



Yak

YAK

Bid value:
1 for mountain
paths.



kamel

KAMEL

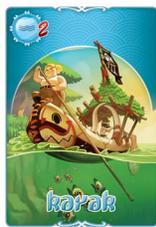
Bid value:
1 for sand
paths.



gonogo

GONOGO

Bid value:
1 for jungle
paths.



kayak

KAYAK

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



bigfoot

BIGFOOT

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



Leviathan

LEVIATHAN

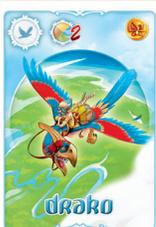
Place or move
the Leviathan
onto a **water**
path (river, lake,
or sea).



makaks

MAKAKS

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



drako

DRAKO

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



zeppelin

ZEPPELIN

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



shaman

SHAMAN

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



sangaia

SANGAIA

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



istwa

ISTWA

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



antik

ANTIK

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



marabout

MARABOUT

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



ovetos

OVETOS

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



juju

JUJU

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



bongo

BONGO

Play one
treasure card
that belongs to a
neighboring site.



+3

BONUS

Play with a
treasure card
that shows the
same item.



diawas

DIAWAS

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



panda

PANDA

Two players of
your choice each
discard three
adventure cards.



samedi

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-Taba 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-Taba site **that was visited**.

EPHRANIS

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

Septris
Kamoptis
Methritis
Rho banis

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**.

KINCAILLE

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

SÈR PAN

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:

Rho banis
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.