

Bruno Faidutti

Isla Dorada

Alan R. Moon - Andrea Angiolino - Piergiorgio Paglia

In the year 1934, the Columbia expedition crash landed on a mysterious island where legends say that several old and powerful civilizations have left many sumptuous treasures. Each player is a brave explorer who joined the expedition with old maps that contain clues as to where some of these treasures can be found. Since the land is largely unknown and potentially dangerous, all players travel together, trying to avoid the mysteries that await them in this inhospitable land by hiring beasts of burden in the native villages. Even though all the explorers travel in one group, each of them individually wants to be the one who brings back the richest treasures from Isla Dorada!

Ages 10 and up ❋ 3 to 6 players ❋ 60 to 90 minutes

RULES OF PLAY

FUN FORGE

COMPONENTS

- 39 gold coins (in quantities of 1 and 5, for a total of 63 gold) 1
- 2 sea travel tokens 2
- 1 game board
- 1 leader token
- 1 expedition figure 3
- 1 Bigfoot figure 4
- 1 Leviathan figure 5
- 16 exploration markers (14 beige, 2 red)
- 112 goal cards:
  - 18 starting treasure cards 6
  - 54 standard treasure cards 1
  - 18 curse cards 2
  - 22 destiny cards 3
- 112 adventure cards 4
- 6 reference sheets





SETTING UP THE GAME

- Place the game board on the table. 2
- Place the 16 exploration markers in the numbered spaces on the top of the board, with the red markers on spaces 4 and 9. 3 4
- Place the expedition figure in base camp (where the crashed blimp is located). 5
- Give each player 10 gold. Be very wise with how you spend your gold because you never receive more than the 10 gold you start with.
- Give the youngest player the leader token. 6

SELECTING GOAL CARDS

- Separate the goal cards by type (starting treasure cards, standard treasure cards, curse cards, and destiny cards), then shuffle each deck.
- Place the deck of standard treasure cards facedown next to the board to create the treasure deck. 1
- Deal each player three starting treasure cards, two destiny cards, and one curse card.









- Each player must keep his curse card secretly in his hand.
- Each player must select one of his two destiny cards to keep in his hand, and discard the other one without revealing it.
- Each player must select two of his three starting treasure cards to keep in his hand and discard the third one without revealing it.

- Place the remaining and discarded starting treasure cards back in the box, without revealing them.
- Place the remaining curse cards in a deck facedown next to the board. 2
- Place the destiny cards discarded by players on the bottom of the destiny deck, then place this deck facedown next to the board. 3

DEALING ADVENTURE CARDS

Shuffle the adventure cards, then deal each player **six** adventure cards. Place the remaining adventure cards facedown as a draw pile near the board. 4
Reveal the top **four** cards of the draw pile and place them faceup in a row near the deck. 5

Exception:
If any player has a card in his starting hand with a bolt symbol in the upper-right corner, he must discard this card and take a new one; repeat this process if he draws another card with a bolt symbol. Similarly, discard any faceup card with a bolt symbol in the upper-right corner and replace it with a new card. Shuffle all the discarded cards back into the deck.



STARTING THE GAME

The first round can now begin.
The game lasts at least 16 rounds.
The number of cards in a player's hand and the amount of gold each player has are public knowledge.
Players must keep their goal and adventure cards hidden from other players.

A GAME ROUND

1) BIDDING

Players use adventure cards to bid for the right to move the expedition. Kamels allow a player to bid on movement over sand paths, gonogos allow a player to bid on movement over jungle paths, and so on.

- The player with the leader token
  - places the expedition figure at the beginning of the path he wants it to take, and
  - announces his bid and destination; he can bid any number he can pay, including "0".



- Then, going clockwise, each player must either pass or make a higher bid. When a player makes a higher bid for a different path, he also moves the expedition figure to indicate which path he wants it to take.
- Bidding continues until all other players have passed after a bid.
- A player who bids "4" or more can play an Ovetos card to end the bidding round immediately. The Ovetos card can be played only by the bidder, and only with a bid of "4" or more.



- When making a bid, a player can also play the Juju card on any other player. This player cannot take part in the bidding for the rest of this round.



Notes:

- A player who has passed can later re-enter the bidding.
- A player can make a higher bid for the same path the expedition is already on.
- A player who has bid on a certain path can later bid on the same path or a different one.
- A player cannot bid more than he can pay in adventure cards, but he does not have to show his cards when bidding.

- **Air travel**
  to any site on the board is possible when bidding and paying only with zeppelin and/or drako cards and no other type of card. Players cannot make a first bid of "0" for air travel. When bidding for air travel, announce the destination and leave the expedition figure on the starting site (instead of placing it at the beginning of a path).

- **River movement**
  is possible only downstream in the direction indicated by the arrows, but the expedition does not have to stop at the first site if the river continues beyond it. Thus it is possible to move directly, by river, from Bulo-Mapo to Mana-Hatu, from Balabatung to Aminadang, or from Etintaklop to base camp. The expedition must stop, however, if it reaches a lake or sea entrance.



- The highest bidder becomes the new expedition leader. He takes the leader token and must then discard a number of adventure cards equal to his bid.

YAK CARDS

can be spent to pay for travel on a mountain path.



KAMEL CARDS

can be spent to pay for travel on a sand path.



GONOGO CARDS

can be spent to pay for travel on a jungle path.



KAYAK CARDS



can be spent to pay for a water path (river, lake, or sea). Each Kayak card has a value of **2** (i.e., a bid of "4" on a water path is paid for with only two Kayak cards). Rivers can only be traveled in the direction indicated by the arrows on the board. When traveling down a river, you can choose to stop at any site along the river; you must stop at a lake or sea entrance.

DRAKO AND ZEPPELIN CARDS





can be spent to pay for air travel to any site on the board. They can also be used as a "joker" card to combine with other adventure cards when paying for travel on any path, including water paths. A Drako card has a value of **2** and costs 1 gold to play; the Zeppelin card has a value of **5** and costs 3 gold to play.

For example, a player can bid "6" on a sea path and pay with two Kayak cards, a Drako card, and one gold.

A SHAMAN



can be played with any number of identical animal cards (Yak, Kamel, or Gonogo) to change them into a different type of animal. It has no effect on Kayaks, Zeppelins, or Drakos.

For example, a player can bid "4" for a mountain path, and pay with one Yak, three Gonogos, and one Shaman (to change the Gonogos into Yaks).

Note:
The bid must be paid entirely by the highest bidder. It is not possible to share the payment with other players who also bid to move on the same path. Players cannot trade or donate cards.

Except for river movement and air travel, the expedition always moves **to the first neighboring site that it arrives to and stops.**

2) MOVING



Move the expedition figure to the destination site. Place the lowest available exploration marker on the site where the expedition now stands to indicate that this location has been explored. If the expedition returns to a site that has already been explored, place a second (or third, etc.) marker on the same site.

Exception: if the expedition moves to the base camp site, do not place a marker there. As a result, the game will last **one additional** round.

Note:
To track sea travel for the "Mar Maldita" destiny card, the expedition leader places a sea travel token on a sea path each time that the expedition travels by sea. Once both tokens have been placed, there is no need for more.

SANGAIA



During movement, any player can play a Sangaia card. The expedition does not stop at the site it was moving to; instead, the expedition leader moves the expedition figure again on a **different** path of the same type. (Water paths are all considered to be the same type.) If there is no other path of the same type, this card cannot be played. Do not place a marker on the site where the expedition did not stop.
If the expedition traveled by air, the expedition leader must move the expedition figure to any neighboring site of the original destination.

For example, if the expedition is traveling by river from Vanu-Tabu to Aminadang and a player plays a Sangaia card, the expedition leader chooses whether the expedition moves farther by sea to Hora-Pena or Teltoqlut. No exploration marker is placed in Aminadang; instead, the marker is placed in the final destination, either Hora-Pena or Teltoqlut.

3) BEING CURSED



If a player has a curse card for the site where the expedition now stands, he must play it, faceup with his gold and found treasures.

4) FINDING TREASURES



If a player holds a treasure card for the site where the expedition now stands, he plays it faceup next to his gold. These cards must be visible to all players. If a player holds two or more treasure cards of the same site, he can play all of them at once.

BONUS (+3)



A player who plays a treasure card can play a Bonus card at the same time if it features an identical treasure symbol. Place any played Bonus cards faceup next to that player's gold and treasure cards.

BONGO



A player can discard a Bongo card in order to play exactly one treasure card of a neighboring site. Neighboring sites include any land, river, or lake paths that are directly connected to the site where the expedition now stands. Sites connected by sea paths are not considered neighboring sites.

5) RECEIVING CABLE NEWS

If the exploration marker placed on a site is red, which happens during round 4 and round 9, the players receive a cable newsflash of other treasures that are on the island.

- During round **4**, each player receives two cards from the treasure deck, keeping one in hand and discarding the other.
- During round **9**, each player receives three cards from the treasure deck, keeping two in hand and discarding the other.

In both cases, shuffle the discarded cards and place them on the bottom of the treasure deck.

Note:
If a player receives a treasure card for a site where the expedition has already stopped—or even for the site where the expedition is currently located—he cannot play that treasure card until the expedition moves to the site again on a later turn.

6) DRAWING ADVENTURE CARDS

Starting with the expedition leader and going clockwise, each player draws one adventure card at no cost. After drawing this free adventure card, a player may buy **one** (and only one) additional card for a price of 1 gold.

When drawing an adventure card, a player can take one of the four faceup cards or the top card of the adventure deck. When a player takes a faceup card, replace it immediately by the top card of the deck.

Cards with a bolt symbol are special and are not added to a player's hand. When a player draws one of these cards, whether it be faceup or facedown, he immediately discards it and performs its specific effect, as described below:

MAKAKS



The player draws a random adventure card from the hand of another player of his choice, then adds that card to his hand.

BIGFOOT



The first player who draws a Bigfoot card places the Bigfoot figure on any jungle, mountain, or sand path on the board. This path is now blocked and cannot be used by the expedition as long as Bigfoot stands there. If the Bigfoot figure is already on the board and a player draws a Bigfoot card, he **must** move Bigfoot to a new path. Bigfoot can be moved to block any land path; it does not have to be adjacent to where Bigfoot currently is.

LEVIATHAN



Leviathan cards work like Bigfoot cards. The player drawing the card places the Leviathan figure on any water path. The Leviathan blocks the path exactly like Bigfoot. Also, just like Bigfoot, the Leviathan can be moved to block any water path; it does not have to be adjacent to where the Leviathan currently is.

ANTIK

The player draws two cards from the treasure deck. He adds one to his hand and places the other at the bottom of the treasure deck.



ISTWA

The player draws a destiny card from the deck, then either discards it or discards his current destiny card and keeps the new one. Place the discarded destiny card on the bottom of the destiny deck.



MARABOUT

The player draws a treasure card at random from another player's **hand** (not from treasure cards already faceup on the table), then adds that card to his hand.



DIAWAS

The player immediately shuffles together the adventure card deck, the faceup adventure cards, and the discard pile—including the Diawas card. He then reveals four new faceup cards and chooses one new adventure card from either the faceup cards or the deck.



PANDA

The player chooses any two players, (including himself). Each player chooses and discards three adventure cards.



SAMEDI

The player chooses two players. Each player draws one curse card and adds it to his hand.



Note:
If a player draws a curse card for a site where the expedition has already stopped—or even for the site where the expedition is currently located—he will only have to play this card if the expedition moves to this site during a later round.

If the adventure card deck is exhausted, shuffle the discard pile to create a new deck.
After all players have drawn adventure cards, any player with more than **10 adventure cards in hand** must discard cards of his choice to reduce his hand size to 10. Then begin the next round.

END OF THE GAME

After the final exploration marker is placed on the game board, the game ends when the round is completed.
Players reveal their destiny cards and score:

- 1 point for each remaining gold;
- Points for treasure they have found (played faceup treasure cards and Bonus cards);
- Points for their destiny card; and
- Negative points for any curse cards that they played.

The player with the **highest total** wins.



EXAMPLE OF ROUND 1

BIDDING

The expedition is in base camp.

- Alan is the youngest player and starts the bidding, offering "0" to move to Kilitiping. He places the expedition figure near base camp on the road to Kilitiping.
- Bruno bids "1" to go to Qualtops and places the expedition figure near base camp on the road path to Qualtops.
- Carla passes.
- David passes.
- Alan bids "2" to Kilitiping and places the expedition figure on the road to Kilitiping.
- Bruno passes.
- Carla passes.
- David bids "4" to Mana-Hatu and places the expedition figure on the lake path to Mana-Hatu.
- All other players pass.

PAYING AND MOVING

David pays 1 Kayak card (value 2), 1 Drako (value 2), and 1 gold and then moves the expedition figure to Mana-Hatu. He places an exploration marker in Mana-Hatu, under the expedition figure, and takes the leader token from Alan.

CURSES AND TREASURES

No one has the Mana-Hatu curse card. David has a Mana-Hatu treasure card in hand and plays it. He places the card faceup in front of him next to his gold.

DRAWING ADVENTURE CARDS

In turn, starting with David, each player draws one free adventure card (either one of the four faceup cards or one from the deck) and can, if he chooses, buy a second card for one gold.



ALTERNATIVE COOPERATIVE BIDDING RULES

For more tension, players who already know the game may use the following alternative bidding rules:

1) BIDDING



Players use adventure cards to bid for the right to move the expedition.

The player with the leader token

- places the expedition figure at the beginning of the path he wants to take, then
- announces his bid and destination; he can bid any number that he is able to pay, including "0".

Then, going clockwise, each player must either pass, add to an existing bid, or make a new bid and propose a new destination.

- If a player adds to an existing bid, he states how much more he is willing to pay to strengthen the original bid and the total value of the new bid. Two or more players can add to the same bid.
- A player can propose a new destination and bid at least "1", even when his bid is lower than the highest bid made so far, hoping that other players will add to it.
- If, at any time during the bidding round, two or more players are committed to the same shared bid, then none of these players can bid on any other destination.

Move the expedition figure to the path with the current highest bid.
Bidding continues until all other players have passed after a bid.
The new destination is determined by the highest current bid.

- A player who bids "4" or more, or who adds to an existing bid for a total of "4" or more, can play an Ovetos card to end the bidding round immediately. The Ovetos card can only be played by the most recent bidder, and only with a total bid value of "4" or more.
- When making a bid, a player can also play the Juju card on any other player. This player cannot take part in the bidding for the rest of the round. If the targeted player was part of a shared bid with other players, the amount he already committed to the bid is still valid, but he cannot add to it.

Notes:
- A player who has passed can later re-enter the bidding.
- A player who has bid on a certain path can later bid on another path, but only if he was alone in his previous bid.
- A player cannot bid more than he is able to pay in adventure cards, but he does not have to show his cards when bidding.

AIR TRAVEL

to any site on the board is possible when bidding and paying solely with Zeppelin and/or Drako cards and no other type of cards. Players cannot make a starting bid of "0" for air travel.

RIVER MOVEMENT

is possible only downstream in the direction indicated by the arrows, but the expedition does not have to stop at the first site if the river continues beyond it. Thus it is possible to move directly, by river, from Bulo-Mapo to Mana-Hatu, from Balabatung to Aminadang, or from Etintaklop to base camp. The expedition must stop, however, if it reaches a lake or sea entrance.

When making a bid for movement from Bulo-Mapo to Wahi-Waha or from Qualtops to base camp, the bidder must state whether movement is by jungle or by river. This is important because it is not possible to add to a river bid with Gonogos, or to a jungle road bid with Kayaks.

NEW LEADER

The highest bidder takes the leader token and then discards the adventure cards for his bid.

If the highest bid was a shared bid, all players taking part in it must pay movement cards equal to their portion of the bid. The player who paid the most is the new expedition leader. In case of a tie, the tied player who entered the bid first is the new leader.

All other rules apply as in the basic game.



CREDITS

A game by **Bruno Faidutti**
with inspiration from **Alan R. Moon**, **Andrea Angiolino** & **Piergiorgio Paglia**

FUNFORGE TEAM

Lead Artist: **Xavier Gueniffey Durin**
Board Artist: **Georges Bouchelaghem**
Graphic Design: **Funforge Studio**
Editing: **Eric Martin**
Production Manager and Publisher: **Philippe Nouhra**

FANTASY FLIGHT GAMES TEAM

Producer: **Steven Kimball**
Production Manager: **Gabe Laulunen**
FFG Lead Game Designer: **Corey Konieczka**
FFG Lead Game Producer: **Michael Hurley**
Publisher: **Christian T. Petersen**



Special thanks from Bruno Faidutti (www.faidutti.com) **to:**
all the playtesters in Paris (especially Philippe Nouhra, Cyrille & Maud Daujean, Hervé Marly, Adrien Martinot) and in Aix and Avignon (especially Marc Laumonnier, Pierô, Stéphane Pantin, Jef Gontier).

Special thanks from Andrea Angiolino to:
all the people that brought Ulysses to publication, and especially Alex Randolph. To Roman Pelek and all the players that helped to evolve it. To Bruno Faidutti, who decided to give it a totally new life on remote golden islands.

Special thanks from Funforge to:
Bruno, Alan, Andrea and Piergiorgio for creating such an amazing game; to Xavier and Georges for their incredible talent and being so inspirational; to Claude Amardeil for his unfailing support; and to all of those who tested the game, notably to Elodie Sallares, Jean-Marie David, Anne-Sophie Baillon and Alexandre Chivot as well as everyone during the Ludopathic gatherings.

16 Boulevard Saint-Germain
75005, Paris
FRANCE

www.funforge.fr

1975 West Cty Rd. B2
Roseville, MN 55113
U.S.A.

www.FantasyFlightGames.com

© 2010 Fantasy Flight Publishing, Inc., all rights reserved. Licensed for publication by Funforge, France. No part of this product may be reproduced without specific permission. *Isla Dorada* is a trademark of Funforge, France; Fantasy Flight Games, Fantasy Flight Supply, and the FFG logo are trademarks of Fantasy Flight Publishing, Inc. All rights to their respective owners. Fantasy Flight Games is located at 1975 West County Road B2, Suite 1, Roseville, Minnesota, 55113, USA, and can be reached by telephone at 651-639-1905. Retain this information for your records. Not suitable for children under 36 months due to small parts. Actual components may vary from those shown. Made in China.

FANTASY FLIGHT SUPPLY™
5
PROTECTIVE
CARD SLEEVES



© 2010 Funforge Digital - ***Isla Dorada*** is a trademark of Funforge; Funforge Digital and the Funforge Digital logo are trademarks of Funforge Digital under license from Funforge; ***Jessica Pandora's Adventures*** is a trademark of Funforge Digital.