**Yak**
Bid value: 1 for mountain paths.

**Kamel**
Bid value: 1 for sand paths.

**Gonogo**
Bid value: 1 for jungle paths.

**Kayak**
Bid value: 2 for water paths (river, lake, or sea).

**Bigfoot**
Place or move Bigfoot onto a land path (mountain, sand, or jungle).

**Leviathan**
Place or move the Leviathan onto a water path (river, lake, or sea).

**Makaks**
Draw a random adventure card from another player's hand. Add it to your hand.

**Draeko**
Bid value: 2 for any path or for air travel. Costs 1 gold to use.

**Zeppelin**
Bid value: 5 for any path or for air travel. Costs 3 gold to use.

**Shaman**
Change one or more animals (Yak, Kamel, or Gonogo) of a single type to another type of animal.

**Sangaia**
Do not stop at the intended destination; move again on the same type of path.

**Istwa**
Draw a destiny card, then either discard it or discard your current destiny.

**Antik**
Draw two treasure cards and keep one.

**Marabout**
Draw a random treasure card from another player's hand. Add it to your hand.

**Ovetos**
Play with a bid of "4" or more to end bidding immediately.

**Juju**
Play when bidding to prevent one player from bidding again during this round.

**Bongo**
Play one treasure card that belongs to a neighboring site.

**Bonus**
Play with a treasure card that shows the same item.

**Diawas**
Shuffle the Diawas, discards, and faceup cards into the adventure deck. Then reveal four cards. Draw another card.

**Panda**
Two players of your choice each discard three adventure cards.

**Samedi**
Two players of your choice each draw one curse card.
# Tabi-Taba
You want the expedition to explore the five sites of the Tabi-Taba culture:

- Hora-Pena
- Bulo-Mapo
- Vanu-Tabu
- Wahí-Waha
- Mana-Hatu

You score **18 points** if the expedition has visited **all five sites**. If the expedition did not visit all five sites, you score **3 points** for each Tabi-Taba site that was visited.

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# Ephranis
You want the expedition to visit the four sites of the Ephranis culture:

- Septris
- Kamoptis
- Methritis
- Rhobanis

You score **16 points** if the expedition has visited **all four sites**. If the expedition did not visit all four sites, you score **4 points** for each Ephranis site that was visited.

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# Galadugong
You want the expedition to visit the four sites of the Galadugong culture:

- Aminadang
- Balabatung
- Tararong
- Kilitiping

You score **16 points** if the expedition has visited **all four sites**. If the expedition did not visit all four sites, you score **4 points** for each Galadugong site that was visited.

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# Zolteqs
You want the expedition to visit the five sites of the Zolteqs culture:

- Oztakitl
- Kakotapl
- Bulo-Mapo
- Vanu-Tabu
- Methritis

You score **18 points** if the expedition has visited **all five sites**. If the expedition did not visit all five sites, you score **3 points** for each Zolteqs site that was visited.

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# Chak Môn
There's nothing like the high mountain air. You score **20 points** if the expedition visited the five highest mountain sites:

- Ezechallop
- Kakotapl
- Bulo-Mapo
- Vanu-Tabu
- Methritis

If the expedition did not visit all five sites, you score **2 points** for each mountain site that was visited.

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# Dezè
There's nothing like feeling sand between your toes. You score **22 points** if the expedition visited the six desert sites:

- Kamoptis
- Septris
- Telcoqutl
- Oztakitl
- Kakotapl
- Killipling

If the expedition did not visit all six sites, you score **2 points** for each desert site that was visited.

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# Kincaillé
You score **4 points** for every different type of treasure shown on the Treasure cards you played during the game.

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# Sèfàn
You want to catch a glimpse of the monster that lurks beneath the lake and rivers. You score **20 points** if the expedition explored **16 different sites**.

If not, you score **4 points** for each site the expedition visited **twice or more**.

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# Wayaj
You must visit as many places as possible. You score **16 points** if the expedition visited **16 different sites**.

If not, you score **4 points** for each site the expedition visited **twice or more**.

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# Laba
You like remote places. You score **16 points** if the expedition visited **Bulo-Mapo and Etintaklop or 8 points if the expedition visited only one of these sites**.

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# Bankasal
You want the expedition to explore the four harbor sites:

- Rhobanis
- Telcoqutl
- Aminadang
- Hora-Pena

You score **16 points** if the expedition has visited **all four sites**. If the expedition did not visit all four sites, you score **2 points** for each harbor site that was visited.

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# Vodou
You are afraid of evil rituals and human sacrifices, which are common in the center of the island. You score **20 points** if the expedition never stopped in the three cursed sites of

- Balabatung
- Mana-Hatu
- Qualtops

Otherwise, you score **5 points** for each one of these cursed sites that the expedition never stopped in.

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# Ras Oztakitl
You really like the view from the pyramids of Oztakitl and would like to stay here for a while. You score **16 points** if the expedition ends the game in Oztakitl.

If not, you score **16 minus 4 for every track between Oztakitl and the site where the expedition ends the game.**

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# Ras Taratarong
You really like the sea air in the hills of Taratarong and would like to stay here for a while. You score **16 points** if the expedition ends the game in Taratarong.

If not, you score **16 minus 4 for every track between Taratarong and the site where the expedition ends the game.**

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# Ras Bulo-Mapo
Bulo-Mapo has lots of interesting ruins that you would like to investigate further. You score **16 points** if the expedition ends the game in Bulo-Mapo.

If not, you score **16 minus 4 for every track between Bulo-Mapo and the site where the expedition ends the game.**

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# Mét Drako
You want to write the first scientific documentation on the Drakos of Isla Dorada.

You score **4 points** for each Drako adventure card in your hand at the end of the game.

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# Gongo Bana
You are fascinated by the giant gongos of Isla Dorada.

You score **2 points** for every Gongo adventure card in your hand at the end of the game, plus **5 points** if you have only Gongo adventure cards in your hand.

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# Kamel Sheik
You are fascinated by the durable kamels of Isla Dorada.

You score **2 points** for every Kamel adventure card in your hand at the end of the game, plus **5 points** if you have only Kamel adventure cards in your hand.

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# Yaks Khan
You are fascinated by the wooly yaks of Isla Dorada.

You score **2 points** for every Yak adventure card in your hand at the end of the game, plus **5 points** if you have only Yak adventure cards in your hand.

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# Kayas
You score **12 points** if you are the player with the **most gold** at the end of the game.

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# Riches
You score **3 points** for every treasure card you played during the game.

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# Mar Mal-dita
You score **20 points** if the expedition **never traveled by sea** during the whole game, and **10 points** if it traveled by sea **only once**. (Make sure you remember to place a sea travel token every time the expedition travels by sea so that you receive the correct amount of points at the end of the game.)