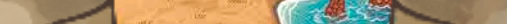




Expansion



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What's in the box



2 large double sided starting tiles



2 new double sided special tiles



24 double sided hex tiles



6 Bonus scoring tokens:
+50/+100



3 Scoring aids



Overview

Land vs Sea: Uncharted adds 3 optional scoring layers and 24 new tiles to the base game for bigger scores and an extended play time of 60 minutes.

Start your game with 1 of 2 new large double sided **starting tiles** – and start scoring from your first play!

Menhirs allow you to score all the bonus points along ley lines formed between any 2 aligned Menhirs. You can connect 2 or triangulate 3 menhirs to score even more bonus points.

Cities increase bonus point scoring for adjacent sea or land areas, and for end of game trade route scoring.

Bandits & Pirates allow you to raid the trade routes that grow as the map expands.

2 new all land / all sea tiles add new ways to fill holes in the map.

Tailor your experience

Each of the modular scoring layers in this expansion are designed to be mixed together to match the players' general gaming experience, and how new they are to *Land vs Sea*. They can be used in 2 player head to head, 3 player asymmetric, and 4 player team game modes.

For **inexperienced gamers'** first game of *Land vs Sea*, we recommend this mix of scoring layers:

1. Base game tiles and scoring.
2. Base game's Mountain and Coral scoring for a slightly more complex yet forgiving game.
3. For a longer game, add the 24 *Uncharted* expansion tiles but use Menhir scoring only from it.

For **experienced gamers'** first game of *Land vs Sea* with the expansion, we recommend this mix of scoring layers:

1. Mountain & Coral scoring (base game).
2. Caravan & Ship scoring (base game).
3. City scoring (*Uncharted* expansion).

Very experienced *Land vs Sea* players can try any mix of the base game and *Uncharted* expansion scoring layers, even on your first game of *Land vs Sea*.

Try all base game and expansion scoring layers together and see if you can score over 200 points!

Setup

Find the expansion's **Lost Traders** and **Lost Cities** special tiles and place them with the base game's **Volcano / Whirlpool** tiles, next to the tile stacks.

Shuffle the remaining 24 *Uncharted* **expansion tiles** in with the 58 base game tiles, then split them into 3 roughly even stacks of tiles.

Decide on the scoring layers you want to play with and place their **scoring aids** next to the area of play on their correct sides for the player count. Return any remaining scoring aids to the box.

Choose a face of one of the new large **starting tiles** to place face-up in the centre of the table. Put the other starting tile and original starting tile back in the box.

Starting tiles

The 2 new large starting tiles provide starting scenarios all players can start scoring from on their first turns. They are optional but we strongly suggest using them.

They feature different layouts and mixes of the original game and expansion's scoring options and are considered as 4 separate 'tiles' for scoring purposes.





Lost City & Lost Traders special tiles

During setup the 2 new special all land / all sea edged **Lost City** and **Lost Trader** tiles are placed alongside the base game's special **Volcano** / **Whirlpool** tile.

As in the base game, when you make a hole in the map, i.e. a space surrounded by **6 of the same type of edges**, for example 6 sea edges, you may choose any 1 of the currently available special tiles to place as a bonus tile placement action into that hole, rotated to fit as you choose.

Rules for the **Lost City** tile are covered on page 14.

Rules for the **Lost Traders** tile are covered on page 16.



Bonus scoring tokens

When you pass the end of the score track, take a +50 points token, or flip your existing one to its +100 side as needed.



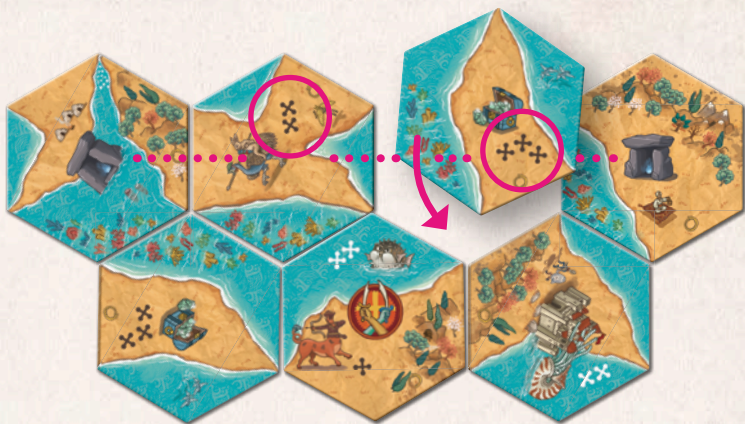
Menhir scoring



When you place a tile such that you align 2 Menhirs across a **complete row of tiles** between them, you form a 'Ley line' (a mystic line of power), and **score all the bonus points** on the tiles in-between the 2 'aligned' Menhirs.



Menhirs with gaps between them immediately become aligned to form a Ley line when a complete row of tiles is formed between them. So a player who aligns 2 Menhirs by filling the last hole in the ley line between them immediately scores all the bonus points on the Ley line between the Menhirs.

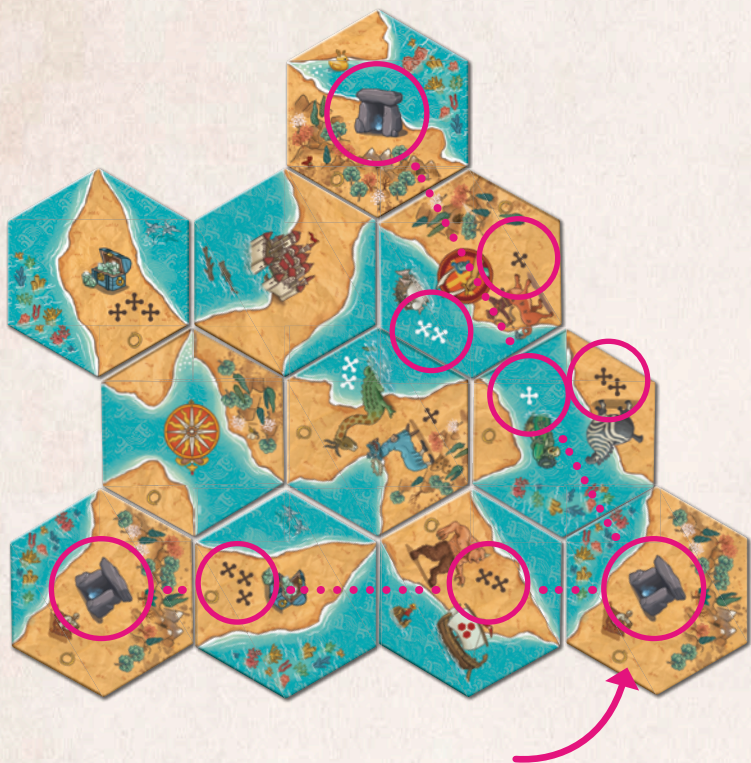


Example: The Sea player places a tile in a gap between 2 Menhirs, forming a Ley line that scores 5 bonus points.



Example: The Land player places a Menhir that aligns with another Menhir along a row of several tiles. The 3 tiles between them form a Ley line and the player scores all 6 bonus points between the 2 Menhirs.

If you place a Menhir tile that aligns with more than 1 other Menhir on complete rows of tiles across 2 or more *different* axes, score **all the bonus points** between all such aligned Menhirs.



Example: The Land player places a Menhir to align with 2 other Menhirs and scores 6 points and 5 points for a total of 11 bonus points along both Ley lines it has created.



Multiple Ley lines along a single row may be scored separately, but each Ley line stops at the first Menhir they align with. Ley lines do not travel *through* them to Menhirs further along that row. However, you may place a Menhir between 2 other distant Menhirs on the same row to score both Ley lines formed.



Example: *The sea player places a Menhir on the other side of a ley line that has already been scored. They only score the 3 bonus points in between the Menhir they placed and the first Menhir it aligns with on that row.*



- *When placing Menhirs, be aware of what other possible Ley lines you are enabling rivals or team mates to complete and score too.*
- *If you have a Menhir on the hidden side of one of your tiles, consider subtly adding bonus points to potential Ley lines before you place your Menhir. But watch out for hawkeyed players with Steal tiles!*
- *Try to set up rows to score multiple Ley lines with a single Menhir placement for extra points.*

City scoring



City tiles have 2 scoring effects:

- Increase **bonus point (and Waypoint) scoring**.
- Increase **end game trade route scoring**.

Important: Multiple cities connected to an area or trade route do not add any additional points. No matter how many cities are connected to an **area** or **trade route**, its points values are only increased once.

1. Bonus points & Waypoints

For each Land or Sea area containing or overlapped by **one or more Cities**:

- Bonus points (⛶) score 2 points each (rather than 1) for whoever completes the area that contains them.
- Waypoints score 2 points each (rather than 1) when they are scored by completing the areas they are in, or by surrounding them with 6 tiles.

Bonus points

Cities straddle both the Land and Sea sections of tiles they are on, and so increase the bonus point scoring in **both areas** they overlap.



Example: The Land player places a city tile that completes a land area containing 5 bonus points.

As usual they score 3 points, 1 for each of the 3 tiles making up the completed land area (see Scoring Land & Sea areas on page 9 of the Land vs Sea rulebook).

However, the Land player then scores 10 rather than 5 bonus points because the city icon overlaps that completed land area.





Example: The Land player places a tile completing both a sea overlapped by a city, and a land area adjacent to but not overlapped by a city. Sea scores 5 points for the 5 sea tiles in the sea area **A** completed by the land player (see Scoring Land & Sea areas on page 9 of the Land vs Sea rulebook). Then the Land player scores 10 rather than 5 bonus points for the sea area they completed because a city also overlaps that sea. The Land player also scores 4 points for the land area **B** they completed, but just the 3 bonus points in it as normal, because the adjacent city does not overlap this completed land area.



Lost City tile

The exception to this is the special **Lost City tile** which has entirely land and sea bound sides containing a City. These only increase bonus point and Waypoint scores in the matching **land OR sea area** they are part of.

Remember: Multiple cities connected to the same area do not increase bonus point scoring any further.

Waypoints



Waypoints (used as recommended in a 4 player team game, see page 15 of the *Land vs Sea* rulebook), score 2 points, rather than the usual 1, when claimed from an area overlapped by or containing a City.



Example: In a 4 player team game, a Land player places a 6th tile to surround a Land team Waypoint that is in an area overlapped by a City. They return that Waypoint to its owner and score 2 rather than the usual 1 bonus point for the Land team. If it were their own Waypoint they could place it on the open edge of the same land area again, before they draw tiles.



Score extra points by completing you or your rivals' areas containing both one or more cities and bonus points. If you don't score them, who will?

2. End game trade routes



When using city scoring with Caravan & Ship scoring from the basic game (see page 14 of the *Land vs Sea* game rules), cities increase the points earned by connected trade routes during end game scoring.

During end game majority scoring of Trade Routes, for each separate Trade Route connected to **one or more** City tiles, score 2 points per Caravan and Ship tile in the Trade Route (rather than 1).

Remember: Multiple cities connected to the same trade route do not increase end game trade route scoring any further.

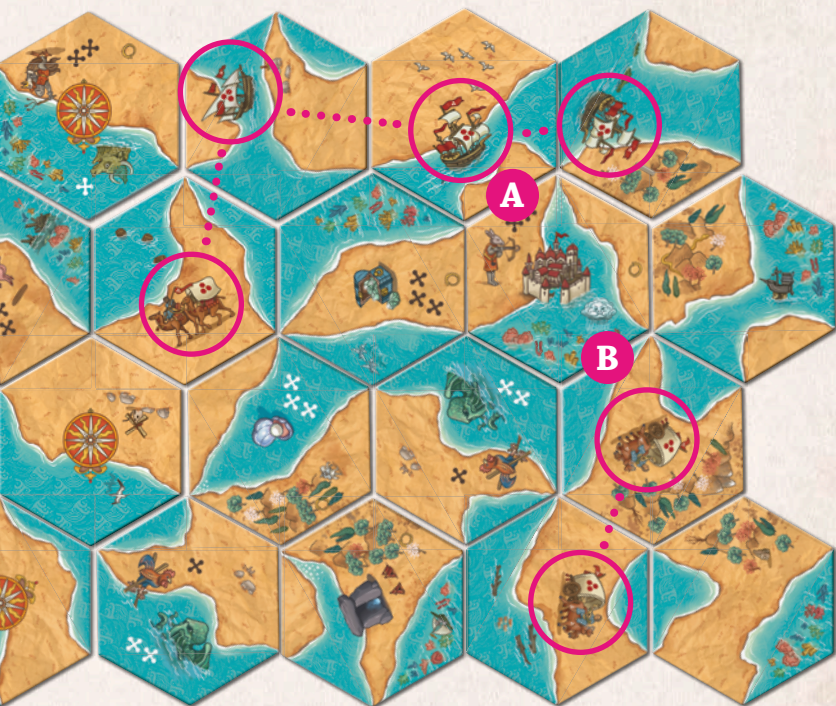


The Lost Traders tile counts as:

- **1 tile** when first connecting to a Trade Route – **scoring 2 points** as usual,
- **2 Caravans or Ship icons** during end game **trade route majority calculations**.
- **2 Caravan or Ship icons** which score 1 point each for the winner of a trade route, or 2 points each if connected to a City tile during end game **trade route scoring**.
- **2 Caravans or 2 Ship icons** when being scored by **Bandits** or **Pirates** (see page 18).

Example: During end game scoring the Sea player has a 3 to 1 majority in Ships to Caravans in the trade route above a city **A**.

They win this trade route, and because it is connected to a city tile, score 2 points per Caravan and Ship in it (rather than 1 each), for a total of 8 victory points.



Likewise, the Land player wins the other trade route of 2 Caravans connected below the same city **B**, scoring 4 rather than 2 points from it.

Bandit & Pirate ✧ scoring ✧



You may optionally use Bandit and Pirate scoring when you are also using Caravan & Ship scoring from the basic game (see page 14 of the *Land vs Sea* game rules). When you join a **Bandit** or **Pirate** tile onto a Trade Route of connected Ship and Caravan tiles, Bandits score 1 point per **caravan icon**, and Pirates score 1 point per **ship icon** in that trade route.

Bandits and Pirates are not counted as caravans or ships themselves for the purposes of scoring.



Consider making various smaller trade routes to reduce the chance of your rival gaining many points from Bandits or Pirates connecting to large Trade Routes.

Try to use Bandits or Pirates to cut off the remaining connection point to a trade route you are currently winning.

Example: The Land player connects a Pirate tile to a trade route with 3 Ships and 1 Caravan, scoring 1 point per Ship in it.





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