

# Darwin's Journey - Oceania Expansion Rules Draft


## Components

- 1 Oceania Main Board
- 4 Oceania Personal Boards
- 16 Oceania Museum Tiles
- 16 Oceania Specimen Tokens
- 12 Explorer (1 per player color)
- 8 Spiders (2 per player color)
- 8 Special Stamps (2 per player color) 
- 4 Special Coins 
- 13 Hazard Tokens 
- 9 Consequence tiles 
- 6 Village Tiles (3 silver, 3 golden) 
- 2 Beagle Goal Tiles
- 3 Special Action Tiles
- 2 Correspondence Tiles
- 2 Discount Tiles 
- 8 Objective Tiles (4 silver, 4 golden)

# Setup



Follow the Main Board and Player Setup steps from the base game with the following changes:

1. Replace the main board, personal boards, Museum tiles, and Specimen tokens from the base game with their corresponding Oceania components.
2. Shuffle the new Special Action tiles, Objective tiles, Beagle Goal tiles, and Correspondence tiles into their corresponding base game sets.
3. When setting up the Oceania Specimen tokens, ensure that each Specimen token is showing the Hazard icon . As in the base game, do not place a Specimen token on locations marked for more players than are currently playing.
4. When placing Wax Seals in the Academy, draw 3 additional Wax Seals to fill in the new top row of the Academy. Place the Special Wax Seals (purple) in a face up pile next to the main board.
5. Shuffle the silver and golden Village tiles separately. Place 1 golden Village tile onto the golden Village location and 1 silver Village tile onto the silver Village location on the map. Place the remaining Village tiles back into the box.



The Special Tents, Special Stamps, Special Workers, Special Coins, and Special Placement tokens are each used with a specific silver Village tile. The Villages are explained in detail on page #.

6. Place 1 Spider (from now on called Spider marker) of each player's color next to the victory point track.



7. Place 1 Spider (from now on called Hazard marker) of each player's color on the top left-most space of the Hazard track.
8. Place 1 Explorer of each player color in the Post Office on the Ocean track.
9. Place 1 Explorer of each player color in the University on the Ocean track.
10. Place 1 Explorer of each player color on the starting location of the right-most Island track.
11. Place 1 Ship of each player color in the right-most position of the Ocean track.
12. Place the HMS Beagle token on the right-most Beagle location on the Ocean track.
13. Place 1 Hazard token over each banner with a spider icon on the Ocean and Island tracks. Do not place a Hazard token on locations marked for more players than are currently playing. Place the remaining Hazard tokens back into the box.



14. Sort the Consequence tiles into three stacks by the letters (A-B-C) on their backs. Shuffle each stack separately. Place 1 tile from each stack onto the spiderweb locations at the bottom of the main board **as shown**. Place the remaining Consequence tiles back into the box.



15. Take the right-most Hazard tile and place it above the Hazard track, this will be the current Hazard tile for the first round of the game.
16. Draw 2 of the unused Special Action tiles from the box and place them face up onto each of the two Special Action spaces on the map. Place the **-2** Discount tile next to the Special Action Tile on the first Island track. Place the **-3** Discount tile next to the Special Action Tile on the Ocean track. Place both Discount tiles with the unlock action face up.
17. Randomly select 5 of the unused Correspondence tiles, shuffle them face down, and place them in a face up stack in the new Correspondence space on the main board.

Gain Crew Cards and Starting Objectives as normal. The setup for the silver Village that uses additional Crew cards is explained on page **#**.

# Oceania Map

The Oceania map has several new locations and four different Island tracks. All but the first Island track must be reached in the same manner as the base game. Explorers are never allowed to move from one Island track to another. Once an Explorer reaches the end of an Island track, it cannot proceed any further.

**Note:** The Oceania map is explored from right to left.

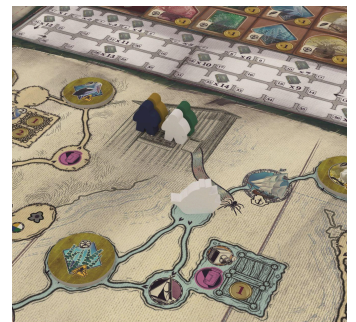
## Post Office

Each player has 1 Explorer located in the Post Office on the Ocean track. Once unlocked, these Explorers become Employees that grant access to a new Envelope location. The Correspondence tile on the new Envelope changes at the end of each round.

When a player's Ship passes the silver banner connecting to the Post Office, move their Explorer from the Post Office to the horn icon next to the new Envelope.

When performing a Correspondence action, players with their Employee next to the new Envelope may place stamps on the new Envelope following the normal rules.

**Note:** The new Envelope is only available to players who have unlocked their Employee.



## University

Each player has 1 Explorer located in the University on the Ocean track. Once unlocked, these Explorers become Professors that grant access to a new Scroll row at the top of the Academy.

When a player's Ship passes the silver banner connecting to the University, move their Explorer from the University to the bell icon next to the Scroll row at the top of the Academy.

When performing an Academy action, players with their Professor in the Academy may take **exactly 1** of the total seals provided to them by an action from the top row. There is no Coin penalty for taking a Wax Seal from the top row or for placing a Wax Seal from the top row onto a player's personal board.

**Note:** The Scroll row at the top of the Academy is only available to players who have unlocked their Professor.



## Village Campsites

There are two Villages on the map where players may perform an Establish Campsite action. Each player may place 1 Tent onto each Village. Villages are treated the same as Campsites, except that Tents in Villages can **never** be reactivated.



There are two types of Villages: silver Villages which are resolved immediately and golden Villages which are resolved during final scoring.



## Silver Villages

	<p>During Setup, after drafting Crew cards, take the Crew cards that were discarded by each player and place them face up next to the main board. If playing with the First Play Setup, after distributing the Crew cards to each player, reveal Crew cards equal to the number of players and place them face up next to the main board.</p> <p>When activated, immediately perform all the Crew actions on one of the face up Crew cards next to the main board without meeting its requirements. Flip over the Crew card to indicate that it has been used.</p>
	<p>Gain the 2 Special Stamps in your player color. When performing a Correspondence action, you may use your Special Stamps in place of your regular Stamps. Each Special Stamp <b>counts as 2 regular Stamps when resolving the Correspondence majorities</b>.</p> <p>Double any rewards you gain from envelopes with your Special Stamps. Placing both Special Stamps on the same envelope <b>does not double the reward twice</b>.</p> <p>When discarding stamps, you must discard your Special Stamps before discarding your regular Stamps. Each Special Stamp <b>counts as 1 regular Stamp when discarding Stamps</b>. Remove any discarded Special Stamps from the game.</p>
	<p>Gain 1 Special Coin and place it next to your player board. When performing any action, you may discard this Special Coin to ignore <b>one Coin cost or penalty</b> associated with that action.</p>

## Golden Villages

	<p>Gain victory points equal to the number of book multipliers you have achieved on the Theory of Evolution track.</p>
--	--



	Gain 2 victory points per Specimen you have researched.
	Gain 3 victory points for each of your placed personal Lens tokens.

## Map Lens Locations

There are two locked Lens locations on the map that can only be unlocked when a player's Ship or Explorer lands on them. These two locations cannot be unlocked by any other means.

When a player's Ship or Explorer stops on one of these two Lens locations, they may use the unlock action (shown on the Discount tile) to immediately unlock the adjacent location. They may not use this action to unlock any other locked Lens locations. The Coin penalty is reduced by the amount shown on the Discount tile.



After performing the regular steps to unlock the Lens location, flip over the Discount tile and place it face down over the Wax Seal requirements on the Special Action tile. On future turns, any player whose respective Ship or Explorer has reached or passed this Lens location may place a worker on this Lens location with no Wax Seal requirements.

In all other respects, unlocked Lens locations on the map are treated the same as any other unlocked Lens location.

**Note:** There is no immediate effect if a player's Ship or Explorer stops on one of these two Lens locations after they have been unlocked.

*Ex. The green player's Ship stops on the locked Lens location on the Ocean track. The green player uses the unlock action shown on the **-3** Discount Tile to unlock the adjacent Special Action Tile at a reduced cost of 3 Coins. The green player places 1 of their personal Lens tokens onto the location and then **performs the actions at the location**, without placing a worker or meeting the Wax Seal requirements. Finally, the green player flips over the Discount tile and places it over the Wax Seal requirements.*





*On the yellow player's turn, the yellow player has already passed the Lens location unlocked by the Green player. The yellow player places a worker with no Wax Seal requirements on the Lens location and performs the actions at the location. The green player receives 1 Coin from the supply because the yellow player placed a worker on the Green player's personal Lens.*



## New Campsite Location



Deliver a Specimen to the Museum. Gain the Coins and Evolution marker advancements twice.

## Hazard Track

Each player has a Hazard marker on the Hazard track indicating how many Hazards they have encountered during each round.

Each advancement beyond the fifth space of the track does not move the player's Hazard marker. Instead players immediately lose 5 victory points for each advancement. How players lose points in Oceania is described on page #.



The current Consequence tile above the Hazard track is resolved during the Reward Phase. This is described in detail on page #.

## Encounter a Hazard

Each time a player performs an action or gains a reward with a Hazard icon, they encounter a Hazard. When a player encounters a Hazard, they must advance their Hazard marker 1 step on the Hazard track.



The first player to research each Oceania Specimen encounters a Hazard. Flip over the Specimen tile so that the Hazard icon is no longer showing. Players who research this Specimen in the future will not encounter a Hazard.



The first player to move their Ship or Explorer across a banner with a Hazard token, encounters a Hazard. The player gains the Hazard token and places it next to their player board. Players who cross this banner in the future will not encounter a Hazard.

## Receive an Antidote

Each time a player performs an action or gains a reward with the Antidote icon, they receive 1 Antidote. When a player receives an Antidote, they may move their Hazard marker back up 1 step on the Hazard track.



## Antidote Lens Location

Players may place a worker onto the Antidote Lens location above the Hazard track to receive 1 Antidote and gain 1 Coin.



## Reward Phase

Players gain rewards in the same manner as the base game with the following changes:

### Correspondence Majorities

When resolving the Correspondence Majorities, the new Envelope is resolved last. A player's Special Stamps are always discarded before their regular Stamps when resolving each Envelope. Discarded Stamps are placed in a shared discard pile next to the main board. Discarded Special Stamps are removed from the game.

## Resolve the Consequence Tile

Before scoring the current Beagle Goal tile, resolve the current Consequence tile above the Hazard track. If no player has advanced beyond the starting space on the Hazard track, the Consequence tile is discarded with no effect.

The left side of each A-B Consequence tile shows an item that each player must forfeit 0-5 times, depending on their position on the Hazard track. If a player is unable to forfeit the item shown the required number of times, they immediately lose 4 victory points for each item they cannot forfeit. **Players must forfeit items if they have them.** Players may not choose to lose victory points.











**Note:** In Oceania, player's victory point markers are never moved backwards. Negative victory points are tracked on the victory point track with each player's Spider marker.

*Ex. The Consequence tile requires players to remove an unachieved Objective from their personal board for each step that they've advanced on the Hazard track. The yellow player's Hazard marker is on step 4 of the Hazard track. The yellow player must remove 4 unachieved Objectives from their personal board. Since the yellow player only has 2 unachieved Objectives on their personal board, they remove the 2 unachieved Objectives and lose 8 victory points. They move their Spider marker accordingly on the victory point track, to track their negative victory points.*



The right side of each A-B Consequence tile shows a one-time reward that may be used by the player who is awarded the tile. Awarding the Consequence tile is explained in detail on page #.

Each C Consequence tile only shows a consequence in victory points. Each player must forfeit the required victory points 0-5 times if they can, depending on their position on the Hazard track.

	Discard 2 Stamps (regular or Special) that you have placed on Envelopes. The Stamps may come from different envelopes. Place them with the other used Stamps. These may be used again if the player has not enough on their personal board.	Perform a Correspondence action to place 1 Stamp.
	Discard 3 Coins. If you have less than 3 coins (1 or 2) you do not discard anything and must lose 4 victory points.	You do not have to pay the placement penalty when visiting an occupied Diary section.
	Remove any 1 Wax Seal from your personal board. This can result in losing 1 or more of your starting Wax Seals. If removing Wax Seals results in creating some gaps between the Wax Seals, shift them to the left, filling the empty spaces.	Perform an Academy action to purchase 1 Wax Seal.
	Discard 1 Temporary Knowledge token.	Gain 3 Coins.
	Remove an unachieved Objective from your personal board. May be on or next to your personal board.	Gain 1 Objective.
	Remove 1 Research token from your personal board.	Perform a Navigation action.
	Lose 1 victory point for each Specimen you have delivered to the Museum.	
	Lose 1 victory point for each of your achieved Objectives.	





Lose 1 Book Multiplier on the Theory of Evolution track.

## Award the Consequence Tile

After resolving the Consequence tile, the player who is furthest down on the Hazard track is awarded the current Consequence tile and places it in their player area. In the case of a tie, the Consequence tile is discarded.

The right side of each A-B Consequence tile gives a one-time reward that may be used at any time **on a player's turn**. Once used, A-B Consequence tiles are discarded.



Each Consequence tile remaining in a player's area at the end of the game scores 2 victory points during final scoring.

*Ex. The yellow player's Hazard Marker is furthest down on the Hazard Track. The Consequence tile is awarded to the Yellow player.*

## Cleanup Phase

After performing the regular steps from the base game, perform the following additional steps:

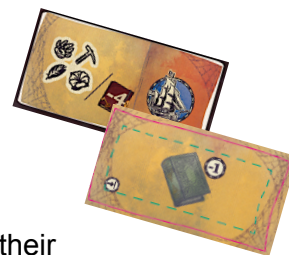
5. Take the rightmost Consequence tile from below the main board and place it in the designated space above the Hazard track.
6. Reset all the Hazard markers to the starting space on the Hazard track.
7. Discard the top Correspondence tile from the stack on the new Envelope to reveal a new face up tile.



**Note:** When refilling the Wax Seals in the Academy, the new Scroll row at the top of the Academy is now the top-most Scroll row. If there are no more Wax Seals in the reserve when drawing new Wax Seals to fill the Academy, shuffle the discards and then continue to fill the empty spots.

# Final Scoring

In addition to the standard endgame victory points, players gain victory points from their golden Village tiles and 2 victory points for each of their remaining Consequence tiles (including the C Consequence tile).






Finally, reduce each player's score by the number of victory points under their Spider marker.

## Oceania Personal Boards


Oceania contains new Personal Boards that replace the Personal Boards from the base game.

### New Objective Locations


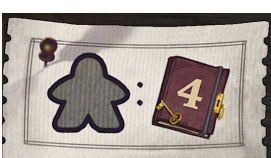
	<p>If you lose victory points for being unable to forfeit the required number of items on a Consequence tile, lose 1 less victory point for each item you cannot forfeit.</p>
	<p>Immediately perform all the Crew actions on one of your unachieved Crew cards. Flip over the Crew card to indicate that it has been used.</p>
	<p>Immediately take 1 Wax Seal from the rows available to you in the Academy. Do not pay the Coin penalty for taking or placing the Wax Seal. You may only take a Wax Seal from the top row of the Academy if you have unlocked your Professor.</p>
	<p>Each time you unlock a new Lens location, pay 2 less Coins.</p>

	<p>Each time you perform the Establish a Campsite action, pay 1 less Coin to place your Tent.</p>
	<p>When scoring the Beagle Goal tile, gain 1 additional victory point for each time that you meet the current goal's condition.</p>
	<p>During final scoring, gain 2 victory points for each Specimen you have researched.</p>

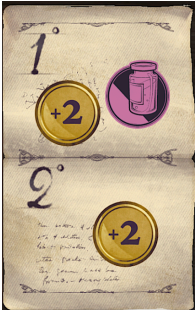



## New Objective Requirements

	<p>The player must have gained at least the indicated number of Hazard tokens.</p>
---	--



## New Beagle Goal Tiles

	<p>Each player gains 3 victory points for each Hazard token they have gained.</p>
	<p>Each player gains 4 victory points for each Explorer they have placed on the board, including the Employee and the Professor.</p>

## New Correspondence Rewards

	Gain 2 Coins. Receive 1 Antidote.
	Gain 2 Coins.
	Gain 2 Coins. All other players must advance 1 step on the Hazard track.
	Gain 2 Coins.

## New Special Action Tiles

	Gain 1 Temporary Knowledge token and receive 1 Antidote.
	Advance up to 2 Land or Ocean steps. You may ignore Hazards.

## Solo Mode Rules

To play Darwin's journey Oceania in solo, follow the base game rules with the following differences and additions.

**Post Office:** Alfred places one of its Explorers as an Employee in the post office following the normal rules. When he needs to send letters and has his Employee in the post office, he considers the post office letter as immediately below the third letter. He considers this letter as the fourth from the top.



**University:** Alfred assigns one of its Explorers as a Professor to the university following the normal rules. When he gains Wax Seals and has his Professor at the university, he considers the top scroll row as the cheapest one. If Alfred needs to gain more than one Wax Seal, he can only take 1 from this scroll row, then he proceeds normally with the remaining ones.



**Village:** Alfred places its tent in Villages following the normal rules, but instead of receiving the indicated bonus, he gains 3 steps on its bonus path. This is true also for the Golden Village tile, since he never scores points for it at the end of the game.

**Map lens locations:** Alfred unlocks these special actions following the normal rules. When he needs to use one of these actions, he ignores the action shown on the tile and gains 4 steps on his bonus path.



When Alfred has to perform this action  or this action  He will take either the sea or the land action tile, respectively, if they have been unlocked and are not currently blocked by another player. Otherwise, Alfred must occupy a special action tile on the board, following the normal rules.

**HazardTrack:** When Alfred would advance on the Hazard track, because he passed through an Hazard token or has collected a Specimen tile, he spends 5 coins to ignore the Hazard. This prevents him from advancing on the Hazard track. In this instance, the Hazard token remains in its place and the Specimen tile is not flipped to the other side. If he cannot pay, he must advance on the Hazard track as normal, taking the Hazard token or flipping the Specimen tile.

**Reward Phase:** Alfred is never affected by the negative effects of the Consequence tiles. However, for each of his advancement on the Hazard Track, he loses 4 victory points. Move his Spider token along the victory point track accordingly.

**Award the Consequence tile:** If Alfred is awarded with the Consequence tile, place it on his draw pile. In subsequent Alfred's turn, before drawing one of its cards, first move one space forward on his bonus track, then discard the Consequence tile to the box and proceed to perform Alfred's turn.

**Antidotes:** Instead of gaining an Antidote, Alfred earns 3 coins.