

TREK¹² AMAZONIA

I – ADVENTURER'S MANUAL

TREK 12 – Amazonia enables you to explore uncharted and mysterious lands in your quest for new knowledge. Map undiscovered areas, trace new trails in the rainforest, and observe the vivid flora and fauna. Thwart the dangers of this green hell in order to discover its numerous secrets and to become a legendary explorer!

TREK 12 – Amazonia supports two game modes:



The **“Exploration” mode** is for an easy and quick game with other players. It allows you to discover Amazonia's secrets and is explained in this *Adventurer's Manual*.



The **“Solo” mode** is also an *Exploration mode... for one player*, so that you can enjoy the game even if you're home alone or travelling. *This mode is explained in the Backpacker's Manual.*

The box contains
2 Adventure envelopes and 1 wooden crate.

**LEAVE THEM IN THE BOX AND
DON'T OPEN THEM
BEFORE YOU'RE ASKED TO**





A game by
Bruno CATHALA
and Corentin LEBRAT


Illustrations by Olivier Derouetteau
and Maxime Morin



YOUR EQUIPMENT


 1 green die (numbered from 1 to 6)

 1 yellow die (numbered from 0 to 5)

 8 Observation cards

7 cards numbered from 0 to 6

1 scorepad containing 50 Exploration sheets (explained below)

 2 Adventure envelopes and 1 wooden crate.

REMINDER: DO NOT OPEN THEM



LAYOUT OF AN EXPLORATION SHEET

Playing area

Made up of circles

Circles to be filled during the Exploration

River circle

Jungle circle

Score tables



The value of your Observations



The value of your Trails



The value of your Zones



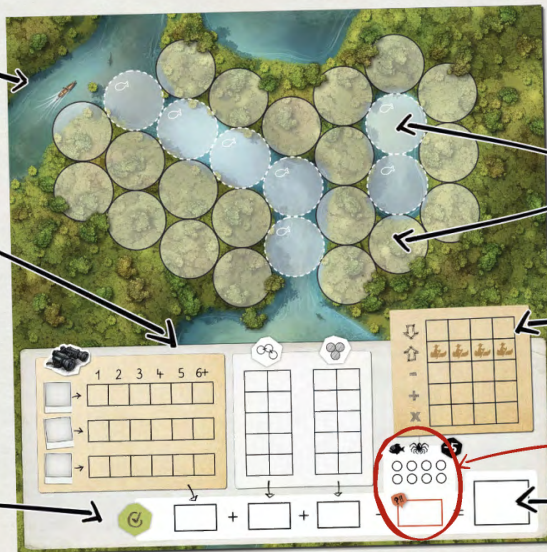
Choices table

Note which dice results were applied

Subtotals

DANGER ?!!


FINAL SCORE



GOAL

Get the highest score by cleverly filling up your card in order to trace *Trails*, map *Zones* and *Observe* the local fauna and flora while you explore..

Pack your bag

- ⇒ Give one *Exploration* sheet and one pen to each player.
- ⇒ Shuffle the *Observation* cards. Take the first three, and without looking at them, place them face down in the centre of the table. Put the rest of the cards into the box without looking at them. Place a numbered card, face up, on each drawn card. Each player writes these numbers down (in the same order, it's easier) at the start of the *Observation* score table lines .



- ⇒ Put the not yet opened *Adventure* envelope with the smallest number (envelope #1 for your first game) by the edge of the table where everyone can see it (see page 12).
- ⇒ Place the two dice in the centre of the table.





HOW TO PLAY

1 - One player rolls both dice.   Example roll: 1 and 4

2 - Each player chooses their result at the same time.

a - To choose a result, each player picks only one of these operations from their Choices table:

 The lower die only (Example roll: 1)

 The highest die only (Example roll: 4)

- Subtract the lower die from the higher die* (Example roll: 3)

+ Add the two dice together (Example roll: 5)

x Multiply the two dice together (Example roll: 4)

*Your result can be 0 but never negative.

b - Tick an empty box in the line corresponding to your choice, from left to right.

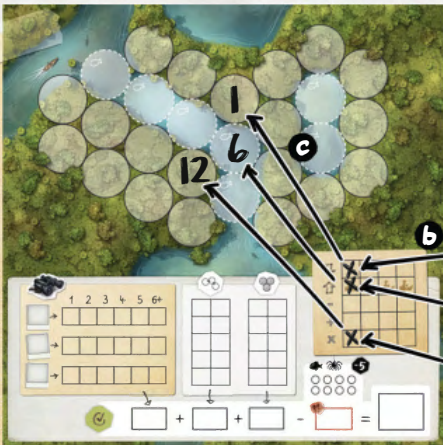
When all boxes are ticked in the same line, that choice is no longer available to you.

c - Report the result in a circle of your choice, as follows (example 1):

- Place your first result in the circle of your choice (see next page: Types of Circles);


- All subsequent results have to be adjacent to an already filled circle (Adjacency rule).

Then, apply the outcomes of your choice: a Trail and/or a Zone.




EXAMPLE #1
COMBINE DICE





1st roll ( = 1)



2nd roll ( = 6)




3rd roll (x = 12)


MAX. 12 - You can never write a number over 12, no matter what type of circle you choose. If you choose to write a number over 12, or if you have no other choice, draw a **spider**  instead and tick a box in the **DANGER** zone  (see below).






TWO TYPES OF CIRCLES



Jungle circles - *Jungle circles* are regular circles where you can also write results from an operation marked by a .



River circles - To write a number in a *River circle*, it is **better** to use an operation marked by a . In that case, you are safe and incur no penalty.

However, you can write a result from an operation devoid of a  (either by choice or by mistake). In such a case, color the **piranha**  drawn in the River circle and tick one box in the **DANGER** zone . You can have both a  and a  in the same circle.



THE **DANGER** ZONE



EPICRATES CENCHRIA
RAINBOW BOA



Each ticked box in the **DANGER** zone is equal to a 5-point penalty  at the end of the game.

No limit : If you're really unlucky and have to tick more than 8 boxes, add new boxes where you can, and as many as needed!

Example: -10 points



5



TRAILS

A *Trail* is a sequence of connected circles with unique consecutive numbers (e.g. 4-5-6-7).

When you write a number in a circle, check if there are any consecutive numbers around it that can expand a *Trail*. If there are, you must draw lines connecting them together.

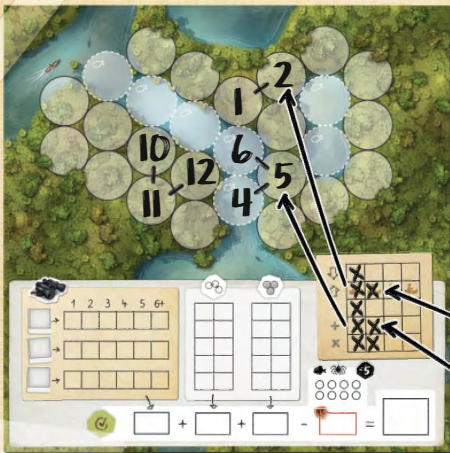
- ❑ Each number in a *Trail* must be **UNIQUE**. Do not connect a number to a *Trail* if that number is already somewhere on the sequence. For example, if you have a *Trail* with the numbers 4-5-6, and you write another 5 next to the 6, do not draw a line connecting them.
- ❑ No number may ever be part of more than **ONE** *Trail*. If a number could expand multiple *Trails*, you must choose one of them to connect it to.



EXAMPLE #2 TRAILS

In this example, after the seventh roll, Corentin places a 2 and creates a *Trail* with the 1. He draws a line between the 1 and the 2.

Then, after the eighth roll, he places a 5 and creates a *Trail* with the 6 and the 4. He draws a line between the 5, the 6 and the 4.



1 2 7th roll (↑ = 2)

2 3 8th roll (+ = 5)

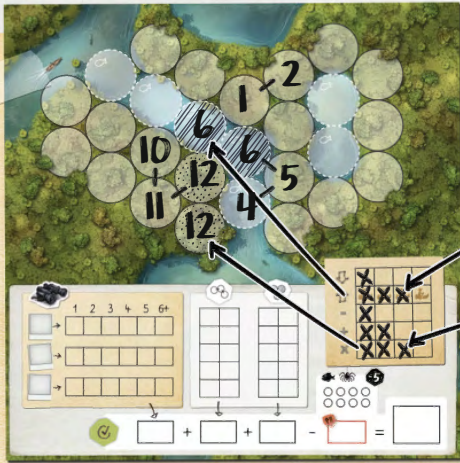


Mapping ZONES

A **Mapped Zone** is a group of connected circles with the same number.

When you write a number in a circle, it creates or expands a *Mapped Zone* with every circle around it that contains the same number. Draw a unique background pattern in each circle that's part of the Zone. To facilitate the final count, you should use a different pattern for each Zone.

☒ A single circle can be part of a both a *Mapped Zone* and a *Trail*.



EXAMPLE #3
ZONES



9th roll (⬆ = 6)



10th roll (✖ = 12)

In this example, after the ninth roll, Corentin places a 6 and creates a Zone with the other 6. He hatches the background of the 6.

Then, after the tenth roll, he places a 12 and creates a second Zones with the other 12 and draws a different dotted background pattern.



ANODORHYNCHUS HYACINTHINUS
HYACINTH MACAW OR BLUE MACAW PARROT



OBSERVING the fauna and flora

The *Observation* cards enable you to spot rare animals and plants and are worth points at the end of each *Exploration*!

1 - DISCOVER

The observations start as soon as a player writes down a number corresponding to one of the numbered cards drawn for the first time. (See Pack your bag)

- a** The *Observation* card is then flipped face up at **the end of the round**, when each player has written down a result on their *Exploration* sheet.
- b** **All players** fill in the *Observation* line with the indications from the card.



- c** All the players who wrote down the number from the *Observation* card circle the first value on the *Observation* line.

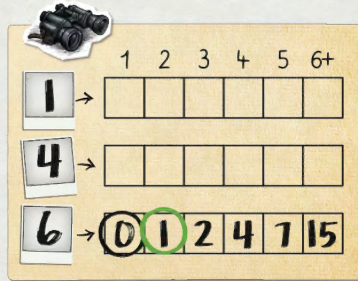
In the above example, Bruno writes down the first 6 of the game and discovers a Jaguar. All the players write down the indications from the card: 0-1-2-4-7-15.

Then, Bruno and all the players who also wrote down a 6 circle the 0 at the beginning of the line.

At the moment, it isn't worth anything at the end of the game, but the more Jaguars he sees, the better!

2 - OBSERVE

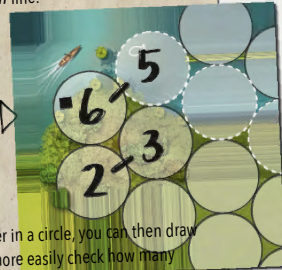
During the following rounds, each player who writes down the number from an Observation card will circle the next available value on the corresponding *Observation* line. These numbers can be part of a *Trail* or a *Zone*.



In the above example, Bruno writes down his second 6 of the game and circles the 1 in the corresponding *Observation* line.

BRUNO'S TIP!

At the beginning of the game, you can draw a ●, a ▲ and a ■ in front of each *Observation* line.




When you write down a number in a circle, you can then draw the corresponding symbol to more easily check how many animal Observations you made at the end of the game.




END OF THE GAME


How to count your points →

Once all the boxes from the *Choices table* are filled (which means that 20 circles* are filled on your *Playing area*), it's time to count your points:

- ⇒ On your *Playing area*, each circle that belongs to neither a **Zone** nor a **Trail** is a spider-infested **Orphan** circle. Draw a  in the circle and tick one box in the **DANGER** zone.
- ⇒ Each player adds the total of their **Trails**, **Zones** and **Observations**, then subtracts their **Danger** penalty. See more below.



 SAGUINUS IMPERATOR
EMPEROR Tamarin

RAMPHASTOS SULFURATUS
KEEL-BILLED TOUCAN 




Trails: Each **Trail** is worth as many points as the highest number it contains, **+1 point per additional circle** that is part of the **Trail**.



Zones: Each **mapped Zone** is worth as many points as the number it contains, **+1 point per additional circle** that is part of the **Zone**.



Observation: Each Observation ligne is worth as many points as the last circled box  on the right.



DANGER: Each ticked box in the **DANGER** zone is worth a **five-point penalty** .

*Note: There are more circles on your *Exploration sheet* than boxes in your *Choices Table*, which means that at the end of the game, some circles will be empty.



Comment: The number 6 is written down 7 times, but your Observation line is limited to 6 animals!



EXAMPLE #4 HOW TO COUNT

TRAILS

ZONES

Penalties

Two were coloured as the 5 and the 4 were not the results of a operation.

The spider is an Orphan circle: the 1 is neither in a Zone nor in a Trail.

Note: Although this 1 is taken into account in the Observation line, admiring the flora and fauna doesn't mean that you're in a secure location!



CALLITHRIX PYGMAEA
PYGMY MARMOSET



TREK 12 - AMAZONIA - A ROLL AND WRITE ADVENTURE

A GAME BY BRUNO CATHALA AND CORENTIN LEBRAT, ILLUSTRATED BY OLIVIER DEROUETTEAU AND MAXIME MORIN!
PUBLISHED BY THE LUMBERJACKS, WHO THANK THE AUTHORS AND ILLUSTRATORS FOR THEIR TRUST

PROOFREADING: XAVIER AVRIL & VALÉRIE FLORENTIN - TRANSLATION: VALÉRIE FLORENTIN & EMMA WOLOCHATIUK
FOR ANY CLAIMS: SAV@LUMBERJACKS-STUDIO.COM / WWW.LUMBERJACKS-STUDIO.COM / #GAMECARVERS



CALIGO EURILOCHUS
FOREST GIANT OWL BUTTERFLY



The Adventure envelopes

Each *Adventure* envelope contains a new challenge to enrich the game. These numbered envelopes must be opened **in ascending order**, and you cannot open more than one after an *Exploration*.

ENVELOPE #1




TO OPEN THIS ONE, YOU MUST OBSERVE
AT LEAST 12 ANIMALS*
DURING A SINGLE EXPLORATION.

*IN OTHER TERMS, YOU NEED 12 CIRCLES IN YOUR OBSERVATION TABLE.

WHEN TO OPEN THEM?

After each *Exploration*, once the totals are in, check if any players managed to meet the challenge mentioned on the envelope. In that case, the player with the highest total among those can open the envelope.

What next? Once the envelope is open: surprriiiiiise!

You just have to follow the instructions inside and get ready for a new *Exploration* (*Who knows, you might get new instructions afterwards...*). **Remember: you can only open the envelopes or the wooden crate  when you're asked to!**