

Setup

Map: Place 2 Known Sea Progress chits, Incan & Aztec Mil. & Awe (Place NWP & SSA Known Progress off to side until Panama Base discovered).

Players: Take a colored set of chits, play mat, ship card, explorer, & 6 outfitting cards. Start with 2 crew & 2 provisions.

General Notes

• **Shiphandling:** Limits the number of extra ships that may be outfitted.

• **Automatic Discoveries/Effects:** Items printed in a white box automatically are discovered or affect expeditions entering that space.

• **No exploration cards drawn** in the Straits of Magellan, New World bases, or by ships not intending to leave a mid-Atlantic port.

• **Known Waters:** Returning expeditions retracing a route are in Known Waters.

• **Scuttling Ships:** When forming an inland expedition, a player may choose to scuttle his ships to avoid the affects of Dissension card 173. Turn in all chits on the ship card & set it aside.

• **Hungry:** Land expeditions may not trade a Provision for Progress if Hungry.

• **Gold:**

a) Discoveries: Do not place a marker. Instead take a gold chit.

b) Gold may be spent to purchase crew, soldiers, provisions during outfitting or as an expedition action at a New World base to buy crew & soldiers.

c) After outfitting, all unused gold must be turn in before launching.

• **Major Expedition:** If a Major Expedition is scored, no other discoveries are scored by that player.

• **Trades:** Allowed between players in the same space.

Civilization Encounters

• **Entry:** An inland expedition discovering a civilization may change status to its "Rumors" space, marking where it came from with a discovery chit.

• **One ruler/ally:** If more than one expedition is encountering a given civilization, only one of them at a time may seize its Ruler or gain Native Allies.

• **Enter Capital:** Must have seized its Ruler, gained a capital entry chit, or be allowed to do so by its current card. Only one expedition may be in the Capital at a time. A second expedition that enters must attempt to take over the first expedition. If unsuccessful it must immediately leave.

• **Defeating an Empire:**

1) Awe = 5.

2) Mil. = 0.

3) Conquering expedition must be in its Capital. If another expedition is in the Capital, it does not defeat the Empire until it achieves a result that would either increase the Awe or decrease the Mil. further.

• **VPs:** The conquering expedition does not have to return to base. If it does not win the game, place the appropriate base, turn in the expedition (except the Leader), draw cards, taking 5 extra gold, and continue.

Launching an Expedition:

1) **From Europe.**

2) To a **Land Sighted** chit:

Roll 1 die and take that many scurvy losses (-1 if caravel, may eat horses). May not change status until next turn.

3) From a New World base:

a) **Hispaniola** (CB1):

Caravels, carracks or inland expeditions. May launch by sea into adjacent coastal space or stay in base to provision. Place in space if inland.

b) **Panama City** (CA1):

Caravels or inland expeditions. May launch by sea into adjacent coastal space. Place in space if inland.

c) **Lima** (CA3): Inland

expeditions. Place in space.

d) **Mexico City** (CA4): Inland

expeditions: Place in space.

Base notes: Native Guides/Interpreters may be outfitted (with proper card) if Landfall in the region has been published. A letter of credit may be exchanged for 1 gold for later use in the outfitting process.

Notes: Previous outfitting decisions may be altered: see 5.15-5.17. An expedition may not be aborted on the turn it is launched.

Expedition Must Return:

Inland/Raft: Must move by shortest path to its ships or a closer New World Base.

Ships: Must retrace its path to Europe or a base, unless an alternative path is both shorter & through Known Waters. Only allowed side trips are to P spaces.

Expedition Return: Publish

1. Advance Known Progress chits. If one is moved to a Land Sighted space, replace it with a Land Sighted chit.

2. Score VPs & place Known markers on Rivers, Bays, Hardwood, Channels & Civilization entry spaces (only). Gold counts for VPs & are used for outfitting.

3. Draw outfitting cards. Turn in all chits, keep leader unless it is 2nd-in-command.

4. Place New World Bases.

5. Play outfitting cards.

Notes:

• **Mississippi & St. Lawrence Rivers** each have 2 discovery spaces but only one may be reported and published.

• **Natives** are guides, interpreters, porters, or "natives for Europe."

• **Hardwood** must be harvested as an expedition action; the discovery alone does not count for VPs.

• **Channels** count for 0 VPs but gain extra outfitting cards.

Together with the Age of Exploration charts and summary on the back of the rulebook, these notes should provide a relatively complete reference.

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