

# DISCOVER

## LANDS UNKNOWN

### Component Checklist

This document includes an exhaustive component list for DISCOVER: LANDS UNKNOWN. If your component counts are less than the quantities listed in your rulebook, use this document to determine which components are missing from your unique copy of the game.

When contacting our parts replacement department, please provide the following information:

- If missing cards, provide the **ID number** of the set that is missing cards (explained in “Sorting Cards” below).
- If missing common components (such as dice, dials, figures, and some tokens – see full list in “Common Components” on page 2), simply select the name of the component from the drop down list and explain how many are missing.
- If missing map tiles, camp tokens, feature tokens, monster tokens, or water source tokens, see “Missing Terrain Tokens” on page 2.

For all other queries, contact our parts replacement department for more information.

### SORTING CARDS

If your card counts do not match the rulebook, you'll need to sort your cards to determine what is missing. Do this by separating your cards into piles based on the ID number in the corner of the card. Note that cards with the same number will often have different card backs (for example, #1.1 is on quest, exploration, enemy, and threat cards).



ID number on an exploration card



ID number on a character card

Once you have sorted all your cards by ID number, use the list below to determine if you have the correct number of cards of each ID number.

**Important:** If your cards do not match the counts below, please **provide the ID number** of the set that is missing cards.

If you do not know the ID number because an entire set of cards is missing, check all your landmark numbers on the map to find which landmarks do not have corresponding exploration cards. Then, please provide the numbers of these landmarks along with the terrain type.

#### ID# 1.1 – 1.4

There is one set of large cards **and** one set of mini cards that **share this same ID number**.

- 11 Large Cards (Quest Cards)
- 27 Mini Cards (a mix of exploration, enemy, blue threat, and orange threat cards)

#### ID# 3.11 – 3.34

Your game should have **two** separate ID numbers in this range, each set containing exactly:

- 31 Mini Cards (a mix of exploration, enemy, and blue threat cards).

#### ID# 4.1 – 4.4

- 71 Mini Cards (a mix of project cards, advanced project cards, crafted item cards, combat support cards, and reference cards)

#### ID# 5.1 – 5.6

Your game should have **two** separate ID numbers in this range, each set containing exactly:

- 6 Character Cards

#### ID# 6.11 – 6.34

Your game should have **two** separate ID numbers in this range, each set containing exactly:

- 31 Mini Cards (a mix of exploration, enemy, and orange threat cards)

#### NIGHT CARDS

Night cards do not have an ID number on them. If missing, please provide the ID number found on your quest cards.

- 10 Night Cards

## COMMON COMPONENTS

Every copy of the game includes the following components:

- 4 Survivor Figures (red, purple, green, blue)
- 2 Dice (red and gray)
- 1 Rulebook
- 2 Reference Sheets (each matching one of the two terrain types in your game)
- 1 Tribe Leader Marker
- 1 Compass Token
- 4 Fire Tokens
- 20 Counters
- 84 Resource Tokens
  - 22 clean water / dirty water tokens
  - 16 food / meat tokens
  - 8 medicine tokens
  - 8 pelt tokens
  - 12 poison tokens
  - 6 salvage
  - 6 stone tokens
  - 6 wood tokens
- 4 Character Trackers (Each includes 4 dials and 4 sets of plastic connectors)

## MISSING TERRAIN TOKENS

Your copy of the game should include exactly two different terrain types. **Each terrain type** should consist of exactly:

- 1 Camp Token
- 17 Map Tiles
- 8 Monster Tokens
- 3 Water Source Tokens
- 51-53 Feature Tokens\*
- 2-4 Special Monster Tokens\*

\* Most terrain types have 53 feature tokens. However, if you have more than 2 special monsters tokens in your copy of the game, you will have fewer feature tokens. If you add all of your feature tokens (for both terrain types) and all special monster tokens together, you should have **exactly 108 tokens**.

If any of these tokens or tiles are missing, use the instructions below to tell our parts replacement department which components you need.

### MISSING CAMP TOKEN

If you are missing a camp token but nothing else, tell us which camp token you need and **provide the ID number** found on the back of that terrain's reference sheet.

### MISSING MAP TILES

If you have less than 17 map tiles for a terrain type, please **provide the ID number** of the missing map tiles. This can be determined as follows:

- If you are missing exactly 6 map tiles, 3 monster tokens, 1 water source token, and 23 feature tokens, these tokens are from the same sheet of punch board. The ID can be found using the "Missing Monster Tokens" instructions below.
- If you are missing exactly 5 map tiles, 1 camp token, 2 monster tokens, 7 feature tokens, 1 special monster token, and 36 resource tokens, then you are missing the basic sheet of terrain punchboard. Please provide the ID number on the back of that terrain type's terrain reference sheet.
- In all other situations, see if you are missing any landmarks. Your copy should have exactly 6 landmarks in the 1-50 range and exactly 7 landmarks in the 100-150 range. If you have the wrong quantity, provide a full list of your landmarks instead of an ID number.

If you are not missing a landmark, send us the ID numbers on the face of all enemy cards of the matching terrain type.

### MISSING FEATURE OR WATER SOURCE TOKENS

If you are not missing any map tiles, but you are missing feature or water source tokens, send us the ID numbers on **all** your enemy cards of that terrain type.

### MISSING MONSTER TOKENS

If you have less than 8 monster tokens for a terrain type, please **provide the ID number** of the missing tokens. This can be determined as follows:

Check each of your enemy cards to make sure it has a token that matches its number. For each card that does not have a matching token, provide the ID number from the front of those cards so we know which tokens to send you (see "Sorting Cards" for example of finding ID numbers on cards).