

Heading for New Shores

Please note that this set is only suitable for the Tournament Game in explorer mode.

Cards in your hand:

- Cartographer
- Pilgrimage Site
- Shipyard

The stacks contain the following cards:

<p>Event cards:</p> <ul style="list-style-type: none">● Friendship Between Peoples● Good Neighbors (2x)● Most Successful Explorer <p>Action cards:</p> <ul style="list-style-type: none">● Ambassador● Arsonist● Brigitta the Wise Woman (2x)● Broadside● Cartographer● Doctor (2x)● Lars the Naval Hero (2x)● Mendicants● Merchant● Merchant Caravan (2x)● Navigator (2x)● Traitor	<p>Settlement/city expansions:</p> <ul style="list-style-type: none">● Armory (3x)● Sailmakers' Shop● Toll Bridge <p>City expansions:</p> <ul style="list-style-type: none">● Astronomer● Bath House (2x)● Cannon Foundry● Hedge Tavern <p>Road complements:</p> <ul style="list-style-type: none">● Small Market Town● Trading Post <p>Center cards:</p> <ul style="list-style-type: none">● Explorer Metropolis
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How to play the deck:

This deck places emphasis on exploration and additional resource production via Good Neighbors cards.

Change the default starting regions so that forest is located above mountains, or pasture above fields, or mountains adjacent to a lateral side of fields. Build the Pilgrimage Site in the settlement on the right. Build the Shipyard above or below one of the two left regions.

If you draw the Sailmakers' Shop when replenishing your hand, you should by all means keep the card; if, however, you draw city expansions or the Explorer Metropolis, you should exchange them. After the introductory round, use the Cartographer to view the sea card to the left of the Explorer Harbor and one of the two sea cards in the upper or lower left corner; if there's a pirate adjacent to the Explorer Harbor, place him somewhere else. It would be most convenient if the Island of the Scholars or the Island of the Merchants were located next to the Explorer Harbor.

If you couldn't draw the Sailmakers' Shop "blindly," it is worthwhile to search for it, because it is the only card that allows you to discover another 3 sea cards. Hunt pirates only after you have built the Armory or if your hand of cards contains Lars. You can defeat Cimmarone without difficulty if you have built all 3 Armories and the Cannon Foundry, so save Lars for Jean – unless you have a surprise encounter with Cimmarone or Jean.

If necessary, use the Trading Post to ensure that the lumber or wool you obtained via the Shipyard is converted into ore or grain (if you no longer need the lumber or wool for the Island of the Scholars and the Island of the Merchants). After you have built the city, build a Bath House in it, between fields and mountains, and use the Doctors to build the 2nd city. To quickly get buildings lost due to Insurrections back into your hand, deplete one of the stacks as fast as possible, to be able to temporarily store the removed building there. Also, if you lose any of the cards in your hand, you can discard them to the empty stack; thanks to the Pilgrimage Site, these cards can then immediately be returned to your hand.

Don't play the Broadside until your opponent has rotated an island to level 3 and you can reach level 3 immediately afterwards – if need be, by means of a Navigator. After you have built the Hedge Tavern, you can also fight the opponent via Arsonist and Traitor.

The deck contains 4 strength points, which is why you can only obtain the strength advantage if the opponent isn't going after it. Since there are only 5 commerce points in the deck, it also becomes difficult to obtain the trade advantage against a trade deck.

To be able to build all expansions in your deck, you only need one more settlement. You upgrade this settlement and the two starting settlements to cities. Now you only have to rotate 2 sea cards (islands or pirates) to level 3.

In the following list, all cards are sorted by sets. Since the cards in the stacks have different backs, you can use this list as a guide. The names appear in the color of the text boxes on the respective cards.

<p>Basic cards:</p> <ul style="list-style-type: none"> ● Brigitta the Wise Woman (2x) ● Merchant Caravan (2x) ● Toll Bridge <p>The Era of Gold:</p> <ul style="list-style-type: none"> ● Merchant <p>The Era of Explorers:</p> <ul style="list-style-type: none"> ● Ambassador ● Armory (3x) ● Astronomer ● Broadside ● Cannon Foundry ● Cartographer (2x) ● Explorer Metropolis ● Lars the Naval Hero (2x) ● Navigator (2x) ● Sailmakers' Shop ● Shipyard 	<p>The Era of Progress:</p> <ul style="list-style-type: none"> ● Bath House (2x) ● Doctor (2x) <p>The Era of Intrigue:</p> <ul style="list-style-type: none"> ● Pilgrimage Site <p>The Era of Merchant Princes:</p> <ul style="list-style-type: none"> ● Trading Post <p>The Era of Prosperity:</p> <ul style="list-style-type: none"> ● Small Market Town <p>The Era of Turmoil:</p> <ul style="list-style-type: none"> ● Arsonist ● Hedge Tavern ● Traitor
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Variations:

You can secure the deck against decks containing Insurrections by including Public Feeling cards and cards that produce stars. Another possibility is to include sages and, in particular, the Grove of

Great Foresight and the Grove of Vigilance, to arm yourself against trade decks and decks containing other unfavorable events.

You could also aim for the strength advantage by including strong heroes - or for the trade advantage by including more cards with commerce points - so as to be able to use action cards that allow you to bother your opponent.

The deck gives no attention to skill; therefore, when the "Celebration" event occurs, you will only receive 1 resource if your opponent doesn't have cards with skill points either. You can avoid this situation by including Inga, for example, who provides you with 3 skill points; most of the time, this allows you to be the only one to profit from the Celebration. You could also start with Austin instead of the Pilgrimage Site; in this case, however, you should also exchange your event cards.

Needless to say that other combinations are possible too. Therefore, after the first few games you should do your own experiments to find a deck that matches your personal style.