

SETTING UP THE GAME

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

26 754 5

For subsequent games, you can design your own jungle courses or follow our recommendations on the back of this page.

Continue reading the instructions *after* assembly.

A - Setting up the first game

- 1 The race begins on the starting tile.
- 2 Look for the 5 terrain tiles shown in the illustration. They are double-sided, so you might need to turn them over. Assemble the tiles by laying them out as shown below.
- 3 Align the ending tile as shown. This is the gate to El Dorado, the goal of your expedition.

- 4 Shuffle the 6 blockades face down. Put a random blockade on each connection between two terrain tiles, then turn it face up. Return the rest of the blockades to the box.



Starting spaces 1-4

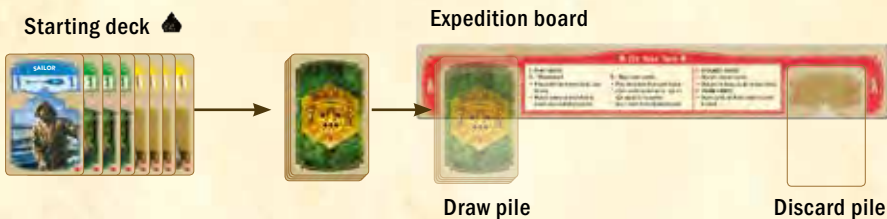


B - Game contents

Each player receives in the color of their choice:

- 2 playing pieces
- 1 expedition board
- 1 starting deck of 8 cards (1 Sailor, 3 Explorers, and 4 Travelers with a hat icon in the corner) that you shuffle and set aside as your draw pile.

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



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. (The second game piece is only used in the 2-player game. The starting player occupies starting spaces #1 and #3, the other player #2 and #4.)



Starting player hat token



Playing piece

Starting space #1



C - Marketplace

Last but not least, prepare the card marketplace. Every game must be played with all 54 expedition cards. Sort the cards face up and put the 18 different card types in a pile in the middle of the table, like so:

Place the 6 piles with a hat icon in the bottom right corner next to each other on the market board.

Place the other 12 piles without a symbol next to the market board.



Now you can begin your race to El Dorado!
Please continue reading the instructions.

OTHER PATHS TO EL DORADO

This page shows 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).

Hills of Gold
easy

Home Stretch
easy

Winding Paths
moderate

Serpentine
moderate

Witch's Cauldron
difficult

Swamplands
difficult

Starting tile

Terrain tile

Terrain strip

Ending tile

Blockade

Cave token (see variant on page 7)

Route editor: 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!