

REINER KNIZIA

The Quest for La course vers

EL DORADO



Ravensburger

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*Reiner Knizia thanks all the playtesters who contributed to the development of **THE QUEST FOR EL DORADO**, in particular Iain Adams, Sebastian Bleasdale, Chris Dearlove, Drak, Martin Higham, Ross Inglis, Kevin Jacklin, Chris Lawson and Dave Spring.*

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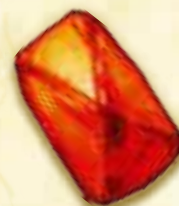


*Deep in the dense jungles of South America lies **EL DORADO**, the city of gold. Unlimited treasure waits in this lost kingdom - gold, jewels, and precious artifacts.*

*You are a group of daring adventurers who embark on a search for the lost city. Slip into the role of brave expedition leaders and guide your team to **EL DORADO**.*

Assemble a team of experts for your expedition, acquire valuable equipment, and plan your journey wisely.

Whoever crosses the border into the golden city first wins the game and claims all the treasure.



COMPONENTS



HOW THE GAME WORKS

The route for each game is constructed from some of the terrain tiles, and possibly either or both of the terrain strips. This will always include the starting tile and the ending tile.



Each terrain tile or strip is double-sided, with an identifying letter in its central hex. The starting tile is **A** on one side and **B** on the other. The ending tile is also double sided but has no identifying letters.



Your adventurer playing piece starts from one of the starting spaces of the starting tile. The aim of the game is to move your playing piece along any path of hexes to the ending tile, the gate to EL DORADO.

Each player starts with a **face-down** deck of cards – his or her expedition – to draw from. At the beginning of the game, your deck contains the following 8 cards:

1 Sailor, 3 Explorers, and 4 Travelers.



You start each turn with 4 cards in your hand.

Use your expedition cards to move your playing piece or to hire more people and items for your expedition.

Hiring people and items adds cards to your deck; you may also be able to remove some cards from your deck.



THE FIRST PLAYER TO REACH THE GATE TO EL DORADO WINS.

SET UP THE GAME

ROUTE

For your first game, assemble the route as shown below.



MARKETPLACE

Every game must be played with all 54 marketplace expedition cards. Sort the cards face up and put the 18 different card types in a pile next to the route, like so:

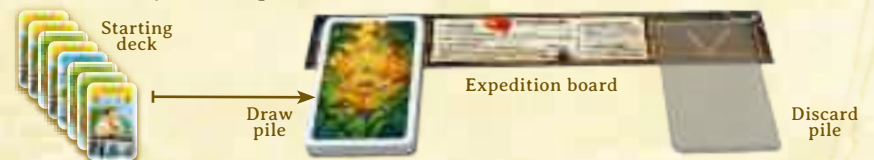


PLAYERS

Each player receives, in the color of their choice:

- 1 playing piece when playing with 3 or 4 players,
- 2 playing pieces when playing with 2 players
- 1 expedition board, placed in front of the player
- 1 starting deck of 8 cards (each card with the player color in the bottom right corner)

Shuffle your starting deck and place it face down as your draw pile on the left of your expedition board.



Before your first turn, draw 4 cards from your deck into your hand.

Whoever sat down first at the table goes first. That player receives the starting player hat token and puts 1 of his or her playing pieces on starting space #1.

All other players, in turn order, place their playing pieces on the next vacant starting space.

In the 2-player game, the starting player occupies starting spaces #1 and #3, the other player starting spaces #2 and #4.



TURN STRUCTURE

Each player's turn consists of 3 phases:

1. PLAY CARDS



Play cards to move your expedition and/or to buy a new card.

2. DISCARD PLAYED CARDS



Put all played cards on your discard pile.

3. DRAW CARDS



Draw cards until you have 4 cards in hand.

The player with the starting player hat token starts the race and completes all 3 phases. Then the next player in turn order does the same.

Your goal is **EL DORADO**!

PHASE 1 - PLAY CARDS

Play any number of cards from your hand to (A) move your playing piece and/or (B) buy up to 1 new card for your expedition.

Each card in your hand can only be used **once per turn**.

First, play cards that you want to use for moving. Use the rest of your cards to buy up to 1 new card.

A - MOVEMENT

The path to **EL DORADO** leads through different types of terrain: landscape (green, yellow, blue), rubble (gray), and base camp (red).

Each hex space shows the requirements you have to meet to move onto it. The more symbols depicted on the space, the more difficult it is to move there.

The number of symbols equals the space's power.

• LANDSCAPE SPACES

Play one card from your hand and place it face up above your expedition board.

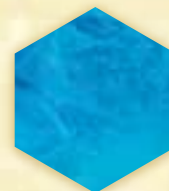
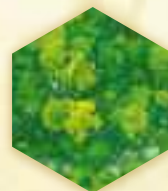
Most cards have a power value. The power value allows you to move 1 or more spaces adjacent to the position of your playing piece.

Then, you may play another card to move further.

Any played card must meet 2 requirements:

1. The symbol on the card **must match the color/symbol** on the space that you want to move to.
2. The power value of the card **must be equal or higher** than the power of the space.

If both conditions are met, you can move onto that space.



If you have "leftover" power, you may use it to continue moving to the next space. The same 2 requirements apply, but you first subtract the power you already spent from the played card's power value.

You can stop moving at any time. In that case, you lose any unspent power **immediately**.

IMPORTANT: You cannot combine multiple cards to move onto a landscape space with high power value!

Example:

Sarah plays an Explorer and moves 1 green space.

Then she plays a Scout and moves 2 spaces.

Finally, she plays a Trailblazer and moves onto the 3-power space.



• SPECIAL SPACES



To move onto a rubble or base camp space, use **any** cards from your hand. The number of symbols on the space indicates the number of cards you need to play. The identity of those cards is irrelevant.

Cards you play to move onto a rubble space are placed **above** your expedition board.

Cards you play to move onto a base camp space are **completely removed from the game** and put back into the box. **These will not be used again this game.**

Hint: *This is a great way to get rid of weak cards from your deck and keep your expedition "lean". This makes it possible for you to keep drawing your best cards with the highest power level.*

IMPORTANT!

YOU CAN NEVER MOVE ONTO MOUNTAINS (BLACK) OR SPACES THAT ARE ALREADY OCCUPIED BY OTHER PLAYING PIECES.

• BLOCKADES

Blockades are **obstacles** on your path.

The first player who wants to pass a blockade must **overcome** it by fulfilling its power requirement (number of symbols on the blockade). To do that, he or she plays cards just like he or she would for movement. **That player then gets to keep the blockade.**

Blockades are used as tie breakers at the end of the game; for this purpose, they also have a number (1-6). After a blockade has been removed, all players may now freely enter the previously blocked tile or strip. **Blockades work exactly like other spaces.**

B - BUY NEW CARDS

You can buy up to 1 card per turn, whether you have moved this turn or not.

Cards with a coin symbol are worth their power.

All other cards are worth ½ a coin each.

Play **any** number of cards and add their values together.

This is the total amount of coins you can spend on the new card.

No change is given!



Example:

John decides not to move this turn.

Instead, he plans a big purchase.

First, he plays all the cards from his hand:

1 Traveler, 1 Photographer, 1 Explorer, and 1 Sailor.

Then he adds up their coin values:



1 coin + 2 coins + ½ coin + ½ coin = 4 coins



Purchase price:
4 coins

John can now afford any card from the market board that costs 4 or less coins.

He chooses the Transmitter (purchase price 4 coins) and puts it on his discard pile.

HOW CAN I BUY THE REST OF THE EXPEDITION CARDS?

Initially, you may choose from any of the 6 **different expedition card piles** on the market board. Once all 3 cards of a pile have been sold, you gain access to the cards **above** the market board.

If there is at least one vacant spot on the market board, you may choose any expedition card that you can afford, even if they are off the market board.

If the chosen card is from one of the piles above the market board, place its pile on the vacant spot on the market board to buy one of these cards. Each time there is a vacant spot on the market board, you have access to all remaining expedition cards.

SPECIAL CARDS: ITEMS

These cards are marked by a **crossed-out card symbol**. Item cards can only be played once per game. After an item card is used, remove it from the game and put it back into the box.

Do not place it on your discard pile!

Exception: *If you play an item card without using its function (e.g. to move onto a rubble space, or to spend it as ½ a coin), place it above your expedition board, then put it on your discard pile in phase 2.*

You can find an overview of all expedition cards in the glossary on page 12.

PHASE 2 - DISCARD PLAYED CARDS

At the end of your turn, put all cards you placed above your expedition board during phase 1 face up on your discard pile. These are all cards you played excluding any cards that were completely removed from the game. Your discard pile is located on the right of your expedition board.

If you still have cards in your hand, you can now choose to keep them in your hand for your next turn, or discard them as well. You may decide for each card individually.

PHASE 3 - DRAW CARDS

Finally, draw cards from your draw pile until you have 4 cards in your hand.

If you already hold 4 or more cards in your hand, do nothing.

Your draw pile is empty? If your draw pile does not contain enough cards to draw for your next turn, draw as many as possible. Then, shuffle your discard pile to form your new draw pile, then draw the rest of the cards you need. The turn passes to the next player in turn order.

END OF THE GAME

When a player reaches one of the 3 finishing spaces on the ending tile, this triggers the final round. (The player then places their playing piece on the gate to EL DORADO to free up the finishing space.)

Each player left in that round will now play their final turn. Once the round is completed, the game is over.

If the last player of a round reaches one of the finishing spaces first, the game immediately ends. If only one player has reached EL DORADO, this player wins.

What happens if the game is tied?

If the final round ends up with multiple players reaching EL DORADO, the player who has collected the most blockades wins the game.

If there is still a tie, the tied player with the highest numbered blockade wins.

If the tied players do not have any blockades, then the player who reached EL DORADO first wins.



RULES FOR 2 PLAYERS

Set up the game as usual.

The rules during the three phases remain unchanged. Each player gets a second playing piece in their color.

The starting player places their playing pieces on starting spaces #1 and #3, the other player on #2 and #4.

When moving on your turn, for each card you play, choose which playing piece that card applies to. Move that playing piece, then choose again for your next card. You cannot use a card for both of your playing pieces by splitting up its power.

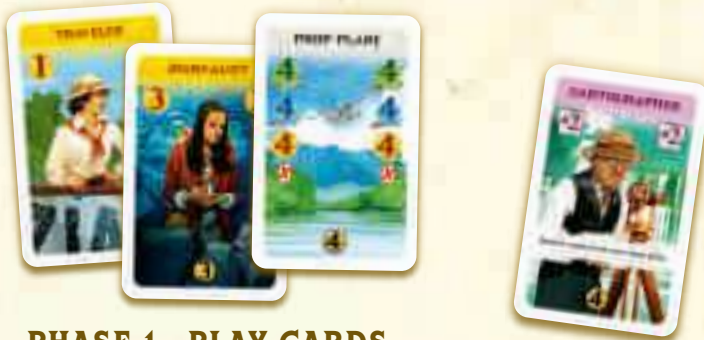
As usual, you cannot move onto a space that is already occupied by another playing piece – even if it is yours.

To win, you must reach EL DORADO first with both of your playing pieces.

If both players manage to reach EL DORADO with their second playing piece during the final turn, use the usual tie-breaker rules.

EXAMPLE OF A COMPLETE TURN

Anne has these 4 cards in her hand:



PHASE 1 - PLAY CARDS

First, Anne plays the Cartographer above her expedition board and draws 2 additional cards from her draw pile.

Next, Anne starts moving.



a. She plays the Pioneer and moves 3 spaces (machete 1 + machete 2 + machete 2).

b. Then, she moves onto the adjacent base camp.

To do that, she must remove one card from her hand.

She chooses the Traveler and removes it from the game, putting it back into the box.

c. To continue moving, Anne plays the Prop Plane as "paddle".

She uses it to move across the 2 adjacent river spaces (paddle 2 + paddle 1).

Since she cannot use the remaining 1 power of her Prop Plane, it goes unspent.

She must remove the Prop Plane from the game, putting it back into the box.

d. Next, she plays the Native and moves her playing piece onto the rubble space.

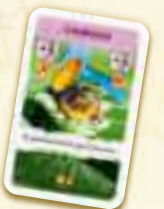
The Native allows her to ignore a space's requirements, which means she does not have to play 3 cards from her hand to move onto the rubble space.

Anne uses her final card to buy a new card. She plays the Journalist to gain 3 coins.

- Since there is a vacant spot on the market board, she can purchase any expedition card she likes. She chooses Compass (2 coins) and puts it on her discard pile. Since it is only possible to buy 1 card per turn, her final coin goes unspent.
- Finally, she puts the remaining cards from the Compass pile on the vacant spot on the market board.

PHASE 2 AND PHASE 3

Anne puts all cards that she played this turn and placed above her expedition board on her discard pile and draws 4 cards from her draw pile.



OTHER PATHS TO EL DORADO

Here are some suggested routes for your next games.

During setup, place a **random** blockade on each connection between two terrain tiles (**not pictured below**).

When using terrain strips, only place **one** blockade (at the starting side of each strip).

EASY



HILLS OF GOLD



HOME STRETCH

MODERATE



WINDING PATHS



SERPENTINE

DIFFICULT



SWAMPLANDS



WITCH'S CAULDRON

YOU CAN ALSO DESIGN YOUR OWN ROUTES
TIPS AND TRICKS FOR YOUR OWN ROUTES!

- Avoid having long stretches of terrain that are the same color. The more diverse you make your route, the more exciting (and challenging) the game will be.
- Any shortcuts should lead across spaces with difficult terrain. The long way around should be easier to pass.
- If you are planning a curved route, make sure that the inner path is harder to traverse. That makes many different paths viable and each player can apply their favorite tactics.
- Don't create too many bottlenecks! Only the right mix makes your race into a real adventure!

CAVES VARIANT

Once you have proven your exploration prowess by playing a few games, try the caves variant.

Your goal is still to be the first expedition to reach **EL DORADO**, but additionally you have the option to explore caves on the way. Within those caves you find tokens that give you an additional advantage.

During setup, shuffle all 36 cave tokens.

Create **face-down** piles of 4 tokens each, and place one pile on every mountain space on your route that shows a cave.

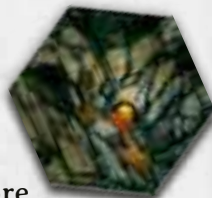
If your playing piece comes to a stop next to a cave after you have completed the movement for a card, then explore the cave. (Your playing piece must stop there, you cannot explore while passing a cave.)

To explore the cave, take the top cave token from the pile and put it **face up** in front of you. You can own any number of cave tokens.

Once you have collected a cave token, you can play it any time during your current turn, or during any of your later turns.

Played cave tiles are removed from the game.

Put them back into the box after use.



SPECIAL SITUATIONS

If your playing piece is separated by a blockade from a cave, you cannot explore the cave. If you then overcome the blockade, which is treated like any other space, you can then also explore the cave. However, if another player overcomes the blockade, this does not happen in your movement phase, hence you do not draw a cave token from the cave and miss out on the exploration of that cave.

When your playing piece already stands next to a cave, and you want to explore the cave again, you first need to move away from the cave, stopping on a space that is not adjacent to the cave. Then you can move your playing piece to a space next to the cave again to explore the cave once more.

If you happen to come to a stop next to two caves, treat each cave separately.



Example:

Julian plays an Explorer and moves his playing piece onto the jungle space next to the cave.

He takes the top cave token and places it face up in front of him.

Julian immediately uses the cave token to move to the next space.

That space is also next to the cave, but since he moved from one adjacent space to the next, he does not get another cave token. Alternatively, Julian could have saved his cave token for a later movement or to purchase a card.

THE GAME CONTAINS THE FOLLOWING CAVE TOKENS



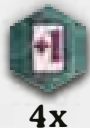
2x

Play machete, coin, or paddle tokens like cards to move onto spaces of the matching color/symbol.

3x

Alternatively, you can use coin tokens to buy a card.

2x



4x

These tokens allow you to draw an additional card from your draw pile into your hand. Just like the Cartographer, this token allows you to play that card in the same turn.



4x

Play these tokens to remove any card in your hand from the game, putting it back into the box.



3x

These tokens allow you to replace the cards in your hand. When you play the token, place up to 4 cards from your hand above your expedition board (without further effect), then draw that many cards from your draw pile. If your draw pile is empty, first shuffle your discard pile as usual, then draw.



2x

Play this token immediately after using an item card. Instead of removing that item from the game, put the item card on your discard pile during phase 2 of your turn.



2x

After playing this token, you are allowed to move onto or past an occupied space for the rest of your turn. Mountains are still off-limits.



2x

This token works just like the Native. Use this token to move onto any adjacent space, ignoring its requirements. You cannot use this token to move onto an occupied space or a mountain.



2x

Play this token to change the symbol of the next card you play. For example, you can use a Trailblazer (machete 3) as a coin 3 or paddle 3.

EXPEDITION CARDS



Green cards help you clear a path through the jungle.



Blue cards give you paddles to move across rivers.




Yellow cards give you coins to travel through villages or hire new team members and items.



White joker cards allow you to choose **one of the three symbols** whenever you play them: machete, paddle, or coin.

ACTION CARDS

Purple action cards can be played at any time during your turn, either while moving or while buying. Follow the card's instructions and then continue playing. **Don't forget to remove cards with the  symbol from the game after using them!**



TRANSMITTER

When you play the Transmitter you may take any expedition card without paying for it. Choose any card on the market board or above it. Put the new card on your discard pile, as usual. Remember to remove the Transmitter from the game after using it.



SCIENTIST

Use the Scientist to optimize your expedition. She allows you to immediately draw an additional card and then, if you want to, you may remove any card in your hand from the game.



CARTOGRAPHER

The Cartographer allows you to draw 2 cards from your draw pile and play them this turn. If your draw pile is empty, first shuffle your discard pile as usual, then draw.



TRAVEL LOG

The Travel Log lets you draw 2 cards and then remove up to 2 cards in your hand from the game. Unfortunately, the Travel Log also removes itself from the game.



COMPASS

The Compass allows you to draw 3 cards, but you must remove the Compass from the game after use.



NATIVE

The Native knows the lay of the land and always lets you move one space when played. Ignore that space's requirements and just place your playing piece on it. The Native can also tear down blockades, but you cannot use it to move to an occupied space or onto a mountain space.