

Explorers & Exploiters®



*A Game of Colonizing, Cooperating &
Competing in a New World*

for 2-6 players (playing time 60 minutes)

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Version 1.1

1. Introduction

A New World is waiting to be settled. The lands are wide and the resources are abundant. Your people look towards you to lead them on their journey, to explore and exploit the resources, and to build glorious towns and cities. But you are not alone. You are only one but many leaders competing over the people's faith. Yet, you must lay aside your internal strife and cooperate against the wild barbarians that threaten you all. Or must you? Perhaps you can use the barbarians for your own purpose and rid yourself of both your internal and external threats? After all, if you don't, others will.

2. Game Components

- 64 tiles; 6 foundations (1 of each color), 6 shrines (1 of each color), 4 barbarian dwellings, 12 resource tiles (3 cattle, 3 grain, 3 lumber, 3 iron), 24 wilderness tiles, 12 terrain tiles (4 desert, 4 lake, and 4 mountain)
- 18 units; 12 explorers, and 6 barbarians
- 12 action markers; 2 of each color
- 36 settlements; 12 hamlets, 10 villages, 8 towns and 6 cities
- 24 settlers; 4 cubes of each color
- 6 prophets; 1 octbox of each color
- 1 sheet of map note pads

3. Game Setup

- 1) Remove either 3 wilderness tiles or any 3 special tiles if you do not wish to play with them (see 6. Special Tiles).
- 2) Put aside 1 barbarian dwelling and 12 wilderness tiles and shuffle the rest. Arrange them according to the image below. Leave some space between the tiles so that they can be turned during the game.
 - a) The barbarian dwelling in the center **face up**.
 - b) 6 wilderness tiles around it **face down**.
 - c) 6 wilderness tiles in the corners **face up**.
 - d) The remaining tiles **face down**.

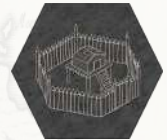
Foundation



Shrine



Barbarian



Cattle



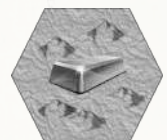
Grain



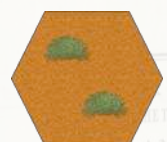
Lumber



Iron

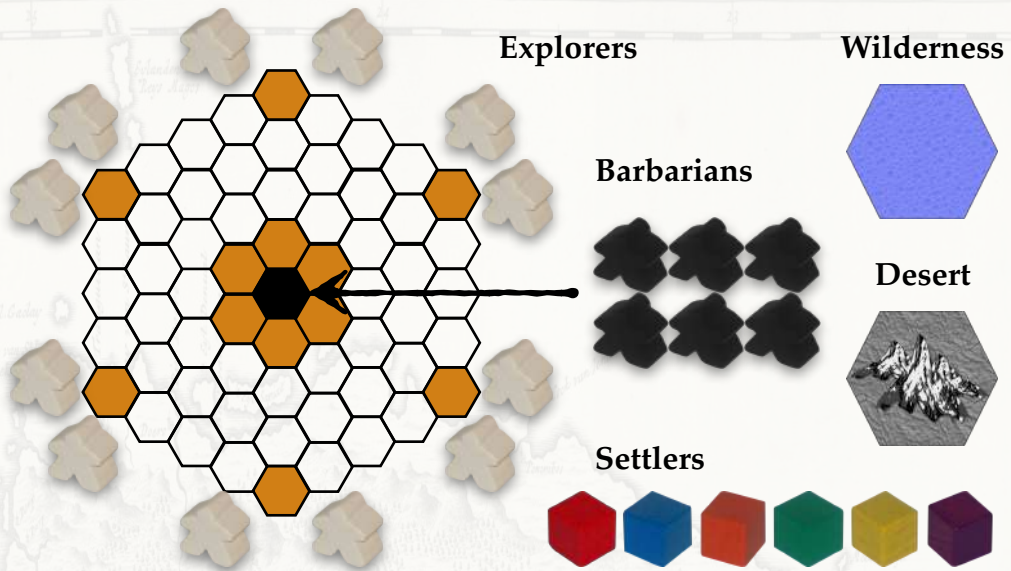


Wilderness



Desert





- 1) Place 2 explorers on each of the 6 corner wilderness tiles and 1 barbarian on each of the central wilderness tiles.
- 2) Sort the settlers and prophets by color and put them aside. They will be used for settlements and shrines.
- 3) Allocate settlements and action markers according to the table below. Optionally take one note pad each for maps.



Players	Hamlets	Villages	Towns	Cities	Markers
2	6	5	4	3	2 each
3	4	3	2	2	- " -
4	3	2	2	1	- " -
5	2	2	1	1	- " -
6	2	1	1	1	- " -

You are now ready to start settling the New World!

4. Object of the Game

The object of Explorers & Exploiters is to build settlements. For a settlement to be built, three conditions must be fulfilled:

- 1) The settlement is built on an **exploited** (face up) **foundation tile**.
- 2) The settlement is **connected** to an **exploited** (face up) **resource tile** (cattle, grain, lumber or iron) through an **unbroken path of exploited** (face up) **tiles**.
- 3) The connected resource tile is **not already in use** (no settler on the tile).

The bigger the settlement, the more unique resources does it need to be connected to. A hamlet needs 1, a village 2, a town 3 and a city 4. The resources that a settlement is connected to are marked by settlers in the foundation color.

Example:

1. The red foundation tile is **exploited** (1st condition) and **connected** to an **exploited resource tile** (2nd condition) **not already in use** (3rd condition) so a hamlet may be built. If the lumber had not already been in use (there is a blue settler on the tile), a village could have been built.



The player who first builds all the settlements he or she started with wins!

5. Turn Order

Explorers & Exploiters is played in turns. A turn has four actions:

- 1) If explorers and barbarians share the same tile, a **battle** may take place (5.4 Battles).
- 2) **One explore/exploit action with any one unit** (5.1 Explore/Exploit Action).
- 3) **Any number of expand/expel actions with any number of settlements** (5.2 Expand/Expel Action).
- 4) **Any number of extend actions with any number of shrines** (5.3 Extend Action).

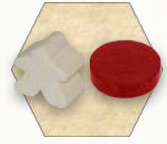
Battles require knowledge about the other actions and hence will be described last.

Note that units, tiles and settlements do not belong to a specific player. Any player may act with any unit on any tile and although each player starts with a number of settlements, any player may act with any settlement once placed on the board.

Tactical tip: Do not think of units and settlements as "yours". Use them to further your objectives and ignore their fate afterwards.

5.1 Explore/Exploit Action

A player may **explore** or **exploit** with any **one** unit in a turn. The units do not belong to a specific player but once acted with by a player, that player is the first one that may act with it again. This is shown by placing an action marker next to it at **the end of the player's turn** and removing it again **at the start of the player's next turn** (thus making it available for all players).



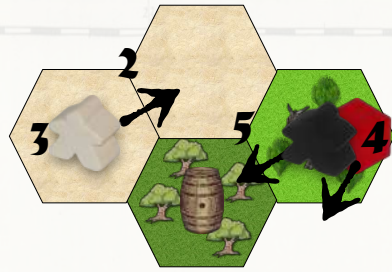
- When **exploring**, a unit **stays** or **moves** to an adjacent tile.
 - If the tile moved to is turned **face down**, an **explorer** (but not a barbarian) **may** look at it and return it **face down**.
 - If the tile moved to is turned **face up**, a **barbarian** (but not an explorer) **must** turn it **face down**. If this results in a settler being **disconnected** from its settlement, **remove the settler**. Tiles with settlements or settlers may not be turned face down.
 - An explorer moving to a face up tile may move again. A barbarian moving to a face down tile may move again. A unit may only move again once in a turn.
 - Choose whether to let the players draw maps on the note pads or to memorise their exploring.
- When **exploiting**, a unit **stays** on its current tile.
 - An **explorer** turns its current tile **face up**. If this results in foundation tiles and resource tiles being **connected**, **place settlers** of the corresponding color on the resource tiles. A settler may not be placed if there is a **barbarian** on either the foundation tile or on the resource tile. If more foundations gets connected to the same resource, the player in turn chooses the color of the settler.
 - A **barbarian** on a tile with a settler **removes the settler** and turns the tile **face down**. A barbarian on a tile with a settlement **removes any one of the connected settlers** (but leaves the tile face up).

In the following cases, a unit may not explore/exploit:

- The unit has an action marker. (The unit has been acted with by another player.)
- An explorer and a barbarian share the same tile. (They are locked in a battle, see 5.4 Battles.) Such tiles may not be turned until the battle has been resolved.

Examples:

2. The explorer may **explore** its current tile or the tile to its upper right by moving to it, looking at the tile and return it **face down** again.
3. The explorer may **exploit** its current tile by turning it **face up**.
4. The barbarian may **exploit** its current tile by removing the settler and turning the tile **face down**.
5. The barbarian may **explore** the tile to its lower left by moving to it and turn it **face down**.



Tactical tip:

- Use explorers early. Explore to learn more about the board. Exploit when you are ready to use the tiles (see Expand action).
- Use barbarians later. Explore to disconnect settlements from resources and exploit to remove settlers (see Expel action).

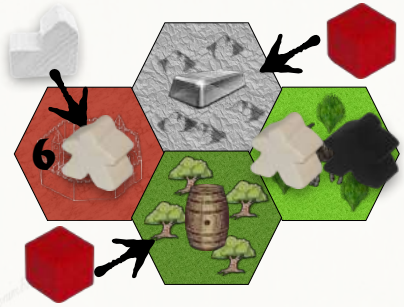
5.2 Expand/Expel Action

A player may **expand** or **expel** any number of settlements that are newly connected to and/or disconnected from settlers. The new settlement must correspond exactly to the number of connected settlers. Replaced settlements are not returned to the players but merely discarded. Remember that the object of the game is to get rid of all settlements.

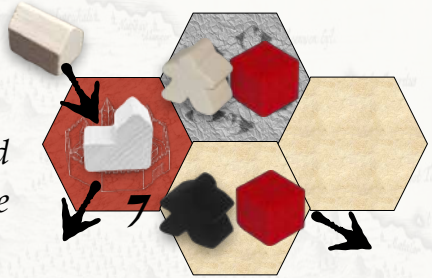
- A settlement is **expanded** by removing the current settlement (if any) and placing a **bigger** settlement instead. This is typically possible after explorer actions, where new resource tiles have been exploited (turned face-up) or connected to the settlement. If a settler shares the tile with a barbarian, it may not be used for expansion.
- A settlement is **expelled** by removing the current settlement and placing a **smaller** settlement instead. This is typically possible after barbarian actions, where old resource tiles have been exploited (turned face-down) or disconnected from the settlement.

Examples (continued from above):

6. The explorer has **exploited** a red foundation and placed red settlers on the connected lumber and iron tiles. It may now be **expanded** to a village (2 resources). Note that no settler was placed on the cattle, since there is a barbarian on it, otherwise the settlement might have been expanded to a town (3 resources).



7. The barbarian has **exploited** the lumber, removed the settler and turned the tile face down. The red foundation is no longer connected to the lumber so it may now be **expelled** to a hamlet (1 resource).



Special cases:

- If a player does not have any corresponding settlement on hand, that player may not expand/expel (but other players may in their turns).
- If a settlement is disconnected from its last settler, it **must** be expelled. The settlement is removed and the foundation tile is **permanently** removed, leaving an empty space.
- If all foundation tiles are removed, the colony is lost and **all players lose**.

Tactical tip:

- *Use expansions to place a bigger settlement.*
- *Use expulsions to place a smaller settlement.*
- *Be observant on opportunities to both expand and expel settlements. This may be the case if a resource is disconnected from its settlement while still being connected to another settlement. The first may be expelled and the other expanded.*
- *Be observant on opportunities to expand or expel not triggered by yourself. This may be the case if players before you were unable to expand or expel because they missed it or lacked the necessary settlement.*

5.3 Extend Action

Extend actions are only used with shrines (see 6.1 Shrine Tiles).

A player may **extend any number of shrines** that are newly connected to each other. To extend a shrine, it must have a prophet of the same color as a connected shrine, e.g. a red prophet must be connected to a red shrine. The player takes the prophet to his or her hand.

A player may at any time during a turn use prophets to discard settlements of equal value, i.e. 1 prophet discards 1 hamlet, 2 prophets discards 1 village, 3 prophets discards 1 town and 4 prophets discards 1 city. Prophets used in this way are also discarded and may not be returned to the game.

However, if the extended shrines are subsequently disconnected or turned face down, the player loses unused prophets.

8. *The explorer has **exploited** the wilderness and connected the red shrine with the red prophet in the yellow shrine. The player now extends the yellow shrine and takes the red prophet. She already has a blue prophet and immediately discards both together with 1 of her villages.*



5.4 Battles

Battles are fought between explorers and barbarians. They may last over several turns and are not decided **until the last action marker is removed from the tile**.

The player who removes such an action marker **must** before any other action alternately remove 1 explorer and 1 barbarian until only explorers or only barbarians remain. If there are settlers or settlements in the tile, 1 explorer and 1 barbarian are removed simultaneously. After the battle, the player proceeds with the turn as normal.

Defeated barbarians are returned to the central barbarian dwelling while defeated explorers are permanently discarded. If all explorers are defeated, the colony is lost and **all players lose**.

6. Special Tiles

The 6 Shrine tiles, the 3 additional Barbarian dwelling tiles and the 12 Terrain tiles have special rules when **explored** and/or **exploited**. The players may choose to play without some or all of them and treat them as wilderness tiles instead.

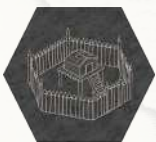
6.1 Shrine Tiles



When **exploited** by an **explorer**, Shrine tiles immediately get a prophet placed on them. The color of the tile's square shows the color of the prophet, e.g. a red prophet is placed on the yellow shrine. When **explored** by a **barbarian**, the prophet is removed.

See 5.3 Extend Action for the purpose of shrines.

6.2 Barbarian Dwelling Tiles



When **explored** by an **explorer**, Barbarian dwellings must be immediately turned face up (i.e. no separate exploit action is required). The explorer is discarded and a barbarian without an action marker of the choice of the player in turn is placed on the barbarian dwelling.

Once face up, barbarian dwellings are never turned face down again. They may not be moved to by explorers, nor do they count as a connection tile.

6.3 Terrain Tiles

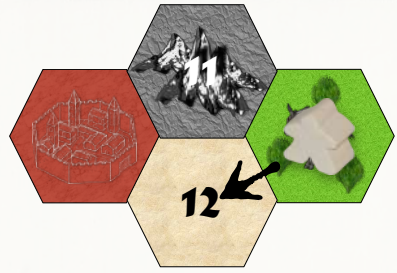
When **explored** by an explorer, Terrain tiles must be immediately turned face up (i.e. no separate exploit action is required).

Once face up, Terrain tiles are never turned face down again. The rules for movements and connections depend on the tile:

- **Desert** tiles may be moved to but do not count as a connection tile. (The explorer does move to it.)
- **Lake** tiles may not be moved to but do count as a connection tile. (The explorer does not move to it.)
- **Mountain** tiles may not be moved to, nor do they count as a connection tile. (The explorer does not move to it.)

Terrain tile examples:

11. The foundation is not connected to the cattle through the mountain.
12. The explorer explores the unknown tile. If it is a Terrain tile, it must be immediately turned face up and three things may happen:



- a) **Mountain:** The explorer stays on its tile, the foundation is **not connected**.
- b) **Desert:** The explorer moves to the desert, the foundation is **not connected**.
- c) **Lake:** The explorer stays on its tile, the foundation is **connected**. A settler is placed on the cattle and the foundation may be **expanded** to a hamlet.

7. End of Game

When a player places her last settlement on the board (through an expand or expel action or by discarding a prophet), the game ends and the player is declared the winner. The positions of the other players are determined by the number of settlements remaining on their hands; the fewer the better. Count hamlets as 1, villages as 2, towns as 3 and cities as 4.

Credits

- Game design: Nicholas Hjelmberg
Artwork: Nicholas Hjelmberg, the many fine artists at www.openclipart.org (blokecom, davosmith, dijaz, flooredmusic, gnokii, johnny_automatic, jpenrici, keistutis, nailbmb, nicubunu)
Production: The Game Crafter
Game testers: Stockholm Board Game Design Meetup
Special thanks: My wife Su-San Oh for her patience
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Turn Summary

ACTION	COMPONENT	DESCRIPTION
Start	Action marker	Take back action marker
Battle	Explorers	Battle when last action marker is removed Remove one unit at the time, weakest first
Explore	1 Explorer or 1 Barbarian	Move 0-2 tiles, look at tile Move 1-2 tiles, turn tile face down
OR		
Exploit	1 Explorer or 1 Barbarian	Stay, turn tile face up Place connected settler Stay Remove settler on same tile/disconnected settler
Expand	Any settlements	Place bigger settlement/s
AND/OR		
Expel	Any settlements	Place smaller settlement/s
Extend	Any shrines	Take connected prophet
End	Action marker	Place action marker on unit acted with