



### YAK

Bid value:  
1 for mountain  
paths.



### KAMEL

Bid value:  
1 for sand  
paths.



### GONOGO

Bid value:  
1 for jungle  
paths.



### KAYAK

Bid value:  
2 for water  
paths (river,  
lake, or sea).



### BIGFOOT

Place or move  
Bigfoot onto a  
**land** path  
(mountain,  
sand, or jungle).



### LEVIATHAN

Place or move  
the Leviathan  
onto a **water**  
path (river, lake,  
or sea).



### MAKAKS

Draw a random  
**adventure** card  
from another  
player's hand. Add  
it to your hand.



### DRAKO

Bid value:  
2 for any path  
or for air travel.  
Costs 1 gold  
to use.



### ZEPPELIN

Bid value:  
5 for any path  
or for air travel.  
Costs 3 gold  
to use.



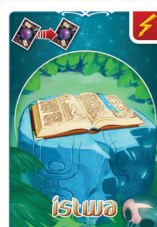
### SHAMAN

Change one or  
more animals (Yak,  
Kamel, or Gonogo)  
of a single type  
to another type  
of animal.



### SANGAIA

Do not stop at  
the intended  
destination;  
move again on  
the same type  
of path.



### ISTWA

Draw a **destiny**  
card, then either  
discard it or  
discard your  
current destiny.



### ANTIK

Draw **two**  
**treasure** cards  
and keep **one**.



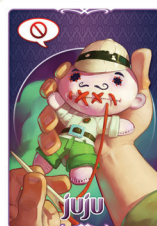
### MARABOUT

Draw a random  
**treasure** card  
from another  
player's hand. Add  
it to your hand.



### OVETOS

Play with a bid  
of "4" or more  
to end bidding  
immediately.



### JUJU

Play when bidding  
to prevent one  
player from  
bidding again  
during this round.



### BONGO

Play one  
**treasure** card  
that belongs to a  
neighboring site.



### BONUS

Play with a  
**treasure** card  
that shows the  
same item.



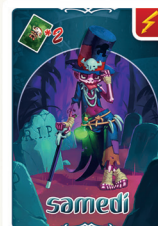
### DIAWAS

Shuffle the Diawas,  
discards, and  
faceup cards into  
the **adventure**  
deck. Then reveal  
four cards. Draw  
another card.



### PANDA

Two players of  
your choice each  
discard three  
**adventure** cards.



### SAMEDI

Two players  
of your choice  
each draw one  
**curse** card.



### TABI-TABA

You want the expedition to explore the five sites of the Tabi-Tabu culture:

Hora-Pena  
Bulo-Mapo  
Vanu-Tabu  
Wahi-Waha  
Mana-Hatu

You score **18 points** if the expedition has visited **all five sites**. If the expedition did not visit all five sites, you score **3 points** for each Tabi-Tabu site **that was visited**.

### EPHRANIS

You want the expedition to visit the four sites of the Ephranis culture:

Septris  
Kamoptis  
Methritis  
Rhoanis

You score **16 points** if the expedition has visited **all four sites**. If the expedition did not visit all four sites, you score **4 points** for each Ephranis site **that was visited**.

### GALADUGONG

You want the expedition to visit the four sites of the Galadugong culture:

Aminadang  
Balabatung  
Taratarong  
Kilitiping

You score **16 points** if the expedition has visited **all four sites**. If the expedition did not visit all four sites, you score **4 points** for each Galadugong site **that was visited**.

### ZOLTEQS

You want the expedition to visit the five sites of the Zolteq culture:

Oztakitl  
Kakotapl  
Qualtops  
Etintaklop  
Teltoqlut

You score **18 points** if the expedition has visited **all five sites**. If the expedition did not visit all five sites, you score **3 points** for each Zolteq site **that was visited**.

### CHAK MÒN

There's nothing like the high mountain air. You score **20 points** if the expedition visited the five highest mountain sites:

Etintaklop  
Kakotapl  
Bulo-Mapo  
Vanu-Tabu  
Methritis

If the expedition did not visit all five sites, you score **3 points** for each mountain site **that was visited**.

### DEZÈ

There's nothing like feeling sand between your toes. You score **22 points** if the expedition visited the six desert sites:

Kamoptis  
Septris  
Teltoqlut  
Oztakitl  
Kakotapl  
Kilitiping

If the expedition did not visit all six sites, you score **2 points** for each desert site **that was visited**.

### KINCALLE

You score **4 points** for every **different type of treasure** shown on the Treasure cards you played during the game.

### SÈRPAN

You want to catch a glimpse of the monster that lurks beneath the lake and rivers. You score **20 points** if the expedition visited the five sites of

Wahi-Waha  
Mana-Hatu  
Balabatung  
Qualtops  
Aminadang

If the expedition did not visit all five sites, you score **3 points** for each one of these sites **that was visited**.

### WAYAJ

You must visit as many places as possible. You score **24 points** if the expedition explored **16 different sites**.

If not, you score **24 minus 4** for each site the expedition visited **twice or more**.

### LABA

You like remote places. You score **16 points** if the expedition visited

Bulo-Mapo  
and  
Etintaklop

or **8 points** if the expedition visited **only one of these sites**.

### BANKASAL

You want the expedition to explore the four harbor sites:

Rhoanis  
Teltoqlut  
Aminadang  
Hora-Pena

You score **16 points** if the expedition has visited **all four sites**. If the expedition did not visit all four sites, you score **4 points** for each harbor site **that was visited**.

### VODOU

You are afraid of evil rituals and human sacrifices, which are common in the center of the island. You score **20 points** if the expedition **never stopped** in the three cursed sites of

Balabatung  
Mana-Hatu  
Qualtops

Otherwise, you score **5 points** for each one of these cursed sites that the expedition **never stopped** in.

### RAS OZTAKITL

You really like the view from the pyramids of **Oztakitl** and would like to stay here for a while. You score **16 points** if the expedition ends the game in **Oztakitl**.

If not, you score **16 minus 4** for every track between **Oztakitl** and the site where the expedition ends the game.

### RAS TARATARONG

You really like the sea air in the hills of **Taratarong** and would like to stay here for a while. You score **16 points** if the expedition ends the game in **Taratarong**.

If not, you score **16 minus 4** for every track between **Taratarong** and the site where the expedition ends the game.

### RAS BULO-MAPO

**Bulo-Mapo** has lots of interesting ruins that you would like to investigate further. You score **16 points** if the expedition ends the game in **Bulo-Mapo**.

If not, you score **16 minus 4** for every track between **Bulo-Mapo** and the site where the expedition ends the game.

### MÈT DRAKO

You want to write the first scientific documentation on the Drakos of Isla Dorada.

You score **4 points** for each **Drako adventure card** in your hand at the end of the game.

### GONOGO BANA

You are fascinated by the giant gonogos of Isla Dorada.

You score **2 points** for every **Gonogo adventure card** in your hand at the end of the game, plus **5 points** if you have **only** Gonogo adventure cards in your hand.

### KAMEL SHEIKH

You are fascinated by the durable kamels of Isla Dorada.

You score **2 points** for every **Kamel adventure card** in your hand at the end of the game, plus **5 points** if you have **only** Kamel adventure cards in your hand.

### YAK KHAN

You are fascinated by the wooly yaks of Isla Dorada.

You score **2 points** for every **Yak adventure card** in your hand at the end of the game, plus **5 points** if you have **only** Yak adventure cards in your hand.

### KAYAS

You score **12 points** if you are the player with the **most gold** at the end of the game.

### RICHÈS

You score **3 points** for every **treasure card** you played during the game.

### MAR MALDITA

You score **20 points** if the expedition **never traveled by sea** during the whole game, and **10 points** if it traveled by sea **only once**.

(Make sure you remember to place a sea travel token every time the expedition travels by sea so that you receive the correct amount of points at the end of the game.)

LADY BUENAVENTURA  
**FORTUNA**  
REVEAL YOUR DESTINY CARD  
AT THE END OF THE GAME.