### Setup
- **Map**: Place 2 Known Progress chits, Incan & Aztec M.I. & A we (Place N.W.P. & SSA Known Progress off to side until Panama Base discovered).
- **Players**: Take a colored set of chits, play mat, ship card, explorer, & 6 outfitting cards. Start with 2 crew & 2 provisions.

### General Notes
- **Shiphandling**: Limits the number of extra ships that may be outfitted.
- **Automatic Discoveries/Effects**: Items printed in a white box automatically are discovered or affect expeditions entering that space.
- **No exploration cards drawn**: In the Straits of Magellan, New World bases, or by ships not intending to leave a mid-Atlantic port.
- **Known Waters**: Returning expeditions retracing a route are in Known Waters aters.
- **Scuttling Ships**: When forming an inland expedition, a player may choose to scuttle his ships to avoid the affects of Dissension card 173. Turn in all chits on the ship card & set it aside.
- **Hungry**: Land & expeditions may not trade a Provision for Progress if Hungry.
- **Gold**:
  - a) Discoveries: Do not place a marker. Instead take a chit:
  - b) Gold may be spent to purchase crew, soldiers, provisions during outfitting or as an expedition action.
  - c) After outfitting, all unused gold must be turn in at a New World base to buy crew & soldiers.
- **Provisions**: Limits the number of extra ships that may be outfitted.

### Civilization Encounters
- **Entry**: An inland expedition discovering a civilization may change status to its “Rumors” space, marking where it came from with a discovery chit.
- **One ruler/ally**: If more than one expedition is encountering a given civilization, only one of them at a time may seize its Ruler or gain Native Allies.
- **Enter Capital**: Must have seized its Ruler, gained a capital entry chit, or be allowed to do so by its current card. Only one expedition may be in the Capital at a time. A second expedition that enters must attempt to take over the first expedition. If unsuccessful it must immediately leave.
- **Defeating an Empire**:
  1) Awe = 5.
  2) Mili = 0.
  3) A conquering expedition must be in its Capital. If another expedition is in the Capital, it does not defeat the Empire until it achieves a result that would either increase the Awe or decrease the Mili further.
- **VPs**: 3 explorers & 2 progress chits.
- **Hardwood, Channels & Civilization entry spaces**:
  - 1) Awe = 5.
  - 2) Mili = 0.
  - 3) A conquering expedition must be in its Capital. If another expedition is in the Capital, it does not defeat the Empire until it achieves a result that would either increase the Awe or decrease the Mili further.
- **Natives**: are guides, interpreters, porters, or “natives for Europe.”
- **Hardwood must be harvested as an expedition action; the discovery alone does not count for VPs.
- **Channels count for 0 VPs but gain extra outfitting cards.

### Expedition Return:
- **Inland/Raft**: Must move by shortest path to its ships or a closer New World Base.
- **Ships**: May return to base. If it does not win the game, place the Leader, draw cards, taking 5 extra gold, and continue.

### Expedition Return: Publish
- 1. Advance Known Progress chits. If one is moved to a Land Sighted space, replace it with a Land Sighted chit.
- 2. Score VPs & place Known markers on Rivers, Bays, Hardwood, Channels & Civilization entry spaces (only). Gold counts for VPs & are used for outfitting.
- 3. Draw outfitting cards. Turn in all chits, keep leader unless it is 2nd-in-command.
- 4. Place New World Bases.
- 5. Play outfitting cards.

### Notes:
- ** Mississippi & St. Lawrence Rivers** each have 2 discovery spaces but only one may be reported and published.
- **Natives** are guides, interpreters, porters, or “natives for Europe.”

Together with the Age of Exploration charts and summary on the back of the rulebook, these notes should provide a relatively complete reference.

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