

*Wettlauf nach*  
**EL DORADO**



Ravensburger

# Race To El Dorado

For 2 to 4 courageous expedition leaders from 10 years

Author: Reiner Knizia

Editor: André Maack,  
Daniel Greiner

Illustration: Franz Vohwinkel

*Translated by: Doug Adams (with Jörg Heinrichs). V4 11/4/2017*

Deep in the jungle of South America is hidden the golden land of "El Dorado". Stored in this lost kingdom are treasures: gold, jewels and precious artefacts. Players slip into the roles of daring treasure seekers who lead their team to El Dorado. You hire capable team members for your expedition, purchase useful equipment, and carefully plan your route. The first player to reach El Dorado is crowned the winner.

Refer to the set up sheet to prepare the game.

## Overview of the Game

Each player has a deck of cards, representing their expedition. At the beginning of each expedition this deck consists of 1 Sailor, 3 Researchers and 4 Travelers. These cards are shuffled and form a face down deck. Each turn you have four cards in your hand. You use these cards to travel through the jungle, or to hire others into your expedition.



## Overview of an expedition card

Name of the card

Strength

Colour / Symbol

Cost Price

Building Aid

## The Game Play

A player's turn consists of 3 phases:

- Play cards to move your expedition and/or buy new cards
- Place cards played onto your discard pile.
- Refill your hand to four cards.



The start player begins the game and performs the 3 phases, then the next player clockwise, and so on. The goal is to reach El Dorado.



## Phase 1: Play Cards

You can play as many of your cards from your hand as you want to. These are used to (a) move your piece, and/or (b) purchase 1 new card for your expedition. Cards can only be used once during a turn – play the cards you want to use for movement. Use the remaining cards for a purchase.



### (a) Move

The way to El Dorado is through various types of terrain spaces – green, yellow and blue. There are also grey boulder fields and red base camps. Each space shows the cost that must be met to move into the space. The number of symbols on the space is the strength of the space.

### Terrain Spaces

Play a card from your hand and place it above your expedition board. The card usually has a strength value. This will move you over one or more spaces of the same terrain type adjacent to your piece. After moving you may play another card to move again. A card used to move must meet 2 conditions:

- The symbol on the card must match the symbol on the terrain space into which you want to move.
- The strength of the card must be at least as large as the strength of the space.

If both conditions are fulfilled, you may move into the space. If you still have enough strength remaining, you may continue to use the played card to continue moving immediately to the next space. Again the above conditions apply.

However, you must have enough remaining strength on the card to use it to move. You may choose to move fewer spaces than is possible. Unused strength points on a card are immediately lost. Multiple cards cannot combine their strength to move into a high value space!

*Example: Sarah plays a researcher and moves 1 green terrain space. Then she places a scout and moves 2 spaces. Finally she plays an explorer and moves into a 3 strength jungle space.*



### Special Spaces



You can use any cards to move into the boulder fields or base camps. The symbols on these spaces indicate how many cards you need to play move there. Any functions of the cards played are ignored. Any cards used to move into a base camp are not discarded, but removed from the game.

*Tip: Discarding weak cards helps keep your expedition "slim". This will give you a better chance of drawing your more powerful cards more often.*

**Attention:** You may never move into mountain (black) spaces, or spaces occupied by another playing piece.

## (b) Buy

You can buy a maximum of 1 card per turn. It does not matter if you have moved before or not. Cards with a coin symbol in the upper box are worth as many coins as their strength. Any other card is worth half a coin. You may play any number of cards from your hand as coins. The sum of their values is your spending money for this turn.

Choose a card on the market board that you can afford, and place it directly on your discard pile. You cannot use this card now, or place it into your hand. Only when your discard pile is reshuffled does your purchased cards enter your draw deck.



*Example, John has decided to not move this turn, and instead wants to spend up big. First he plays all his cards: 1 Traveller, 1 Photographer, 1 Researcher and 1 Sailor. He totals the sum, 4 coins, and decides to buy the Telephone. He puts the purchased card onto his discard pile.*

## How do I get access to the other expedition cards?

At the beginning of the game, you can choose only the 6 different expedition cards available in the market. Once all 3 cards of a pile have been purchased; you gain access to the cards above the market. If you want to buy one of these cards, and there is at least one free space in the market, then you can purchase it as long as you can pay for it. If you purchase a card from an upper row, the remaining cards in this stack are immediately placed on the free space in the market. Every time there is an empty space in the market, you get access to all the expedition cards above the market.

## Special cards: Items



These cards are marked with a red cross. In contrast to the other expedition cards, these special item cards can only be played once to use their ability. After playing the card, it is removed from the game and returned to the game box (not to your discard pile!).

**Exception:** if you use these cards to move to boulder spaces, or as half a coin for purchases, then you do NOT discard them from the game, and instead place them on your discard pile.

## Phase 2: Discard Cards

At the end of your turn, any played cards are moved to your discard pile. If you still have cards in your hand, you now decide whether to discard them, or hold them for your next turn.

## Phase 3: Replenish Cards

Draw cards from your draw deck until you have four cards in your hand. If the draw pile is exhausted, draw as much as you can, then reshuffle your discard pile to create a new draw deck.

**The next player clockwise takes the next turn.**

## Obstacles



Obstacles hinder the players. The first player who wants to move past an obstacle must fulfill the strength on the obstacle. Play cards from your hand just like when moving. The obstacle piece is then taken by the player and used as a tie breaker at the end of the game. Once the obstacle is removed, players are allowed to move into adjacent spaces as usual. Obstacles work just like terrain spaces. *For example, with an Explorer (strength 3) you can remove the strength 1 obstacle, and then use the remaining strength of the card to move onto further adjacent green spaces.*

## END OF THE GAME



As soon as a playing piece reaches one of the 3 target spaces, the end of the game has begun. The player puts his piece on El Dorado, freeing up the target space. The current round of turns is played to the end, so all players have the same number of turns. If only one player has reached El Dorado, they win the game. If there is a tie, the player with the most Obstacle pieces wins, and if still tied, the highest value Obstacle piece taken breaks that tie.

## Rules for 2 Players

Setup the game as usual. The rules for movement, buying and removing cards remain unchanged. Each player uses a second piece in the same colour. The start player places his pieces on positions 1 and 3, and the other player on 2 and 4. To win the game you must be the first to move both your pieces to El Dorado. If there is a tie, use the usual tie breaker rules.

When you move, you may decide for each card played which of your two pieces you are moving. You cannot split the strength of a card between your two pieces. You also cannot move your piece through your other piece.

## Translation of the Cards

Abenteuerin- Adventurer  
Entdecker - Explorer  
Fernsprech-Geraet - Telephone  
Forscher - Researcher  
Fotografin - Photographer  
Journalistin - Journalist  
Kapitaen - Captain  
Kartographen - Mapmaker  
Kompass - Compass  
Kundschafter – Scout  
Maechtige Machete – Large Machete  
Matrose – Sailor  
Millionaerin - Millionaire  
Pionier - Pioneer  
Propeller-Flugzeug - Aeroplane  
Reisende - Traveler  
Reisetagebuch - Travel Diary  
Schatzruehe - Treasure Trove  
Tausendsassa - Jack of all Trades  
Ureinwohner - Native  
Wissenschaftlerin - Scientist

## Example of a Complete Turn

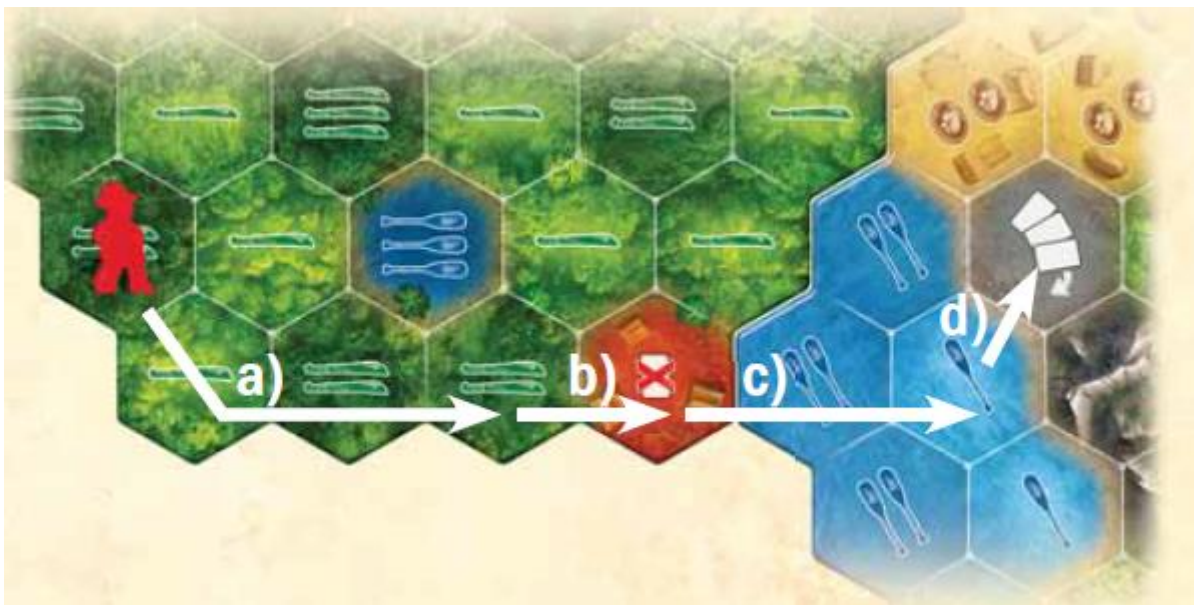
Annette has the following four cards in her hand:



### Phase 1: Play cards

First she plays the Cartographer and draws 2 more cards into her hand from her draw pile.

- A. Now Annette begins her movement. She plays the Pioneer and moves 3 spaces forwards.



- B. Then she moves to the Base Camp, and discards a Traveller card from the game.  
C. To move to the next water spaces, she plays the Propeller Aeroplane card, discarding the card from the game.  
D. Now she plays the Native to move into the boulder space. The Native card allows her to ignore the cost of the space, so she does not have to play three cards from her hand.

With her last card, Annette wants to go shopping. She plays the Journalist and has 3 coins. As there is a space in the market free, she can buy an expedition card from above the market. She decides to purchase a Compass (cost 2) and places it directly on her discard pile. Her remaining coin is lost as you can only buy one card per turn. The remaining Compass cards are placed immediately onto the free space in the market.

### Phases 2 and 3

Annette now moves all played cards into her discard pile, and draws four new cards from the draw pile.



## Cave Variant

If after several games you have proved your discovery skills, you can try the cave variant if you dare. As usual, you are trying to reach El Dorado, but on the way you can explore caves. Inside the caves you will find tiles that will give you advantages.

When setting up the game, mix up the 36 cave tiles. On each cave opening on the board, stack four cave tiles.

If during your turn your playing piece is on a space next to a cave, you may explore it. Take the top cave tile and place it face up front of you. You can have as many cave tiles as you like.

**Important:** To explore the same cave again, you must first move your piece away from the cave to a space that is not adjacent to the cave. Then you may move your piece back adjacent to the cave. You cannot sneak around a cave to get more cave tiles!

Once you own cave tiles you can use them at any time later in the game. After use, the cave tile is removed from the game and returned to the box.



*Example: Julian plays a Researcher and moves his piece to the jungle space next to a cave. He takes the top cave tile and places it face up before him. Julian uses the tile immediately and moves into the adjacent space. Although he is still standing next to the cave, he does not get a new tile, since he already explored this cave from a neighboring space. Julian could have saved his cave tile for a later move or purchase.*

## Summary of the Cave Tiles



Use these tiles to pay for movement costs to move into spaces. You can of course use the coins to pay for card purchases.



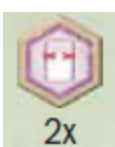
This tile allows you to draw an additional card into your hand, just like the Cartographer.



This tile allows you to remove a card from your hand from the game.



This tile allows you to discard 1-4 cards from your hand, and draw the same number from your draw pile.



This tile allows you to save an item which you have just used. Play the card into your played cards area, instead of removing it from the game.



This tile allows you to move into and/or through occupied spaces for the remainder of your turn. Mountains cannot be entered.



This tile has the same function as Native: you may move your piece into any adjacent space without paying the cost. As usual, mountains and occupied spaces cannot be entered.



This tile allows you to change the symbol of the next card you are playing. For example if you play an Explorer (Machete 3), you can use it as a Coin 3 or Paddle 3.

## Game Setup

Build the board for your first game as shown below. Other games can be constructed by yourself, or you can use the recommended boards on the reverse of this page. Set up according the following instructions.

### A. The First Trek

The race begins at the starting tile. From the seven terrain tiles, find those pictured and set them up as shown below. You may need to turn them around to match the orientation in the illustration. Lay out the El Dorado piece, the final objective. Mix the 6 obstacles face down. Sets up a random obstacle on each border of two terrain tiles, and then reveal them. The remaining obstacles are returned to the box.

### B. Components

Each player in their player colour of their choice receives:

- 2 game figures
- 1 Expedition board
- 8 starting cards, which are shuffled and placed face down on the deck space (left) of their Expedition board.

For the first turn, draw four cards from the deck into their hand.

Choose a start player. They take the Hat tile and placed one of their figures on space 1 of the start tile. In clockwise order the following players place their figures on the next numbered space. The second figures are only required for the 2 player game - the start player place the figures on spaces 1 and 3, and their opponent on spaces 2 and 4.

### C. The Market

Finally, prepare the cards. You play with all 54 expedition cards every game. Sort the cards by type and place them in the centre of the table:

- The six cards with a brown circle in the bottom right corner are placed into the market.
- The twelve cards without a circle are placed above the market.

Now the race to El Dorado can begin. Continue with reading the rule book.

## Other Ways To El Dorado

On this page you will find our suggestions for later games.

Place a random obstacle between two terrain tiles (not shown here).

Place an obstacle in front of a terrain strip.

The Golden Hills - easy

To The Finish Line - easy

Twisted Paths - medium

Snaking Trail - medium

Wetlands - difficult

The Witch's Cauldron – difficult

### Tips

Avoid large areas of one colour. The more varied the terrain, the more exciting the journey.

Make sure that the short routes always lead to a difficult paths. Of course, ensure there is still a route around these paths.

If you put a bend in to the route, the inside of the bend should be more difficult to traverse. This way, the route remains interesting and each player can try different tactics.

Avoid too many bottlenecks. The right mix makes your journey a real adventure!



# Glossary

## Expedition Cards

Green cards allow you to move through the jungle with machetes.

Yellow cards give you coins to purchase cards, and move into villages.

Blue cards allow you to cross water with paddles.

White Jokers can be one of the three listed symbols. You decide each time you play one.



## The Action Cards

The violet action cards can be used during your turn while both moving and purchasing. Follow the instructions on the card. Remember to remove cards with the Red Cross from the game after using their ability!



When you play the **Telephone**, you can take an expedition card without having to pay for it. Choose any card, whether it is on the market or above it. Place the card in your discard pile. Remember to discard the Telephone from the game.



When you play the **Cartographer**, immediately draw 2 more cards from your draw pile. If the draw pile is exhausted, reshuffle the discard pile.



With the **Compass**, draw three cards, and then remove the Compass from the game.



The **Scientist** allows you to make your expedition more efficient. You may immediately draw a card, and then you may remove a card from your hand from the game. You do not have to remove a card from the game.



The **Travel Guide** allows you to draw 2 cards and then remove two cards from your hand from the game. Unfortunately the Travel Guide then ...



The **Native** allows you to move your piece into any adjacent space without paying the cost. As usual, mountains and occupied spaces cannot be entered.