Credits

EXPANSION PACK

Nemo's War

◆ Nautilus Upgrades ◆

This Expansion Pack includes 12 new *Nautilus* **Upgrade** cards. There are different ways to add them to your deck of *Nautilus* **Upgrade** cards, all of which apply after purchasing (or not) your **Motive Upgrade** card during **Setup Step 3**. Instead of "Then, shuffle and deal *Nautilus* **Upgrade** cards face up until the four available upgrade slots are occupied…" you can do that (i.e., "the easy way" by just shuffling all of the remaining **Upgrade** cards together and letting fate decide) *OR* select one of the following based on the difficulty level you prefer:

❦ Sailor ❦

Select 7 **Upgrade** cards, then add 3 more at random to the stack, placing the rest of the **Upgrade** cards in the game box (permanently out of play). Next, shuffle that 10-card stack of **Upgrades**, filling the available **Upgrade** slots at random and revealing those remaining to inspect as potentially available later. You may now purchase 1 (more, maximum) of those 4 starting **Upgrade** cards (excluding the *Binoculars* card) by spending a number of **Ship Resources** equal to its cost. Randomly replace that newly-purchased **Upgrade** card in the Available area from the stub of that initial 10-card stack and set sail with a full complement of 4 **Upgrade** cards to choose from during play.

❦ Officer ❦

Select 5 **Upgrade** cards, then add 5 more at random to the stack, placing the rest of the **Upgrade** cards in the game box (permanently out of play). Next, shuffle that 10-card stack of **Upgrades**, filling the available **Upgrade** slots at random and revealing those remaining to inspect as potentially available later. You may now purchase 1 (more, maximum) of those 4 starting **Upgrade** cards (excluding the *Binoculars* card) by spending a number of **Ship Resources** equal to double its cost (minimum of 2). Randomly replace that newly-purchased **Upgrade** card in the Available area from the stub of that initial 10-card stack and set sail with a full complement of 4 **Upgrade** cards to choose from during play.

❦ Nemo ❦

Select 3 **Upgrade** cards, then add 7 more at random to the stack, placing the rest of the **Upgrade** cards in the game box (permanently out of play). Next, shuffle that 10-card stack of **Upgrades**, filling the available **Upgrade** slots at random and revealing those remaining to inspect as potentially available later. You cannot purchase an additional starting **Upgrade** card.