



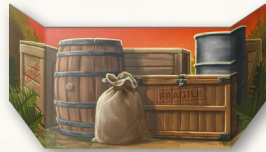
GAME RULES

COMPONENTS



■ 1 game board

■ 4 screens



■ 10 dice
(with results from 1 to 5 and "Catastrophe")



■ 60 explorers
(fifteen for each player)



■ 12 wood tokens:
prestige, hut and energy
(three for each player)



■ 13 logistics counters



■ 30 food counters



■ 40 cardboard coins



■ 5 zone markers (1, 2, 3, 4, 5)



■ 1 forbidden zone marker (X)

■ 18 field notebook cards



■ 35 expedition cards

■ 7 science cards



OBJECTIVE OF THE GAME

In Papua, you are transported to the end of the 19th Century. Each player heads a scientific expedition to Papua. As a region that holds some of the greatest variety of flora and fauna, the expedition seeks to discover new species of plants and animals, as well as to study the indigenous populations. Your discoveries could easily amaze the scientific community and the world at large, so long as you're able to survive. You and your team must stay alive with the help of the locals, all the while competing against the other expeditions.

Who will make the most important discoveries and have their names etched in the annals of history?



SETUP

- 1 Place the board in the center of the table and the zone markers next to it.
- 2 Each player chooses a color and takes the fifteen explorers and the three wooden tokens belonging to their color. A screen is placed before each player. He then puts three coins and three food counters behind it and the rest are left in a pool next to the board.
- 3 Each player places seven of their fifteen explorers in his personal pool behind his screen, and the eight remaining are left in a reserve pool next to the board.
- 4 Split the field notebook cards into two decks according to their back (bearing either I or II), then shuffle each deck and place both decks face down next to the illustration of the notebook.
- 5 Shuffle the expedition cards. Remove five cards without looking and put them back in the box. Place the rest of the expedition cards face down on the game board.
- 6 Mix the thirteen logistics counters and leave them face down on the central circle of their area on the board.
- 7 Shuffle the science cards and deal one to each player. Each player then places this card face up next to their screen so that everyone can see it. Put the remaining cards back in the box, as you will not use them anymore in this game.

8 All of the players place the prestige token of their color on the prestige scoreboard medal (in the upper left side of the board) and the hut token next to the huts zone.

9 The player that has traveled the farthest (or a player selected at random) is the first player. He places his energy token on space 50 of the energy tracker and then in clockwise order each of the other players place their token below the previous one, so that a pile is made with the first player's energy token on top and the last player's on the bottom.

Important: If you are playing a two-player game, see page 11 for special rules.

Example of three-player game setup.



THE GAME ROUND

A game of *Papua* is made up of various rounds. Each round begins with a **start phase**, then continues with the **individual turns of each of the players** and then finishes with a **resolution phase**. After the start phase, each player, in order, carries out his turn until all the players have done so. Then, the round enters the resolution phase.

A. START PHASE

The start phase is made up of four steps, which are, in order:

1. **Three expedition cards are revealed** and placed face up in the three destinations of the expedition zone: the first in the jungle; the second in the river; and the third in the volcano.



2. **Two logistics counters are revealed** in two or three player games, while **three counters** are revealed in games with four players.



If any of these is the **reposition counter** (see page 7), then leave it in view on top of the discarded counters and continue revealing counters until the



required amount have been revealed. This reposition counter indicates that in the next round all the logistics counters must be mixed again with those that have already been revealed, and piled up again to be used in the following rounds.

3. **A field notebook card is revealed.** At the beginning of the game you use deck I.
4. **The player who has the least energy at that time** (if there is a tie, the one whose energy token is lower in the stack) places the **forbidden counter** on the board on one of the six zones of their choosing.



Important: the forbidden zone cannot be the same in two consecutive rounds. A different zone must always be chosen every round.

5. **The order of the individual player turns must be determined.** The order of the game is **from the greatest to least energy at that moment** (if there is a tie, the player whose token is higher in the stack will always go first).



After carrying out these steps, move on to the individual turns for each player.

B. THE PLAYERS' TURNS

In this phase, the players send their team's explorers to different zones on the board depending on their interests. The players play their turns in the order established during the start phase.

During each player's turn, they roll the number of dice assigned for that turn. At the beginning of the game, the players always roll **five dice**. However, as you will see below, the position of each player's hut token within the huts zone will determine how many dice they have available. If any die shows a catastrophe when rolled, this effect must be resolved immediately (see the box on the next page).



CATASTROPHE

The exploration of the island of Papua is not without risks. The catastrophe result on the die means that a player has fallen victim to disease or an accident. **For each catastrophe result, the player must remove an explorer** from his personal pool and leave it in the general pool, unless he **pays a coin** to save the explorer.

Important: *In the first round you must NOT apply the results for the catastrophes that appear on the dice.*



COINS

Coins allow you to save your explorers from catastrophes caused by the dice. Also, you can pay one coin in order to **reroll a die** or to **increase or decrease its result by one**.

It is possible to pay several coins to increase or decrease the result of a single die (but you cannot go directly from 5 to 1 or vice versa) or to reroll it multiple times. Unfortunately, you can never reroll or modify the die rolls showing catastrophe results.



After resolving any catastrophes, the player decides **which dice he wants to use**. Each die can be used to send one explorer away on a mission, so there may be times when it will not be a good idea to send them all out.

Each zone of the board has a space that can be marked with a zone marker. A die can be used to send an explorer to the zone marked with the same number. If there are still zone markers to assign, and the player chooses to use a die that shows a number that matches an unused zone marker, he can assign it to any zone that doesn't have a zone marker yet. Once a zone has a marker assigned to it, for the rest of the round, players can only place explorers there if they roll the correct result on the dice.

For each die that the player decides to use, he **must** take an explorer from his personal pool and place it in the matching zone.



Keep in mind that the zone that is assigned the forbidden zone marker cannot be used at all for the current round.

Once a player has finished placing their explorers, they need to update their energy level by **losing one energy point from the tracker for each explorer used**. This energy expense can be avoided by eating one unit of food for each point the player wishes to avoid losing.

The consumption of food can never result in any player having more energy at the end of his turn than he had at the start of the turn.



FOOD

Units of food allow you to avoid losing energy. Players must also supply their explorers as the game progresses. So, when a player's energy token first passes through energy spaces 40, 30, 20 or 10, they must supply their explorers. To do so they must eat as many units of food (by returning the counters to the reserve) as indicated on the tracker, or, if they do not have enough food, they must return one of their explorers to the general reserve for each food unit they are short.

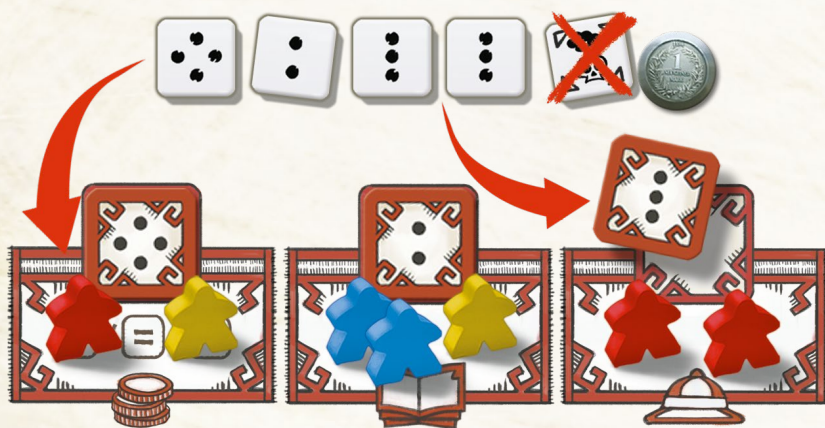
A logistics counter or field notebook card may allow you to recover energy, and this will cause you to move back up the energy marker. If this happens, when you lose energy again and you pass the space a second time, you are not required to carry out the supply again.

After that it is the next player's turn. Once all the players have finished their turns, move onto the resolution phase...



Example. It is the red player's turn, the last player of this round. She rolls the dice and gets 4, 3, 3, 2 and a catastrophe. The catastrophe makes her lose an explorer from her personal pool, but she decides to pay a coin to avoid the loss.

In the earlier turns of this round, the other players assigned the "4" marker to the funding zone and the "2" marker to the field notebook zone. The player wants to earn some money, so she places an explorer in the funding zone (which she can do as she rolled a 4). Additionally, she notices that there are already enough explorers in the field notebook zone and there is nothing to be gained there, so she chooses not to send her explorer there. The zone "3" marker has not yet been assigned to any zone, so the player places it in the expeditions zone, along with two explorers. The "3" die roll only allows her one explorer, but since she got two "3" results, she prefers to place two explorers in order to try to get two expedition cards.



In the end, she has placed three out of the five possible explorers, so she must pay three energy points. However, she decides to eat two units of food to reduce the expense to one single energy point, leaving her in space 41 on the energy tracker. That way she is able to avoid supplying her explorers with two units of food yet (as indicated on space 40 of the tracker), and ensure she will be the first player in the next round, given that she will be the one with the most energy.



C. RESOLUTION PHASE

Once all the players have finished placing their explorers on the board, you must apply the actions in the different zones, beginning with the zone with the "1" marker and then working your way up.

After applying the different actions, remove the zone markers and return the explorers to their corresponding personal pools. Discard the logistics counters, and the expedition and field notebook cards that were not achieved. Leave the forbidden zone marker on the board until the start of the next round, to remind you which zone is not available for the forbidden zone in the next round.

If all the players still have positive energy values, start a new game round. If they do not, bring the game to a close (see the "End of the game" section on page 10).

GAME BOARD ZONES

The game board is divided into six zones and each of them allows the players to carry out a specific action (if they have sent explorers to them). For each round there is always a "forbidden" zone that is chosen by the player with lowest energy value at the start of the current round.



HUTS

"Without the help of the natives it would have been extremely difficult to find the best routes or discover aspects of the island that we would have otherwise missed."

This zone has multiple functions. First, it allows the players to increase the number of dice they can roll in each round. Second, it allows them to recruit more explorers for their missions, while at the same time ensuring greater control of the results of the dice throws.

Each player's hut token indicates which hut their expedition is in at that point of the game. In order to move the token forward to the next hut, the player must be able to place as many explorers in that zone as indicated on the hut they wish to move to. **Players can only move forward one hut per round.**

During the resolution phase, each player that has explorers in this zone carries out the following steps:

- The player moves their hut token to the next hut.
- The player takes as many explorers of their color from the general pool as indicated on the hut they just moved to and places them in their own personal pool.
- Starting in the next round, the player can roll as many dice as indicated on the hut where their token is. Also, before rolling their dice, the player **can select the result they want for as many dice as there are explorers indicated on the hut where their hut token is, placing the dice on the table with the desired result showing (rather than rolling them).**

***Example.** In order to move from hut 7 to 8, the player must place two explorers in this zone. When playing this zone in the resolution phase, the player moves her hut token forward to hut 8 and takes two explorers of her color from the general pool and adds them to her personal pool.*



From the next round on, she can roll eight dice and choose what the result of two of those dice will be. So, during her following turns she will place two dice on the table showing the result she chooses and then roll the other six dice.



LOGISTICS

"Within the expedition, some members of the team are hard at work studying the different findings or how to make our camp more comfortable."



In this zone, benefits are distributed to the players in the form of food, prestige, money, etc. In each round, two or three counters are made available (depending on the number of players). During the resolution phase, the player that assigned the most explorers to this zone chooses the counter he wants and immediately uses it to obtain the benefit. Then goes the player who has the second highest number of explorers, and so forth for all the players. If there is a tie, choose the player with the most energy first. If the tie persists, choose the one who is highest in the pile of energy tokens.

Logistics counters used are discarded face up, creating a discard pile next to the board. This continues until the **reposition counter** is revealed.

LOGISTICS COUNTERS



Add 2, 3, 4, 5 or 6 prestige points on the prestige scoreboard.



You receive as many food counters, prestige points or coins as indicated on the zone counter assigned to the logistics zone.



You recover 3 or 5 energy points.



You get an explorer from the general reserve.



You get 1 coin, 1 food counter and 1 prestige point.



REPOSITION COUNTER. When this counter is revealed, leave it to one side and fill the logistics zone as usual. When the round is over, mix this counter with the others in the pile and the discarded ones, and create a new pile.



EXPEDITIONS

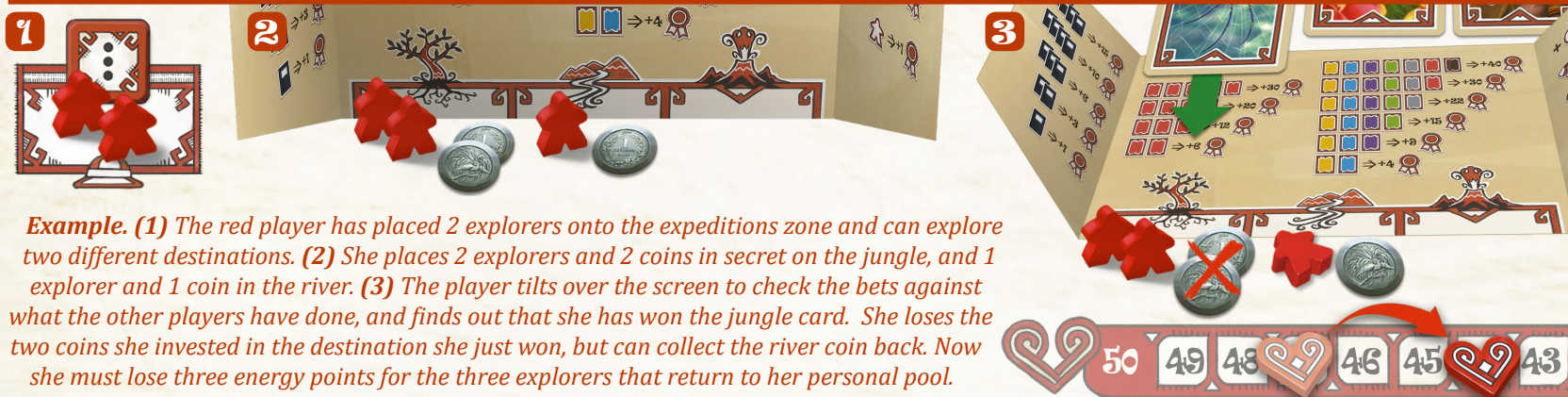
"The fundamental reason why we are here is for knowledge. We are pushing our team and our resources to the limit in order to find new species."

At the start of each round, place three expedition cards on the three spaces located below this zone, one card in each destination: jungle, river and volcano. Each explorer placed in this location represents a possibility to explore one of the destinations in order to obtain one of the cards (so, if a player places two explorers, they may opt to try for two cards). When placing the explorers, the player must not say which destinations they want to explore.

Each player has a personal screen with each of the destinations indicated: jungle, river and volcano. In the resolution phase, each player that has at least one explorer in the expeditions zone can secretly bet on the destination that they think is best. The number of destinations the player can bet on depends on the number of explorers they have sent to the expeditions zone.

In order to place a bet, the player takes **coins and explorers from their personal pool** (the ones they have behind the screen, and that are not in other zones of the board) and places them secretly behind the screen alongside the destinations they want to explore (those that are not used will remain hidden in their hand). When all the players have made their bets, the screens are tilted forward, revealing each bet associated with each destination. Then you check who has assigned the most explorers to each destination and the player with the highest number takes the corresponding card. If there is a tie, whichever player (between those tied) has the most coins in the destination in question wins. If there is still a tie, the player with the most energy wins.

After that, all the players, starting with the player with the highest energy lose as many energy levels as the number of explorers used in their bets (regardless of whether they won or lost their bets), which are then returned to their respective personal pools. Finally, the players that won any of the zones using coins must pay the invested coins into the general pool, but the others can recover their coins and place them back in their respective personal pools.



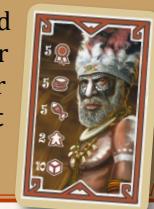
Example. (1) The red player has placed 2 explorers onto the expeditions zone and can explore two different destinations. **(2)** She places 2 explorers and 2 coins in secret on the jungle, and 1 explorer and 1 coin in the river. **(3)** The player tilts over the screen to check the bets against what the other players have done, and finds out that she has won the jungle card. She loses the two coins she invested in the destination she just won, but can collect the river coin back. Now she must lose three energy points for the three explorers that return to her personal pool.



EXPEDITION CARDS

There are seven different kinds: spider, bird of paradise, butterfly, reptile, plant, beetle and tribe. They provide prestige points at the end of the game based on the number of cards each player holds (see page 10).

Additionally, the **tribe cards** have different benefits and can be discarded during the game in order to apply said benefits. You cannot use more than one tribe card per round. If a player decides to play a tribe card they must discard it at the start of a round (and it will not be counted in the final scoring) in order to apply only one of its benefits: **5 prestige points, 5 coins, 5 food, 2 explorers from the pool or roll 10 dice in the current round** instead of the number of dice he would have otherwise rolled.



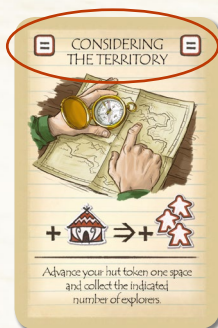


FUNDING

"For the expeditions to go forward, the patrons' capital is essential, and those expeditions must present appealing results to keep them interested."

Coins are obtained in this zone. During the resolution phase, roll three dice and place them in order based on their results from greatest to least (a catastrophe symbol has a value of 0). This same roll is used by all the players. Then check the symbol shown on the field notebook card revealed at the start of the round (if a player has already acquired the field notebook card, they must leave it visible next to their screen until the end of the round):

- +** Each player receives as many coins as shown on the **highest** result of the three dice, plus the number of explorers they placed.
- Each player receives as many coins as shown on the **lowest** result of the three dice, plus the number of explorers they placed.
- =** Each player receives as many coins as shown on the **middle** result of the three dice, plus the number of explorers they placed.



gets as many food counters as the number of **explorers placed**, plus the **difference between the highest and the lowest numbers obtained in the dice roll** (remember that a catastrophe symbol is considered to have a value of 0).

Example. The red player sent three explorers to hunt and fish. She rolls four dice and gets a 4, 3, 3 and a 1. So, she gets six food counters (three for the difference between the 4 and 1; and three for the number of explorers she placed in that zone).



FIELD NOTEBOOK

"To report the joy, high points and discoveries of the exploration it is essential to keep an updated log and to help future explorers."

The field notebook cards are split into two decks. Deck I is used at the start of the game, but when the energy of any player reaches 25, that deck is returned to the box and replaced with deck II.



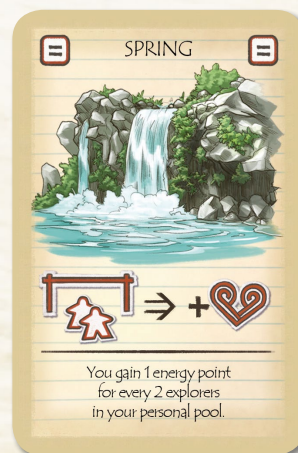
Examples. With a dice roll of 5, 4 and 3, the "+" result is 5, the "-" result is 3 and the "=" result is 4. With a dice roll of 5, 2 and 2, the "+" result is 5, the "-" result is 2 and the "=" result is also 2.



HUNTING AND FISHING

"The provisions we had were not always sufficient, so members of the team had to go out and forage for food."

This is the zone where food counters are acquired. Said counters are used to avoid the energy expense for explorers in play, and to provide supplies to them (and thereby avoid losing them) when the spaces on the energy tracker so require. Each player that has explorers in this zone rolls as many dice as **the number of explorers they have placed plus one** (e.g., with two explorers, three dice would be rolled). Then, the player



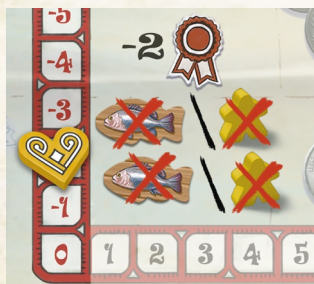
The player with the most explorers in this zone gets the field notebook card revealed at the beginning of the round. **If there is a tie, no one gets it.**

The effect of the card is applied immediately once it has been obtained, unless the card indicates otherwise. The players must keep the field notebook cards behind the screens until the end of the game, as they will provide additional points.

END OF THE GAME

The game ends **immediately** if there are not at least three cards left in the expedition deck at the beginning of a round (you won't be able to fill all three expedition zone destinations). The game also ends if any player's energy drops below 0 during a round. In this case, the players continue playing normally until the end of the current round. In both cases, points are added up to determine the winner.

The players can end up with their energy below 0 when performing their last actions, so that their energy tokens end up in spaces with a negative value. If this happens, they must pay a food counter for each negative point, or lose an explorer from their personal pool for each food unit they cannot supply. Also, they immediately lose the same number of prestige points as the negative value of the energy space they ended in.

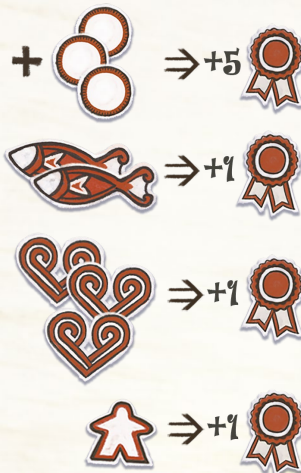


Example. A player needs to perform certain actions and ends up with his energy token in the "-2" energy space. He must pay two food counters (or two explorers, if he does not have enough food) and loses 2 prestige points during the summing of points.

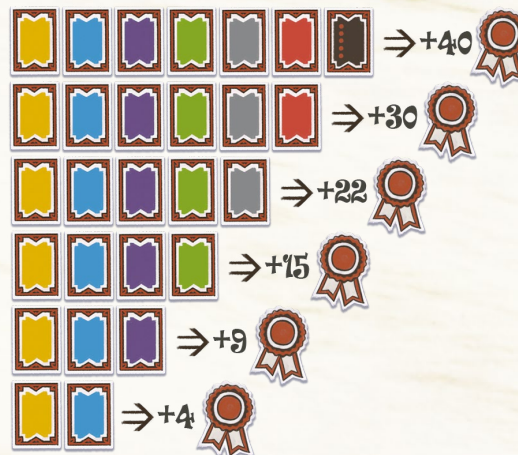
SCORING

In the final sum up, each of the players adds up the prestige points according to the following:

- Money:** The player who was the highest number of coins in his personal pool gets 5 points.
- Food:** Each player gets 1 point for every two food counters they have.
- Remaining energy:** Each player gets 1 point for every three energy they have left above 0 on the energy track.
- Explorers:** Each player gets 1 point for each explorer in their personal pool.



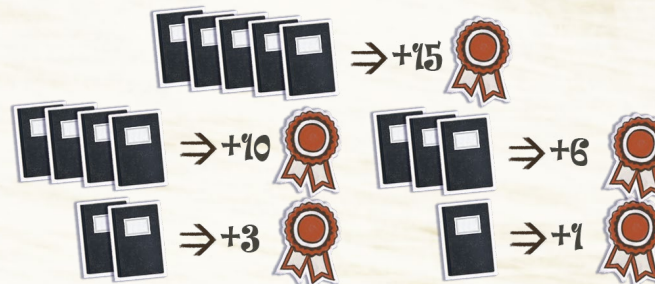
- Different kind of expedition cards:** Each player scores the points shown for the largest group of different cards they have (the actual types may be different than the ones shown in the chart):



- Same kind of expedition cards:** Each player sorts their cards into groups of the same type and scores each group as follows:



- Field notebook cards.** Players earn points depending on the number of field notebook cards they have obtained:



The player with the most prestige is the winner and shall be congratulated by the other players.

SCIENCE CARDS

Each of these cards are public and made visible to all the players. Each card provides a special gift to its holder. This can be used only **ONCE** during the game, and only when the stated conditions are met:



- **Medicine:** At the end of the game, your negative energy values are not subtracted from your prestige points.
- **Finance:** For a funding roll, you use the “+” symbol instead of what is shown on the notebook card.
- **Cartography:** During the resolution of the expeditions zone, you do not lose energy due to failed bets for destinations.
- **Meteorology:** In one of your player turns, you can change the catastrophes in your roll to any one result of your choice.
- **Biology:** At the end of the game, you get 2 additional prestige points for every four explorers you have in your personal pool.
- **Anthropology:** You can use the benefit of a tribe card without discarding it.
- **Engineering:** After the resolution of the logistics zone, you can apply the effect of one of the unused extra counters.



TWO PLAYER GAMES

The game set up is the same as for three or four player games. Once prepared, take explorers of one of the colors that is not in use and leave them on one side of the board, as you will need them later.

During the start phase of the first round, one player will place the forbidden zone marker and the other player will be the first one to play their turn. However, unlike in the other game, in the following rounds the players will alternate back and forth between these actions without any regard to the amount of energy each has.

Also, before starting the individual player turns, a die is rolled as if there were a third player for each of the following zones: logistics, field notebook and each of the three expedition zone destinations. The result of the die indicates the number of explorers to be placed by the non-player color, as follows:

	Catastrophe: no explorer placed
	1-2: place 1 explorer
	3-4: place 2 explorers
	5: place 3 explorers

Then follow these simple rules:

- The “third player” does not spend any energy or place zone markers.
- If this “third player” wins a logistics counter, the player who failed to win anything in that zone that round discards one counter of his choice before the other player makes her choice.
- If there is a tie with the “third player” for an expedition card, look at the symbol on the field notebook card. If it is “+”, it means that the “third player” has more energy than the other players and wins the tie. If it is “=”, the amount of energy for the “third player” is between the other two players (so it wins against the player with less energy and loses against the player with more). Finally, if it is “-”, the “third player” has the least energy and loses ties.

[...] The entirety of my crew will testify to the wonders this island enclosed within its leafy jungles. Though I curse the incessant rains that drove us from our course, inside I give thanks to providence since if it had not been for them, I would never have come to this land.

Here there are flowers and plants that I have never before seen or heard speak of; fabulous animals that seem to have been taken from books that speak of far off and wondrous places; and natives trapped in antiquity, with both archaic customs and rituals. Our chaplain attempted to understand their religion and my men showed them some tools they had never before seen, since they still use bone and stone. The king's wise men were fascinated by our stories. Perhaps in the future they will become part of the Crown's domains and our monks will spread the true faith among them. Who knows what these isles may hold within their interior.

I queried some Malay natives who were with us that came from nearby regions. It seems they call the people of this archipelago papuwah, which means 'frizzled'; it would appear they call them so due to their hair. Unfortunately, I have neither the time nor resources to venture inland myself and I must be content with small expeditions along the coast. I hope the weather will soon improve and we can abandon this archipelago in order to fulfil my duty. I shall never forget my visit to these lands and hence forth baptize this place as the Island of the Papua.

Journal of Jorge de Menezes, 1526.

PAPÚA

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