

E P I L O G U E S

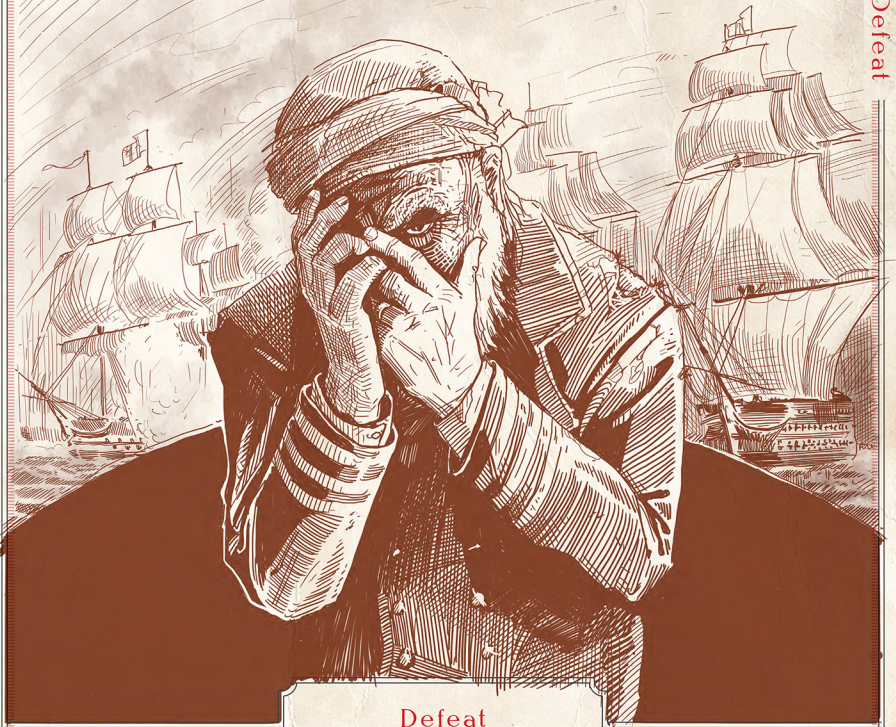
Level of Victory

Score	Victory Level
<185	Defeat
185-219	Failure
220-249	Inconsequential
250-274	Success
275+	Triumph



WAR!

WAR! - Defeat



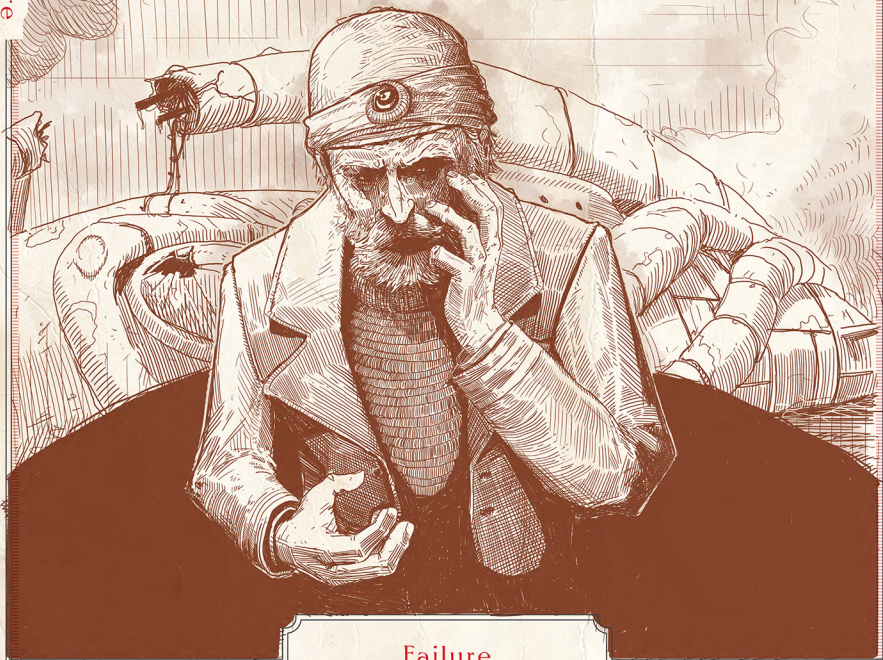
Defeat

Naval forces at last destroy the Nautilus at the mysterious Battle of Mozambique Channel. The world's navies keep this international incident a secret for decades, and ultimately the world never learns about Captain Nemo. His legacy is obliterated and sinks with the Nautilus beneath the waves.



WAR!

WAR! - Failure



Failure

Captain Nemo loses his will to keep pressing for more battles at sea. After too many conflicts and an increasingly shell-shocked crew, he orders the crew to leave the Nautilus off the American coast with a fleet of enemy capital ships approaching. He then takes the Nautilus for a final ride into the oceans and disappears forever. Eventually, the nations of the world deny these events ever happened.



WAR!

WAR! - Inconsequential



Inconsequential

The Nautilus temporarily fights the imperial navies to a standstill. Nemo is wounded in battle, and the Nautilus is heavily damaged. While retired to his hidden island to make repairs and continue his war plans against the nations of the world, members of his crew slip quietly away. Nemo fights on but is unable to seriously damage the vast armadas of his opponents.



WAR!

WAR! - Success



Success

Many ships are lost at sea to mysterious circumstances. The imperial navies spend years hunting for the cause of their sunken ships. Rumors, never confirmed, of a metal-hulled monster cause the economic cost of shipping to soar. Eventually, ships organize into giant convoys to protect themselves from the danger at sea and shipping slows dramatically. The land wars in Europe over declining access to the world's resources drag on for decades. As survivors return from the European wars, the colonies are able to rise up and throw off their oppressors at a great cost of life.



WAR!

WAR! - Triumph!



Triumph!

The imperial navies are routed at sea in battle after battle. After the publication of Captain Nemo's adventures, he gains supporters around the world. The oppressed colonies, aided by Captain Nemo and his legions of followers, rise up and overthrow their imperial overlords. Nemo himself lives to be 103, donates an incalculable amount of wealth and science from the sea to the surface world, and passes away gently while resting on a Pacific beach.

He is buried amongst the coral.



SCIENCE

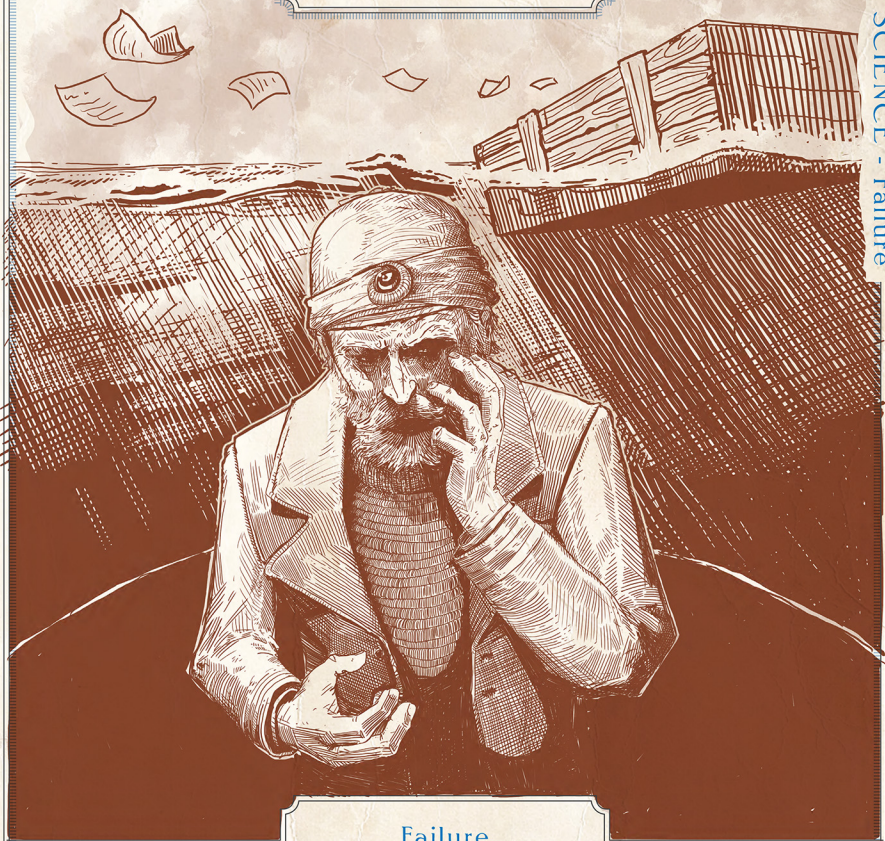
SCIENCE - Defeat



Defeat

The Nautilus is lost with all hands whose misfortunes in the pursuit of science were the stuff of great tragedy. The world never learns about Captain Nemo, and his legacy is lost forever beneath the waves.





Failure

The overall failure of Captain Nemo's plans causes him to take the Nautilus and retreat completely from the surface world. Eventually, an unsinkable casket is discovered floating in Pacific waters. It contains a journal detailing his life's story, and after its serial publication in newspapers, it is disregarded as "speculative fiction." Decades later, it is turned into a moderately successful motion picture.

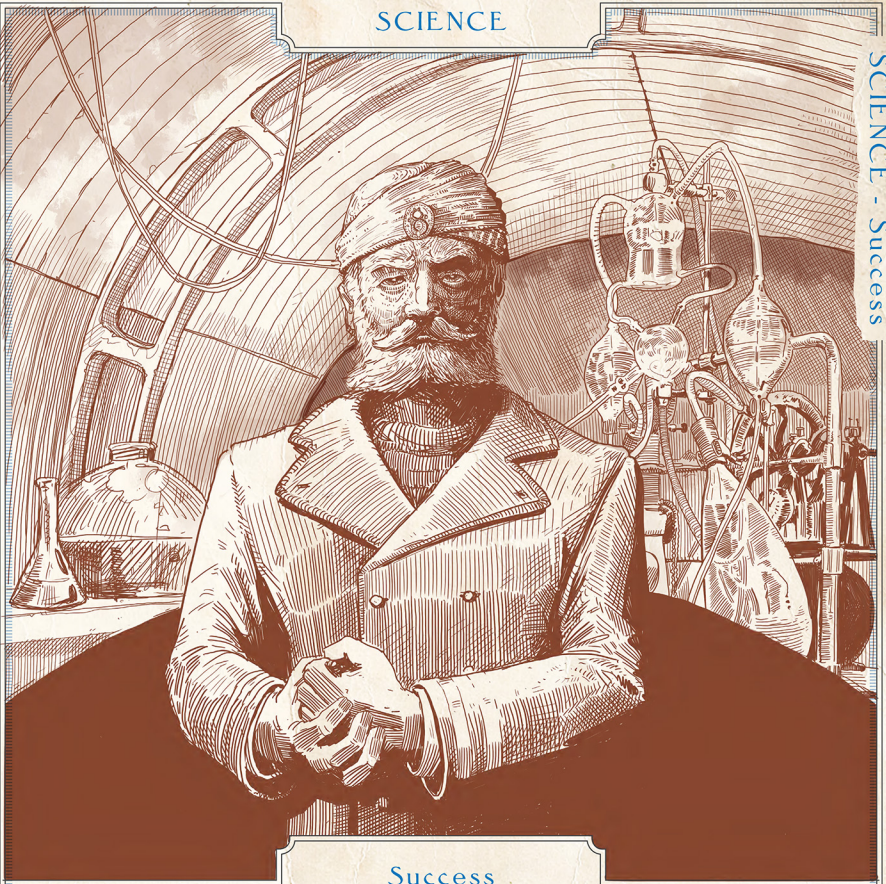




Inconsequential

Captain Nemo makes his work available to others after his death. Some of his monographs are published among the scientific community and cause a minor stir, but are denounced by smaller minds. Eventually, Nemo and his works recede to nautical legends well-told among sailors to this day.





Success

Captain Nemo attempts to gain the trust and goodwill of mankind by releasing his research. Eventually, his works help many scientists who credit his discoveries, and Nemo attracts many followers among the intelligentsia and patrons of discovery. With the assistance of the scientific community, Nemo is able to produce technological marvels that greatly reduce the suffering of the common man, allowing the great Captain to rest peacefully upon his death of old age.

The vast resources of the seas reduce the virulence of war for decades while being peacefully and carefully exploited.



SCIENCE

SCIENCE - Triumph!



Triumph!

Based on his scientific work, Captain Nemo captures the attention of the world. His scientist allies and men of learning use their newly discovered political power to raise up the oppressed and bring an almost immediate end to imperial colonialism. Nemo is generally hailed as a visionary whose works influence the world beneficially for the next century. He retires to an undersea glass-enclosed dome, and the Nautilus is used as an international scientific platform until it is placed into the care of the Nemo Oceanic Museum.



EXPLORATION



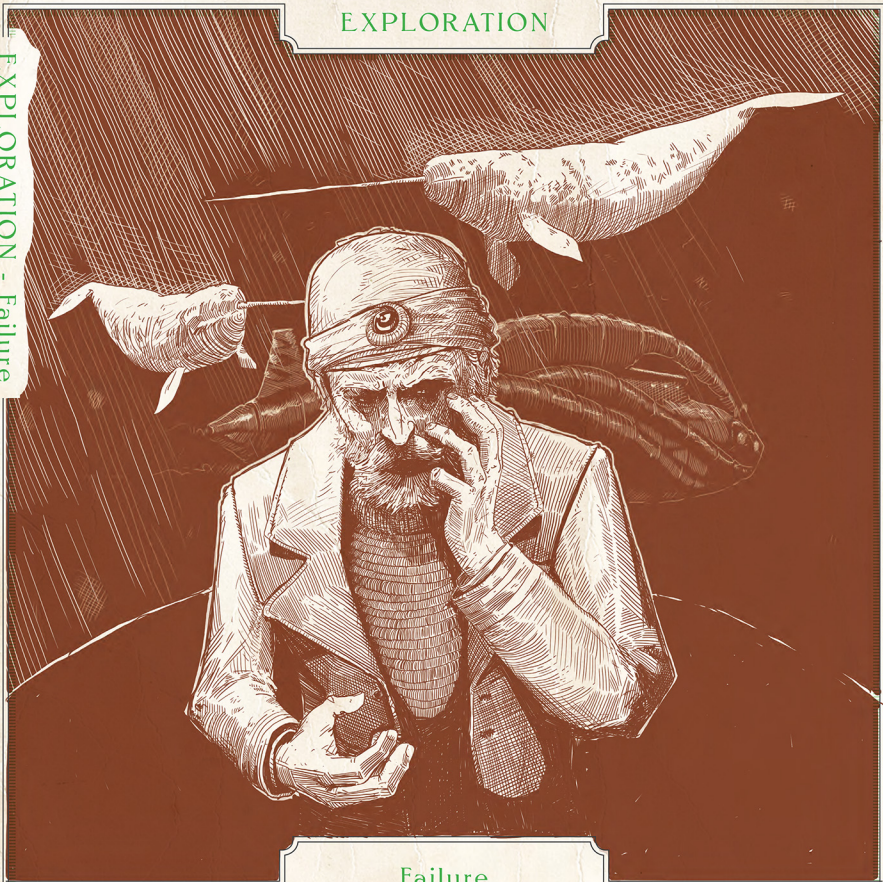
Defeat

Pressing the edge of undersea knowledge, the Nautilus is lost with all hands, and its incredible adventures will not stir the imagination of mankind for another hundred years. Sadly, the world never learns about Captain Nemo, and his legacy is lost forever beneath the waves.



EXPLORATION

EXPLORATION - Failure



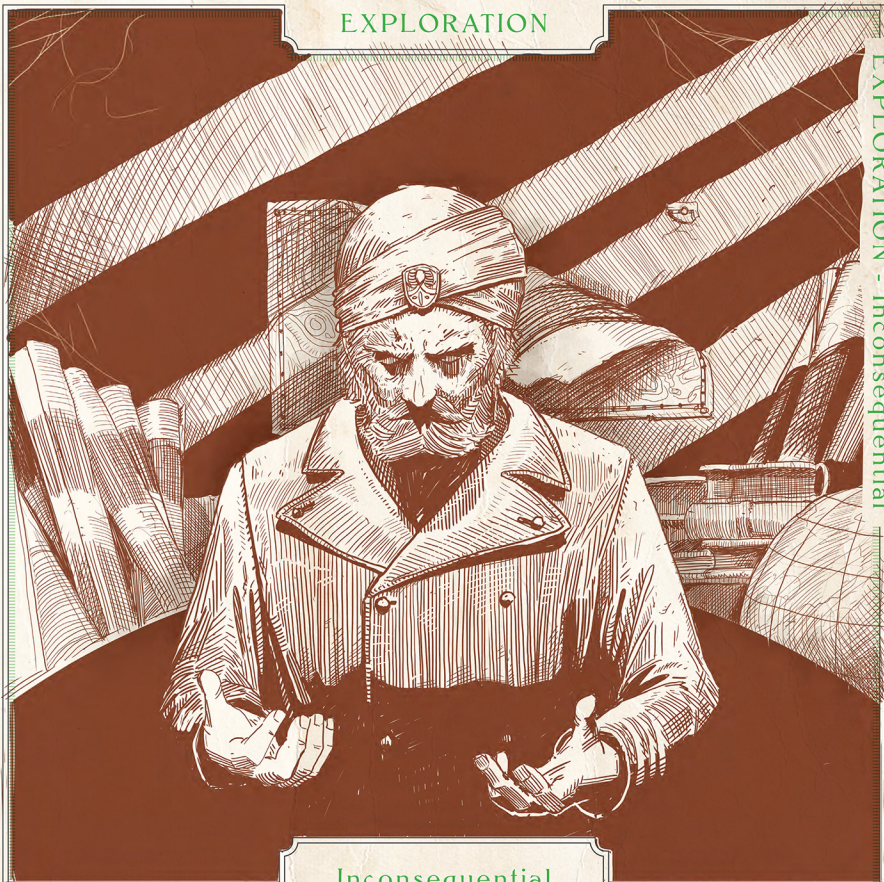
Failure

Captain Nemo's voyage ends in disappointment. Nothing world-changing or even very important is discovered, and his letters are rejected by multiple scientific journals. He responds by disappearing with the Nautilus into the icy depths and is never seen again.



EXPLORATION

EXPLORATION - Inconsequential



Inconsequential

The Nautilus continues undersea exploration for a time, but eventually Nemo retires completely from even this small amount of adventure. His journals eventually surface and become something of a collector's item, but many doubt the veracity of their myriad claims to historical and natural knowledge gleaned from beneath the seas.



EXPLORATION

EXPLORATION - Success



Success

Captain Nemo continues his exploration and uses the ocean's vast funds shrewdly to foment popular sentiment against the economic pillaging of the colonies. His finds are used to supplement the knowledge of all peoples and become enshrined in universities he sponsors throughout the continents. In his will, Nemo leaves to the world a "time capsule" not to be opened for 200 years. There has long been speculation that the carefully guarded locations of his most valuable discoveries are inside and waiting to be passed along to a more reasoned age.



EXPLORATION

EXPLORATION - Triumph!



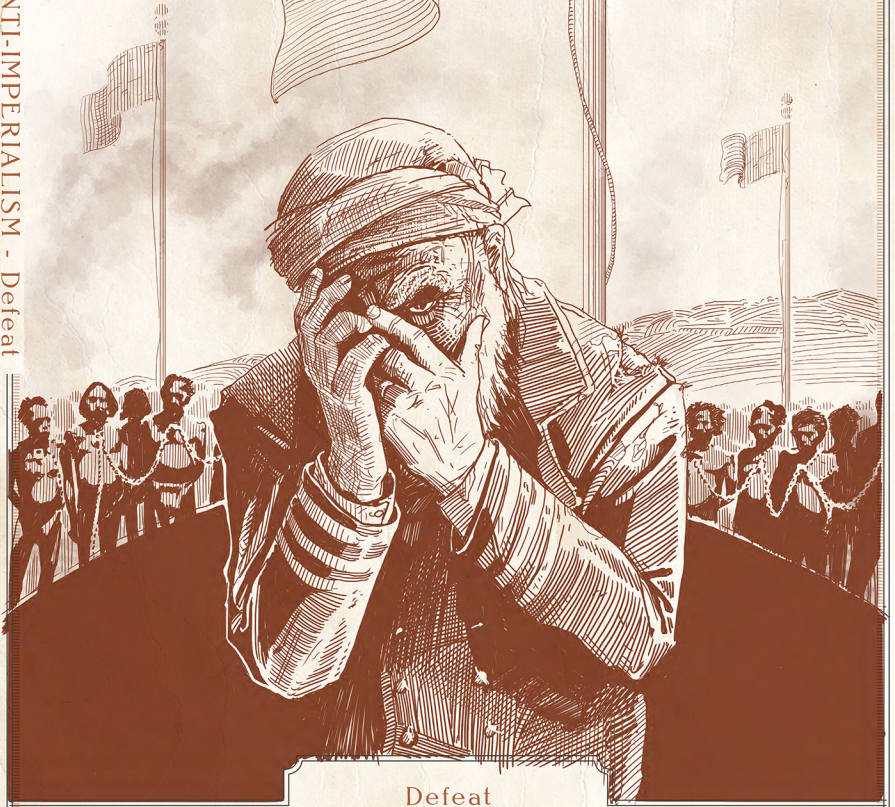
Triumph!

The Nautilus goes on to make discovery after discovery. The scientific value of these explorations is literally incalculable. Much to his displeasure, newspapers and magazines hail Nemo as the greatest of explorers. He exploits this unwanted celebrity to advance his agendas of peace and knowledge without bloodshed. After his death, people around the world mourn the passing of the most popular and famous of all explorers, and his likeness becomes a talisman for all sailors to symbolize boldness and daring.



ANTI-IMPERIALISM

ANTI-IMPERIALISM - Defeat



Defeat

The Nautilus disappears mysteriously at the outset of a minor naval battle. The imperial forces continue to spread out and divide the lands without further interference, and the world never learns about Captain Nemo. His legacy is lost forever beneath the waves.



ANTI-IMPERIALISM

ANTI-IMPERIALISM - Failure



Failure

Captain Nemo loses faith in mankind, both the oppressors and the oppressed. After considerable brooding, he makes the sad and weary decision to end his adventures. He orders the crew to leave the Nautilus off the English coast and then takes his ship to sea and disappears into the murky waves. His crew has tales to tell which are swapped for free drinks, but Nemo himself is never heard from again.



ANTI-IMPERIALISM

ANTI-IMPERIALISM - Inconsequential



Inconsequential

Captain Nemo enjoys some success against the surface world but is never considered a bigger threat than any other nation's fleet. Eventually, due to increased pressure from imperial warships and a waning enthusiasm for oppressed peoples, Nemo abandons his campaign of world liberation and disappears with the Nautilus.



ANTI-IMPERIALISM

ANTI-IMPERIALISM - Success



Success

For a while, the imperial navies weaken and shipping becomes a dangerous and expensive affair. The burgeoning global economy shrinks into recession, and the world suffers from it. After the tumultuous events of 1869, the mysterious "sea monster" is rarely seen, and it finally disappears completely from ship's sightings and becomes a mere legend. Captain Nemo and the Nautilus are later discovered on Lincoln Island, without his crew. Nemo himself succumbs to illness, and his body is placed aboard the Nautilus, which is scuttled.



ANTI-IMPERIALISM

ANTI-IMPERIALISM - Triumph!



Triumph!

Shipping becomes extremely expensive. Eventually, after many insurance companies go broke, it becomes financially impossible to ship goods and passengers via the world's oceans. Economic breakdown leads to strife and chaos amongst all but the previously impoverished nations. Captain Nemo's campaign against the oppressors is successful, and the Nautilus prowls the seas for decades still. With his assistance, many colonies are able to rise up and throw off their imperial oppressors but at a lamentable cost of lives.



RULE CLARIFICATIONS

TOKENS

For **Treasure** tokens discarded and Characters Sacrificed for "Action(s)" you gain that many Action **Points** (per the Character Resources example on p.26, Rule 13).

COMPONENT LIMITS

Do not create additional components. The number of **Ship** tokens, gemstones, etc., is finite by design!

MAP

Open Spaces: Ocean spaces are "open" when there are no **Hidden Ship** tokens or **Ship** tokens in them.

CARDS

"Is possession of the *Accident or Incident* card an **Emergency Resource** and, therefore, does it work identically?" An intuitive ruling helps for such "edge cases." Therefore, if it looks like an **Emergency Resource**, feels like an **Emergency Resource**, and you think it could play like an **Emergency Resource**, go ahead and treat it as an **Emergency Resource** (per Rule 13).

DIFFICULTY LEVELS (R5)

You can pick-and-choose/mix-and-match the difficulty levels for different aspects of the game as you desire; e.g., you could have the Additional Adventures at **Sailor** (2 gemstones) and do the initial Upgrade card at **Captain** (none can be purchased pre-game).

NAUTILUS UPGRADES

There is no limit to the number of **Upgrade** cards available; there can be more than four.

RETURN TO MYSTERY ISLAND (FINALÉ)

If the *Nautilus* is in the **Western Pacific** when you draw this card, the game ends immediately.

PASS / FAIL PILES

Does this matter? Yes. You only score points at the end of the game from the upper-left corner of cards in the **PASS Pile**. Also, the **20,000 Leagues Under the Seas** Finalé card compares the number of cards in each Pile for your bonus score.