

# Lewis & Clark

## The Expedition

A THEMATIC EUROGAME WITH NO VICTORY POINTS

LUDONAUTE BRINGS WINDS OF CHANGE IN BOARD GAMES.

LEWIS & CLARK REFRESHES EUROGAMES AND OFFERS GAMERS A NEW EXPERIENCE.





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### GAME RULES:

[http://www.ludonaute.fr/Lewis/pdf/LCK\\_rules\\_EN.pdf](http://www.ludonaute.fr/Lewis/pdf/LCK_rules_EN.pdf)

### PICTURES PACK:

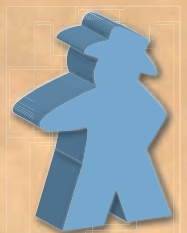
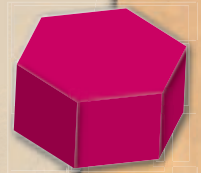
<http://www.ludonaute.fr/presse/packLewis&Clark.zip>



# FIRST-RATE CONTENTS AND BEAUTIFUL ARTWORK

The Lewis & Clark box is full to bursting with:

- a game board showing the North-American continent as an Indian village,
- individual boards (like in all eurogames ;- ) ,
- cardboard tiles and tokens,
- playing cards, **all different**,
- wooden hexagons (and not cubes ;- ) ) nice to handle,
- small wooden **original miniatures** of scouts and indians.
- Everything in the box is a pleasure to see and hold.



Lewis & Clark is illustrated by Vincent Dutrait, a talented French artist. His work in children's publishing and fantasy novels is widely recognized. His lively and exciting art brings to life the members of the expedition and gives them their own unique feel.

You can follow his work on the game here:

<http://www.vincentdutraite.com/blogv2/2013/07/13/apercu-lewis-et-clark>



## A FEW WORDS ABOUT THE ARTIST



**Vincent Dutrait** (born 1976) is an illustrator. He studied in École Émile Cohl from 1994 to 1997, and later taught there between 1999 and 2003. Born in 1976 in Provence, he is now living with his wife in north of Seoul, South Korea.

*Best known for his prolific work in the role playing game industry, he has also produced a huge amount of various illustrations, artbooks and comics for both European and Asian clients.*





## A RARELY USED HISTORICAL THEME

The Lewis & Clark Expedition is not well-known in Europe, but it is one of the **formational tales** of the American experience. It was the first official expedition to cross the American continent to the Pacific coast.

In 1803, France sold Louisiana to the United States of America. This territory stretched from the Gulf of Mexico to the Canadian frontier. President Thomas Jefferson asked Meriwether Lewis and William Clark to lead a scientific expedition through the Wild West. His goal: to map this newly acquired territory and establish diplomatic relations with Indian tribes in the Great Plains and the Rockies, but most of all to find a trade route towards the Pacific ocean.

The Expedition left Saint Louis on the 14th of May 1804 and reached the Pacific coast on the 20th of November 1805. They were back to Saint Louis 2 years and 5 months after their departure, with a truly legendary tale of exploration and adventure.

### SOME OF THE 'HISTORICAL' FIGURES OF THE EXPEDITION



**Meriwether Lewis**

*Captain of the U.S. Army and personal secretary to the President, he is chosen by President Jefferson to command the Expedition.*



**William Clark**

*Lieutenant during the Northwest Indian War, he is recruited by his friend Lewis when he is 33 to share command of the newly formed Corps of Discovery.*



**Sacagawea**

*Soshone Indian, she joins the expedition with her husband Toussaint Charbonneau and gives birth during the journey. She is the guide and the interpreter of the party.*



**York**

*Clark's manservant, he plays a key role in diplomatic relations. Because of his appearance, the Indians suspect he has magical powers.*



## LETTING PLAYERS LIVE HISTORY

For the first time in a table top game, Lewis & Clark, the Expedition depicts this extraordinary adventure.

In the game, each player leads a party. There is not just one expedition; several parties depart from Saint Louis. Their goal: reach the Pacific coast as soon as possible, since history only remembers the first to arrive.

Thus this is **a race between players** on the historical route: Missouri, the Rocky Mountains and the Columbia River.

The game stays close to historical reality. In 1804, crossing the Rockies was a very challenging moment and a key juncture of the journey. In the board game, the mountain crossing is also a difficult step for which you must prepare thoroughly.



Each player has a hand of cards representing **the members of his party**. These characters allow him to collect or transform resources, recruit Indians or other members and to move forward on the route.

All the cards show characters who Lewis & Clark really met during their journey. The actions of these characters are of course related to their historical role.



## AN ORIGINAL CORE MECHANIC...

To support this original theme, the game uses an **new core mechanic**.

Each card of the game has two features: an action and a strength.

On his turn, each player must perform one action. This action is triggered by playing a **pair of cards**. One of them sets the action, the other one gives the strength, which acts as a multiplier. This second card allows the player to perform the action several times.



The used cards are unavailable until the next Camp. Each game turn presents a dilemma, a **difficult choice over how to use the cards**.

During the game, the players get new cards that improve their options. In this way, they build their hand of cards. It might, therefore, be called a **hand-building** game.



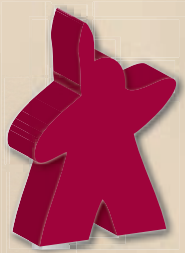
Setting up camp allows a player to retrieve the cards he previously played. He can set up his camp if conditions are favourable (lightly-loaded boats, low number of cards in hand). Since all the players do not have the same number of cards, they set up their camp at different moments. This create a different rhythm of play for each player.



# ASSOCIATED WITH RENEWED CLASSIC EUROGAMES MECHANICS

Hardcore Eurogame players will find in Lewis & Clark gaming mechanics they already know: worker placement, resource management, development.

Each mechanism is **renewed and subtly associated with** the core mechanic.



The workers are Indians who help the explorers during their journey. The number of available Indians increases as the expedition enters Indian territories. They go from one player to another, and never belong permanently to any of them. They allow players to trigger actions shown on the game board, as well as increase the strength of a played action.

The resources are widely available. Unlike most Eurogames, resources are not limited in Lewis & Clark. The game takes the opposite view of what is usually done in Eurogames: you do not need to get lots of resources. In fact, you would be better served by practicing some frugality, imparting a sense of environmental awareness.



The players may choose to improve their expedition by building new boats that will host more resources and Indians. But this strategy is not necessarily a key to victory.



Finally, there is **no scoring** in the game. The score track has been changed into a geographical route that gives the game a unique gameplay.



## INFORMATION

**Game designer:** Cédrick Chaboussit

**Artist:** Vincent Dutrait

**Number of players:** from 1 to 5

**Age:** 14 years old

**Duration:** 30 minutes per player

**Category:** Board game

**Theme:** Lewis & Clark Expedition

**Box size:** 11.60 x 11.60 x 2.75 inches

**Contents:**

- 1 game board
- 5 individual boards
- 84 playing cards
- 18 Indian figures
- 5 Scout figures
- 100 resource hexagons
- 12 Boat tiles
- Various tokens
- rules booklet

**Language:** English

**Available:** Available in game stores via Asmodée

- <http://www.us.asmodee.com>

**Release date:** End of March 2014

**Retailer Recommended Price:** 50\$

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