Discoveries

The Journals of Lewis & Clark

Between 1803 and 1806, the Lewis and Clark Expedition became the first American party to travel across the North American continent from the Mississippi to the Pacific and return. During those three years, the expedition's leaders, Meriwether Lewis and William Clark, along with Sergeant Gass and Sergeant Ordway, wrote page after page in their journals, describing new plants and animal species which they had discovered, and drawing maps of areas previously unknown to Americans.

President Jefferson's instructions - June 20th, 1803

The object of your mission is to explore the Missouri river, & such principal stream of it as by its course and communication with the waters of the Pacific ocean...may offer the most direct & practicable water communication across this continent for the purposes of commerce.

Beginning at the mouth of the Missouri, you will take observations of latitude and longitude at all remarkable points on the river, and especially at the mouths of rivers, at rapids, at islands, & other places & objects distinguished by such natural marks and characters of a durable kind as that they may with certainty be recognized hereafter. The course of the river between these points of observation may be supplied by the compass, the log-line & by time, corrected by the observations themselves. The variations of the compass too, in different places should be noticed.

The commerce which may be carried on with the people inhabiting the line you will pursue, renders a knowledge of these people important. You will therefore endeavor to make yourself acquainted, as far as a diligent pursuit of your journey shall admit,

- with the names of the nations & their numbers;
- the extent & limits of their possessions;
- their relations with other tribes or nations;
- their language, traditions, monuments;
- their ordinary occupations in agriculture, fishing, hunting, war, arts, & the implements for these;
- their food, clothing, & domestic accommodations;
- the diseases prevalent among them, & the remedies they use;
- moral & physical circumstance which distinguish them from the tribes we know;
- peculiarities in their laws, customs & dispositions;
- and articles of commerce they may need, or furnish, & to what extent.

Other objects worthy of notice will be

- the soil & face of the country, its growth & vegetable productions, especially those not of the US.
- the animals of the country generally, & especially those not known in the US.
- the remains & accounts of any which may be deemed rare or extinct;
- the mineral productions of every kind; but more particularly metals, limestone, pit-coal & saltpetre;
- salines & mineral waters, noting the temperature of the last & such circumstances as may indicate their character;
- volcanic appearances;
- climate, as characterized by the thermometer, by the proportion of rainy, cloudy, and clear days, by lightening, hail, snow, ice, by the access & recess of frost, by the winds prevailing at different seasons, the dates at which particular plants put forth or lose their flower, or leaf, times of appearance of particular birds, reptiles or insects.

About the term "American Indians"

In this game, we have opted to use the term "American Indians" as opposed to "Native Americans". The most recent survey conducted by the US Census Bureau (1995) of Americans commonly known as "Indians" indicated the following: almost 50% prefer the term "American Indians"; well over 37% prefer "Native Americans"; over 7% preferred some other term (including those who self-identified as "Alaska Natives"); and almost 6% expressed no preference. We have chosen to use the term by which the largest part of this group self-identifies: American Indians.

Please note: the spelling and punctuation errors in the quotations from the journals of Lewis&Clark are present in the original manuscripts.

Published by Ludonaute
11 A rue des pivettes
13800 Istres France
contact@ludonaute.fr -www.ludonaute.fr

Distributed in North America by Asmodee Editions LLC, 20 Gateway Dr, Suite 400, Plattsburgh, NY 12901 USA.
www.asmodee.com – support@asmodee.com

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Contents

1 game board (the Camp)

1 Place the Camp (the main game-board) in the middle of the table.

The Camp is divided into 4 areas:

- the Meeting Area with 3 available Tribe cards.
- the Reconnaissance Area with 3 Discoveries cards to explore.



- the Right Bank, where players' discarded "Journal" and "Negotiate" dice go.
- the Left Bank, where players' discarded "Walk" and "Ride" dice go.

30 colored special dice

In addition to the officers, there were 30 enlisted men in the Corps of Discovery.

Each die represents one of the members of the Corps of Discovery. Some of them are your close friends (the dice of your color), others are "neutral" (the gray dice), others are faithful to your opponents (the dice of their color).

2 Near the Meeting Area, create a neutral supply of gray dice as indicated in the chart below. The remaining gray dice (4 in a 2-player game, 2 in a 3-player game) are put back in the game box.

Number of players	2	3	4
Number of gray dice in the supply	6	8	10

5 dice in each of four colors + 10 gray dice



Each explorer (die) will be assigned one of 4 different tasks depending on which face is up:

- Walk (2 faces)
- Ride (1 face)
- Negotiate with American Indians (1 face)
- Journal Writing (2 faces)



55 double-sided playing cards: Tribe/Discoveries

3 The chart below shows how many of the 55 cards are needed for each game, depending on the number of players. Shuffle the 55 cards and create a deck that's the appropriate size by randomly removing the unneeded cards (for example: a 4 player game would have 5 cards discarded).

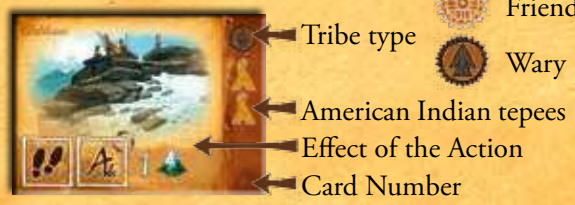
Number of players	2	3	4
Number of cards	30	40	50

Players may examine the cards which are being discarded before they are returned to the game box.

Cards will gradually be brought into the game from the deck and placed on either the left side (Meeting Area) or the right side (Reconnaissance Area) of the main game board (the Camp): Tribes face up on the left, and Discoveries face up on the right. Once a card has been brought into the game, its face can never change!

Tribe side

Each card shows an Action or a permanent effect. These Actions can be activated with the dice currently held by the card's owner.





& Set up

4 **Place the deck you have created near the board, Discoveries side up.**

5 **Draw the top three cards and place them Tribe side up in the Meeting Area as shown.**

6 **Draw the next three cards from the deck and place them Discoveries side up in the Reconnaissance Area.**

In your introductory game, if these 3 cards are special cards (numbered over 37), re-shuffle them with the deck and draw 3 new cards.

Discoveries side

Each card shows one of the areas the Expedition will be going through with one or more potential paths from the bottom to the top of the card.

Possible paths along the Rivers or in Mountains



American Indian tepees



Species living in the area

Discovery points (worth between 2 and 10 points)

There are 4 types of species: Fish (x4), Birds (x5), Mammals (x6) and Plants (x7).





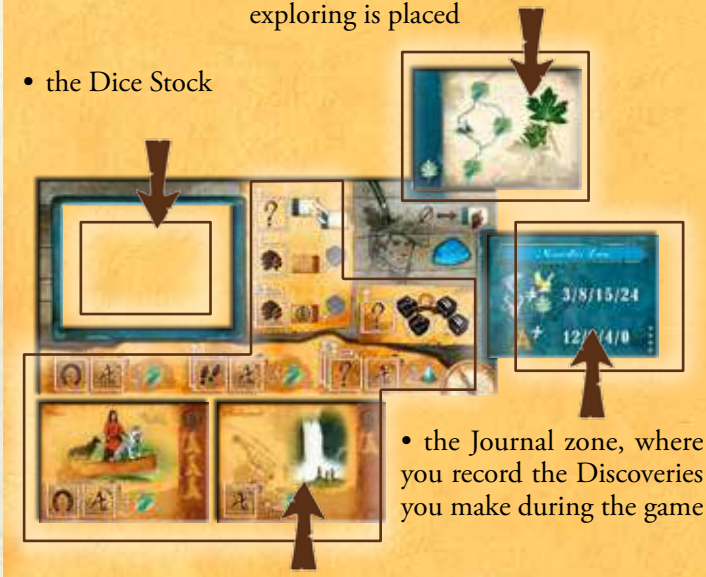
- **4 individual boards, in the color of each player**

7 **Each player chooses a character. He takes the corresponding individual player-board, journal cover and the 5 dice of his color. He places them in front of him, making sure the proper side of the journal cover is facing up (one side for 4 players, the other for 2 or 3 players).**

Unused colored dice and boards (in 2 or 3-player games) are returned to the game box.

Your individual board is divided into:

- the Exploration zone, where the Discoveries card you are currently exploring is placed
- the Dice Stock



- the Journal zone, where you record the Discoveries you make during the game
- the Action zone, which can grow as you get Tribe cards during the game

8 **Players choose their first Discoveries card**

The Start Player is chosen randomly.

The Start Player picks one of the three available Discoveries cards and places it in her Exploration zone. Then she draws the top card from the deck and places it in the now empty spot of the Reconnaisance Area, Discoveries side up.

Then, going clockwise, the other players do the same until each player has one Discoveries card in their Exploration zone.

9 **Lastly, every player rolls their 5 dice and places them in the Dice Stock of their individual boards.**

You are now ready to start the game.

Object

In this game, you play one of the Expedition leaders: Lewis, Clark, Gass or Ordway. Your goal is to compile as much knowledge as possible in your journal, thereby advancing science with your discoveries.

You can record three different kinds of data in your Journal:

- *geographical: you map the territories you go through*
- *biological: you discover new plant or animal species*
- *ethnological: you meet and learn about American Indian tribes.*

During the game, you get Discoveries cards to add to your Journal. At game-end, the player with the most Discovery points is the winner.

There are three different ways to score points. At the end of the game, you add up:

- the points shown on the Discoveries cards of your Journal
- the points given for each set of animals or plants of different types which you have described in your Journal
- points corresponding to how well you rank in tepees, on the Discoveries cards of your Journal and the Tribe cards in your Action zone. These tepees represent your knowledge of the American Indian tribes inhabiting the West.



Game Overview

To win, you need to obtain Tribe and Discoveries cards.

Your dice rolls determine the Actions you can take.

You can use your dice as well as the dice of other players and the neutral gray dice.

Game Turn

The Start Player goes first, followed by the other players in clockwise order. This is repeated until the end of the game.

On your turn, you must choose one of the following two options:

A- **play dice in your Action zone or on the game board. This allows you to: prepare for or finish an Exploration; change the face of your dice; or possibly get new actions as a result of your dice placement;**

OR

B- **get dice from the game board; or from your and your opponents' individual boards; or both.**

Note: In this game, the dice are NOT re-rolled every turn, but only when they come back in your Stock. You need to manage your dice like resources.



President Jefferson chose his brilliant secretary to lead an expedition across the American continent. Lewis' education and army training as well as his skills as a hunter and an outdoorsman made him the man for the job. He was a fair and wise leader, with an interest in natural history. Lewis' journals provide a huge amount of detailed descriptions of the journey. These were published posthumously.

Thomas Jefferson summing up his former secretary's life

[He was] of courage undaunted, possessing a firmness & perseverance of purpose which nothing but impossibilities could divert from it's direction...



As a Sergeant, John Ordway held responsibility for one of the three squads of the expedition. He was a skilled observer, taking notes of the American Indians' customs, languages...and even their games! He faithfully recorded details of the weather and the animal species which were encountered.

Letter of J. Ordway to his parents, April 8th, 1804

We are to ascend the Missouri River with a boat as far as it is navigable and then go by land, to the western ocean, if nothing prevents, &c... Wee expect to be gone 18 months or two years...If wee make Great Discoveries as we expect, the United States, has promised to make us Great Rewards more than we are promised, &c.



William Clark was invited by his friend Lewis to share the leadership of the expedition. The two men trusted each other implicitly. Clark was the Corps' cartographer and produced detailed maps. After the expedition, he served as Governor of the Missouri Territory and Superintendent of Indian Affairs.

Letter of M. Lewis to W. Clark on June 19, 1803

If... there is anything under those circumstances in this enterprise, which would induce you to participate with me in it's fatigue, it's dangers & it's honors, believe me there is no man on earth with whom I should feel equal pleasure in sharing them as with yourself.



Patrick Gass began the expedition as a private. After Floyd died, he was chosen to replace him in the first recorded democratic election west of the Mississippi. His journal was the first to be published, in 1807. At almost 99 years old, he was the last member of the Corps of Discovery to pass away in 1870 .

[Lewis] Orders, August 26th, 1804

the Commanding officers are still further confirmed in the high opinion they had previously formed of the capacity, deligence and integrety of Sergt. Gass, from the wish expresssed by a large majority of his comrades for his appointment as Sergeant.

A- Action
Play dice from your Stock into your Action zone

The members of the Expedition go on missions under command of their Captains or Sergeants.

Choose one of the Action faces currently in your stock. From your Stock, take as many dice showing this Action as you want (at least one die) and play them into your Action zone (individual board + Tribe cards).

Important points:



- **You must play at least one die.**
- **You can only play one kind of Action face on your turn! For instance, it is forbidden to play both Walk dice and Negotiate dice on the same turn.**
- **It is possible for a player with enough dice to accomplish a number of different Actions per turn; but the same Action can only be accomplished once per turn!**
- **You can accomplish Actions in whatever order you choose.**

Please note that the two types of actions are handled different in several ways. Rules that cover one kind of action does not necessarily also refers to the other.

Actions requiring one turn

- Taking a Friendly Tribe card



- Taking a Wary Tribe card



- Changing the dice



- Change of plans



As soon as the required die (dice) is set on it, it is triggered. Its effect is applied immediately. The effect cannot be postponed until another turn.

Once the triggered Action's effect is applied, discard the die or dice to the appropriate Bank of the Camp board.



This symbol means that the die must be discarded onto the Camp board.



Actions requiring (usually) more than one turn

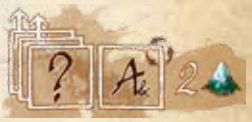
- Horse ride



- Hike



- Mountain expedition



- As well as the Actions of the Tribe cards numbered 1 to 36.

These are all Exploration Actions. To complete these Actions, several kinds of dice are often required. Thus, several turns are necessary to trigger these Actions, since only one type of die-side can be played in a player's turn.

The "Journal" dice must be placed last on Actions which require them, after the other prerequisite dice have been placed in earlier turns.



Actions requiring one turn

Taking a Friendly Tribe card



An explorer takes advice from friendly American Indian tribes.

Trigger this Action with one "Negotiate with American Indians" die. Discard this die to the Right Bank of the Camp.

Effect:



Take 1 Friendly Tribe card (showing a Sun icon) from among the available cards in the Meeting Area. Place it in your Action zone.

Then take 1 gray die from the neutral stock next to the board.

Roll the gray die you have just taken and place it in your Dice Stock.



Taking a Wary Tribe card



Two explorers are sent to negotiate with wary tribes.

Trigger this Action with 2 "Negotiate with American Indians" dice. Discard these dice to the Right Bank of the Camp.

Effect:



Take 1 Wary Tribe card (showing an Arrow icon) from among the available cards in the Meeting Area. Place it in your Action zone.

Then take 1 gray die from the neutral stock next to the board.

Roll the gray die you have just taken and place it in your Dice Stock.



If the stock of gray dice is empty...

If you have to take a gray die and the stock is empty, the player with the most gray dice in their Stock and Action zones must give you one, irrespective of the dice that are on the Camp board (if there's a tie, you choose the tied player). This player chooses which one of hers to give, from her Stock or sitting on an Action icon. Roll the gray die you've just been given and place it in your Dice Stock. If you are the player with the most gray dice, you do not get a new one.

Notes

- It is possible to get 2 Tribe cards in one turn (one Friendly and one Wary). However, you cannot get two Friendly Tribes or two Wary Tribes in the same turn: that would be performing the same Action twice, which is never allowed.
- You are not allowed to use a gray die the same turn you get it.
- The Meeting Area gets replenished at the end of your turn, not each time you get a Tribe card.

Changing the dice



These explorers' missions have been redefined.

Trigger this Action with any die and discard it to the appropriate Bank on the Camp board.

Effect:

Choose 1 or 2 Dice from your Stock and turn them to the face you want (must be the same face for both dice).

Note: You are not allowed to play the dice you have just changed this turn, even if you chose the face you are currently playing.

Change of plans



The explorers have decided to change their route.

Trigger this Action with any die and discard it to the appropriate Bank of the Camp board.

Effect:

Exchange the Discoveries card in your Exploration zone with any Discoveries card in the Reconnaissance Area.

Actions requiring (usually) more than one turn

The Exploration Actions

These Actions allow you to add Discoveries cards to your Journal. Once explored, these cards go under your Journal's cover to hide them from the other players; but you can look at your own cards any time during the game.

Exploration is done in at least two steps: first, you go and explore (by walking or riding, for example); then you record your discoveries in your Journal. You can't write about discoveries you haven't discovered yet!

All these Actions require one or several dice to be placed first. Then they are activated, later in another turn, by placing a Journal die, which triggers their effect.

You can play your prerequisite dice in whatever order you choose.

You MUST play the prerequisite dice BEFORE you play the Journal die to trigger the effect!

When you play dice on an Exploration Action that requires placing one die and getting rid of one or two more, you must play all the dice at the same time.



Triggering Exploration Actions

When you trigger the effect of Exploration Actions (after placing Journal dice), the total of your Actions must allow you to cross, from bottom to top, the entire length of the Discoveries card in your Exploration zone.

Your Exploration Actions MUST match the kinds of terrain (icons), and the order in which they appear, starting from the bottom of the card. A move made with an Exploration Action cannot be split or rearranged.

An Exploration Action can never be split into two parts, with a different Exploration Action between the two parts.

If a Discoveries card has several paths, you may choose the path your explorers will travel, provided it leads from the bottom to the top of the card. The other possible routes on the card are ignored.





You must play two Walk dice first (1): set one die on the Action's Walk icon and discard the other to the Camp board. Later you play a Journal die (2) and explore three Mountains.



The prerequisite dice are set on the Action icons in the order of your choice: (1) then (2) OR (2) then (1). Later you play a Journal die (3) to trigger an exploration.



For instance, this Action requires you to use three identical dice: you must simultaneously place one die on the Action and discard the other two dice to the game board.



triggers the effect of the Exploration Action.

You can choose this path



or this path



Horse ride



A horseback rider has explored two trails along the River.

Precondition
1 Ride die. Set it on the Action's Ride icon.

Effect
Explore two Rivers.



Hike



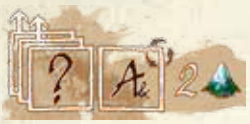
Two hikers have left and have explored three trails. On the way back, one of them has rested at the Camp.

Precondition
Precondition: 2 Walk dice. Set 1 Walk die on the Action's Walk icon and discard the other to the Left Bank of the Camp board.

Effect
Explore three Rivers.



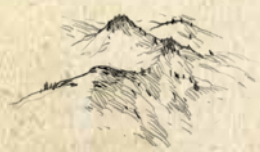
Mountain expedition



The explorers have gone through two passes. They left in a group of three to support each other through the rough terrain. On their way back, two of them have rested at the Camp.

Precondition
3 dice, all showing the same face. Set 1 die on the Action's question-mark and discard the other 2 (identical to the first die) to the appropriate Bank on the Camp board.

Effect
Explore two Mountains.



Example 1
On his turn, William sets two Journal dice on two Exploration Actions (Hike and Mountain expedition) - on earlier turns, he had set the prerequisite dice. This allows him to explore three Rivers and two Mountains or two Mountains and three Rivers.



Exploration is immediately triggered. The Discoveries card in his Exploration zone (card number 35) shows a path with two Rivers and two Mountains. The card is thus explored and placed in his Journal under its cover.



Then William chooses a new Discoveries card from among the 3 available cards in the Reconnaissance Area and places it in his Exploration zone.

Note: with the Exploration Actions he has, William couldn't explore card number 22 (right) in spite of it showing three Rivers and two Mountains in total: the two Mountains are not part of the same range. These Mountains have to be explored with two different Exploration Actions.



Note: You are not required to use ALL of the moves of an Action. For instance, you might trigger an Action which allows you to move over three Rivers, but you only need to go over two Rivers. However, in such a situation, the leftover move or moves are lost! They cannot be used later in the same turn!

Note: If you have 4 Journal dice, you can trigger the Mountain Expedition in only one turn.



Exploring two cards in a row

If you still have Exploration Actions left after crossing a Discoveries card, they can (if you have enough of them) allow you to fully explore one of the three cards in the Reconnaissance Area of the main board that same turn. Take this card, too, and place it in your Journal.

If you explore more than one Discoveries card at a time, the two cards make up one journey. In other words, if you do not need all of the moves which a particular Action provides, the remainder of that Action can IMMEDIATELY be applied to crossing over to the next card. As always, the order of icons in an action cannot be split and used later or rearranged.

You can explore a maximum of two Discoveries cards per turn.

Bonus: if you successfully explore two Discoveries cards in one turn, you may take another turn immediately after this one ends.



End of Exploration

From the Reconnaissance Area, choose one Discoveries card from the 3 available (or 2 available if you have explored two cards in one turn) and place it in your Exploration zone.

Take back ALL remaining dice from ALL your triggered Actions, whether that Action was actually used for Exploration this turn or not! Players can't "reserve" a triggered Action for a future turn: use it now, or never!

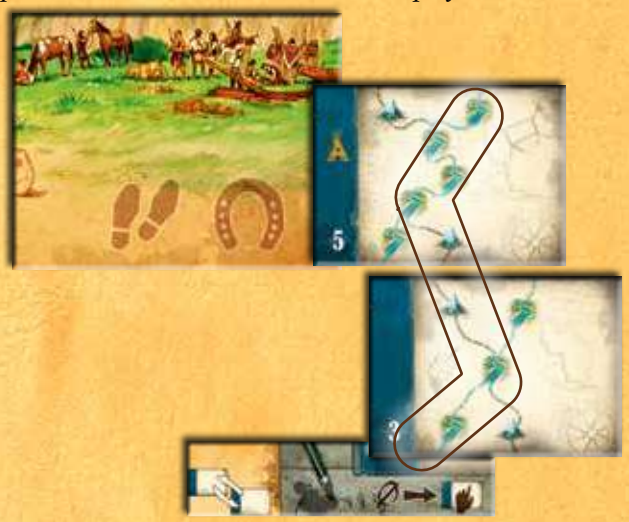
Re-roll them, and place them in your Dice Stock. These die must not be played again this turn.

Example 2 - Combined exploration of two Discoveries cards

Charles sets 4 Journal dice on the following Actions (Tribe cards 1, 3, 9, 34)



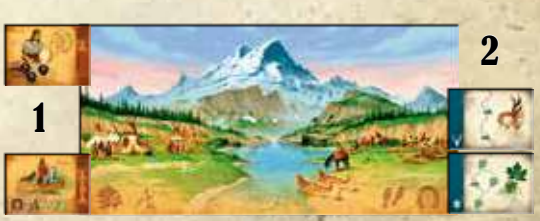
He explores Discoveries card 22 in his Exploration zone followed by card 55 in the Reconnaissance Area as follows: he starts with the two Rivers, then three Mountains (though only two are required), and then three Rivers followed by one additional River. He has explored two cards at once. He will now play a bonus turn.



Note: The two Mountains, despite being on two different cards, are considered as belonging to the same range: they come one after the other on the path.

End of an Action turn

If needed, add Tribe cards from the deck until there are 3 in the Meeting Area. Do likewise with Discoveries cards in the Reconnaissance Area.



B- Rest
Get dice and place them in your Stock

It is time for members of the party to rest and await new orders.

Choose one of these three options:

1 Take ALL the dice, regardless of color, from the Right Bank of the Camp board;

2 OR take ALL the dice, regardless of color, from the Left Bank of the Camp board;

3 OR take ALL or as many of YOUR 5 colored dice as you like, wherever they are, including: those on your individual board; those on Tribe cards in your Action zone; those on the Camp board; and those on other players' individual boards (in their Stock or their Action zone, including Tribe cards)! You can leave some dice where they are if you want.

Roll all the dice you get and place them in your Dice Stock. Your turn is over.

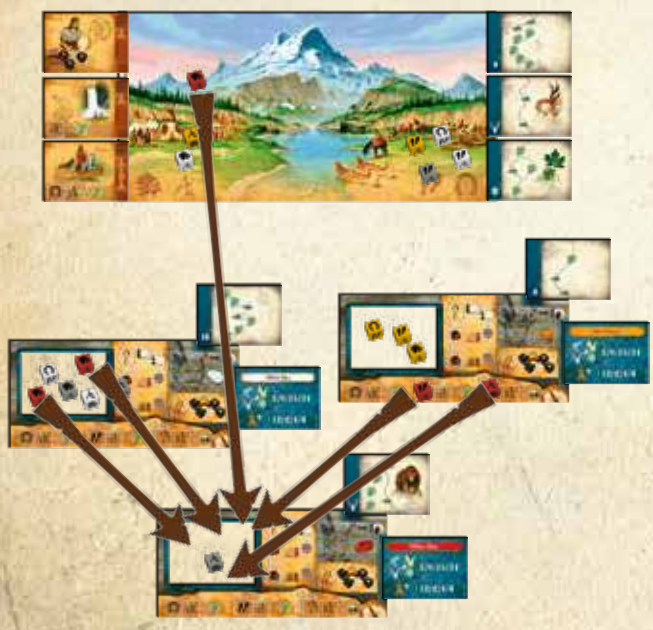
Note: there is no dice limit for your Stock.

Note: Sometimes, you'll be able to use other players' dice; but beware! They might take them back at the worst possible time!

Example for Option 3

Lola decides to get the dice of her color back.

She takes one from the Camp, two from William's stock and two from Charles' Action zone.



Timeline of the Expedition

May 14, 1804 - 4 P.M. - The Corps of Discovery begins its journey. They leave Camp Dubois in three boats: two pirogues crewed by six and seven men respectively, and a keelboat custom-made for the Expedition. Their destination is the Pacific coast.

August 3, 1804 - The Corps of Discovery, acting as representatives of the USA, holds the first official council between America and the Missouri and Oto Indians at what is now Council Bluffs, Iowa. The Americans give gifts to the tribal leaders, including medals and American flags. The Corps performs a parade before their hosts, and Lewis demonstrates the power of his "air gun".

August 20, 1804 - Sergeant Charles Floyd, the only member of the Corps to die during the Expedition, dies from "bilious chorlick" (a ruptured appendix).

August 30, 1804 - An amicable council takes place with the Yankton Sioux. Legend has it that Lewis wraps an infant in a US flag and declares the baby to be "an American".

October 24, 1804 - The Corps arrives at the villages of the Mandans and the Hidatsas. Lewis and Clark make the decision to build Fort Mandan on the other side of the river from the main village. Sacagawea becomes the interpreter and the guide of the Expedition there.

April 7-25, 1805 - The Expedition travels from Fort Mandan to the Yellowstone River.

April 25 - June 3, 1805 - From the Yellowstone to Marias River. On May 5, Clark and a hunter kill the first grizzly bear they have ever encountered.

June 3-20, 1805 - From Marias River to the Great Falls.

July 15 - August 8, 1805 - The Corps journeys from Great Falls towards the vicinity of the Shoshone Indians. On August 11, Captain Lewis encounters a Shoshone man, the first American Indian seen since leaving Ft. Mandan.

August 17, 1805 - A council is held with the Shoshone. The Shosone chief is Cameahwait, who turns out to be Sacagawea's brother. After presenting various gifts to Cameahwait's people, Lewis and Clark manage to obtain horses for the purposes of both travel and food. It is around this time the Shoshone guide Old Toby joins the Expedition.

September 1 - October 6, 1805 - while crossing the Bitterroot Mountains, the Corps meets Flathead and Nez Perce Indians.

October 9 - December 7, 1805 - Journey down the Clearwater, Snake and Columbia Rivers to the Pacific Ocean.

December 7 - March 22, 1806 - The winter is spent at Fort Clatsop, where 338 pairs of moccasins are made for the return trip.

March 23, 1806 - The Corps leaves Fort Clatsop for the journey east.

July 3, 1806 - The Corps divides into two groups: Lewis leading the one up the Blackfoot River, while Clark leads the other up the Bitterroot River.

July 16, 1806 - Lewis heads up the Marias River, leaving a small party behind at the river mouth under the command of Gass. Lewis tells Gass he hopes to see him again by Aug.5. If he has not returned by Sept. 1, Gass is instructed to assume the worst.

July 27, 1806 - Blackfeet Indians try to steal guns belonging to Lewis's party. A fight breaks out and two Blackfeet are killed, the only incident of violence between the Corps and American Indians during the entire Expedition.

July 28, 1806 - Lewis reunites with Gass, as well as Ordway (from Clark's party) who had met Gass about a week earlier.

August 12, 1806 - Lewis' and Clark's two groups reunite on the Missouri River in what is now North Dakota.

September 23, 1806 - The Corps of Discovery returns to St. Louis, after an absence of two years, four months, and ten days.

End of the Game

If a player cannot refill his Exploration zone after successfully exploring a Discoveries card (due to the deck being depleted), his game is now over.

Note: If you hold one or more Minnetaree Tribe cards, you may not transfer the Discoveries cards on those cards to your Exploration zone to prevent the game from ending: it is still your last turn!

Every other player gets one more turn and the game ends.

Unexplored cards in their Exploration zone do not count for the scoring.



Scoring the Discovery Points

Scoring Discovery points from cartography

Add all the numbers written on the Discoveries cards in your Journal.

Scoring Discovery points from discovering new species

There are 4 different types of species (Mammals, Birds, Fish and Plants). Sort your Discoveries cards into sets of from 1 to 4 cards (a "set" can consist of a single card). Each set can have no more than one card of each type. For each set of species, score the following points, depending on the number of types in a set:

1 type	**3 points**
2 different types	**8 points**
3 different types	**15 points**
4 different types	**24 points**

Note: in the deck of 55 Discoveries cards, there are:

- **7 Plants** 
- **6 Mammals** 
- **5 Birds** 
- **4 Fish** 

Scoring Discovery points from knowledge of the American Indians

Each player counts the number of American Indian tepees on all the Tribe cards in her Action zone, as well as on the Discoveries cards hidden in her Journal.



The player with the most tepees scores the most points. The other players are then ranked in decreasing order based on their number of tepees.

Give each player the number of Discovery points that corresponds to their rank. Points will vary depending on the number of players (see accompanying chart).

In case of a tie in the number of tepees, the tied players divide the sum of the points of their rank and the rank below it.

Rank	4 players	3 players	2 players
1st	12 points	12 points	12 points
2nd	8 points	6 points	6 points
3rd	4 points	0 point	
4th	0 points		

Example: in a 4-player game, Player A and Player B have have the same number of tepees. Player C is next, followed by Player D with the least tepees. The points are scored as follows: A gets 10 points ((12+8)/2), B gets 10 points, C gets 4 points and D gets 0 points.

Finally, add up all your Discovery points.

The player with the most points wins the game. In case of a tie, the player with the most dice on their individual board (among the players in a tie) is the winner. This includes dice in their Dice Stocks and Action zones (including dice on Tribe cards). If there is still a tie, they share the victory.

The Effect of Special Tribe Cards

Exploration cards

1 – 13 These thirteen Exploration cards usually work the same way as the Exploration Actions on the individual boards (see under Exploration Actions above), but are more efficient.

14 – 21 Explore X Rivers OR Y Mountains (as shown on the card). You must choose one or the other.

22 – 26 Explore X Rivers then Y Mountains (as shown on the card) in that order.

27 – 31 Explore X Mountains then Y Rivers (as shown on the card) in that order.

32 – 33 ***Clatsop***
When exploring a Discoveries card, consider one (and only one!) River as a Mountain or vice versa.

34 ***Tenino***
Add one River to a move along Rivers. This effect does not apply if it is not associated with another River Exploration Action.

35 ***Multnomah***
Add two Rivers to a move along Rivers. This effect does not apply if it is not associated with another River Exploration Action.

36 ***Nez Perce***
Add one Mountain to a move through Mountains. This effect does not apply if it is not associated with another Mountain exploration Action.



Cards causing an immediate effect

37 – 38 ***Minnetaree***
When you get this card, immediately take one of the 3 Discoveries cards from the Reconnaissance Area. Place it on the Minnetaree card. From now on, you can explore this card in place of the card in your Exploration zone. Once the Discoveries card on the Minnetaree has been explored, place it in your Journal, and the Minnetaree card remains empty in your Action zone. It may NOT be used a second time!

If the Discoveries card placed on the Minnetaree card has not been explored by the end of the game, discard it.

Cards with a permanent effect

Some Tribes cards give you a permanent bonus. You do not need dice to activate them. Their effect applies ONCE each turn.

39 – 42 ***Yankton Sioux***
On your turn, you may play any one die as if it were showing the face indicated on this card. Turn the die so that it shows the face being used.

43 – 46 ***Tetons Sioux***
You may play any one die showing the face indicated on this card as if it were the face you chose to play this turn. Turn the die so that it shows the face you chose.

47 – 48 ***Flathead***
If the player wants, she can choose to use ONLY two dice this turn; BUT, the dice she chooses can show two different faces!

If you have both Flathead cards, you can use three dice showing three different faces this turn.

49 – 50 ***Blackfeet***
You are considered to have one gray die less than you actually have in your Stock and Action zone when determining which player has the most gray dice (Taking a Tribe card Action).

51 ***Arikara***
You may ignore what type of Tribe you are dealing with when taking Tribe cards. Thus, you could secure a Wary, costing you only one Negotiate die. Alternatively, you could get two Tribes of the same type in a turn by using both Actions: three Negotiate dice could get two Friendly Tribes or two Wary Tribes.

52 – 53 ***Wishram***
While performing the Changing the dice Action, you do not have to change them to matching sides.

54 – 55 ***Wanapum***
When you apply the effect of the Changing the dice Action, you may change one additional die. All the modified dice must show the same side UNLESS you also have either card 52 or 53, or both, in your Action zone.



Translation: Andrew MacLeod