
Always Board
NEVER BORED
www.alwaysboardgames.com
info@alwaysboardgames.com
EXPLORERS OF
NAVORIA

RULEBOOK

TABLE OF CONTENTS

Objective 2
Components 3
Setup 4
Main board set up 4
Player set up 5
Gameplay 6
Recruit phase 7
Card Explanation 8 - 12
Gather Phase 13
Income Phase 14
Return Phase 14
Game End 15
Summary of Turn and Phases 16

www.alwaysboardgames.com
info@alwaysboardgames.com



In the magical land of Navoria, new and strange continents have emerged from the sea. The council of Navoria has decreed that the new continents must be explored, and you and a handful of other intrepid adventurers have answered the call... the stage is set for the adventure of a lifetime!

A game of Explorers of Navoria consists of three rounds. Each round, you will recruit townsfolk (cards) and claim rewards. At the end of the third round, the player(s) with the most wins the game.

COMPONENTS



1 main board



4 markers (1 in each colour)



36 trading post tokens (9 in each colour)



16 favour markers (4 in each colour)



54 goods tokens (18 each of 3 different types)



4 turn-order markers (1 in each colour)



12 exploration markers (3 in each colour)



60 townsfolk cards (12 of each type)



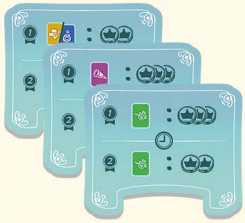
15 action tokens (3 of each type)



4 reference cards



4 player boards



10 favour tiles



1 draw bag

Always Board
NEVER BORED
www.alwaysboardgames.com
info@alwaysboardgames.com

SETUP

MAIN BOARD SETUP

1. Place the main board in the centre of the table.
2. Place all goods tokens (weapons, minerals, & food) in piles near the game board within easy reach of all players.
3. Place all the action tokens into the bag.
   Note! in a 2 player game, only place 2 of each colour action token into the bag.
4. Prepare the townsfolk cards :

   Separate all the cards by colour and shuffle each deck. Place each deck on the matching space on the main board. Reveal the top 3 cards from each deck and create a display to the left of each deck.
5. Shuffle all the favour tiles and randomly draw 4. Place the tiles on the matching spaces on the main board at random. Return all the unused tiles to the box. They will not be used this game.
   Note! in a 2 player game, for a more competitive game, you may randomly replace one of the 4 drawn tiles with the blank tile .





SETUP SHOWN FOR A TWO-PLAYER GAME



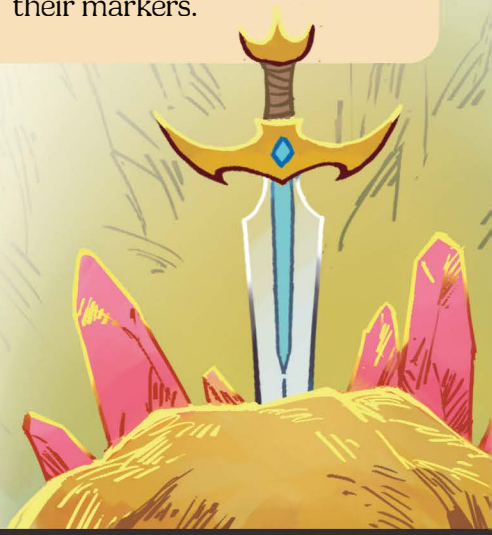
Always Board Games
NEVER BORED
www.alwaysboardgames.com
info@alwaysboardgames.com



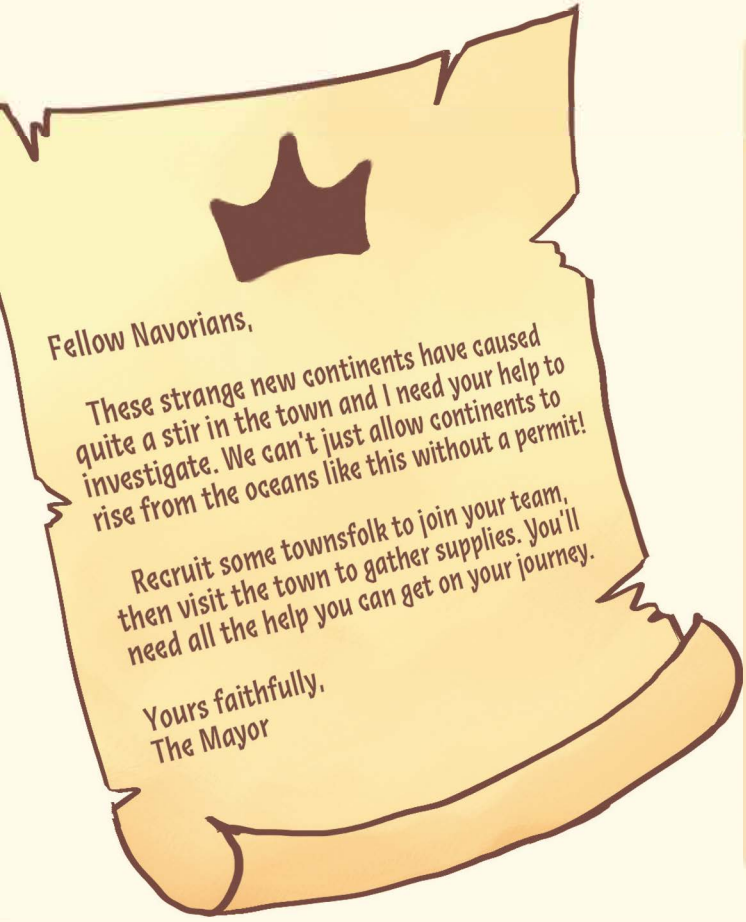
PLAYER SETUP

Each player...

6. ...takes a player board and all the components of one colour.
7. ...places a trading post in each space on their player board.
8. ...places 1 exploration marker in the starting space of each exploration track on the main board.
9. ...places their marker on the "0" space of the track on the main board.
10. ...places their favour markers near their player board.
11. Randomly determine the first player and place their turn-order marker onto the space marked "1" on the turn-order compass on the main board. Proceeding clockwise around the table, the rest of the players place their markers.



GAMEPLAY



A game of Explorers of Navoria consists of 3 rounds, each composed of the following 4 phases in order:

A) RECRUIT

B) GATHER

C) INCOME

D) RETURN

Repeat these 4 phases in order each round.

At the end of the 3rd round, the game ends and final 👑 is tallied up. The player with the most 👑 wins the game.

Tied 👑 results in a shared victory.

A) RECRUIT

Always Board NEVER BORED
www.alwaysboardgames.com info@alwaysboardgames.com

Beginning with the start player and proceeding according to the turn-order compass

EITHER

TAKE FROM THE BAG

Draw 2 action tokens from the bag and choose one. Place it on the corresponding deck and recruit a face-up card from that display. Place the other action token into the town centre.

Resolve any immediate effects on the card (see page 8 for details) and place it into your tableau.

All cards players recruit are placed face-up in front of them into their tableau. They should be visible to all players, but the left sides with immediate effects can be overlapped to save space.



***Example:** Pete draws a red and a blue action token from the bag. He chooses the soldier (red) action token, places it on top of the soldier (red) deck, and recruits a revealed soldier (red) card. Soldier cards have no immediate effect, so he has nothing to resolve. He places the card into his tableau and places the blue agent into the town centre.*

TAKE FROM THE TOWN CENTRE

There must be at least one action token in the town centre to use this option. Otherwise, you must take from the bag instead.

Choose an action token in the town centre and place it on the corresponding deck. Recruit a face-up card of that colour from the display, resolve any immediate effects (see page 8 for details), and place it into your tableau.



***Example:** Yara chooses the merchant (blue) action token in the town centre and places it on top of the merchant (blue) deck. She recruits a revealed merchant (blue) card and checks it for an immediate effect. This card has none. Finally, she places it into her tableau for scoring during the income phase.*

Note! Do not refill the display when you take a card. The display is only refilled in the return phase!

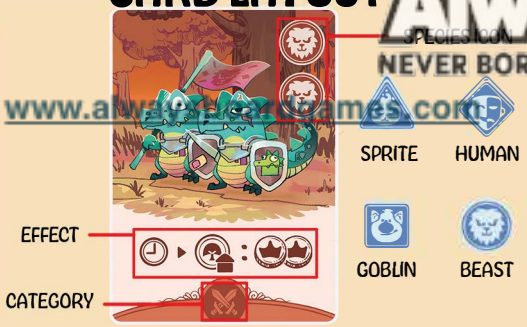
END OF PHASE

In a **2- or 3-player game**, the recruit phase ends when each player has recruited **4 cards** into their tableau this round.

In a **4-player game**, the recruit phase ends after each player has recruited **3 cards** into their tableau this round.

Always Board Games
www.alwaysboardgames.com
info@alwaysboardgames.com

CARD LAYOUT



FAVOUR

The first 2 players to collect 5 icons of each species win the favour of that species.

If you win the favour of a species, place your favour marker for that species in the highest unoccupied space of the matching favour tile on the main board.

You can only claim favour with each species once, even if you collect 10 icons.



***Example: Barb** has collected 5 beast icons, so she can claim The favor of that species. The first space on the beast favour tile is occupied by **Greg's** favour marker, so **Barb** claims the second space.*

NT CARDS (BLUE)

Recruit these townsfolk to trade with the species of Navoria. Most merchant cards provide immediate effects and all provide income. Every income phase, each merchant gives 1 for each matching species icon in your tableau.



In the income phase, for each human/goblin/beast/sprite icon in your tableau, gain 1 .



***Example:** **Greg** has 2 merchant (blue) cards. During the income phase, he gains 5 for the first card 1, since he has 5 beast icons. The second merchant card 2 has the same effect, giving another 5 .*

CARD EFFECT TIMINGS

Resolved in the income phase.

Resolved at the end of the game.

All other card effects are resolved immediately after a card is recruited.

Always Board NEVER BORED
www.alwaysboardgames.com info@alwaysboardgames.com

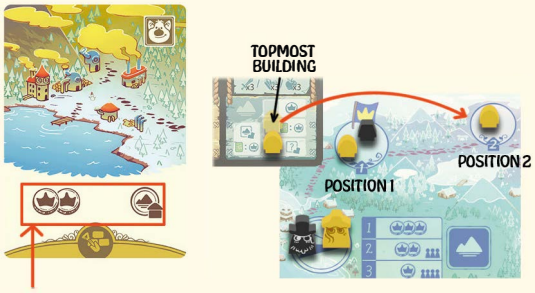
BUILDER CARDS (YELLOW)

Recruit these townsfolk to place a trading post, as well as gaining immediate rewards such as goods or movement on the exploration tracks. Trading posts give your exploration markers a further starting point and give better contract bonuses (as explained on page 12).

Place a trading post token from your player board onto the next space of the desert/forest/glacier track.

Follow these rules when building:

1. From the dock matching the territory on the card: Build the topmost trading post (i.e. build top to bottom from your board).
2. Your first trading post on each exploration track must be built on the space marked with , and your second and third trading posts onto the spaces marked and respectively.



Example: *Yara recruits a builder (yellow) card. First, she gains 2 . Next, she builds a trading post onto the glacier track. She already has a trading post in position 1, so the new post is placed on position 2. She is able to do this even though her explorer has not yet reached this position.*

You can build on a space even if there is already a trading post from another player in that space.
Each player can only build 1 trading post in each space for a total of 3 per territory.
You do not need to have reached the space with your explorer to build.

SOLDIER CARDS (RED)

Recruit these townsfolk to garrison your trading posts. Every soldier (red) card grants you an end-game scoring condition based on how many trading posts you have built in their territory.

At the end of the game, each soldier (red) card in your tableau scores 2 for each trading post you have built on the desert/forest/glacier track

Note! Each soldier (red) card contains two of the same species icon. Count both icons for claiming favour with that species, and when scoring merchant (blue) cards in the income phase.



Example: *At the end of the game,* ***Barb*** *has only one soldier (red) card in her tableau. This card gives 2 for each trading post on the desert track. She has 2 trading posts on the desert track, so she scores 4 .*

Always Board
NEVER BORED

ADVENTURER CARDS (PURPLE)

Recruit these townsfolk to move your exploration marker one or two spaces forward on the specified exploration track. Some adventurer cards also give 👑. Adventurer cards give 1 👑 during the income phase for each flag you have reached on all three exploration tracks.

Move your exploration marker forward one step on the desert/forest/glacier track.

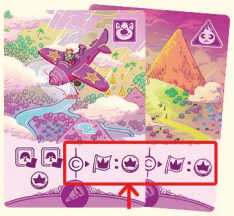
Choose any of your exploration markers to move one step forward.

In the income phase, for each flag your exploration markers have reached or passed, gain 1 👑.

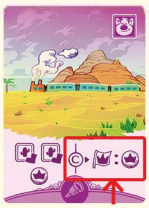
info@alwaysboardgames.com



Example: *The instant effect on this card means: "Gain 1 👑 and move your forest exploration marker 2 steps forward." The income phase effect says: "For each flag your exploration markers have reached, gain 1 👑."*



Yara *has 2 adventurer (purple) cards, so in the income phase she gains 2 👑 per flag reached.*



Barb *has 1 adventurer (purple) card, so in the income phase she gains 1 👑 per flag reached.*

Yara's *exploration markers have reached 2 flags.*

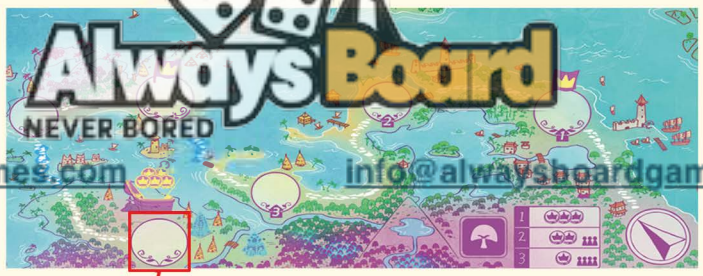


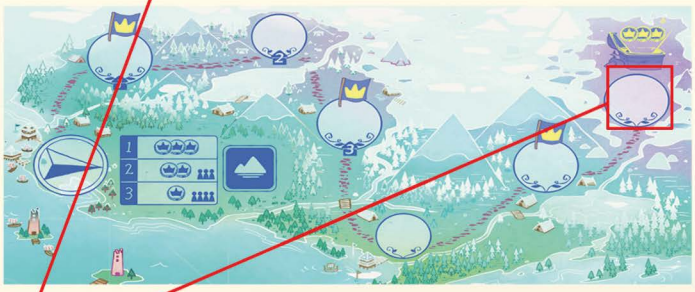
Barb's exploration markers have reached 3 flags.

Example: *During the income phase,* **Yara** *has reached 2 flags (1 on the glacier and 1 in the forest), and scores 4 👑 because she has two adventurer cards in her tableau.* **Barb** *has reached 3 flags (2 on the glacier and 1 in the desert). She has one adventurer card in her tableau and scores 3 👑.*









Always Board
NEVER BORED
www.alwaysboardgames.com info@alwaysboardgames.com

TREASURE BONUS

Treasure can be found at the end of each exploration track! When your exploration marker reaches the end of any track, your marker stops, and you immediately gain the shown on the treasure.

If there is any movement remaining, gain the once again for each additional step of movement.

If your exploration marker is already at the treasure space and moves again by any means, gain the once again for each additional step of movement.





Example: ***Barb*** *recruits an adventurer (purple) card. The instant effect of the card lets her move her exploration marker forward on the forest exploration track 2 steps. The first step brings her exploration marker to the end of the track. She immediately gains 5 1. The second step does not advance the marker (since it's already at the end), but it does trigger the bonus 5 again for a total of 10 from this movement 2.*

ARTISAN CARDS / GREEN CARDS (GREEN)

Always Board NEVER BORED
www.alwaysboardgames.com
info@alwaysboardgames.com

Recruit these townsfolk to collect goods. Most artisan cards give you VP, and all provide you with food, minerals, and/or weapons for completing orders. Artisan cards in your tableau also give you more VP when you complete orders.

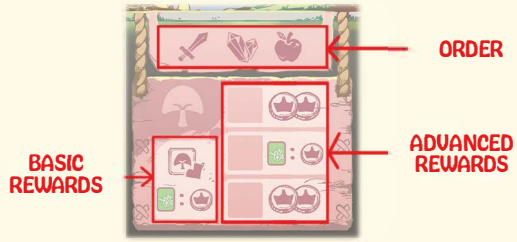
Collect 1 food/mineral/weapon

On your player board are 3 docks for trading with the desert/forest/glacier territories.

Whenever you collect goods, you must distribute each good to a **different dock** of your choice. Once placed, you cannot change their position (i.e. you can never move goods from one dock to another).

Once a dock has goods matching the order (or in the case of the glacier dock, any one of the orders), you must immediately discard the goods to complete the order and gain the rewards.

On the left side of each dock are two basic rewards. You earn these rewards every time you fulfil that order. Advanced rewards on the right side become available after you build the trading post next to the printed reward.

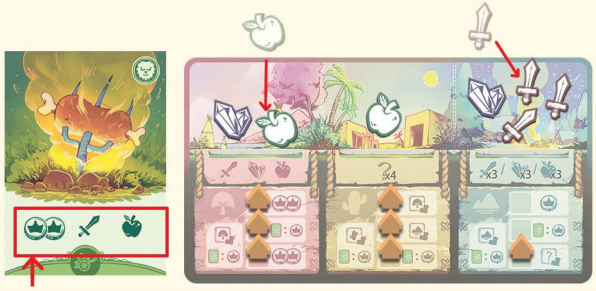


Forest Dock: *1 weapon, 1 mineral, and 1 food.*

Desert Dock: *Any 4 goods.*

Glacier Dock: *3 weapons, 3 minerals, OR 3 food.*

For each green card in your tableau, gain 1 VP.



Example: ***Pete*** *recruits an artisan (green) card and resolves its effects immediately. First he gains 2 VP.*

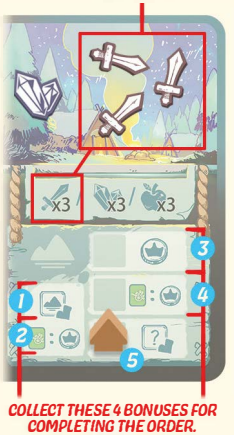
Next, he collects one weapon and one food. He must choose a different dock for each good, so he puts the food on the forest dock and the weapon on the glacier dock.

Pete *now has 3 weapons on his glacier dock, fulfilling its order. He discards those 3 weapons to the supply and gains the following rewards:*

1. *He advances his explorer marker on the glacier track 1 step.*
2. *He gains 1 VP for each artisan (green) card in his tableau.*
3. *He gains 1 VP.*
4. *He gains 1 VP again for each artisan card in his tableau.*

Pete *has 2 artisan cards in his tableau, so he gains a total of 5 VP from this order (2 VP from bonus 2, 1 VP from bonus 3, and 2 VP from bonus 4).*

Note! *Reward 5 is not available because that trading post is still on the dock.*



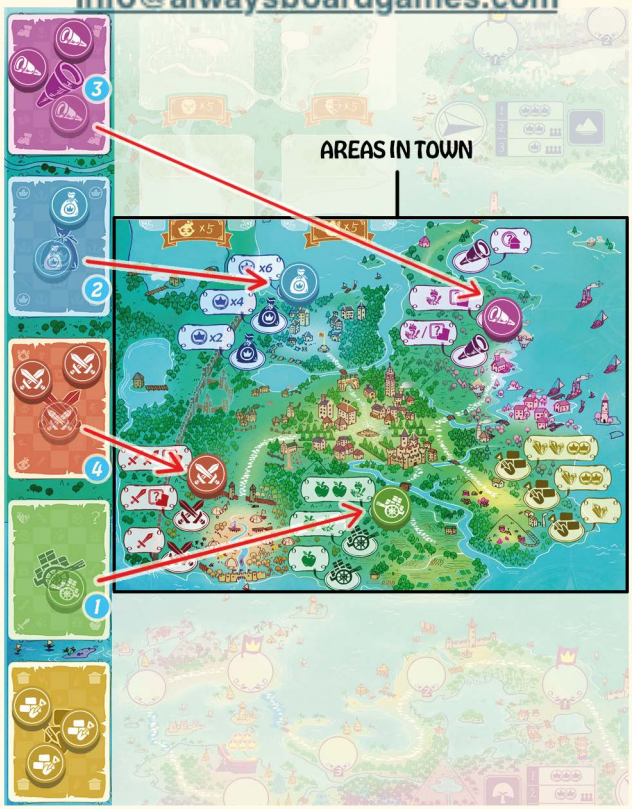
www.alwaysboardgames.com info@alwaysboardgames.com

Return any action tokens remaining in the town centre to the draw bag. They will not be used for the remainder of the round.

Starting with the last player and proceeding in reverse turn order (anticlockwise around the turn-order compass), take an action token from a deck and place it on an available matching space in the town, collecting the listed reward(s). This phase ends when all action tokens have been placed

x6	*Gain 6 .*
	Build one of your trading posts on any exploration track.
	Collect 1 good of any type AND advance any of your exploration markers by 1 step.
/	*Collect 1 good of any type OR advance any of your exploration markers by 1 step.*
	Collect 2 weapons and advance any of your exploration markers by 1 step.
	Collect 2 minerals and gain 2 .
	Collect 2 food and 1 good of any type.

Any goods you gain in this phase are distributed to the dock of your choice immediately. If you gain more than one good, you must distribute them to different docks as normal.
If a dock has goods matching the order(s), immediately discard the goods to complete the order and gain the rewards as normal.



Example: *In a 4 player game,* ***Greg*** *went last in the recruit phase, so he goes first in this phase. He returns an artisan (green) action token to the first space in the artisan (green) area and collects 2 food and 1 good of any type (he chooses a mineral). He places one food each on his forest and desert docks, and the mineral on his glacier dock 1.* ***Pete*** *is on the third turn-order space. So he returns a merchant (blue) action token to the first space in the merchant (blue) area and gains 6 2.* ***Yara*** *returns an adventurer (purple) action token to the* ***second*** *space in the adventurer (purple) area and chooses to advance her exploration marker one space in the desert track and gain 1 good of any type (he chooses a food) 3.* ***Barb*** *is in the first space on the turn-order compass. She returns a soldier (red) action token to the first space in the soldier (red) area. She chooses to place one weapon on her desert dock, one on her glacier dock, and to advance her exploration marker one space in the forest track 4. Players continue assigning tokens in this way until all action tokens on all decks have been returned. Then the phase ends.*

C) INCOME

...and exploration achievements

Always Board NEVER BORED
www.alwaysboardgames.com

First, players earn income from all cards with the © symbol in their tableau (merchant (blue) cards, see page 8; adventurer (purple) cards, see page 10). Then players earn exploration rewards for being furthest along the exploration tracks.



***Example: Barb** scores 3 points for being first in the glacier track (1). **Pete** and **Greg** are tied for second place, so each scores 2 points (2). **Yara** ranks fourth and scores no points (3).*

EXPLORATION REWARDS

The player whose exploration marker is furthest forward on each track will collect the first place reward of that track, second furthest will collect the second place reward, and so on. If 2 players are tied, all tied players earn that reward, and the next reward is skipped. If 3 players are tied, all tied players earn that reward, and the next 2 rewards are skipped.

The second-place bonus is only available in a 3- or 4-player game

The third-place bonus is only available in a 4-player game

Note! Any exploration that has not moved out of the starting position (marked with a compass) will not score any bonus, no matter their rank.

D) RETURN

Exploring the new continents of Navoria is tiring work! Return to town for a rest and get ready to recruit more townsfolk.

Carry out the 4 steps below, then, start a new round with the recruit phase.

1. Return the exploration markers to the furthest trading post (see below).
2. Return all the action tokens to the bag.
3. Discard all cards remaining in the display and deal 3 new cards from each deck.
4. Adjust the turn order: order. Most goes first, Second most goes second and so on (see below).

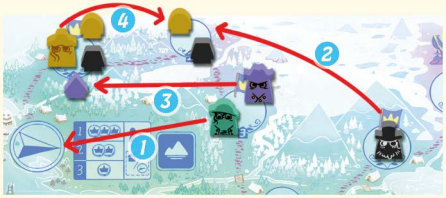
Follow the additional instructions below for returning explorer markers and adjusting turn order.

RETURN EXPLORATION MARKERS

All exploration markers are moved back (or forward) to the furthest trading post of their colour on each exploration track. If a player has not built on a track, return their marker to the starting position.

ADJUST TURN ORDER

The player with the most becomes the new first player. Place their turn-order marker in the first space on the turn-order compass. Other players place their markers proceeding clockwise around the compass in order so that the player with the most goes first, second most goes second, and so on. In the case of tied , maintain the relative order of the tied players from the previous round.



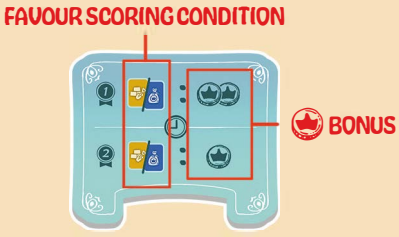
***Example: Greg** has no trading posts on the glacier track, so his marker returns to the starting space (1). **Barb's** marker goes back to space 2 (2), and **Pete's** marker goes back to space 1 (3) because that is where their furthest trading posts are. **Yara** did not move this round, but she did build another trading post, so she will advance to space 2 (4).*

Always Board
NEVER BORED
www.alwaysboardgames.com
info@alwaysboardgames.com

GAME END

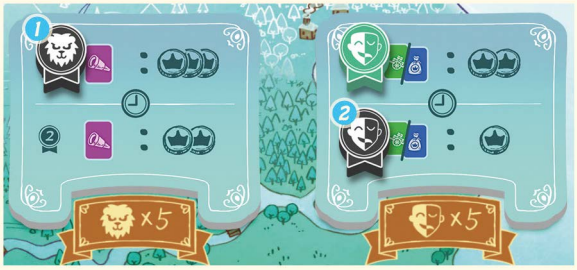
FINAL SCORING

After the third income phase, the game ends. Proceed to final scoring. First, score all soldier (red) cards in your tableau (see page 9). Then, score all favour tiles (see page 8 for how to gain favour).



At the end of the game, check the end-game scoring condition of favour tiles. Each card in your tableau that matches this condition gives 2 or 3 if you claimed favour first, and 1 or 2 if you claimed favour second (depending on the tile). On the example tile above, the condition is builder (yellow) and artisan (green) cards. The player whose favour marker is in the first space will score 2 points for each builder and each artisan card they have recruited. The player whose marker is second will score 1 point for each builder and each artisan card.

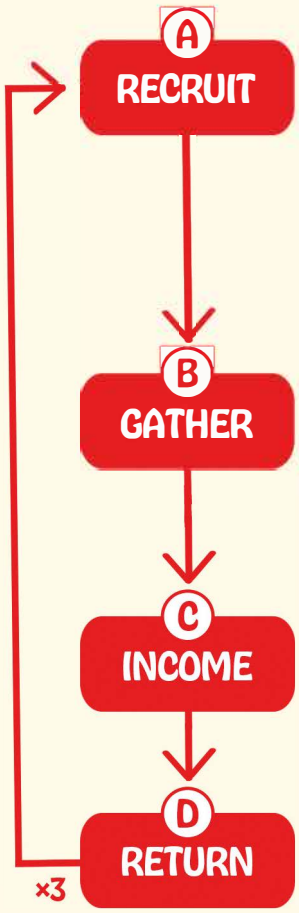
The player with the most wins the game. In the case of a tie, the tied players share the victory.





Example: ***Barb*** *now calculates her score from favour:*
Barb *claimed favour with the beasts first, so she earns 3 for each adventurer (purple) card. She has 2 adventurer cards in her tableau, so she scores 6 1.*
Barb *was the second to claim favour with the humans, so she earns 1 for each artisan (green) and 1 for each merchant (blue) card. She has 1 artisan card and 1 merchant card, so she scores 2 2.*

Game design and artwork: Meng Chunlin
English rulebook editing: Simon Milburn
English rulebook proofreading:
Will 'The Board Game Wizard' Brasher
Special thanks to all our Kickstarter backers, volunteers, and other supporters and fans.



From the bag: Randomly draw 2 action tokens. Place 1 on the matching deck and draft a card from that display into your tableau. Place the other token in the town centre. **OR;**
From the town: Take an action token from the town centre and place it on the matching deck, Then, draft a card from that display into your tableau. In either case, resolve any instant effects on the recruited card before ending your turn.

In a **2- or 3-player game**, this phase ends when each player has taken **4 cards**. In a **4-player game**, this phase ends when each player has taken **3 cards**.

Starting with the last player and proceeding in reverse turn order (anticlockwise around the turn-order compass), take an action token from a deck and place it on an available matching space in the town, collecting the listed reward(s)

This phase ends when all action tokens have been placed.

Earn income from all cards with the © symbol in your tableau (merchant (blue) cards and adventurer (purple) cards). Then earn exploration rewards for being furthest along the exploration tracks.

Move all exploration markers to your furthest trading post in each exploration track. Return all action tokens to the bag. Discard the remaining cards in all displays and flip new cards. Adjust the turn-order compass based on order.

END OF GAME

After the third round, the game ends. Skip the return phase and proceed directly to final scoring. Score all soldier (red) cards in your tableau. Then score all four favour tiles. Tally up the and the player with the most wins the game. Tied results in a shared victory.