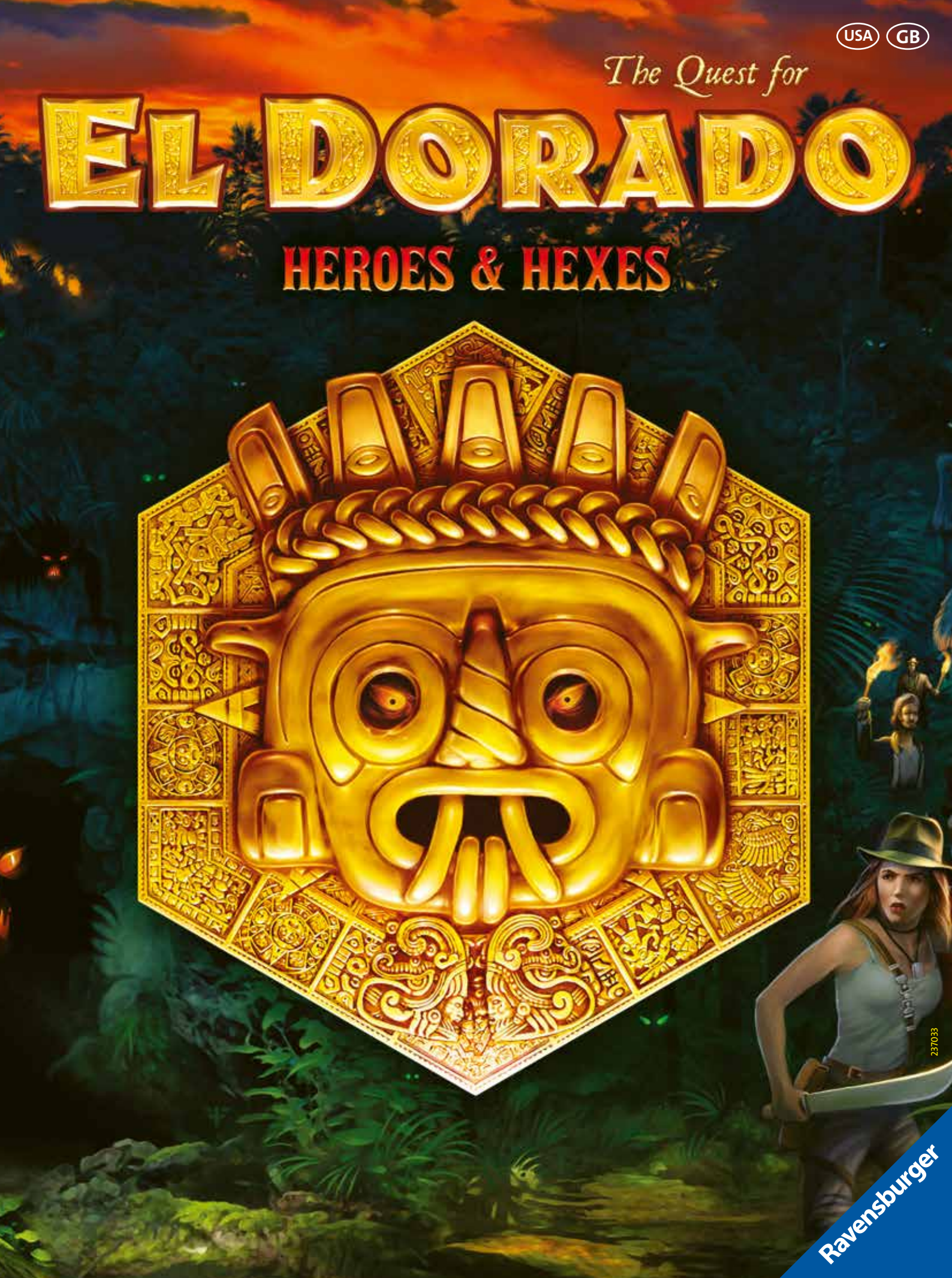
USA GB

The Quest for

EL DORADO

HEROES & HEXES



237033

Ravensburger

For 2 to 4 experienced expedition leaders. Ages 10+

Game Design: Reiner Knizia **Editing:** André Maack, Daniel Greiner **Illustration:** Franz Vohwinkel

This expansion can only be played in combination with the base game.

CONTENTS

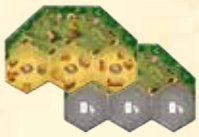
60 cards

4 familiar cards

15 demon cards

24 new expedition cards (12 German, 12 English)

17 hero cards (7 German, 7 English, 3 language neutral)


1 double-sided games tavern

2 blockades

18 cave tokens

3 double-sided terrain tiles

20 curses

GAME SETUP

New expedition cards

Sort the 12 new expedition cards into 4 piles of 3 cards each and place them next to the market board with the other expedition cards from the base game. Now there should be 16 piles instead of 12.

Familiars

Shuffle the familiar cards at the beginning of the game. Give 1 familiar to each player. Each player reveals their familiar and adds it as the 9th card to their starting deck of cards. Any remaining familiar cards are returned to the box.

Heroes

Shuffle the 10 hero cards (7 English and 3 language neutral) and place them in a face down pile next to the game tavern.

Demons

Place the demon cards in a face up pile. Whenever a demon card is removed from the game, put it back on the pile.

More info about using the new **terrain tiles** and the **hero games tavern** can be found on the setup sheet.

Mix the new **cave tokens** with the cave tokens from the base game and shuffle them. The *Heroes & Hexes* expansion is **always played using the caves variant** of the base game.

Place any surplus cave tokens that aren't on caves **in a face down supply pile** next to the terrain. During the game, if you use up the supply, take all used tokens from the box, shuffle them, and use them as new supply.

Curses

Shuffle all curses at the beginning of the game and place them in a face down pile.

THE NEW GAME ELEMENTS

Familiars

Use familiars like any other card. Instead of their normal power, you may also use their special ability: Replace its power by the value above the crossed out card. After using its special ability you must remove the familiar from the game and put it into the box (instead of discarding it, as usual).

Example: Daniel plays his familiar, "Frank". Now he can either use 1 machete, 1 paddle, or 1 coin. He also has the option to use either 2 machetes, 2 paddles, or 2 coins. If he does, instead of discarding the familiar, Daniel must remove it from the game.

Demons

Demon cards don't have any special function. Their only purpose is to make your life more difficult, as they take up space in your hand. However, you can still discard them to move onto a rubble space or use them in the market place as ½ coin. Like any other card, unused demon cards may be discarded at the end of your turn.

Hero games tavern

During your turn, if you end your movement for the first time on one of the hero games tavern spaces, pause your turn. Turn the top 3 cards of the hero card pile face up for everyone to see and choose one of them. Put that card **straight into your hand**. Shuffle the remaining two cards back into the hero pile. Then proceed with your turn. You may play the chosen hero card during your current turn.
Each player may only hire **one hero** per game for their expedition.

You can find a list of all heroes on page 5 of the manual.

New landscape spaces

The new terrain tiles feature new landscape types.

Demon space

To move onto an unoccupied demon space, you **don't** play a card. Instead you must draw a curse for each shown on the demon space and place it in front of you. Some curses are triggered immediately when you draw them, others stay with you for some time. You can find a list of all curses on page 4 of the manual. If an effect tells you to ignore the space requirements while moving (e.g. when using the Native), you don't draw a curse.

Tunnel space

Moving onto a tunnel space works just like moving onto a demon space. Tunnel spaces **on the same terrain tile** are treated as adjacent spaces. If your piece is on a tunnel space, you may either move onto an adjacent space or "through" the tunnel onto another tunnel space on the same terrain tile. If you do, you must also draw curses for the target tunnel space.

Blockade

The new blockades work just like demon spaces.
To pass a blockade, you must draw a curse.

Curses

Sometimes when moving your piece or when playing a specific card, you must draw a number of curses. Curses are drawn one by one and placed face up in front of you. Some curses are triggered and lifted immediately (red border), others stay with you for some time until you lift them (black border).
Lifted curses are removed from the game and put back into the box. During the game, if the curse pile is used up, take all lifted curses from the box, shuffle them, and use them as new face down curse pile.

Lethargy:
You cannot use the shown symbol until you have *lifted* the curse. To lift a curse, discard the necessary combination of cards and/or cave tiles. Discard at least as much "symbol power" as shown on the curse. If you overpay, any remaining power is lost.
Example: You have drawn the green curse with 2 machetes. To lift it, you may either discard 2 Explorers or 1 Trailblazer.

Misery:
You cannot play purple cards. To lift this curse, discard any purple card without using its function.

Torment:
Immediately draw a demon card and put it on your discard pile.

Cave fever:
You cannot play cave tokens. To lift this curse, put a cave token back into the box, unused.
You may still collect cave tokens while this curse is active.

Misfortune:
You cannot play *any* card. To lift this curse, discard 2 cards. Note: If you only have 1 card left in your hand, you cannot lift the curse this turn. You won't be able to use the card this turn. At the end of your turn, you may discard it or keep it for the next turn, as usual.

Voodoo:
The player sitting to your left **immediately** moves your just moved piece 2 times to an adjacent unoccupied space (no mountains). Ignore any space requirements (see Native). Your piece cannot be moved through a tunnel this way and cannot be used to pass a blockade or collect cave tokens. (neighborhood effects are ignored).

Paralysis:
In turn order, each *other* player may **immediately** move all their pieces onto an adjacent unoccupied space. Ignore any space requirements (see Native). Your piece cannot be moved through a tunnel this way and cannot be used to pass a blockade or collect cave tokens. (neighborhood effects are ignored).

New cave tokens

Demon Banisher:
Place this token face up in front of you. Use the Demon Banisher to put a demon card from your hand on the discard pile of any one player of your choice.

Curse Protection:
Place this token face up in front of you. Later in the game, whenever you draw a curse, you may look at it and decide if you want to be protected from that curse. If you activate the protection, put the cave tile together with the failed curse back into the box.

Geologist's Step:
Place this token face up in front of you. This token works just like the Geologist: Move your piece onto an adjacent (unoccupied) demon space (without drawing a curse) or an adjacent empty mountain space (without cave tile).

Market Access:
Place this token face up in front of you. This token allows you to buy a card that's not yet on the market board. The remaining cards of that pile stay where they are, **don't** put them on the market board!

New action cards

Shaman:
Move your piece up to 2 times onto an adjacent space (like the Native). Then, draw a curse and place it in front of you.

Geologist:
Move your piece onto an adjacent (unoccupied) demon space (without drawing a curse) or an adjacent empty mountain space (without cave tile).

Cave Explorer:
Take a cave tile from the supply and place it face up in front of you.

The Heroes

Amelia Lockhart
"Words aren't the only thing that tell people what you're thinking."

Scrooge Bly
"No man is poor who can do what he likes to do once in a while!"

Christopher Dundee
"That's not a knife. THAT's a knife."

Mary Ripley
"They mostly come at night... Mostly."

Dr. Ian Magellan
"I'm simply saying that life, uh... finds a way."

Sir Henry Threepwood
"Look behind you, a Three-Headed Monkey!"

Take any card from the market board (without paying for it) and place it face down on your draw pile. This does not count as buying. Even if there is a vacant spot on the market board you may **not** take a card next to the market board.

Nathan Cook
"Sic Parvis Magna – Greatness from small beginnings."

Move your piece up to 3 times onto an adjacent (unoccupied) 1-power space (with a single symbol, including demon spaces). You cannot use this to move onto spaces with more than one symbol. You may also use this to pass blockades with a single symbol.

Gertrude Everdeen
"May the odds be ever in your favor."

Move your piece up to 6 times onto an adjacent space. You are allowed to move onto an occupied space and/or an empty mountain space (without cave tile). Ignore any space requirements (see Native). You may also use this to pass a blockade. Then, remove the hero from the game and put it into the box.

Isabella Jones
"Snakes, why did it have to be snakes?"

Move your piece onto an adjacent space. You are allowed to move onto an occupied space or an empty mountain space (no cave tile). Ignore any space requirements (see Native). You may also use this to pass blockades.

Lara O'Malley
"A famous explorer once said, that the extraordinary is in what we do, not who we are."

Move each opposing piece onto an adjacent unoccupied space. Ignore any space requirements (see Native). The piece cannot be moved through a tunnel this way and cannot be used to pass a blockade or collect cave tokens.

Date	Route	Players	Winner

Credits: Reiner Knizia thanks all test players who helped develop the first **El Dorado** expansion, especially Sebastian Bleasdale, Florian Gratzer, Florian Ionescu, Simon Kane, Dorette Peters, and Vroni Sigl. Special thanks to Philipp Winter for his tireless and expansive game development contributions .

© 2018
Ravensburger USA, Inc. · One Puzzle Lane
Newton, NH 03858 · USA

Distr. CH: Carlit + Ravensburger AG
Grundstr. 9 · CH-5436 Würenlos

www.ravensburger.com

Ravensburger