

# CORPS OF DISCOVERY DUO

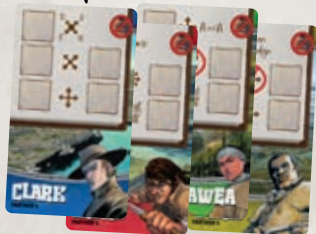
## Rulebook



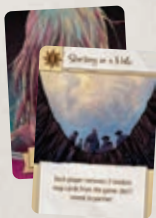
Check our website for  
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## Components



8 CHARACTER CARDS  
(2 of each for Lewis, Clark,  
York, and Sacagawea)



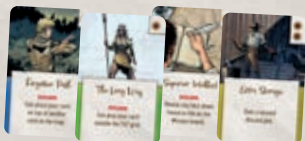
20 HAZARD CARDS



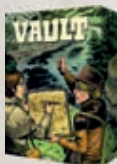
2 PLAYER SCREENS



1 MISSION BOARD



20 UPGRADE CARDS



1 VAULT TUCKBOX



1 RULES BOARD



2 FORT LOCATOR  
TOKENS



10 ARCH  
TOKENS



10 CREW  
TOKENS



10 GUESSING  
TOKENS



20 CHARACTER  
MARKERS



2 FORT  
CARDS



30 PLAYER 1  
MAP CARDS



30 PLAYER 2  
MAP CARDS



9 MONSTERS

*As Lewis, Clark, York, or Sacagawea, you must work in absolute confidence with your partner to survey the land. You carry secret orders and specialized knowledge, but the dangers of the trek are shared. You will sketch the terrain, mark the waypoints, and establish the route, all while trying to outrun the fatigue and the horrors that lurk in the woods.*

*Your mission is simple: Survey the land and find the Forts before the wilderness breaks your spirit.*

## Setup

### SET UP THE MISSION AND RULES BOARDS .....

- 1 Place both boards with their Basic side (brown) face up. Use the Advanced side (teal) only if a Hazard card instructs you to do so.
- 2 Place the 2 Fort Locator tokens in the 1st and 3rd spaces of the Terrains row on the Mission board.
- 3 Place a Monster on each space in the Penalty row that shows a Monster icon.
- 4 Place the Arch tokens:



#### ARCH TOKENS:

- A Randomly choose 4 Arch tokens and place them face up on the 4 empty spaces at the bottom left part of the Rules board.
- B Shuffle the remaining Arch tokens face-down. Place 1 token face-down in each space of the Arch tokens row on the Mission board (including spaces with Fort Locator tokens).
- C Remove the last Arch token from the game without looking at it.



## MISSION AND RULES BOARD SETUP:

9 Arch tokens are placed on the Mission and Rules board image below, with 1 token removed from the game face down (not pictured).



### LOGIC RULES ICONS:



You may talk about these logic rules.



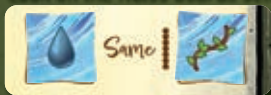
You cannot talk about these logic rules.

## SET UP EACH PLAYER AREA.....

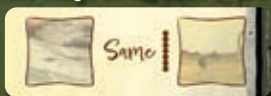
- 1 Each player places their Player screen in front of them and takes the Map cards with the matching illustration.
- 2 Each player picks a character. Take the "YOURS" card for your character and the "PARTNER'S" card for your partner's character, then place both cards behind your screen. For your first game we recommend using Lewis and Clark.
- 3 Distribute Crew tokens:

### CREW TOKENS:

- A** Look on the Rules boards setup for this rule:



Underneath the Arch tokens placed on this rule are images that match the image on the back of each player's Map cards:



- Each player takes the Crew token that matches the Arch token that is sitting on the same image as the back of their Map cards.
- Each player then takes 4 additional random Crew tokens.
- Each player places their 5 Crew tokens randomly on the spaces on their Character card (labeled "YOURS") behind their Player screen.



- 4 Distribute Guessing tokens:

### GUESSING TOKENS:

- Separate Guessing tokens into 2 groups: one matching Player 1's 5 Crew tokens, and the other matching Player 2's 5 Crew tokens.
- Each player takes the 5 Guessing tokens that match their partner's Crew tokens and places them below their partner's Character card (labeled "PARTNER'S") behind their Player screen. During the game, players will place these while trying to deduce their partner's rules.



- 5 Each player searches their deck for Map cards matching each of the 5 Crew tokens on their Character card. Place them randomly face up in view of both players - this is your **Inventory**. Each player places their Character markers on each of these 5 Map cards.
- 6 Each player shuffles their Map deck, then flips the top 3 Map cards face-up to form their Action Row. They place the remaining deck to the left of their Action Row.
- 7 Player 1 flips the top card of their Map deck into the middle of the play area to start the Map.
- 8 Player 2 takes the first turn.



# Rules Board Logic Rules



Max 1 per  
| & -----

This Terrain can only appear once in any row or column. There can be rows and/or columns without this Terrain.



All connected

All Terrains of this type must be orthogonally connected together.

**ADVANCED SIDE:** All Terrains of this type are connected orthogonally AND none of these Terrains can be on the edge. This means these Terrains cannot be the furthest Map card in any direction regardless of Map Size.



Same



At least 1 of the Terrain on the left and at least 1 of the Terrain on the right must be in the same row. Ensure both players agree on which direction a row is versus a column. We suggest that North to South is the row if you're both sitting on either side of the Rules and Mission boards. You may have more than 1 of each Terrain in a row, as long as each exists once.



The Fort is orthogonally adjacent to both of these Terrains.

## Character Logic Rules

### LEWIS



No two Terrains orthogonally adjacent to this one can be of the same type. This rule remains valid even if some of the spaces are empty.



Each instance of the Terrain on the left must be orthogonally or diagonally adjacent to at least 1 instance of the Terrain on the right, and vice-versa.



North  
of all



All of the Terrains on the left must be fully North of all the Terrains on the right. See Mission board for North direction.

## CLARK



No two Terrains diagonally adjacent to this one can be of the same type. This rule remains valid even if some of the spaces are empty.



Each instance of the Terrain on the left must be diagonally adjacent to at least 1 instance of the Terrain on the right, and vice-versa.



Each instance of the Terrain on the left must be orthogonally adjacent to at least 1 instance of the Terrain on the right, and vice-versa.

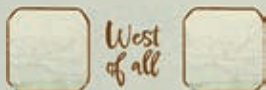
## SACAGAWEA



This Terrain must be orthogonally adjacent to at least two of the same Terrain.  
Each instance of this Terrain can use a different pair of Terrains.



The Terrain on the left cannot be diagonally adjacent to the Terrain on the right.



All of the Terrains on the left must be fully West of all the Terrains on the right.  
See Mission board for West direction.

## YORK



This Terrain cannot be on the edge of the Map. A card is considered on the edge if it is the northernmost, southernmost, easternmost, or westernmost card on the Map, regardless of Map Size.



The Terrain on the left cannot be orthogonally adjacent to the Terrain on the right.



Each instance of the Terrain on the left must be orthogonally adjacent to at least 1 instance of the Terrain on the right, and vice-versa.

# Gameplay

You and your partner are explorers charting a perilous frontier. You must work together to build a shared Map, yet you are forbidden from discussing the secret objectives on your Character cards.

Each turn, you must expand the Map by placing a Map card. Every card you place must connect to the existing Map, gradually pushing the boundaries of your expedition further into the unknown.

You are both trying to make a map that follows both players' logic rules as well as the logic rules on the Rules board, and place a Fort before either player runs out of cards.

## ON YOUR TURN, YOU MUST

**Place a new Map card onto the Map**, orthogonally adjacent (side-to-side, not diagonally) to a previously placed Map card. You can choose one of the following:

- **ANY MAP CARD FROM YOUR INVENTORY.** You begin with 5 cards in your Inventory and will not add any more for the remainder of the game.
- **THE RIGHTMOST MAP CARD FROM YOUR ACTION ROW.**
- **THE TOP MAP CARD FROM YOUR DISCARD PILE.** After playing the card, discard 2 cards. If your deck is empty, continue discarding Map cards from your Action Row instead. If your Action Row is empty, then continue discarding cards from your Inventory instead.

If you cannot place a Map card because you have none left in your Action Row or in your Inventory, both players **lose the game**.

3



2



1



In this example, Player 1 can place a Map card from one of the following:

- 1 Their Inventory.
- 2 The Tipi card from their Action Row.
- 3 The Mushroom card from the discard pile, then discard 2 cards.



## MAP SIZE INCREASE

As you both place Map cards into the Map area, pay attention to the size of the Map. Map size is defined by the total number of rows and columns the cards span (a 3x3 Map spans 3 rows and 3 columns).

When the Map card you've played fulfills the Map size requirement on the Mission board, a Terrain Reveal happens.

**IMPORTANT:** A row or column is counted as soon as it contains at least one Map card. You do not need to fill every space within those rows or columns to reach the Map size.



*This is an example of a Map that has met the 3x3 requirement when the Food Map card was played.*

## TERRAIN REVEAL

When you reach a new Map size, flip the Arch token on the Terrains row above that Map size face up and place it in the appropriate space:

- If there IS a Fort Locator token below it: Move the Arch token to its matching space on the Rules board.
- If there is NO Fort Locator token below it: place the Arch token on the leftmost vacant space in the Bonus section of the Mission board (see next page).

If there is a Monster above it: Move the Monster onto the just-placed Map card that created the new Map size.



## MONSTER EFFECT

When you place a Map card in the same row and/or column as a Monster, you must discard 1 card from your deck face up into your discard pile for each Monster.



## DISCARDING

When discarding cards due to penalties or Monsters, follow this priority:

1. First, discard from the top of your deck.
2. If your deck is empty, discard from your Action Row (moving from left to right).
3. If your Action Row is also empty, discard cards of your choice from your Inventory.
4. If you don't have enough cards to discard, you and your partner lose the game.



In this example, Player 1 plays a Vine Map card in the bottom right hand corner, but there is a Monster in that column (on the Wood card) and a Monster in that row (on the Mud card). Because of that, Player 1 must discard 2 cards from their deck, 1 for each Monster.

## BONUS ACTION

If you place a Map card matching an Arch token in the Bonus section, you may take 1 Map card from anywhere in your discard pile and shuffle it into your deck. Do not change the order of the discard pile while removing the card. The Bonus action occurs after paying for Monster effects.

There is a Mushroom token on the Bonus section of the Mission Board. This means that a player that plays a Mushroom Map card onto the Map, may choose 1 card from their discard pile to shuffle into their deck.



## ON YOUR TURN YOU MAY

In addition to placing a card, you **MAY** do any of these actions as many times as you'd like during your turn (before or after placing a new Map card):

- **Refresh:** Discard all 3 of your Map cards from your Action Row and draw 3 new ones (this number could be different with Upgrades or Hazards in play). When you discard your cards, you choose which order they are discarded.
- **Remove 1 Map card from the Map area** and place it in its owner's discard pile, then discard cards into your discard pile equal to the current Penalty cost. The Penalty cost is the highest visible number in the Penalty row on the Mission board.
  - You are not allowed to split the existing map by removing a Map card.
  - If the card you removed had a Character marker on it, that Character marker is removed from play entirely. If the card you removed had a Monster, move the Monster to an adjacent card of your choice.



## ANY TIME DURING THE GAME, YOU CAN

- **Reposition the Guessing tokens on your “PARTNER’S Character card in your hidden area** to try to deduce your partner’s rules. You can use the side with the X when you know a Terrain cannot be part of a specific logic rule.
- **Talk about the visible communal rules** on the Rules board.



## DURING THE GAME, YOU CANNOT

- Discuss or hint at the secret rules on your Character card or the Fort rules on the Rules board.
- React in any way that would allow your partner to infer what your rules are.



## END OF TURN

If you played a Map card from your Action Row, slide the remaining cards to the right. Reveal a new Map card and place it in the leftmost space of your Action Row. It is now your partner's turn.



## Place the Fort

Once both spaces for the Fort rule on the Rules board are occupied by Arch tokens, a player may Place the Fort in any space that adheres to the logic rules displayed on the Rules board. Either player can attempt to Place the Fort instead of taking their regular turn.

To Place the Fort, at least 1 of each Terrain type must be present on the Map. Verify this by checking that all 10 Terrain tokens behind your Player screen have at least 1 matching Map card on the board.

**Communication regarding Fort placement is prohibited. You must decide on your own when it's ok to place it and where to place it without discussing it with your partner.** To clarify, you can still discuss the communal logic rules and if the 10 Terrain type requirement has been met.

You still must discard cards for each Monster in the row and column you placed the Fort.

Once the Fort is placed, your partner can immediately pay the Penalty cost (discard Map cards from their deck equal to the current Penalty cost), to return the Fort to the supply. Your partner should do this if they believe any of the logic rules are not being fully followed. The game continues, and either player can Place the Fort in a future turn.

## End of the Game

Once the Fort is placed and both players agree to continue, review every rule from the Rules board and the Character cards to ensure that every Map card adheres to those rules.

If every card adheres to all rules, YOU WON!

### LOSE CONDITION

Both players lose if a player is required to place or discard a Map card and cannot, or if any Map card violates a logic rule during the end of the game.





In this example, since all 10 Terrains were in play, Lewis placed the Fort and Clark agreed to continue.

**1** They reviewed the rules on the Rules board:

- There is only 1 Rock, so it adheres to the rule that there can only be a maximum of 1 Rock per row and column.
- All the Water is connected orthogonally to each other.
- In a row with 1 or more Skulls, there are 1 or more Vines.

**2** Then they reviewed Lewis's Character card:

- Each orthogonal side of the Flower in play is either empty or different.
- Each Wood is orthogonal or diagonal to a Rock and vice-versa.
- Each Food is North of all Vines

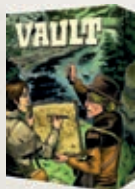
**3** Then they reviewed Clark's Character card:

- Each diagonal side of each Mud is either empty or different.
- Each Tipi has at least one Mushroom diagonal to it and vice versa.
- Each Skull has a Water orthogonally adjacent to it and vice versa, but there's 1 Water that doesn't have a Skull orthogonally adjacent to it.

**4** Because 1 card did not adhere to its rule, they lost this game.

# Level up!

When you win a game, you get to upgrade! Open the Vault. Each player chooses 1 Upgrade Card that matches their Character. In future games, you can equip any number of a character's earned Upgrade Cards.



If you're not playing again immediately, add the chosen Upgrade cards to the general supply and put the unchosen Upgrade cards back in the Vault. This will help you know which cards you've earned and which are still locked away! Each time you win, you get to add more Upgrade cards! You can switch characters on subsequent plays, but you always gain Upgrade cards matching the characters you just used.

## PLAYING A GAME WITH UPGRADE CARDS

If any Upgrade cards are being used in a game, you must include Hazard cards during setup!

- 1 Shuffle the Hazard cards.
- 2 Reveal Hazard cards one by one until their total value equals or exceeds the total number of Sun icons on all Upgrade cards in play from both players.
- 3 Activate each Hazard card.



One player chooses Lewis who has 3 suns, and the other chooses York who has 1 sun, for a total of 4 suns.

Hazard cards are revealed one by one until the total value of suns is equal to or higher than 4. In this case, it went up to 5! The game now starts with these Upgrades and Hazards in play.



# Credits

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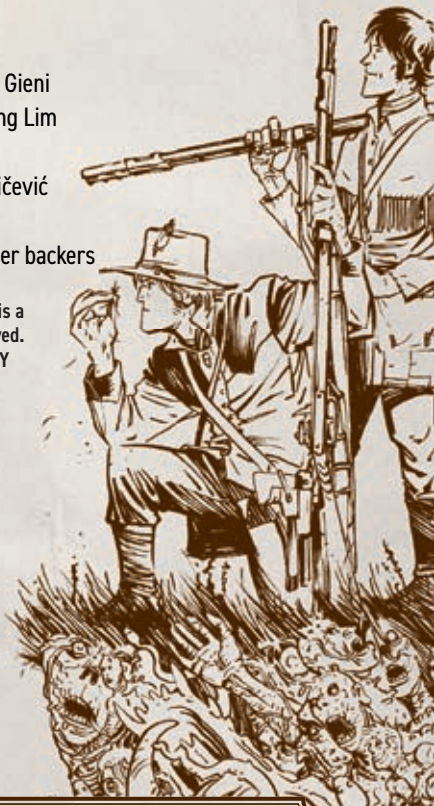
**Thanks to:** All our wonderful Kickstarter backers

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Based on the comic book MANIFEST DESTINY  
created by Chris Dingess



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If you enjoyed Corps of Discovery DUO,  
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game, Corps of Discovery:



# Hazards

## AND STILL... MORE MONSTERS

There will now be 2 Monsters in that space. When the Map gets to 7x7 size, place 1 Monster on the card that created the 7x7 size and place the 2nd Monster on an adjacent card of your choice.

## CHALLENGING SURROUNDINGS

Flips the Mission board to the Advanced (teal) side which increases the Penalty by 1 in each space.

## EVEN MORE MONSTERS

There will now be 2 Monsters in that space. When the Map gets to 5x5 size, place 1 Monster on the card that created the 5x5 size and place the 2nd Monster on an adjacent card of your choice.

## FOG

During setup, take the 1 remaining face down Arch token (the rest are face up on the Rules board or face down on the Mission board), and place it into a bag (not provided), or face down into the lid of the box. To the same bag or box lid, add the 10 Crew tokens. This bag contains 1 of each Terrain plus 1 random Terrain token!

Secretly, Player 1 draws 5 Terrain tokens from the bag. Then Player 2 secretly draws 5 Terrain tokens from the bag. If a player draws 2 matching Terrains, they must ensure that each one is placed in a different rule. For example, if 2 Food Terrain tokens were drawn, you could not place them on your board such that Food must be

adjacent to Food. They must each be on a different rule.

The 5 Map cards that match your Terrain tokens are also drawn secretly and kept hidden from your partner behind your Player screen. Your partner will only know which Terrains you have when you place one of the cards from your Inventory. Remove Guessing tokens from the game!

## HIDDEN FORT

Move both Fort Locator tokens one space to the right. If they started above the 3x3 and 5x5 spaces, they will move to be above the 4x4 and 6x6 spaces. If combined with the Secretive Fort Hazard they will end up above the 5x5 and 7x7 spaces.

## INCOMPLETE INFORMATION

During setup, place all Arch tokens face down. Place 1 random Arch token face down on the "Max 1 per column and row" rule. Flip 3 more Arch tokens face up to place on the other 3 rules on the Rules board. Place the remaining face down Arch tokens on the spaces in the Arch row on the Mission board.

Players have to deduce which rule is hidden and can only reveal it after a Fort has been placed.





## KEEP GOING

Place this card next to the Rules board. When a new Map size is created and an Arch token is revealed, the first 2 that would normally go in the Bonus section go on this card instead to create the rule for an additional Fort placement. Placing the additional Fort does not trigger the end of the game. You are required to place both the additional Fort and Rules board Fort, with each following their own logic rules to proceed to the end game.

## LIMITED AWARENESS

Each player takes their entire Action Row and hides it behind their screen so their partner cannot see it.

## MISPLACED FLAGS

Players do not use their Character markers. Remove them from the game when this is in play.

## MIXED UP

Swap the Arch token that's above the 4x4 space on the Mission board, with any of the Arch tokens on the Rules board - including Arch tokens on the Fort rule.

## MONSTER COMETH!

When the Map gets to 3x3 size, place this Monster on the card that created the 3x3 size.

## MORE MONSTERS

There will now be 2 Monsters in that space. When the Map gets to 4x4 size, place 1 Monster on the card that created the 4x4 size and the 2nd Monster on an adjacent card of your choice.

## SECRETIVE FORT

Move both Fort Locator tokens one space to the right. If they started above the 3x3 and 5x5 spaces, they will move to be above the 4x4 and 6x6 spaces. If combined with Hidden Fort Hazard they will end up above the 5x5 and 7x7 spaces.

## STARTING IN A HOLE

Each player can look at the Map cards they removed at any time, but they can't show or tell their partner which cards were removed.

## TREACHEROUS TERRAIN

Flips the Rules board to the Advanced side (teal): The Terrain that must all be orthogonally connected must also not be on the edge of the Map. The edge means it cannot be the northernmost, easternmost, southernmost, or westernmost card on the Map.

## YET EVEN MORE MONSTERS

There will now be 2 Monsters in that space. When the Map gets to 6x6 size, place 1 Monster on the card that created the 6x6 size and place the 2nd Monster on an adjacent card of your choice.

## WILD ABANDON

Each player reduces their Action Row by 1. When you Refresh (discard your Action Row), you must also discard 1 card from the top of your deck. The top card from your deck will be the top card of your discard pile after this.

# Upgrades

## LEWIS .....

### CONFIDENT PARTNER

When activated, each player simultaneously chooses 1 Crew token that's currently on their Character card and trades it with their partner. Gained Crew tokens are placed in the newly vacant spaces.

### CONFIRMATION

You can ask if one of your partner's logic rules has specific Crew tokens on them. Example: Does one of your rules state that Mushroom must be orthogonally adjacent to Food?

### GAIN KNOWLEDGE

Swap ANY Arch token with an Arch token on the Fort logic rule. You cannot swap with a Crew or Guessing token.

### STRATEGIC THINKING

Gain 2 additional cards in your Action Row. When you Refresh, choose any 3 cards to discard and slide the remaining 2 Map cards to the right. Draw 3 new cards and place them, one at a time, to the left.

### SUPERIOR INTELLECT

Flip up any token that is currently face down.

## CLARK .....

### CARTOGRAPHER

Shift a Map card in play 1 space. This cannot split the Map; all Map cards must still be connected orthogonally.

### FEARLESS

Whenever Clark takes a Penalty, the Penalty cost is reduced by 2 to a minimum of 0.

### FORGE AHEAD

Instead of placing the rightmost card from your Action Row, you can place ANY of your Map cards from your Action Row on the Map.

### FORGOTTEN PATH

The Map card you are going to place this turn can be placed on top of another Map card already on the Map. Character markers on the covered Map card can be removed from play, and Monsters on the covered Map card will go on this newly placed Map card.

### KNOWN DIRECTION

Look through your discard pile (keeping the order intact), take one and place it on the Map.



## **SACAGAWEA.....**

### **OUTSMART**

Move any Monster on the Map to an adjacent Map card. It's possible to have multiple Monsters on the same Map card.

### **STEALTHY**

Do not discard Map cards when you play a Map card in the same row or column as a Monster(s).

### **SHORTCUT**

You can play your Map card diagonally connected to another Map card, instead of orthogonally.

### **SPEAR**

Every time you place a Map card and it's the 7th Map card in that row or column, you may remove 1 Monster from the Map.

### **THE LONG WAY**

When used, the Map card you place can be outside the 7x7 grid.

## **YORK .....**

### **AMBITIOUS**

Place all Map cards from either your Action Row or your partner's Action Row at the bottom of their respective deck. If you cannot see your partner's Action Row (due to a Hazard), then you can only affect your Action Row.

### **EXTRA STORAGE**

York gains a second discard pile. When you discard cards, you decide which of your 2 discard piles each Map card goes into.

### **GEAR UP**

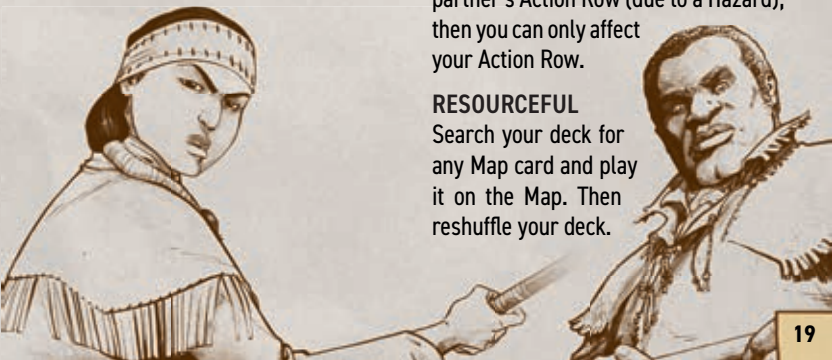
Take 1 card from your Action Row, or from the top of the deck, and add it to your Inventory. You can play it on a future turn as any Map card from your Inventory. It will not have a Character marker.

### **PLANNER**

Swap positions of 2 Map cards in your Action Row, or 2 cards in your partner's Action Row. If you cannot see your partner's Action Row (due to a Hazard), then you can only affect your Action Row.

### **RESOURCEFUL**

Search your deck for any Map card and play it on the Map. Then reshuffle your deck.



# Glossary

## **ARCH TOKENS**

Terrain tokens placed on the Rules board and Mission board.

## **ACTION ROW**

The sequence of 3 face up Map cards laid out in front of the player. Each player has their own Action Row.

## **CREW TOKENS**

Terrain tokens placed on placed on the Character card marked, "YOURS."

## **DIAGONALLY ADJACENT**

A placement rule requiring a Map card to be placed corner-to-corner with a card already on the Map.

## **DISCARD**

To move a card from the Map deck, Action Row, or Inventory to the discard pile face up.

## **DISCARD PILE**

The face-up stack of Map cards that have been discarded. Each player has their own discard pile.

## **FORT**

The final objective card required to win, it must be located and successfully placed on the Map.

## **GUESSING TOKENS**

Terrain tokens you use to deduce your partner's logic rules and placed on the character card marked, "PARTNER'S".

## **INVENTORY**

Each player has their own display of 5 face-up Map cards with their own

Character markers. The Inventory does not replenish during the game.

## **MAP**

The joint play area formed by Map cards placed by both players.

## **MAP CARD**

Cards representing one of 10 unique Terrain types used to build the Map.

## **MAP DECK**

Stack of all face down Map cards with the same back. Each Map deck contains 30 Map cards with 3 of each Terrain type.

## **MAP SIZE**

Defined by the total number of rows and columns the cards span, e.g., 3x3 or 5x5.

## **ORTHOGONALLY ADJACENT**

A placement rule requiring a Map card to be placed edge-to-edge (top, bottom, left, or right) with a card already on the Map.

## **PENALTY COST**

Discarding cards equal to the highest visible number in the Penalty row on the Mission board. Usually a consequence of a player action.

## **TERRAIN**

The fundamental feature of the game. There are 10 unique Terrain types that are found on Map cards, tokens and other game components. The specific rules of placement for each Terrain are defined during the setup.