

THE LOST EXPEDITION

THE FOUNTAIN OF YOUTH

& OTHER ADVENTURES



AN EXPANSION FOR THE GAME BY
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WELCOME BACK TO THE JUNGLE...

In *The Fountain of Youth & Other Adventures* you will be continuing the journeys into the jungle you started in *The Lost Expedition*.

This box contains four expansions for the original game: *The Fountain*, *The Mark*, *The Mountain*, and *New Friends*. They may be used individually, or together in any combination to add more variety to your games.

THE ENDURANCE RULE




If you are using one or more of the expansions included in this box, the Endurance rule should be used when playing solo or cooperatively. Now, if the adventure deck is depleted, do not shuffle the discard pile to create a new deck.

If a card needs to be added to the path as a result of a card effect but the adventure deck is depleted, the players immediately lose.

If there are insufficient cards to deal a full hand to each player at the end of a round, check if there are enough cards to play a single hike in the morning (three per player in a two-player game, two per player otherwise). If so, deal the remaining cards as evenly as possible and play a normal morning hike.

At the end of the morning hike, if the players haven't reached the lost city of Z, they have failed. If there are insufficient cards for a morning hike, the players lose immediately.



THE FOUNTAIN

In the late 16th century, Francisco de Orellana led a band of conquistadors deep into the Amazon, in search of something incredible — a fountain with supernatural life-giving powers. They were sure of themselves, unwavering in their search for the promise of eternity. They called it ‘the fountain of youth’, and such is the folly of the single-minded. For though the legends promised eternal life, they said nothing of eternal youth. The twisted forms that still haunt the jungle guard the fountain jealously. They won’t take kindly to the presence of intruders...

This expansion increases the difficulty of the game by including new adventure cards featuring bloodthirsty undying conquistadors. We recommend that you combine it with the New Friends expansion, or add it by itself if you’re up for a tough challenge.



COMPONENTS

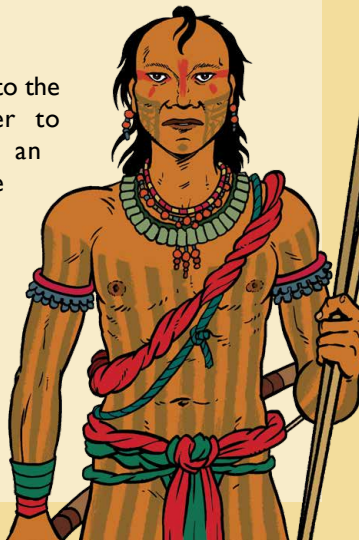
12 Adventure cards



Adventure cards in the Fountain expansion can be identified by the skull behind the number.

SETUP

Shuffle the cards in this set into the adventure deck. Remember to remove any cards with an exclamation mark if you are using the head-to-head rules.

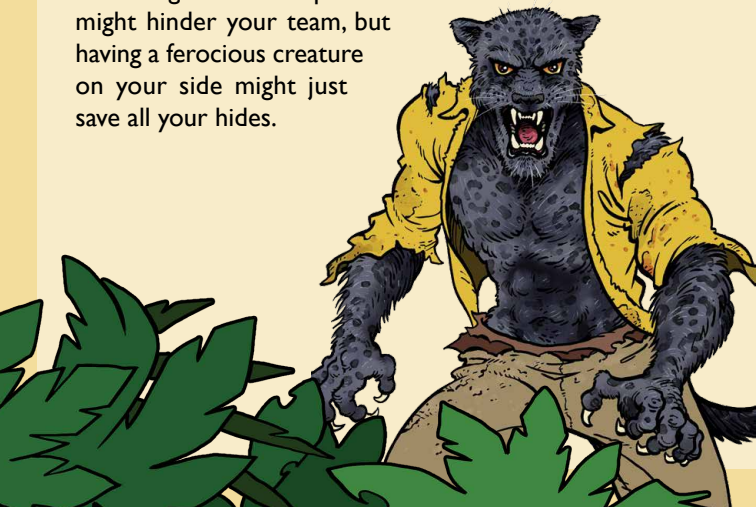


THE MARK

Rumours abound in this part of the Amazon, rumours of a dark spirit that preys on the unwary. Those who stumble into its presence become violent, angry and alien, or so the story goes. Stranger still is the dark transformation said to befall those who are exposed to its power for too long. For the rumours speak of a cat that walks like a man, prowling the jungle at night...

This expansion adds adventure cards that will curse your explorers, potentially transforming one of them into a monstrous beast.

Losing their Expertise might hinder your team, but having a ferocious creature on your side might just save all your hides.



COMPONENTS

1 Were-Beast card

6 Adventure cards



Adventure cards in the Mark expansion can be identified by the paw print behind the number.

SETUP

Shuffle the six adventure cards in this set into the adventure deck. Place the Were-Beast card to one side.

RULES



The adventure cards in this expansion contain a new symbol — Mark.

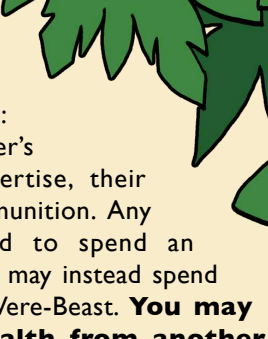
If you take a Mark action, and none of the explorers on your team is already marked, slide the Were-Beast explorer card under one of your explorers so its name

is visible. That explorer is now marked. You may choose to mark any living explorer on your team, but not a companion. If that explorer dies before you take another Mark action, set the Were-Beast card to one side — a different explorer may now become marked.



Place the Were-Beast under one of your explorers.

When you take a Mark action and one of the explorers on your team is already marked, cover the marked explorer's card with the Were-Beast card. Restore its Health to the starting number for the game type and difficulty you are playing.



The Were-Beast functions like a normal explorer, with the following change: instead of the explorer's previous area of Expertise, their Expertise is now Ammunition. Any time you would need to spend an Ammunition token, you may instead spend one Health from the Were-Beast. **You may not spend two Health from another character instead of Ammunition.**

The Were-Beast completely replaces the explorer it has overtaken. If the Were-Beast dies, that explorer is also lost. **Once the Were-Beast appears, the mark symbol no longer has any effect,** even if the Were-Beast dies.

ADDITIONAL HEAD-TO-HEAD RULES

Only one explorer can be marked at a time. If you take the Mark action and one of your opponent's explorers is marked, take the Were-Beast card and place it underneath one of your explorers. They are now marked instead. Once the Were-Beast appears, the mark symbol no longer has any effect for either player.

THE MOUNTAIN

The terrain in this part of the jungle is a lot rougher than you'd imagined. The trek will be a little longer than you'd anticipated, but maybe there'll be some opportunities to plan ahead along the way.

This expansion replaces the expedition cards from the core game with a new route across a high mountain. The route is longer, but amidst the challenges of the harsh slopes are opportunities to scout ahead and take a more favourable path to the lost city.

COMPONENTS

10 Expedition cards



8 Slope cards



1 Peak card



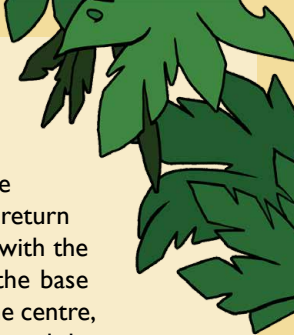
1 Base Camp card

SETUP

Take the lost city card from the original set of expedition cards, and return the others to the box. Form a row with the original lost city card at one end, the base camp at the other, and the peak in the centre, leaving space to place additional map cards between them. Shuffle the slope cards from this set and deal a number of cards face down to the centre of the table. Return the other slope cards to the box without looking at them. The number dealt depends on difficulty level and rules being played:

- **Easy** or **head-to-head** — use five slope cards.
- **Normal** or **solo** — use seven slope cards.
- **Hard** — use all eight slope cards.

Place the remaining slope cards face down either between the base camp and the peak or between the peak and the lost city, so that they are divided as evenly as possible, with arrows pointing towards the peak. If there is an uneven number of cards, place the extra card between the peak and the lost city. Place the pawn(s) on the base camp card.





Setup for a game on easy difficulty.

RULES


When players advance, move their pawn to the next expedition card as normal. If that card is face down, immediately flip it face up. When any pawn moves onto the peak card, flip all remaining face-down slope cards so they are face up.

At the start of each hike, **after action cards have been played but before any have been resolved**, resolve any caption boxes on the expedition card your pawn is on. These are resolved exactly like caption boxes on adventure cards.



Some of the expedition cards in this expansion contain a new symbol — Scout.

When taking a Scout action, reveal the top three cards of the adventure deck (or as many as possible if there are fewer than three cards left). As a group, players may either **return all three cards to the top of the deck in an order of their choice, or discard all**



three cards. They may not choose to discard only some of the cards.


ADDITIONAL SOLO RULES

When you take the Scout action in a solo game you reveal cards as normal, but must either return them in their original order or discard all three. **You may not rearrange the order of the cards.**

ADDITIONAL COMPETITIVE RULES

Players must choose which path they are taking before resolving the caption boxes on any expedition cards.

The player who chose a path resolves their expedition card actions, if any, then the other player does the same. The player who chose then resolves the cards in their path, and the other player then does the same. When a player takes the Scout action, **the opposing player does not get to see which action cards were revealed.**



NEW FRIENDS

The jungle is a dangerous place, so maybe it's worth asking for help. When it seems like a maze, a local can guide the way. When you're overwhelmed with threats, some muscle will help. And when all seems lost, a trusty friend might just save you from disaster.

This expansion adds companion cards to help you along the way to the lost city. Combine them with the Fountain expansion for a fairer fight, or add them to any game to reduce the difficulty.

COMPONENTS



3 Companion cards: Vulcana, Comatsi and Rinty

SETUP

Randomly assign a companion card to each team of explorers and place it next to the explorer cards. Return the other companion card(s) to the box.

Regardless of the difficulty level, place three Health tokens on each explorer and companion. If Vulcana is used, place five Health tokens on her card instead.

RULES

Companions function as explorers in almost every way. You may spend Health from them (for their Expertise or otherwise), or spend two Health from them for an explorer's Expertise. You may also kill a companion using the Death action, instead of an explorer. However, at least one explorer must reach the lost city alive in order to win, excluding companions. In addition, each companion adds a specific benefit:

- **Comatsi**, the native guide, is a specialist in all three areas of Expertise.
- **Vulcana**, the strongwoman, has no Expertise, but starts the game with five Health tokens.
- **Rinty**, the war dog, has no Expertise, but has access to a special ability instead. At any point during a hike, you may spend one Health token from Rinty to discard the last card in the path, unless it is the current card. You may not use Rinty to resolve the Death action.



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