



Lewis & Clark -

The expedition



The theme

On November 30, 1803, the United States purchased Louisiana from Napoleon. Thomas Jefferson decided to send two explorers, Meriweather Lewis and William Clark to discover this huge terra incognita.

Each player leads an Expedition aiming at crossing the continent. Each player has his own Corps of Discovery that will be completed by the Native Americans and the trappers met during the trip. He has to manage intelligently his team of characters as well as the resources he finds on his way. The first player whose Expedition settles its Camp on the Pacific Ocean wins the game.

Game's Mechanics

Hand building: each player buys character cards that enlarge his hand during the game and so builds a team he has to optimize.

Hand management: to be played a card must be combined with another card that becomes unavailable for a while. Thus players are face with a dilemma: play a card or sacrifice it.

Worker placement: some actions can be played by every one via the Indians. The management of the latter makes interaction and an additional dilemma.

Race: for the goal is to be the first on the Pacific coast, the timing and the opportunistic use of the others' positions are crucial.

The game designer

- Cédric Chaboussit -

Cédric Chaboussit is an engineer by day and a games fanatic by night. He likes eurogames and in particular Stefan Feld and Uwe Rosenberg's works. Lewis & Clark is his first published game.



1-5 players



from 14 years old



20 min./player

Category: Board game, eurogame

Theme: The Lewis & Clark expedition

Size: 300*230*50 mm

Components:

- 84 cards
- 1 game board
- 5 individual boards
- 130 wooden pieces
- 12 card board tiles + markers
- 1 rules booklet

Languages: English, French, German,

Release date: October 2013

RRP: 40 €



Selling points

An original theme never used in board games

An intense and demanding game with a good challenge

A great adventure with a new gaming experience each game thanks to the cards' combination

A interesting solo version

The games of the Ludobox range take the players to mythical or legendary worlds or extraordinary situations. They make them live a playful trip, through their theme but also through their mechanic. The artwork plays a leading role in this range, since visuals are of paramount importance for the immersion in a unknown world.

Ludonaute

Ludobox



Éditions Ludonaute
11 A rue des Pivettes
13800 Istres France
www.ludonaute.fr
contact@ludonaute.fr