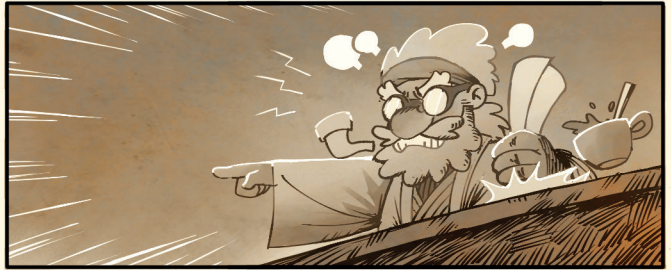


# CHAPTER 4

**Solo**



The Mayor is furious to learn of his Assistant's plans and calls for all Navorians to take up arms against the Assistant. You are sent to town to raise an army and lead them to rescue the Anglins.



## ADDITIONAL SETUP

Place a solo token on each exploration track space with a flag.



In each town area: place 2 sword tokens in the topmost space and 1 sword token in the middle space.



## ADDITIONAL RULES

Town spaces with swords cannot be used. The bottommost space of each area can be reused any number of times.

Remove the swords to make the town spaces useable. Swords must be removed in order from bottom to top. Remove 1 sword by taking the following actions:

- Claim a solo token

- Gain favour with a species.

## CHAPTER OBJECTIVE

1 exploration marker must be on the final space of an exploration track by the end of the income phase in round 3.

Each exploration track must have at least one trading post.





# CHAPTER 5

## Solo



With an army of townsfolk by your side, you march forth and free the captured Anglins. Now, one last challenge remains... onwards to save the forgotten lands from the Assistant's coup!



### ADDITIONAL SETUP

Use all of the action tokens in this chapter.

Place a food on all flag spaces of the forest territory, a mineral on all flag spaces of the desert territory, and a weapon on all flag spaces of the glacier territory.



Randomly place 3 solo tokens face down in each dock of the player board.



Instead of placing action tokens inside the bag, place them beside the board.



### ADDITIONAL RULES

In the Recruit phase, use any 4 tokens from the side of the board to recruit townsfolk cards.

Exploration markers collect goods they land on then **immediately** reset their position to the previous flag (or the starting point if collecting goods from the first flag). Additional movement is taken from that flag (or the starting point).

If a dock has one or more solo tokens when you complete an order, remove a solo token and gain its rewards alongside any normal rewards. Then, reveal 2 new townsfolk cards from a deck of your choice.

Always skip the return phase (do not return exploration markers, remove action tokens from the town, discard townsfolk cards from the display, or reveal new cards).

### CHAPTER OBJECTIVE

All solo tokens must be removed from the docks by the end of the game.