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Game: **ISLA DORADA**
Pub: **Fantasy Flight Games (2010)**

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For best results, print on card, laminate and trim to size.

ISLA DORADA

Setup

Place the **board** on the table, and the 16 **exploration markers** in the numbered spaces at the top of the board, with the red markers on spaces 4 and 9.

Place the **expedition figure** on base camp where the crashed blimp is located. Each player takes **10 gold**. The youngest player takes the **leader token**.

Goal Cards

Separate the **goal cards** by type (starting treasure cards, standard treasure cards, curse cards, and destiny cards), then shuffle each deck.

Place the deck of standard treasure cards facedown next to the board to create the **treasure deck**.

Deal each player 3 starting treasure cards, 2 destiny cards, and 1 curse card. Each player must keep his curse card secretly in his hand.

Each player selects one destiny cards to keep in his hand, and discards the other without revealing it.

Each player selects 2 starting treasure cards to keep in his hand, and discards the other without revealing it.

The remaining and discarded **starting treasure cards** go back in the box without being revealed.

The remaining **curse cards** are placed in a facedown deck next to the board.

Place the **destiny cards** discarded by players at the bottom of the destiny deck, then place this deck facedown next to the board.

Adventure Cards

Shuffle the **adventure cards** and deal 6 cards to each player. The remaining adventure cards are placed in a facedown deck near the board. Reveal the top 4 cards of this deck and place them faceup in a row next to the deck.

If any player has a card in his starting hand with a **bolt symbol** in the upper-right corner, he must discard it and take a new one; repeat this process if he draws another card with a bolt symbol. Similarly, discard any faceup card with a bolt symbol and replace it with a new card. Shuffle all the discarded cards back into the deck.

Starting the Game

The first round now begins; the game lasts at least 16 rounds.

The number of cards in a player's hand and his amount of gold has are public knowledge, but goal and adventure cards must be kept hidden.

A Game Round

1. Bidding

Players use **adventure cards** to bid for the right to move the expedition. *Kamels* allow a player to bid on movement over sand paths, *Gonogos* on movement over jungle paths, and so on.

The player with the **leader token** places the expedition figure at the beginning of the path he wants it to take, then announces his bid and destination; he can bid any number he can pay, including **0**.

Going clockwise, each player must either **pass** or make a **higher bid**. When a player makes a higher bid for a different path, he moves the expedition figure to indicate which path he wants it to take.

Bidding continues until all other players have passed after a bid. **The highest bidder becomes the new expedition leader**, takes the leader token and must discard a number of adventure cards equal to his bid. The bid must be paid entirely by the highest bidder.

A player who has passed can later re-enter the bidding. A player can make a higher bid for the same path the expedition is already on. A player who has bid on a path can later bid on a different one. A player cannot bid more than he can pay in cards, but he does not have to show his cards when bidding. Players cannot trade or donate cards.

A player who bids **4** or more can play an **Ovetos** to end the bidding round immediately.

A player who is bidding can also play a **Juju** card on any other player, who cannot then take part in the bidding for the rest of this round.

Yaks can be spent for travel on a mountain path. **Kamels** can be spent for travel on a sand path. **Gonogos** can be spent for travel on a jungle path.

Kayaks can be spent for travel on a water path (river, lake, or sea). Each has a value of 2 (*ie*, a bid of **4** on a water path is paid for with only 2 Kayak cards).

River movement is *only downstream* in the direction indicated, but the expedition does not have to stop at the first site if the river continues beyond. It must stop, however, if it reaches a lake or sea entrance.

Drako and Zeppelins can be spent for air travel to any site on the board. They can also be used as *joker* cards to combine with other adventure cards when paying for travel on any path (including water paths).

A *Drako* has a value of 2 and costs 1 gold to play; a *Zeppelin* has a value of 5 and costs 3 gold to play.

Air travel is only possible with these cards. Announce the destination and leave the expedition figure on the starting site. Players cannot make a first bid of **0** for air travel.

A **Shaman** can be played with any number of identical animal cards (*Yak*, *Kamel*, or *Gonogo*) to change them into a different type of animal.

2. Moving

Move the expedition figure and the lowest available exploration marker to the destination site.

Except for river movement and air travel, the expedition always moves to the first neighboring site that reaches and stops.

The destination location has now been **explored**.

If the expedition returns to a site that has already been explored, place a second (or third, etc) marker on the same site.

Do not place a marker if the expedition moves to the base camp site.

Mar Maldita

To track sea travel for the *Mar Maldita* destiny card, the expedition leader places a sea travel token on a sea path each time the expedition travels by sea.

Once both tokens have been placed, there is no need for more.

Sangaia

During movement, any player can play a **Sangaia** card. Instead of stopping at the destination site, the expedition leader moves the expedition figure again on a different path of the same type (water paths are all considered to be the same type). The card cannot be played if there is no other path of the same type.

Do not place a marker on the site where the expedition did not stop.

If the expedition traveled by air, the expedition leader must move the expedition figure to any neighboring site of the original destination.

3. Being Cursed

If a player has a **curse card** for the site where the expedition now stands, *he must play it*, faceup with his gold and found treasures.

4. Finding Treasures

If a player holds a **treasure card** for the site where the expedition now stands, he plays it faceup next to his gold.

These cards must be visible to all players. If a player holds 2 or more treasure cards of the same site, he can play all of them at once.

Bonus (+3) A player who plays a treasure card can play a Bonus card at the same time if it features an identical treasure symbol. Place played Bonus cards faceup next to that player's gold and treasure cards.

Bongo A player can discard a Bongo card in order to play exactly one treasure card of a neighboring site.

Neighboring sites include any land, river, or lake paths that are directly connected to the site where the expedition now stands (not sites connected by sea paths).

5. Receiving Cable News

If the **exploration marker** placed on a site is red—which happens during round 4 and round 9—the players receive a cable newflash of other treasures that are on the island.

During round 4, each player receives 2 cards from the treasure deck, keeping one in hand and discarding the other.

During round 9, each player receives 3 cards from the treasure deck, keeping 2 in hand and discarding the other.

Shuffle discarded cards and place them on the bottom of the treasure deck.

If a player receives a treasure card for a site where the expedition has already stopped, or the site where the expedition is currently located, he cannot play that treasure card until the expedition moves to the site again on a later turn.

6. Drawing Adventure Cards

Starting with the expedition leader and going clockwise, **each player draws one adventure card** at no cost.

A player may then buy one (and only one) additional card for a price of 1 gold.

When drawing, a player can take one of the 4 faceup cards or the top card of the adventure deck.

When a faceup card is taken, replace it immediately with the top card of the deck.

If the adventure card deck is exhausted, shuffle the discard pile to create a new deck.

After all players have drawn adventure cards, any player with more than 10 adventure cards in hand must discard cards of his choice to reduce his hand size to 10. Then begin the next round.

End of the Game

After the final exploration marker is placed on the board, the game ends when the round is completed.

Players reveal their destiny cards and score:

- 1 point for each remaining gold;
- Points for treasure they have found (played faceup treasure cards and Bonus cards);
- Points for their destiny card; and
- Negative points for any curse cards they played.

The player with the highest total wins.

Bolt Symbol Adventure Cards

Cards with a **bolt symbol** are special and are not added to a player's hand. When a player draws one of these cards, faceup or facedown, he immediately discards it and performs its specific effect:

Makaks

Draw a random adventure card from the hand of another player of your choice, then adds it to your hand.

Bigfoot

The first player who draws a Bigfoot card places the Bigfoot figure on any jungle, mountain, or sand path on the board. This path is now blocked and cannot be used by the expedition as long as he stands there.

If the Bigfoot figure is already on the board, you must move Bigfoot to a new path. Bigfoot can be moved to block *any* land path.

Leviathan

Leviathan cards work like Bigfoot cards. Place the Leviathan figure on any water path. The Leviathan blocks the path exactly like Bigfoot, and can be moved to block *any* water path.

Antik

Draw 2 cards from the treasure deck; add one to your hand and place the other at the bottom of the treasure deck.

Istwa

Draw a destiny card from the deck, then either discard it or discard your current destiny card and keep the new one. Place the discarded destiny card on the bottom of the destiny deck.

Marabout

Draw a treasure card at random from another player's hand (not from treasure cards already faceup on the table), then add that card to your hand.

Diawas

Immediately shuffle together the adventure card deck, the faceup adventure cards, and the discard pile (including the *Diawas* card). Then reveal 4 new faceup cards and choose one new adventure card from either the faceup cards or the deck.

Panda

Choose any 2 players (including yourself). Each player chooses and discards 3 adventure cards.

Samedi

Choose 2 players. Each player draws one curse card and adds it to his hand.

If a player draws a curse card for a site where the expedition has already stopped, or the site where the expedition is currently located, he will only have to play this card if the expedition moves to this site during a later round.

Alternative Cooperative Bidding

Players use adventure cards to bid for the right to move the expedition.

The player with the **leader token** places the expedition figure at the beginning of the path he wants it to take, then announces his bid and destination; he can bid any number he can pay, including 0.

Going clockwise, each player must either pass, add to an existing bid, or make a new bid and propose a new destination.

If a player adds to an existing bid, he states how much more he is willing to pay to strengthen the original bid and the total value of the new bid. 2 or more players can add to the same bid.

A player can propose a new destination and bid at least 1, even when his bid is lower than the highest bid made so far, hoping that other players will add to it.

If, at any time during the bidding round, 2 or more players are committed to the same shared bid, then none of these players can bid on any other destination.

Move the expedition figure to the path with the current highest bid.

Bidding continues until all other players have passed after a bid.

The new destination is determined by the highest current bid.

A player who bids 4 or more, or who adds to an existing bid for a total of 4 or more, can play an **Ovetos** to end the bidding round immediately.

A player who is bidding can also play a **Juju** card on any other player, who cannot then take part in the bidding for the rest of the round. If the targeted player was part of a shared bid with other players, the amount he already committed to the bid is still valid, but he cannot add to it.

A player who has passed can later re-enter the bidding. A player who has bid on a path can later bid on a different one, but only if he was alone in his previous bid. A player cannot bid more than he can pay in cards, but he does not have to show his cards when bidding.

ISLA DORADA

1. Bidding

The player with the **leader token** places the expedition figure at the start of his chosen path, then announces his bid in **adventure cards** (any number he can pay, including **0**) and destination.

Going clockwise, each player must either **pass** or make a **higher bid**. A player bidding higher for a different path moves the figure to the start of the new path.

Bidding continues until all other players have passed. **The highest bidder becomes the new expedition leader**, takes the leader token and discards adventure cards equal to his bid.

A player who bids **4** or more can play an **Ovetos** to end the bidding round immediately.

A bidding player can also play a **Juju** card on any other player, who cannot then take part in the bidding for the rest of this round.

Yaks can be spent for travel on a mountain path.

Kamels can be spent for travel on a sand path.

Gonogogs can be spent for travel on a jungle path.

Kayaks have a value of 2 and can be spent for travel on a water path (river, lake, or sea).

River movement is *only downstream* in the direction indicated, but the expedition does not have to stop at the first site if the river continues beyond. It must stop, however, if it reaches a lake or sea entrance.

Drako and Zeppelins can be spent for air travel to any site on the board. They can also be used as *joker* cards to combine with other adventure cards when paying for travel on *any* path.

Drako has a value of 2 and costs 1 gold to play.

Zeppelin has a value of 5 and costs 3 gold to play.

Air travel is only possible with these cards. Announce the destination and leave the expedition figure on the starting site. Players cannot make a first bid of **0** for air travel.

A **Shaman** can be played with any number of identical animal cards (*Yak*, *Kamel*, or *Gonogo*) to change them into a different type of animal.

2. Moving

Move the expedition figure and the lowest available exploration marker to the destination site.

Any player can play a **Sangaia**: instead of stopping at the site, the expedition leader moves the figure again on a different path of the same type. If the travel was by air, move the figure to any neighboring site of the original destination.

3. Being Cursed

If a player has a **curse card** for the site where the expedition now stands, *he must play it*, faceup with his gold and found treasures.

4. Finding Treasures

A player who holds one or more **treasure cards** for the site where the expedition now stands, plays them faceup next to his gold.

If you play a treasure card you may also play a **Bonus** card with an identical treasure symbol.

You may discard a **Bongo** card in order to play **one** treasure card of a neighboring site (any land, river, or lake paths that are directly connected to the current site, and not connected by a sea path).

5. Receiving Cable News

If the placed **exploration marker** is red:

During round 4, each player receives 2 cards from the treasure deck, keeping one and discarding the other.

During round 9, each player receives 3 cards from the treasure deck, keeping 2 and discarding the other.

Shuffle discarded cards and place them on the bottom of the treasure deck.

6. Drawing Adventure Cards

Starting with the expedition leader and going clockwise, **each player draws one adventure card** at no cost.

A player may then buy **one** additional card for 1 gold; take one of the 4 faceup cards (replace it immediately) or the top card of the adventure deck.

If the adventure card deck is exhausted, shuffle the discard pile to create a new deck.

After all cards have been drawn, any player with more than 10 adventure cards in hand must choose and discard cards back to 10.