

THE ISLAND OF

EL DORADO

**RULEBOOK**

*how to play videos - [eldoradogame.com](http://eldoradogame.com)*

We've combined rulebooks for ease of use. This book has two sections:

1: The Island of El Dorado Rulebook *Second Edition* (page 2)

2: The Thieves of El Dorado Rulebook (page 12)

If you have a first edition of The Island of El Dorado, use these rules instead of the rulebook which came with your game. If you have a second edition, the rulebook included with that game is identical to what is printed here.

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# GAMEPLAY OVERVIEW

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 island and their ships find themselves on its shores. They begin to search and discover 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.

In *The Island of El Dorado*, each player is the leader of a civilization seeking to explore the island and control its 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 and armies to defend against the other explorers who seek to control the island before you do. The most powerful shrine is hidden in a cave somewhere on the island, but be wary as you enter; the cave is the most dangerous part of El Dorado. Civilizations will rise and fall 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.***

# GAME COMPONENTS

See detailed tile artwork on the back of this rulebook.



9 Water Tiles



13 Gold Tiles



10 Food Tiles



10 Wood Tiles



2 Garden Tiles



3 Island Shrine Tiles



1 Cave Shrine Tile



1 Cave Entrance Tile



1 Cave Exit Tile



3 Cave Dweller Tiles



9 Empty Cave Tiles



25 Food Resource Cards



30 Gold Resource Cards



25 Wood Resource Cards

3 Island Shrine Pieces

5 Player Boards

2 Golden Dice

11 Black Battle Dice

Rulebook

5 Linen Bags

## Wooden Pieces (5 Colors)



2 Explorers



2 Farmhouses



3 Offerings



1 Fort



4 or 5 (orange) Villagers

# SETUP

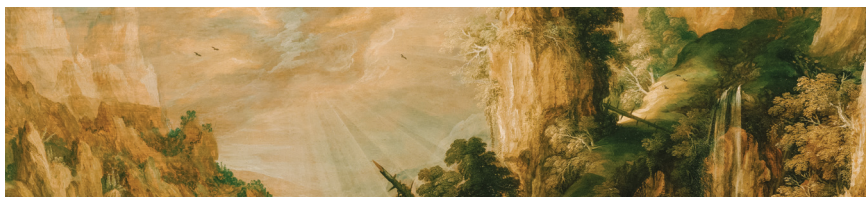
- 1: **Set aside** the 3 island shrine pieces and the black battle dice.
- 2: **Separate** the resource cards by type and put them face-up where everyone can reach them.
- 3: **Give** one player board to each player randomly. Give each player the wooden pieces of their explorer's color.
- 4: **Separate** the "El Dorado" tiles and "The Cave" tiles. *See backs of tiles.*
- 5: **Find** the cave exit tile and cave shrine tile and set aside. Shuffle the remaining cave tiles and place in a face-down stack. Shuffle the cave shrine into the bottom half of the stack, place the cave exit tile on top, and set aside.
- 6: **Gather** the El Dorado tiles. Select one tile at random to start the game (if it is a shrine or water tile, select another). Place that tile face-up in the middle of the table. Shuffle the remaining El Dorado tiles and place them in a face-down stack.
- 7: **Choose** which explorer of the two shown on your player board you'd like to control this game. Place their explorer piece on the first flipped El Dorado tile. Leave the other explorer piece of the same color in the bag. *If Nicolas, also leave one villager in the bag.*
- 8: **Each player** takes 1 wood 🌲, 1 gold 🏠, and 1 food 🍷 resource card. *If Victoria, take 4 of each resource.*
- 9: **See who goes first.** Each player rolls a golden 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 four shrines of El Dorado before one of your opponents does. The first player to control all four shrines wins the game.

*See "Shrines", page 5 and "How to Control Shrines", page 9*





Starting Resources



Wooden Pieces



Golden Dice



Starting El Dorado  
Tile with Explorers

Battle Dice



Resource Card Stacks



Island Shrine Pieces



Cave Exit Tile  
+ Cave Stack



El Dorado Tiles

Player Board



# GAME PRINCIPLES

Before taking a turn, these concepts will help you understand the game.

## SHRINES

The four shrines of El Dorado are the key to your conquest. Three of the shrines will be discovered on the surface of the island. You must buy and place **one offering on each** of these three shrines to control them. When you do, in addition to being one step closer to victory, two very important things happen: Your explorer's strength increases by one, and that shrine serves as a spawn point for your explorer if you are defeated in battle. See "How to Control Shrines", page 9.

The fourth and most powerful shrine is located in the cave, which is a separate group of tiles apart from the main island. The first player to find it immediately controls it **without having to buy and place an offering** on it, and their explorer's strength increases by 2 for as long as they control it. Other players can defeat that explorer in battle to steal it away, immediately controlling it themselves.

## EXPLORERS

Each explorer has a special ability shown under their name on their player board. Each explorer's starting strength is 1 (if Pedro, your starting strength is 2), and for every island shrine you control, your explorer's strength increases by 1. The cave shrine increases your explorer's strength by 2 for as long as you control it. Only explorers can discover new tiles, build buildings, and place offerings.

## 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. See "Farmhouse Battles", page 8. Forts occupy their three adjacent tiles. See "Fort", page 8. Occupying tiles is important in attacking. See "Attack", page 8. When this rulebook references "unoccupied tiles", it refers to tiles unoccupied by any **opponent's** villagers, explorers, or forts.

## TRADE

Players may trade (or give) resources or the cave shrine to one another at any time when your explorers are on adjacent tiles, but if a battle has been initiated anywhere on the island, all trade stops until the battle is over. You can also trade in 5 of any one type of resource for 1 of any other resource at any time. *William trades at a 3:1 ratio.*

## MAXIMUM HAND SIZE

Players must end their turns with nine or fewer resource cards in their hands. Players may exceed nine resources during their turns, but before the end of their turn any resources over nine must be spent or surrendered to the resource card stacks.

*The only exception to this is Victoria the Wealthy, who begins her game with twelve resource cards. She may possess over nine resource cards until she makes her first in-game purchase. Once this happens, she must end that and all subsequent turns with nine or less cards in her hand.*

## GARDENS

Gardens produce all three resources (food, wood and gold) at the same time. If you are farming a garden See "Gather", page 6, you have access to a combination of all three resources.



# HOW TO PLAY

Starting from the first player and going clockwise, each player takes a turn until a player controls their fourth shrine, winning the game immediately.

See "How to Control Shrines", page 9.

## TAKING A TURN

Each turn, the current player must:

### 1: Roll

Roll both golden dice. After rolling, choose one die to be your explorer's speed, and place it next to your explorer. The other die is your gather die.

Dislike luck in games? See "Hardcore Mode", page 23.

### 2: Gather

Take a variety of resource cards equal to the number on your gather die. You only have access to a type of resource card if you are farming a tile that produces that type (see back of rulebook). 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 on it and your farmhouse adjacent to it.

### 3: Explore

During your explore phase, you can do any of the following in any order:

**Move, Buy, Attack.**

## MOVE

You can move or discover tiles up to the number shown on your speed die. You can perform **Buy** or **Attack** multiple times between movements. You cannot move onto shrines or water.



### EXAMPLE OF MOVING & DISCOVERING

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

If your explorer is on the edge of the map and would like to discover a new tile, use 1 speed to flip a tile from the El Dorado stack, place it adjacent to your explorer's current tile, and move onto it. Newly discovered tiles must be placed adjacent to two existing tiles (the second tile placed at the very beginning of the game is an exception). If you discover a water or shrine tile, stay on your previous tile (this still uses 1 speed). Place an island shrine piece on each of the three island shrine tiles as they're discovered. Tiles cannot be moved once they are placed and cannot stick out past the edge of the table. When you discover the cave entrance tile see "The Cave", page 9.

# BUY | COSTS LISTED ON PLAYER BOARDS

To buy, return a specific combination of resource cards (costs) to the resource card stacks.

**Villager** (used for combat and farming): New villagers must be placed on an unoccupied tile adjacent to one of your buildings. Villagers cannot discover new tiles and cannot build buildings or place offerings. *Players whose explorers are not on the map may still purchase villagers during their explore phase.*

**Offering** (used to control shrines): These are placed on shrine tiles. Your explorer must be on a tile adjacent to a shrine tile to place an offering on it. Opponent army movements (see below) may be initiated before this is bought. See "How to Control Shrines", page 9.

**Farmhouse** (used for farming): Farmhouses are passive economic buildings and are placed on one of the corners of the tile your explorer is currently occupying. They can be built on any unused corner even if adjacent tiles are occupied by an opponent. This includes water, shrines, the cave, or the edge of the map. If your explorer is adjacent to your farmhouse, that farmhouse can be removed during your explore phase for the same cost as building it. *Explorers cannot pay to remove opponent's buildings.*



**Fort** (used to defend three tiles): Forts are aggressive buildings and are placed on one of the corners of the tile your explorer is currently occupying. They can be built on any unused corner with **unoccupied** adjacent tiles. This includes water, shrines, the cave, or the edge of the map. If your explorer is adjacent to your fort, that fort can be removed during your explore phase for the same cost as building it.



Pedro **can** build a fort:  
Farmhouses don't occupy tiles.  
All adjacent tiles are unoccupied.



Pedro **can't** build a fort:  
An adjacent tile is occupied  
by an opponent's villagers.



Pedro **can't** build a fort:  
An adjacent tile is occupied  
by an opponent's fort.

**Army Movement** (used to move villagers): An army is a group of any number of villagers on a single tile. An army movement is the act of moving an army of any size one space to an adjacent El Dorado or cave tile. *Explorers who have been defeated in battle and are not on the map may still purchase army movement following the rules below.*

**During your explore phase**, you may pay to move your army as many spaces as you'd like.

**During an opponent's explore phase**, you may pay to move your army one space to **ATTACK** an on-turn explorer or army **on an adjacent tile**, even if this interrupts their movement. *This can be done multiple times in a row this turn. This cannot be done if another battle has already been initiated.*

**Before ANY battle in which you are involved**, you may pay to move your armies as many spaces as necessary (if sufficient gold [one gold per tile]) to the battle tile. However, if your armies do not have an unoccupied path of tiles to the battle tile, you may not move them. If you're the one being attacked, you may pay 1 gold to flee your army one tile away from the battle tile. You can only flee onto an unoccupied tile. *Your explorer, if involved, may not flee. See "Attack", page 8.*

# ATTACK | STRENGTHS LISTED ON PLAYER BOARDS

Anytime you move an explorer or villager onto a tile occupied by an opponent, you are attacking them, initiating a battle. *No battles can be initiated until all players have finished their first turn.*

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- 1 A Battle Is Initiated:** A battle is initiated when an attacker moves onto a tile occupied by an opponent. This tile becomes the battle tile until the battle is over.
- 2 The Attacker Moves:** The attacker has the opportunity to move their explorer (*if on-turn with sufficient speed*) or villagers (*if sufficient gold*) to the battle tile.
- 3 The Defender Moves:** When the attacker has confirmed that they are done moving their pieces, the defender has the opportunity to move their explorer (*if on-turn with sufficient speed*) or villagers (*if sufficient gold*) onto the battle tile, or to flee the battle. (*see Army Movement, page 7*). Explorers can never flee a battle. If the defender does not flee, the battle occurs.
- 4 The Battle Occurs:** The attacker rolls a number of black battle dice equal to their total strength on that tile. Then, the defender does the same. Whoever rolls a higher result defeats their opponent. In the event of a tie, all explorers and villagers involved in the battle return to their previous tile(s) adjacent to the battle tile (if they have moved this turn) and cannot be moved again this turn. *If you are battling a cave dweller, see "The Cave", page 9.*
- 5 After The Battle:** Defeated villagers die and defeated buildings are destroyed. They are removed from the map and can both be re-bought in their player's **next** explore phase.

*If an explorer is defeated in battle, the defeated player chooses half (rounded down) of their resource cards to give to the victor. The victor removes the defeated explorer's wooden piece from the map and keeps it until just before the defeated player's next turn begins. Before the defeated player rolls their golden dice to start their next turn, the victor places the explorer piece on an unoccupied tile next to a shrine the defeated player controls. If that's not possible, the victor places the explorer piece on **any** unoccupied tile. The defeated player then rolls their golden dice and continues their turn as normal.*

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**Fort:** Forts occupy their three adjacent tiles. If an opponent moves onto one of those three tiles, they are attacking the fort **and** any villagers or explorers on that tile. Forts cannot attack or defend other buildings. You cannot attack a fort (or pieces adjacent to a fort) in your off-turn.

**Farmhouse Battles:** Farmhouses do not occupy any tiles. If your explorer or villagers occupy a tile with an opponent's farmhouse on it, you may choose to initiate an attack on that farmhouse during *your* explore phase. This is called a **farmhouse battle**. Farmhouses do not add their 1 strength to any battles other than **farmhouse battles**.

**If your Farmhouse is Attacked:** You have the opportunity to move your villagers (*if sufficient gold*) to the battle tile to interrupt this attack. *See "Army Movement", page 7.* This interruption battle takes place first, and the farmhouse does NOT add its strength to the battle. If your army loses this interruption battle, the farmhouse is then attacked in a **farmhouse battle** and defends itself with a strength of 1.



## EXAMPLE BATTLE WITH A FORT & A FARMHOUSE

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 2 (1 fort + 1 villager). If White wins, they can then choose to attack the farmhouse in a farmhouse battle.

# HOW TO CONTROL SHRINES

**Island Shrines:** To control an island shrine, buy an offering during your explore phase and place it on the shrine tile. Your explorer must be on a tile adjacent to a shrine tile to place an offering on it. Multiple players can control an island shrine at the same time, and offerings cannot be destroyed. A player cannot place more than one offering on a single shrine. **When you place an offering on a shrine, your explorer's strength increases by one, and the shrine serves as a spawn point if your explorer is defeated in battle.** The strength of villagers and buildings do not increase as shrines are controlled.

**Cave Shrine:** When you discover and move onto the cave shrine tile, you immediately control it and your explorer's strength increases by 2 without needing to purchase and place an offering on it. As you leave that tile, take it off the board and into your possession. An opponent can take the cave shrine (and its +2 strength bonus) from you by defeating your explorer in battle. *If you possess the cave shrine and your explorer is defeated by a cave dweller, the dweller takes the cave shrine from you and benefits from its +2 strength. Set the cave shrine tile aside and shuffle the victorious dweller back into the cave stack. When that dweller is rediscovered in the cave, you must defeat it to claim the cave shrine.*

**Pro Tip:** You don't necessarily have to control all of the island shrines before searching for the cave shrine. An explorer with a full army has a higher strength than any cave dweller even before controlling a single island shrine.

## THE CAVE

The cave is built separately from the El Dorado map. When first entering the cave, place the cave exit tile about 2 feet away from the main island. If there is not enough space on your table, find a different surface in the room. You may move from the cave entrance tile to the cave exit tile (or vice versa) for 1 speed. Newly discovered cave tiles must be placed adjacent to two existing cave tiles (the first tile placed adjacent to the cave exit tile is an exception). You **cannot** place cave tiles adjacent to an **X** on the cave exit tile.

**Cave Dwellers:** If you discover a cave dweller, you must attack it. The player to your left plays as the cave dweller until the battle is over. If you defeat the cave dweller, flip the dweller tile over and use it as an empty cave tile. If the cave dweller defeats you, you lose your choice of half of your resources (rounded down) to the resource card stacks. The player who was playing as the cave dweller places the defeated explorer on an unoccupied tile before their next turn following standard battle rules *see "After the Battle", page 8.* Shuffle the victorious cave dweller back into the cave stack. *In the event of a tie, the attacker and their army return to their previous tile(s) adjacent to the battle tile and cannot be moved again this turn. Shuffle the cave dweller back into the cave stack.*

**Thieves:** The Thieves have a treasure of 2 wood, 2 food, and 2 gold. If you defeat the Thieves, you claim their treasure. If they defeat you, your choice of half of your resources (rounded down) is added to their treasure. Place their treasure to the side of the cave.

# EXPLORER ABILITIES

**Stella The Adventurer:** Stella's nimble stallion allows her to traverse the landscape with ease. Begin her turn as normal, rolling the two golden dice. Then, add 1 speed to her speed die.

**Bellona The Commander:** Bellona is a strong leader, beloved by the soldiers in her command. Each turn, during her explore phase, she may choose to move an army of any size one space at no cost.

**Hector The Corporal:** Hector is a cunning leader and knew that sailing for El Dorado with a larger group would aid his chances for conquest. While other explorers are limited to four villager pieces, Hector has a fifth villager piece.

**Nicolas The Fortuitous:** Nicolas has an interesting relationship with luck, allowing him to retry his entire golden dice roll (both dice) once per turn before entering his gather phase. Be wise, however, as his second roll cannot be changed.

**Tizoc The Gatherer:** Tizoc has an unparalleled relationship with the land. Each turn, before his gather phase, take one food even if he's not farming it.

**Emma The Cartographer:** A skilled mapmaker and strategist, Emma has great influence in determining the lay of the land. Each turn, before entering her explore phase, look at the top three El Dorado tiles and rearrange them however you like. She may not do this with the cave tiles.

**Victoria The Wealthy:** Coming from an aristocratic British family allowed Victoria to set sail for El Dorado with enough supplies to give her a tremendous advantage early in her campaign. Begin the game with 4 food, 4 wood, and 4 gold.

**Pedro The Conquistador:** Many successful conquests have made Pedro as violent as he is pitiless. His starting explorer strength is 2.

**William The Merchant:** Having extensively studied economics and politics, William is a gifted tradesman. Instead of the usual five, he may trade three of any one type of resource for one of any other type of resource at any time.

**Laffite The Pirate:** With a zeal for anarchy and a penchant for thievery, Laffite has little concern for the law of any land. Any time he rolls a 3 or a 5, steal one resource from the player of his choosing. Rolling 3|5, 3|3, or 5|5 means he steals two resources from his choice of one or two players.



Defeated Cave Dweller

Cave Exit Tile



# THE THIEVES

OF EL DORADO

# INTRODUCTION

The year is 1589. Brave explorers have only just breached the shores of the mythical island of El Dorado. Little do they know, however, that they are not alone.

Years before their fateful meeting with Ali Baba, the legendary \*Band of 40 Thieves\* had been using the shores of El Dorado as a base of operations for their machine of robbery on the high seas. They've been hiding in the shadows as the explorers have led them to areas of the island they never knew existed and exposed to them the great power hidden in its shrines, shrines which the Thieves had foolishly dismissed as crumbling relics of a bygone era.

Determined to harness the power of the shrines to fuel their infamous organization, the Thieves step out from the shadows of El Dorado to steal their way to immortality...

## GAME COMPONENTS

- 8 Cave Tiles
- 5 Metal Doubloon Coins 
- 4 Metal Treasure Coins
- 3 Player Boards
- 6 Golden Dice
- 5 Black Battle Dice
- 1 Titan Die 
- 1 Thief Die 
- 1 Cave Shrine Piece
- 1 Rulebook
- 1 Bridge Tile
- 2 Totec Tokens 
- 1 Wolf Token
- 2 Linen Bags
- 2 Explorers 
- 2 Farmhouses 
- 6 Offerings (2 colors) 
- 1 Fort 
- 16 Villagers (6 colors) 
- 4 Thieves 
- 2 Outposts 
- 1 Hideout 
- 1 Titan 
- 1 Wolf 

## NEW EXPLORER ABILITIES

**Sequoia the Traveler:** Lessons learned from her tribe at a young age have made Sequoia tremendously perceptive and able to withstand long journeys. She can use wood to buy additional explorer speed (at a rate of 1 wood to 1 speed) during her explore phase.

**Yanga the Ranger:** Yanga can perform a ranged attack up to two tiles away without any risk of death. Counting Yanga's range works like counting movement, so he cannot ranged attack over shrines or water (unless in the direction of the bridge See *"The Bridge"*, page 14). The tile that he is targeting is considered the battle tile. He ranged attacks only with his own strength, not with the total strength of the tile from which he's attacking. Yanga's ranged attack **does** benefit from the +2 strength of the cave shrine if he possesses it. He cannot ranged attack tiles occupied by buildings, he cannot perform ranged attacks off-turn, and if he ties or loses a ranged attack, he cannot move any more this explore phase.

# SETUP

The Thieves of El Dorado allows for multiple modes and combinations of play depending on how many players are at the table.




PLAYERS	FREE FOR ALL	FREE FOR ALL (THIEVES)	TEAM PLAY
2	1v1	1vT(2)	×
3	1v1v1	1v1vT(2)	2vT(4)
4	1v1v1v1	1v1v1vT(2)	2v2
5	1v1v1v1v1	1v1v1v1vT(2)	2v2vT(4)
6	1v1v1v1v1v1	1v1v1v1v1vT(2)	2v2v2
7	×	1v1v1v1v1v1vT(2)	2v2v2vT(4)
8	×	×	2v2v2v2

T(#) = Player playing as the thieves (number of thieves available)

**Large Group Variant:** In games with 6, 7, or 8 players (free for all or team play), players only need to control the cave shrine and TWO of the island shrines in order to win the game. Controlling the third island shrine will still increase your explorer(s) strength and serve as a spawn point, but is not essential to victory.

- Choose a mode of play** from the chart above. If you're playing with teams, pick your teammate and sit next to them. *Decide who will be playing as the Thieves, if applicable.*
- Set aside** the three island shrine pieces, the golden dice, the treasure coins, the cave shrine piece, and the black battle dice from both the original game and the expansion.
- Separate** the resource cards by type and put them face-up where everyone can reach them.
- If playing with the Thieves**, give that player the Thieves player board ("In Hiding" side up), wooden pieces, thief die and three of the five doubloons. If your number of thieves available this game is **2** (see chart above), put two thieves back in the bag. Set the other two doubloons near the resource card stacks.
- Give** one player board to each remaining player or team randomly, and give everyone the wooden pieces of their explorer's color. If playing as a team, add two more villagers to your set of pieces. You should have four villagers if you're playing alone and six if you're playing with a partner. *(Five or seven, respectively, if Hector)*
- Separate** the "El Dorado" tiles and "The Cave" tiles. *See backs of tiles.*
- Find** the cave exit tile and cave shrine tile and set aside. Shuffle the remaining cave tiles and place them in a face-down stack. Remove 10 tiles from this stack and put them back in the box. Shuffle the cave shrine into the bottom half of the stack, place the cave exit tile on top, and set this stack aside.



- 8: **Gather** the El Dorado tiles. Select one tile at random to start the game and place it face-up in the middle of the table (If it is a shrine or water tile, select another). Shuffle the remaining El Dorado tiles and place them in a face-down stack.
- 9: **Choose** which explorer of the two shown on your player board you'd like to control this game. Place their explorer piece on the first flipped El Dorado tile. *If playing with a partner, decide which of you will control each of the two explorers on your board and see "First Turn" page 15. The Thieves, if in play, do NOT place a thief on the first tile. See "The Thieves In Hiding", page 16.*
- 10: **Each non-thief player** takes  1 wood ,  1 gold , and  1 food resource card. *If Victoria, take 4 of each resource.*
- 11: **See who goes first.** Each player or team rolls one golden die. Highest roll takes their turn first. If two or more players tie for the highest roll, they roll again. If the Thieves are in play, the player or team to the left of them automatically goes first and play continues clockwise around the table, arriving at the Thieves last.

## EXPANSION RULES

The Thieves of El Dorado follows the same rules as the base game with the exceptions and additions in the pages that follow.

## RESOURCE MANAGEMENT

Players may trade (or give) resources, treasures, or the cave shrine to one another at any time when on the same or adjacent tiles, but if a battle has been initiated anywhere on the island, all trade stops until the battle is over. Players may not discard resources to the resource card stacks unless they are buying something.

## THE BRIDGE

The bridge costs 3 wood to build or remove during your explore phase and is placed on an unoccupied water tile to connect two already discovered non-water El Dorado tiles (including shrines). Your explorer or thief must be on the tile adjacent to where you'd like to build the bridge in order to build it. There is only one bridge shared by all players, and you can only move onto the bridge from the two tiles it connects. The bridge must be unoccupied in order to remove it from the map, but **any** player may pay to remove it during their explore phase if their explorer or thief is adjacent to it. Forts and Hideouts do not lend their strength to the water tile on which the bridge has been placed. **The tile that the bridge is placed on is only considered adjacent to another tile if it directly connects to it.**



Pedro **can** build the bridge: He could move onto the bridge and then buy an offering.



Pedro may not buy an offering from the bridge, but he may use two speed to move to the gold tile to buy an offering.



Pedro **can't** build the Bridge: The bridge must connect two already discovered tiles.

# HOW TO PLAY AS A TEAM

Teams of two must work together to place offerings and control the cave shrine. When a team has one offering on each Island Shrine and one of the teammates controls the Cave Shrine, that team immediately wins.

## FIRST TURN

Each team chooses one of their two explorers to begin the game on the first El Dorado tile. During the first round of play, one player from each team rolls two golden dice and takes their turn. After each team's explorer has finished their first turn, all teammates enter the game simultaneously and place their explorers on the same tiles as their team's first explorer. Standard turns begin.

## TAKING A TURN

Each of the two players on the team roll two golden dice simultaneously (four dice total). They share these four dice, assigning the two gather dice and two speed dice however they choose amongst themselves. They then proceed through the phases of their turn (gathering and exploring) at the same time. **One player isn't allowed to start their explore phase until both have gathered.** *If your explorer's ability depends on your golden dice roll, make use of your ability based on the two dice you rolled before sharing your dice with your teammate.*

**Pro Tip:** The four extra golden dice included allow the team that's up next to (secretly!) roll and start strategizing for their coming turn.

## FARMING

Each individual player has access to the type of resource that **their** explorer piece is on, and they both have shared access to types of resources farmed by villagers adjacent to their farmhouses.

## SHARING RESOURCES

Team members are allowed to show one another the contents of their hand of resources at any time. They may trade (or give) resources, treasures, or the cave shrine to one another at any time if they are on the same or adjacent tiles. Players who are not teammates can also share resources and treasures if they are on adjacent tiles. If **both** explorers from the same team are victorious in a battle, they choose how to divide the resources from the defeated explorer(s).

## SHARING WOODEN PIECES

When playing as a team, all forts, farmhouses, villagers, and offerings of their color are shared by both players, can be used by both players, and affect both players. The costs of these items, however, **cannot** be split between the two explorers unless they are on the same or adjacent tiles and therefore able to share resources. **When one teammate places an offering, both explorer's strength increases by 1, and that shrine serves as a spawn point for both explorers if defeated in battle.**

## SHARING TREASURES

If an explorer discovers a treasure during team play, that explorer alone benefits from it. Treasures can be passed between teammates during their explore phase if they're on the same or adjacent tiles, but the cursed treasure cannot be given away.

# HOW TO PLAY AS THE THIEVES

The Thieves win the game by controlling the four shrines of El Dorado just like the explorers. However, instead of gathering resources from the island, they steal from the explorers to fund their own economy of gold doubloons.

## THE THIEVES IN HIDING

The Thieves start the game **in hiding**. They return to this state anytime the Thief player has no wooden pieces on the map (except for offerings). *When they lose their last non-offering piece on the map, they flip their player board to the in hiding side, they discard their resource cards and take or discard doubloons until they have two doubloons. Their turn (if on-turn) is over.*

When it's the Thieves' turn and they are **in hiding**, they may choose to purchase and place their hideout anywhere on the map. See "Hideout" page 18, or they could choose to skip their turn and collect one doubloon for doing so. The Thieves may repeat this process as many times as they like to collect more doubloons before emerging (5 doubloons maximum). While **in hiding**, they cannot steal. Once they purchase their hideout, they flip the thief player board to "The Thieves of El Dorado" and enter their **explore** phase for that turn. If all tiles on the island are occupied, the Thieves are forced to remain in hiding.

## TAKING A STANDARD TURN

### 1: Choose

Either **take one gold** from the resource stacks or **steal** from the other explorers.

### 2: Steal

If you chose to steal, roll the thief die. After rolling, choose one of the numbers on the die to be your **reach** this turn. The other number will be your **steal** this turn.

**Your reach is the maximum number of tiles away an opponent can be for you to be able to steal from them.**

**Your steal is how many cards you can take from a player within your reach.**

Using your **reach**, determine which players, if any, you can steal from this turn. You can originate your reach from your hideout, from an outpost, or from any one of your thieves. You cannot reach over shrine or water tiles (unless in the direction of the bridge. See "The Bridge", page 14). Counting reach is similar to how you count movement: see example below.

Once you have determined which players are within your **reach**, choose one of those players and take their entire hand of resources. Look through their hand of resources and take any combination of their cards up to your **steal**. Return any remaining cards to the player you stole from. **You cannot steal from an explorer if they are on a tile occupied by a fort.** Players cannot conceal the number of cards in their hand.



### EXAMPLE OF REACH & STEAL

In this example, Thieves rolled 1/6. Yanga is not within reach of 1 or less, so the Thieves choose 6 as their reach, and 1 as their steal. They steal 1 resource from Yanga's hand.

### 3: Explore

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

# MOVE

Each thief begins each turn with four speed which can be used to move onto existing tiles or to discover new tiles. Each thief doesn't need to use all four of their speed each turn, but they cannot roll over unused speed to their next turn.



## EXAMPLE OF MOVING & BUYING

Thief A moves two north to the gold. He builds an outpost.  
Thief A continues moving south to discover a wood tile.

Meanwhile, Thief B is created from the new outpost.  
He is immediately given 4 speed. Thief B then moves north  
to build a second outpost. He then moves to discover  
a shrine tile. He chooses to end his turn on the food tile.

**Pro Tip:** Use a golden die next to each thief to keep track of how many speed each thief has remaining this turn.

# ATTACK | STRENGTHS LISTED ON PLAYER BOARDS

Battles between thieves and explorers follow standard combat rules. Each individual thief has a strength of three **which does not increase as island shrines are controlled**. If a thief controls the cave shrine, that individual thief has +2 strength for as long as he controls it.

**Moving thieves into a battle:** If you are the Thieves, it's your turn, and you initiate a battle, you can move as many thieves as you'd like (if sufficient speed) onto the battle tile before it begins. The same is true if it's your turn and you're attacked by an opponent's army. If it is not your turn and you are attacked by an explorer or villagers, you cannot move additional thieves onto the battle tile.

**If a thief or multiple thieves are defeated in battle:** Defeated thieves die and return to your available wooden pieces. They cannot be repurchased until your next explore phase. The Thieves lose half of their resources (rounded down) to the victor and lose one doubloon per battle to the resource stacks. Any thieves not involved in the battle may continue with their turn(s). *When the Thieves lose their last non-offering piece on the board, they go into hiding. See "The Thieves in Hiding", page 16.*

**If a thief or multiple thieves tie in battle:** Any thieves involved in the battle return to their previous tile(s) adjacent to the battle tile (if they have moved this turn) and cannot be moved again this turn. Any thieves **not involved** in the battle may continue with their turn(s) as normal.

**Hideouts:** Hideouts have a strength of **two** and, like a fort, occupy their three adjacent tiles. If an opponent moves onto one of those 3 tiles, they are attacking the hideout and any thieves on that tile. Hideouts cannot attack farmhouses or defend outposts.

**Outposts:** Outposts have a strength of **four** and, like a farmhouse, do not occupy their adjacent tiles. If your explorer or villagers occupy a tile with an opponents outpost on it, you may choose to initiate an attack on that outpost during your explore phase. This is called an **outpost battle**. Outposts do not add their 4 strength to any battles other than **outpost battles**.

# BUY | COSTS LISTED ON THIEVES' PLAYER BOARD

The Thieves use gold coins called doubloons to buy buildings, offerings, and additional thieves. They begin the game with three doubloons and can buy more doubloons during their explore phase by trading in matched pairs of resource cards. *Thieves can remove buildings for the same cost as buying them. Thieves must be adjacent to buildings to remove them.*

**Thief:** A new thief **must** be placed on a tile adjacent to an outpost or hideout. This new thief immediately receives 4 speed. Thieves can discover new tiles, battle opponents or cave dwellers, build offerings or buildings, and can be used as a reach origin when stealing. Thieves which were defeated this turn cannot be repurchased until their **next** explore phase.

**Offering:** Offerings are placed on and used to control island shrine tiles. Your thief must be on a tile adjacent to an island shrine tile to place an offering on it. **Unlike the explorers, placing an offering on a shrine does not increase the strength of the Thieves, but it does bring them one step closer to controlling all four shrines and winning the game.**

**Hideout:** Hideouts are aggressive buildings and occupy their three adjacent tiles with a strength of two. If the Thieves are in hiding, hideouts can be built on **any** unused corner with unoccupied adjacent tiles, both on the El Dorado map or in the cave. If the Thieves are in play, hideouts must be placed on a corner adjacent to a thief. They can be used to create new thieves, and as a reach origin when stealing.



**Thief can build hideout:**  
Farmhouses don't occupy tiles.  
All adjacent tiles are unoccupied.



**In Hiding thief can build hideout:**  
When in hiding, thieves can build a hideout without being on the map.



**In Hiding thief can't build hideout:**  
Adjacent tiles are occupied by a fort and a villager.

**Outposts:** Outposts can be used to create new thieves and as a reach origin when stealing. Outposts must be placed on a corner adjacent to a thief and can be placed anywhere on the El Dorado map or in the cave, even if adjacent tiles are occupied by opponents, water, shrines, or the edge of the map. They cannot be placed while the Thieves are in hiding.



# TREASURES

As you explore the cave, you may discover one of its four treasures. When you move onto one of these tiles, take the corresponding treasure coin and begin using its ability described below. Afterward, this treasure tile is used as an empty cave tile.

*Playing in teams? See "Sharing Treasures", page 15.*

**Bavieca:** Take the speed treasure coin and gain +1 speed immediately and +1 speed per turn for as long as you possess it. If you are playing as the Thieves, choose at the start of each explore phase which individual thief will receive the +1 speed this turn.

**Raleigh's Golden Rose:** Take the resource treasure coin and take 1 resource card of your choosing immediately. Each turn, before your gather phase, take 1 resource card of your choosing for as long as you possess this treasure, even if you are not farming it.

**The Army of Jiménez:** Take the battle treasure coin. As long as you possess it, you may choose to re-roll one black battle die per battle. *This battle must include your explorer or thief piece(s), and must be done in the order outlined in "Attack", page 8.*

**The Cursed Treasure of Cortés:** Take five gold immediately. However, you must also take the cursed treasure coin. The explorer or thief who discovered this tile is cursed with -1 speed per turn and -1 strength. This curse is not removed through defeat in battle, but it is removed permanently when the cursed explorer or thief controls the cave shrine. *If your explorer only has a strength of 1 when they discover the cursed treasure, they now have a strength of 0. Instead of rolling a single battle die for this explorer's strength, set their battle die result to 0. Roll other battle dice as normal, if applicable.*

**If a thief or explorer that possesses treasure(s) is defeated in battle:** The victor chooses and takes any one treasure coin as their own (this does not apply to the cursed treasure). *If you are defeated by a cave dweller, choose and place one treasure coin on that dweller's space of the cave player board and shuffle their tile back into the cave stack. Dwellers do not benefit from any treasure. Whoever defeats this dweller receives all pieces (treasures or the cave shrine) that are on this dweller's space of the cave player board.*

## THE CAVE SHRINE PIECE

When you discover the cave shrine tile, place the cave shrine piece by the explorer or thief who found it. This explorer or thief immediately controls the cave shrine and has +2 strength for as long as they possess it. The cave shrine piece moves around the map with this explorer or thief and can be passed between explorers or thieves when they're on the same or adjacent tiles, thus passing off the +2 strength bonus. The cave shrine tile is now used as an empty cave tile.

**If the explorer or thief in possession of the cave shrine is defeated by...**

**...another explorer or thief,** that explorer or thief receives the cave shrine. If playing teams, the explorer involved in the battle receives the cave shrine. If both explorers were involved, the teammates choose who receives the cave shrine.

**...another player's villagers or buildings,** the victorious player's explorer (or choice of explorer in team play) receives the cave shrine. If defeated by the Thieves hideout or outpost, the victorious player chooses which thief receives the cave shrine.

**...a cave dweller,** place the cave shrine on that dweller's space of the cave player board, shuffling their tile back into the cave stack. This dweller benefits from the +2 strength bonus until defeated in battle. *Whoever defeats this dweller receives all pieces (treasures or the cave shrine) that are on this dweller's space of the cave player board.*

# CAVE DWELLERS (TITAN, GIANT, THIEVES, TIGER, WOLF)

**The Titan:** If you discover the titan tile in the cave, immediately flip the tile over, place the titan piece on this tile, and attack the Titan (strength 6). If defeated by the Titan, do not shuffle its tile back into the cave stack. Instead, the Titan has its own turn between each player (or team) turn until it is defeated. When it's the Titan's turn, the upcoming player (or team) rolls the titan die and moves the Titan the indicated number of spaces toward the nearest living thing (an explorer, villager or thief). While moving, if the Titan moves to a tile with any of your wooden pieces on it (*including all buildings*), it attacks and then continues its movement unless defeated. If the Titan is an equal number of spaces from one or more living things, the upcoming player who rolled for the Titan chooses which way it moves.

**The Wolf:** When you find the Wolf (strength 1), place the wolf piece on the tile and attack it like any cave dweller. If the Wolf defeats you, set aside its piece and shuffle the wolf tile back into the cave stack. If you defeat the Wolf, take the wolf token. The Wolf is now your companion and adds its 1 strength to any battle in which it is involved. It costs one food to move the Wolf one space, and the Wolf can discover new El Dorado or cave tiles if they're adjacent to your explorer. If another player defeats the Wolf, they take the wolf token and it becomes their companion, but it dies permanently if defeated by a cave dweller. If the Wolf discovers the cave shrine or a treasure, whoever controls the wolf immediately receives it.

**The Thieves Cave Tile:** If the Thieves are **NOT** a player in your game, treat this tile as you would in the base game. (see "Thieves", page 9)

## If the Thieves ARE a player in your game:

**If you are an explorer and all available thief pieces are NOT on the map:**

*Immediately place a thief piece on this tile and attack it. The winner of the battle receives the Thieves' treasure (2 wood, 2 food, 2 gold). If the Thieves are in hiding, they come out of hiding to engage in this battle.*

**If you are an explorer and all available thief pieces ARE on the map:**

*The treasure is unguarded. Immediately claim the Thieves' treasure without a battle.*

**If you are playing as the Thieves and you discover this tile:**

*Immediately claim the treasure and place a new thief piece on this tile at no cost. If all of your thief pieces are already in play, just claim the Thieves' treasure.*

## CAVE EVENTS

**Cave-In:** Shuffle the cave exit tile into the **bottom half** of the cave stack. All pieces on the cave exit tile are defeated immediately. Players may still enter the cave by using 1 speed to move from the cave entrance tile to the cave-in tile, but cannot *exit* until the cave exit tile is rediscovered. When the cave exit tile is rediscovered, flip the cave-in tile over and use it as an empty cave tile. The cave exit's **X**s are void for the rest of the game. *If your explorer or thief is defeated by the cave-in, you lose half of your resources to the island but you do NOT lose any treasures, doubloons, or the cave shrine. The player who discovered the cave-in tile places the defeated explorer piece back on the map using standard battle rules.*

**Secret Exit:** In addition to using the standard cave exit, explorers, thieves, or villagers may move from this tile to an El Dorado tile adjacent to the cave entrance tile. If they move to an occupied tile, a battle has been initiated. Players may not discover new tiles or enter the cave using the secret exit.

**Totec's Garden:** This tile can be farmed like the garden tiles in the El Dorado stack (see "Garden", page 5) However, when you discover this tile, both garden tiles in the El Dorado stack immediately wither (even if they haven't been discovered yet) and produce no resources for the rest of the game. To signify this, place Totec tokens on these El Dorado garden tiles.

# SOLO MODE

*The Thieves of El Dorado allows players to explore the island alone in a unique and extremely challenging mode of play. Three powerful El Dorado natives have joined forces to guard the island against your conquest. Using the power of the island to add to their already formidable strength, they will relentlessly pursue your explorer and villagers until the remains of your entire civilization are destroyed.*

**Solo mode is played by a single player and follows the same rules as the standard game with the few exceptions written below. The object of the game is still to find and control the four shrines of El Dorado. However, if your explorer is defeated in battle, you lose and the game is over.**

## SETUP

Set up for a standard game of *The Thieves of El Dorado* (See "Setup" page 13), but leave the island shrine pieces and the torch cave tile (*KS Exclusive*) in the box. Set aside the titan and wolf pieces, and one of the thief pieces. Also set aside the three thief offerings, one battle die, the thief die, and one golden die. You'll use these as the guardians' pieces. Place your explorer on the first El Dorado tile, and give yourself **three** of each resource to start. You have six villager pieces during solo play, and you cannot play as Victoria the Wealthy, Emma the Cartographer, Nicolas the Fortuitous, or Lafitte the Pirate.

## THE GUARDIANS

The three Guardians (Wolf, Thief, and Titan) of El Dorado are your opponents. They come into play as you discover the island shrines. Guardians **can** move onto island shrine tiles, but you, as usual, cannot. **You cannot place an offering on a shrine if a guardian is currently on that island shrine tile.**

## ORDER OF PLAY

The Guardians take their turns in order after each one of your turns.

- 1 | YOUR TURN**
- 2 | WOLF'S TURN** (if wolf piece is in play)
- 3 | THIEF'S TURN** (if thief piece is in play)
- 4 | TITAN'S TURN** (if titan piece is in play)
- 5 | REPEAT**

## YOUR TURN

Your turn follows the same rules as hardcore mode. See "Taking a Turn" page 24.

When you discover the **first** island shrine tile, place the **WOLF** piece on it.

When you discover the **second** island shrine tile, place the **THIEF** piece on it.

When you discover the **third** island shrine tile, place the **TITAN** piece on it.

## WOLF'S TURN

When you discover the first island shrine tile, place the wolf piece on it. Roll a black battle die for the Wolf and move it that many spaces towards the nearest living thing (your explorer or villager). If the Wolf (starting strength 1) moves to a tile with any of your wooden pieces on it (*including all buildings*), it attacks and then continues its movement unless it is defeated. If the Wolf is an equal number of spaces from multiple living things, you choose which way it moves.



## THIEF'S TURN

When you discover the second island shrine tile, place the thief piece on it. Once your turn is finished and the Wolf has finished its turn, roll the thief die and move the thief piece the lesser of the two numbers shown on the thief die.

The Thief has a slightly different mission than the Wolf and Titan; He wants to steal your offerings and replace them with his own. He moves towards the nearest island shrine you control and, once he is on the island shrine tile, he immediately swaps your offering with one of his own, removing your offering piece from the map. **This decreases your explorer's strength and increases the strength of each of the Guardians by one.** If this happens, you'll need to return to that island shrine to repurchase and replace your offering in order to win the game. When an island shrine tile contains offerings from both the Guardians *and* your explorer, the Thief will no longer pursue it. If at any point during his turn there are no shrines for the Thief to pursue, he moves towards the nearest living thing (your explorer or villager).

If the Thief (starting strength 3) moves to a tile with any of your wooden pieces on it (*including all buildings*), he attacks and then continues his movement unless he is defeated. If the Thief is an equal number of spaces from multiple shrines or living things, you choose which way he moves.

## TITAN'S TURN

When you discover the third island shrine tile, place the titan piece on it. Once your turn is finished and the Wolf and Thief have finished their turns, roll a golden die and move the Titan that many spaces towards the nearest living thing (your explorer or villager). If the Titan (starting strength 6) moves to a tile with any of your wooden pieces on it (*including all buildings*), it attacks and then continues its movement unless it is defeated. If the Titan is an equal number of spaces from multiple living things, you choose which way it moves.

## GUARDIAN'S STRENGTH

Each guardian has a starting strength that increases with every offering the Thief has placed. **Starting Strengths: WOLF (1), THIEF (3), TITAN (6)**

*Example of thief offerings affecting each guardian's strength: If the Thief has 2 offerings placed, the Wolf's strength is 3, the Thief's is 5, and the Titan's is 8.*

## CAVE TILES

If you discover the wolf tile, thieves tile, or titan tile while searching the cave, they immediately move to their respective tiles from the El Dorado map or come into play for the first time on those tiles. You have initiated a battle with that guardian. If they were discovered in the cave for the first time, they do **not** move to their respective island shrine tiles when those island shrine tiles are discovered.

## BATTLE

Battle follows the same rules as hardcore mode. See "Attack" page 8 and "Battle" page 23.

**If a guardian is defeated in battle:** Defeated guardians are placed on your choice of any unoccupied island shrine tile. They resume their usual behavior after your next turn.

**If your explorer is defeated in battle:** You lose. The game is over.

# HARDCORE MODE

If your group of gamers would prefer to significantly reduce the element of luck during your playthrough of *The Island of El Dorado*, hardcore mode is a set of rule changes which shifts the dynamic of the game towards forward-thinking strategy.

Hardcore mode changes three parts of gameplay: Placing important tiles, battle, and taking a turn. Feel free to implement one or all of these as you see fit to tailor the experience to your group of gamers.

## PLACING IMPORTANT TILES

In hardcore mode, each player gets to decide the on-map location of at least one important tile. Referencing the chart below, remove the indicated tiles from the El Dorado stack and randomly hand them out to each player. Keep which tile you've been given a secret. Set up the rest of the game as normal. If a player is playing as the Thieves and they receive the cave entrance tile, collect everyone's important tiles, shuffle, and hand them out again.

PLAYERS (or teams in expansion)	TILES PER PLAYER
2	2 Shrines   1 Shrine & Cave Entrance
3	1 Shrine   1 Shrine   1 Shrine
4	1 Shrine   1 Shrine   1 Shrine   Cave Entrance
5 (expansion only)	1 Shrine   1 Shrine   1 Shrine Cave Entrance   1 Garden
6 (expansion only)	1 Shrine   1 Shrine   1 Shrine Cave Entrance   1 Garden   1 Garden
7 (expansion only)	1 Shrine   1 Shrine   1 Shrine   Cave Entrance 1 Garden   1 Garden   1 Water

At any time during their explore phase, players may use one speed to discover the important tile(s) they were given at the beginning of the game instead of drawing a tile from the top of the El Dorado stack. As usual, their important tile(s) must be placed adjacent to their explorer and must touch two other El Dorado tiles. This must be done within their first three turns of play. Any important tiles not placed on the map by the end of each player's third turn are shuffled back into the El Dorado stack. Use a spare battle die to track how many turns the players have left to place their special tiles.

## BATTLE

Each battle, players have one opportunity to selectively reroll battle dice. Calculate your strength on the battle tile and roll that many black battle dice, as usual. Then, you may pay gold to reroll any number of battle dice, at a rate of one gold per die. You may only do this once per battle, so choose carefully. The attacker rolls first and must complete their reroll before the defender rolls at all.

## TAKING A TURN

Instead of rolling two golden dice to start your turn, each player begins with six turn points (*The Thieves, if in play, take their turn as normal, each thief starting each turn with four speed*). Each of these points may either be used to gather one resource (of a type you are farming), or to move your explorer one space. If you choose to gather resources, you must finish doing so before exploring. Use one golden die to keep track of how many turn points you've used as you gather and explore each turn.

*In team play, each teammate starts with six turn points. These points cannot be shared.*

If you've implemented this rule into your current game, certain explorer's special abilities also slightly change.

**Laffite the Pirate:** Roll two golden dice at the beginning of your turn, like in standard play. Any 3s or 5s rolled on these dice determine if you can steal from the other explorers, but do not affect anything else.

**Nicolas The Fortuitous:** Instead of paying gold to reroll battle dice, Nicolas may choose to reroll his entire throw of battle dice once per battle. If he chooses to do this, he is not allowed to pay gold to reroll any additional battle dice. This can only be done if Nicolas's explorer piece is on the tile where the battle is taking place.





**PRODUCES FOOD**



**PRODUCES GOLD**



**WATER**



**PRODUCES WOOD**



**PRODUCES GOLD  
FOOD & WOOD**

*Garden*



**SHRINE**



**SHRINE**



**SHRINE**



**CAVE SHRINE**



**CAVE EXIT**



**CAVE ENTRANCE**



**EMPTY CAVE**



**STRENGTH 2**

*Tiger*



**STRENGTH 3**

*Thieves*



**STRENGTH 4**

*Giant*