


THE ISLAND OF

EL DORADO

 AGES 10+

 2-4 PLAYERS

 20 MINUTES
PER PLAYER

RULEBOOK

Setup: Page 3
Object of the Game: Page 3
Game Principles: Page 5
Taking a Turn: Page 6
Buying: Page 7
Attacking: Page 8
How to Control Shrines: Page 9
The Cave: Page 9



INTRODUCTION

The year is 1589, and the world is thirsty for gold. Legend has it that somewhere on the vast ocean lies the island of El Dorado, where gold flows over the hills. Brave explorers set sail in search of the mythical land and their ships find themselves on its shores. They begin to explore and find that this place holds much more than gold: It hides four mysterious shrines of untold power. As the Explorers race to control the shrines, they feel an ancient energy begin to surge within them. Only one can control all of the Shrines and rule the island forever.

GAMEPLAY OVERVIEW

In *The Island of El Dorado*, each player is the leader of a civilization seeking to explore the island to control the four ancient shrines. You'll discover resources, bodies of water, and the shrines themselves in a landscape which is different every single time you play. Build farmhouses and create villagers to gather resources and grow your economy. Occupy strategic locations on the map using forts to defend against the other explorers who seek to control the island before you do. Legend has it the most powerful shrine is hidden inside a cave, but be wary as you enter. The cave is the most dangerous part of the island.

Civilizations will rise and fall and rise again as each player explores, gathers, and fights to control the four shrines of El Dorado. The first player to control all four shrines wins the game. They will rule over the island forever and become richer than a king.

GAME COMPONENTS



11 Water Tiles



12 Gold Tiles



10 Food Tiles



9 Wood Tiles



2 Garden Tiles



3 Shrine Tiles



1 Cave Shrine Tile



1 Cave Entrance Tile



1 Cave Exit Tile



3 Cave Beast Tiles



10 Basic Cave Tiles



25 Food Resource Cards



25 Gold Resource Cards



25 Wood Resource Cards

3 Shrine Pieces

4 Explorer Cards

2 Colored Dice

13 White Dice

Rulebook

Wooden Pieces (4 Colors)



1 Explorer



2 Farmhouses



3 Offerings







1 Fort



4 or 5 Villagers

SETUP

- 1: **Set aside the 3 Shrine Pieces and the white dice.** You'll use them later.
- 2: **Separate the resource cards** and put them face up where everyone can reach them.
- 3: **Give one Explorer card to each player randomly.** Give each player the wooden pieces of their Explorer's color.
- 4: **Separate the El Dorado Tiles and The Cave tiles.**
- 5: **Find the Cave Exit tile** and set aside. Shuffle the remaining Cave tiles and place in a face-down stack. Place the Cave Exit tile face-up on top of that stack.

- 6: **Shuffle the El Dorado tiles** and put them face down in one or two stacks so every player can reach them.
- 7: **Flip an El Dorado tile** and place it in the middle of the table. If it is a Shrine or Water tile, flip another. Then, reshuffle the remaining El Dorado tiles.
- 8: **Each player puts their Explorer** on the face-up El Dorado tile.
- 9: **Each player takes** 1 wood , 1 gold , and 1 food  resource card.
- 10: **See who goes first.** Each player rolls a colored die. Highest roll takes their turn first. *If two or more players tie for the highest roll, they roll again.*

OBJECT OF THE GAME

Control the 4 Shrines of El Dorado before one of your opponents do. The player that controls all 4 Shrines is the winner.



Shrine Pieces



White Dice



Cave Exit Tile + Cave Stack



El Dorado Tiles

Starting Resources



Starting El Dorado Tile with Explorers



Wooden Pieces



Explorer Card



Resource Card Stacks



GAME PRINCIPLES

Before looking at a turn, these principles will be helpful to understand the game:

SHRINES

There are 3 Shrines on the Island. You must buy and place an offering on these three Shrines to control them. The 4th Shrine is in The Cave (a separate board from main island). The first player to find the Cave Shrine controls it, but other players can steal it away. *See how to control a Shrine: Page 9.*

EXPLORERS

Each Explorer has a special ability shown on their Explorer card. Each Explorers starting strength is 1. For every Island Shrine you control, your Explorer's strength increased by 1. The Cave Shrine increases your Explorer's strength by 2 for as long as you control it.

OCCUPYING TILES

Whenever a player has a villager or Explorer on a tile, that tile is occupied by that player. Farmhouses do not occupy any tiles. Forts occupy their three adjacent tiles. Occupying tiles is important in attacking and defending. *See Attack: Page 8.*

TRADE

Players can trade (or give) resources with each other at any time. You can also trade in 5 of any one type of resource for any 1 resource card.



HOW TO PLAY

Starting clockwise from the first player, each player takes a turn until a player controls their fourth Shrine. The game ends immediately when a player controls all four Shrines. *See how to control a Shrine: Page 9.*

TAKING A TURN

Each turn, the current player must:

1: Roll Two Colored Dice

Choose one die to be the Explorer's speed and place it next the Explorer. The other die is the gather die.

2: Gather

Take a variety of resource cards equal to the number on your gather die. You only have access to take a type of resource card if you are farming a tile that produces that type. There are two ways to farm tiles:

- 1. You are farming the tile your Explorer is on.*
- 2. You are farming a tile if it has your Villager and Farmhouse on it.*

3: Explore

*During the explore phase, you can do any the following in any order:
Explore, Buy, Attack.*

EXPLORE

You can move or discover tiles up to the number shown on your speed die. You can perform "buy" or "attack" multiple times in the middle of exploring. You cannot move onto Shrines or Water.



EXAMPLE OF MOVING & DISCOVERING

In this example, the Explorer has a speed of 3. He moves from the Gold to the Food, then from the Food to discover Wood, then from the Wood to the Garden.

If your Explorer is on the edge of the board and you'd like to discover a new tile, take a tile from the El Dorado stack. Turn it over, connect it to at least two adjacent tiles (*the first tile of game is an exception*), and move onto it. If it is Water or a Shrine, stay on your previous tile. If you discovered a Shrine, place a Shrine piece on it. This entire discovering process uses one of your turn's speed. Tiles cannot be moved once they are placed. You cannot discover tiles if they rest beyond the edge of the table.

When you discover the cave entrance tile see [The Cave: Page 9](#).

BUY | COSTS LISTED ON EXPLORER CARDS

To buy, put a specific combination of resource cards (costs) in the resource stacks.

Villager (used for combat or farming): New villagers must be placed on a tile adjacent to your building. They cannot be placed on an opponent-occupied tile.

Offering (used to control shrines): They are placed on Shrine tiles. Your Explorer must be on a tile next to the Shrine tile to build on it. See how to control a Shrine: Page 9.

Fort (used to defend three tiles): Forts are Defensive Buildings. They are placed on corners of tiles. Your Explorer must be on the tile you place the Fort on. They can be built on any unused corner with unoccupied adjacent tiles. This includes water, shrines, cave, or the edge of the board.



White can build a Fort:
Farmhouses don't occupy tiles.
All adjacent tiles are unoccupied.



White can't build a Fort:
an adjacent tile is occupied
by an opponent's villagers.



White can't build a Fort:
an adjacent tile is occupied
by an opponent's Fort.

Farmhouse (used for farming): Farmhouses are Passive Economic Buildings. They are placed on corners of tiles. Your Explorer must be on the tile you place the Farmhouse on. They can be built on any unused corner. This includes water, shrines, cave, or the edge of the board.



Army Movement (used to move villagers): An army is a group of villagers ranging from 1 to 5. An army movement is the act of moving an army of any size to an adjacent tile. Opponents may move armies before a player buys offerings, buildings, or villagers. **This may be bought during off-turn.**

ATTACK | UNIT STRENGTH LISTED ON EXPLORER CARDS

When you move onto a tile occupied by an opponent, either with your explorer or an army, you are initiating an attack. You cannot attack opponents until all players have finished their first turn.

Before the battle occurs, both attackers and defenders have an opportunity to move armies. Attacking armies cannot move their army out of the battle tile until the battle is over. However, defending armies can move out of a battle tile to avoid a fight. If there are multiple fights, the one that was initiated first battles first.

How to Battle: The attacker rolls a number of white dice equal to their total strength on that tile. The defender does the same. Whoever rolls a higher result defeats their opponent. In the event of a tie, the attacker and his army move back one space and the attackers turn ends. *If you are battling a Cave Beast, see Page 9.*

Fort (used to defend three tiles): Forts occupy their three adjacent tiles. If an opponent moves into one of those 3 tiles, they are attacking the fort **and** any other villagers or Explorer on that tile. Forts cannot initiate an attack.



EXAMPLE BATTLE WITH FORT

White moves 3 villagers onto the Wood tile. Orange occupies that tile with a Fort and a villager. **A battle occurs:** White has a strength of 3. Orange has a strength of 5 (4 from Fort + 1 Villager)

Farmhouse (used for farming): Farmhouses do not occupy any tiles. Because of this, opponents on a tile with a Farmhouse can choose to attack it or move past without attacking it. Farmhouses do not add their strength to adjacent battles.



EXAMPLE OF BATTLE WITH FARMHOUSE

White moves 2 villagers onto the Gold tile. Orange occupies that tile with a villager. **A battle occurs:** White has a strength of 2. Orange has a strength of 1. If White wins, he then can choose to attack the Farmhouse.

Defeated Villagers: They die and can be re-bought in your explore phase.

Defeated Buildings: They are destroyed and can be re-bought in your explore phase.

Defeated Explorer: The winner of the battle places the defeated Explorer on an unoccupied tile next to a Shrine the loser controls. If that's not possible, they place the Explorer on any unoccupied tile. The winner gains all the defeated player's resources. The defeated players turn is over. *If an Explorer is defeated by a cave beast, see The Cave: Page 9*

HOW TO CONTROL SHRINES

Island Shrines: To control an Island Shrine, buy an offering and place it on the Shrine tile. Multiple players can control a Island Shrine at the same time. Offerings cannot be destroyed.

Cave Shrine: When you flip over the Cave Shrine, you control it. Take it off the board and into your possession. To steal the Cave Shrine from a player, defeat their Explorer. If you are defeated by a cave beast, shuffle the Cave Shrine and beast into the Cave Stack.

THE CAVE

The Cave is built separate from the main island. You may move from The Cave entrance tile to the Cave Exit for 1 speed. When first entering the cave, place The Cave Exit tile 2 feet away from the main board. If there is not room your table, find a different surface in the room. Discovering Cave Tiles is similar to discovering El Dorado tiles, except you cannot place tiles adjacent to an **x** on the Cave Exit tile.

Cave Beasts: If you discover a cave beast, you are attacking it. The player to your left plays as the cave beast until the turn is over. If a player defeats the beast, flip that tile over and use as a basic cave space. If a cave beast defeats a player, shuffle that beast back into the Cave Stack. The defeated player puts all of their resources in the resource card stacks. In the event of a tie, shuffle the cave beast back into the Cave Stack after the attacker and his army have moved back one space.

Thieves: If you defeat thieves, you receive their treasure. If you are defeated by thieves, all of your resources are added to their treasure. Starting Treasure: 2 Food, 2 Wood, 2 Gold. Place the treasure to the side of the cave.

After discovering the cave your table may look something like this:







PRODUCES FOOD



PRODUCES GOLD



WATER



PRODUCES WOOD



**PRODUCES GOLD,
FOOD, WOOD**

garden



SHRINE



SHRINE



SHRINE



CAVE SHRINE



CAVE EXIT



CAVE ENTRANCE



CAVE



STRENGTH 3

thieves



STRENGTH 4

giant



STRENGTH 2

tiger