

Please note, all other English rules can be downloaded online, below are the English rules I could not find. Enjoy!

Heroes: Ambush Cards

Zombie Plague: At the end of each scoring, draw 1 zombie on each empty space that is adjacent to 1 or more zombies.

Giant Troll Riot: At the end of each scoring, destroy 1 empty space that is adjacent to the Giant Troll - player decides on their own sheet only.

View of the Gorgon: Whoever draws in the Gorgon immediately destroys 1 non-mountain field (filled or empty) adjacent to the Gorgon.

Dragon Inferno: As soon as all fields adjacent to the dragon have been filled in, you receive 3 coins.

CARTOGRAPHER UNKNOWN LANDS

This expansion contains 3 modules, each with 2 new maps that you can map, as well as 3 associated maps and rules. You can use the modules with both Cartographers and Heroes. Explore the level of knowledge, create a map of the subterranean areas of the city of Sabek or uncover the mystery of the Astmork volcano. At least 1 basic game is required.

The following change applies to all 3 modules: Decide together which map you all use. (You can now also choose from the maps A1, A2, N1, N2, U1 and U2.) If you use one of the maps from this expansion, be sure to read the corresponding section in these instructions: Affril (map A1 or A2), Nebblis (N1 or N2), Unterstadt (U1 or U2).

THE REALM OF FLAMES

Changes to setup in step 8: Additionally shuffle all 3 volcano cards into the exploration deck.

DESTROYED FIELDS: Fields can be destroyed in the course of the game by various effects (e.g. the effects of a volcano card). Always mark destroyed fields immediately with a capital X. Destroyed fields are filled in, but no longer have a terrain type.

CHECK CHANGE IN PHASE: Add the unit of time of all exploration and volcano cards revealed to determine whether the season is ending.

VOLCANOES: If a volcano map was revealed in the exploration phase, draw the specified or selected shape on your map so that it borders on the volcano drawn on the map or on a destroyed field that is connected to the volcano via destroyed fields. Then destroy all fields in the drawn shape. You can draw the shape on empty and also on filled fields (and also a mixture of both), but not on destroyed fields, mountain fields and the volcano. If a volcano card is revealed after a card with the ruins symbol, the volcano card is resolved as described above. The map with the ruin symbol influences how the next exploration map must be drawn. Volcano maps are not exploration maps. The volcano on the map is a 2x2 area. It is considered completed and has no type of terrain.

THE LEVEL OF KNOWLEDGE

Changes to setup for step 5. Use only the 3 cards A01-A03 for the ARROW scoring cards. (So you cannot use the corresponding cards from the basic games.) Depending on whether you are playing with Cartographers or Heroes (or both together), do not use the two TREE scoring cards that don't work with this map). Step 9: Mark 1 small island (between the large islands) on your map. (The small islands do not contain any fields, color them in completely).

CONNECTED ISLANDS: In the drawing phase, you can only draw on an island that is connected to a marked small island (dashed line). (The bordered areas with and without fields are called islands.) You may pay 1 coin at any time to mark 1 small island that is next to a connected island. To pay for a coin, cross out the coin in your

treasure chest. (You no longer receive fame points for paid coins.) If someone cannot properly draw any of the given shapes and has unpaid coins, they must first pay 1 coin to mark 1 small island. If someone cannot properly draw any of the given shapes and has no unpaid coins, this person receives 1 coin instead. (So it does not draw anything, not even the size 1x1 that is common in the basic game.) If all islands are already connected, the rule from the basic game applies.

CHANGES TO AMBUSHES: Draw the monster on the map that you receive on a connected island. If this is not possible, the monster draws on a disconnected island. If both are not possible, the person in question must draw a 1x1 shape on any island. In the solo version, first try to draw the monster using the usual rules on the island that is closest to the corner shown on the map. If that is not possible, check the next island in the direction shown.

Violet Stone Mines: 5 fame points for each mountain space that borders 4 filled spaces (and / or the edge).

Klynoks Settlement Terafords: 7 fame points for each island that contains at least 1 village, forest, arable and water space.

Crystal Formations: 1 fame point for each space on the longest, fully completed line on each island.

UNDER THE STREAMS OF SABEK

Changes to setup in step 5. Only use the 3 cards U01-U03 for the scoring cards. (So you cannot use the corresponding cards from the basic games.) 9. If you are playing with map U2, mark 1 empty space each directly above the gray line. Draw a gate in the field.

ABOVE AND BELOW THE EARTH: There is a gray line on each of the maps U1 and U2. ABOVE represents the ground. All fields above this line are above ground, all other fields are underground. Only the gate connects these two areas. The field with the gate counts as filled. DOWN Always draws all shapes in such a way that all fields of the shape are completely above or below ground. Always draw all shapes in such a way that they are connected to the gate via filled fields. (A field of the first underground shape must therefore be placed on the field below the gate. All other shapes there must adjoin an underground shape.) If someone cannot properly draw in any of the given shapes, this person must, as usual, have a shape of size 1x1 draw in and fill with a type of terrain of your choice. This form must also be connected to the gate by means of completed fields.

Vie Grube: 8 fame points for each completely filled in row and for each column whose underground fields are completely filled out

Azema's Remains: 5 fame points for each type of terrain (except mountains) adjacent to the lower edge.

Ancestral resting place: 5 fame points for each mountain space that is connected to a ruin space over 1 or more areas. (Only if 1 of the areas includes the ruins field.)

CARTOGRAPHERS: New Skills Expansion

Before you set out for the West, you will have learned a few new skills. Use them wisely to win the queen's favor in the end.

Preparing the game Shuffle all skill cards, reveal 3 random ones and place them face up next to the decrees. Put the remaining cards back in the box. You don't need them in this game.

Course of the game: 1x per season you may use 1 of the skills on display. To do this, you have to pay as many coins as is indicated on the top right of the skill you want to use. To pay 1 or more coins, cross out the coin in your treasure chest. (Of course, you must have received the coins beforehand in order to pay for them.) You will not receive any Fame Points at the end of a season for coins that have been paid for. After you have used a skill, make a note next to the season section on your map to remind yourself that you are not allowed to use any other skill during that time of year.