



## PURPOSE OF THE GAME

In this game you play as admirals of a 19th century arctic expedition. This expedition consists of several ships, and each player is in command of one of them. Your common goal is for the expedition to conquer the Northwest Passage, and throughout the journey you will take actions that increase your reputation (which is measured in prestige points). These can include: exploring and mapping new territories, documenting unfamiliar

arctic species and constructing shelters for future expeditions. Additionally, each player has an individual objective assigned to them by the patron who financed their ship, which will grant additional fame upon successful completion. Once the voyage is completed, whoever has the most prestige points wins the game.

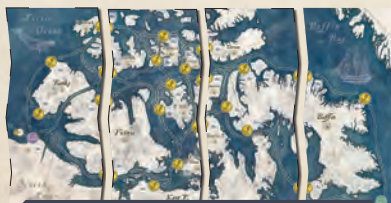
During the expedition you'll face many dangers and setbacks - from glacial storms to spoiled Food or a lack of Fuel. Your ability to perform feats that carve your

name in the history books will rely on you managing the Health and Morale of your crew. The Arctic is a ruthless environment, and it will be relentless on those expeditions unprepared for its rigors. If you are not careful - the expedition may become another victim of the Arctic - trapped in its icy clutches. Despite this being a competitive game, if certain conditions are met, the expedition will end in defeat, and all players will collectively be lost forever.

## COMPONENT LIST



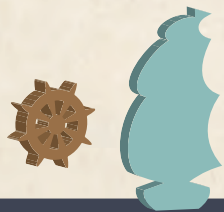
**1 ACTION BOARD**  
(divided into 4 sections)



**DOUBLE-SIDED MAP BOARD**  
(divided into 4 sections)



**4 Individual player boards**



**1 FLEET & 1 HELM TOKEN**



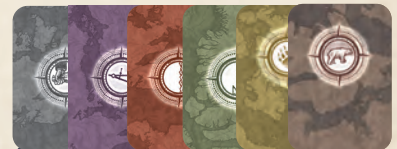
**10 Cartography tokens, 25 Rifle tokens, 25 Dynamite tokens, 25 Husky tokens, 40 Wood tokens**



**12 OFFICER PAWNS (4 of each: Captain, Scientist, Carpenter), 15 INUIT PAWNS, 16 SAILOR PAWNS (4 of each player color)**



**16 Cabin pawns (4 of each player color), 32 Player tokens (8 of each player color)**



**11 Cartography cards, 15 High Sea navigation event cards, 15 Coastal navigation event cards, 28 Species cards, 36 Hunting cards**

**3 Action Cover Tiles  
20 Ship Upgrade Tiles (2 of each)  
1 Rules  
1 Help sheet (turn order and victory points)**



## SETUP FOR 4 PLAYERS

### SETUP OF COMMON COMPONENTS/BOARD

Assemble the sections of the action board and place it in the center of the table **A**.

Select a side of the East section of the map and place it next to the action board, leaving space beside it to place the event cards. Leave the rest of the map sections in the box for now. Place the fleet token on the first Destination Point **B**. Shuffle the hunting cards into a deck and place them face down to the right of the action board **C**.

Shuffle the species cards into a deck and place them face down to the right of the action board **D**.

Shuffle the patron cards into a deck and place them face down on one side of the table **E**.

Shuffle the cartography cards into a deck and place them face down on one side of the table **F**.

Shuffle the deep sea and coastal navigation event cards separately into two decks and place them face down near the map board **G**.

Place the ship upgrade tiles, stacked by type, to the right of the action board **H**.

Place the cartography tiles, the resources, Inuit figures and the neutral sailor figures on one side of the table, forming the common pool.

### SETUP PLAYER COMPONENTS/BOARD

#### To set up your player board:

Choose a color and take all the pieces of that color as well as the individual board of that color, which you place in front of you **J**.



#### Place the following player tokens on the common boards:

Place a token of your color on the 10th space of the prestige point track beside the map **K**.

Place a token of your color on the rightmost space of the towing trackboard Actions **L**.

#### Place the following player tokens on their individual board:

Leftmost space of the sled track **M**.

Leftmost space of the fuel track **N**.

Leftmost space of the health track **O**.

Leftmost space of the morale track **P**.

Leftmost space of the Inuit track **Q**.

25th space of the food track **R**.

#### Take and place the following resources on your board:

3 Dynamite tokens, 3 Wood tokens and 4 Rifle tokens **S**.

3 Dogs, that you place on the 3 leftmost spaces of your Dog track **T**.

Take and place the following pawns on your board: **U**.

1 captain (red)

1 carpenter (yellow)

1 scientist (green)

3 sailors (your own color)





Example of setup for a 3-Player game

Take 2 patron cards **V**, and 2 cartography cards **W** and secretly choose one of each. Place them face down in front of you. The rest of the patron and cartography cards are returned, face down, to the box. Once you have chosen your cards, simultaneously show your patron card and immediately take the indicated resources, placing them on your player board.

Each player places their Cabin pawns next to their player board.

Finally, give the helm token **X** to whomever has the most Dynamite. In case of a tie,

whoever is seated furthest North takes the token. The player with the helm token is the current Expedition Leader. Place the leftover components in a common pool.

### SETUP FOR 3 PLAYERS

Set-up as for a 4 PLAYER game.

Next, place 1 action cover tile on top of the 1st Hunt action. This action is not available in this game.

### SETUP FOR 2 PLAYERS

Set-up as for a 4 PLAYER game.

Next, place action cover tiles on top of:

- The 1st Hunt action.
- The 2nd Explore action.
- The 2nd Obtain Wood action.

These actions are not available in this game.

Each player takes 1 additional Dynamite and returns 1 Rifle, so they start with 4 Dynamite and 3 Rifles.

If you're playing solo, check the solo mode section.



## GENERAL CONCEPTS

Each player has their own crew, ship and resources, which they must manage as they see fit. Together, these crews, ships, and resources make up the expedition - travelling together as a fleet of ships. All the players travel together, and journey from one expedition point to another. Each point represents a Destination Point along the way, allowing players to perform actions for that round. No player can be separated from the expedition once the fleet departs - the Arctic is a deadly environment, and no one would be crazy enough to abandon the relative safety of the expedition.

Each player's ship carries 3 types of Crew Members:



### OFFICERS:

Each player starts the game with 1 captain (red), 1 carpenter (yellow) and 1 scientist (green). These characters are specialists, and they are needed in order to take certain actions during the game. You cannot recruit or lose

officers during the game. Each type of officer's pawn has its own shape and color (red / yellow / green), which doesn't correlate to the player they serve. Each player has matching officers at their disposal - one of each type.



### SAILORS:

Each player starts the game with 3 sailors that match their player color. Sailors are not specialists, and they help officers to carry out actions. You can lose sailors during the game, and in some games you may even gain additional ones.



**INUIT:** Each player starts the game with 0 Inuit guides. These characters are specialists in certain actions, and may also support officers in performing any action. You can recruit Inuit during the game, and you can't lose them. All Inuit pawns are the same color. Additionally, please note that Inuk is the singular term, and Inuit is the plural term.

*Each player has a series of tracks on their individual board, which they will have to manage. Whenever you are instructed to reduce the level of one of them, move the corresponding token one space to the right; If you must increase this level, do so by moving it one space to the left. The token can never be moved beyond the limit of the track. The sled and the towing track work exactly the opposite: to lower its level you have to move the token one space to the left (and vice versa).*

*Whenever you are instructed to pay or discard a resource (Rifle, Dynamite, Wood, or Dog), you must take this from your individual player board and return it to the common pool. In the case of Dogs, you must take the rightmost one on your track. Whenever you are instructed to obtain or take a resource or pawn, take it from the common pool. Whenever you are asked to return something to the box, it can no longer be used in this game.*

## HOW TO PLAY

The game plays in a series of rounds. The duration of the game is between **7 and 12 rounds** depending on the arctic journey you decide to take. Each round is divided into the following phases: Navigation, Action and Boarding Phase.

**A NAVIGATION PHASE:** lead the expedition in the map to try to unveil the unknown Northwest Passage.

**B ACTION PHASE:** take your crew to work and decide what are they going to do this round.

**C BOARDING PHASE:** Recover your crew, feed them and get ready for the next adventure.



## A NAVIGATION

In this phase the expedition moves from one Destination Point to the next. Complete these steps in order:

- 1 Leadership
- 2 Destination
- 3 Breaking the ice
- 4 Attrition
- 5 Navigation
- 6 Hunting
- 7 Species

### A1 LEADERSHIP

When someone takes the Lead action, that player gets the helm token (if they don't have it already).



If no one took the **Lead** action: whoever has the most Dynamite takes the helm token. In the event of a tie, the tied player closest to the current Leader in clockwise order gets the helm token.

In either case, whoever now has the helm token becomes the Expedition Leader. Then, the Leader checks that they have at least one Dynamite to continue their journey. If they don't, the next clockwise player with Dynamite receives the helm token and becomes the new Leader. If no player has Dynamite at their disposal, the expedition failed to survive the Arctic - **The game immediately ends in a draw.**

### A2 DESTINATION

The Expedition Leader chooses a point connected to the current point by an arrow, we call this point the



*Destination Point.* If they choose a Destination Point on the edge of a map tile, the Expedition Leader selects the next map tile, chooses one of its sides and assembles it, thus expanding the map.

### A3 BREAKING THE ICE

The Expedition Leader places one of their Dynamites on the Destination Point. If the navigation requires 2 Dynamite (it's a red path), the Expedition Leader must place both of them. If the Leader only has one Dynamite, they will place one and the next player clockwise with a Dynamite token will place the other. If no other player can provide Dynamite, the expedition fails and **the game immediately ends in a draw.**



### A4 ATTRITION

Simultaneously, each player reduces their Morale and Health track by 1 point. These tracks have multiple points that are detrimental if your track reaches them in this step. For more information, see the *Attrition Penalties* section in page 7.



### A5 NAVIGATION:

The Expedition Leader chooses one of two types of navigation, and then moves the fleet token to the Destination Point:

#### I. COASTAL NAVIGATION:



The expedition sails close to the coastline, mapping it, thus navigating more slowly and consequently more fuel is consumed. Perform these steps in order:

- 1 Each player reduces their Fuel level by 2 points. Each player must check their Fuel level and apply possible effects, see the *Fuel Level and Towing* section in page 8.



- 2 The Expedition Leader maps the area, but only if the area hasn't been mapped before in this game: they earn 1 prestige point and place a cartography token beside the Destination Point. This destination point has been mapped, which will be important for *Final Round Actions* and *Final Scoring*.





**3** The Expedition Leader reveals the top card of the Coastal Navigation event deck and resolves its effect, if any. For more information, see the *Event Cards* section in page 13.



*Note: Coastal Navigation can only be chosen if the fleet has enough fuel. (See Fuel Level and Towing section in page 8)*

## II. HIGH SEAS NAVIGATION:



The expedition navigates the high seas, without mapping its progress, thus navigating faster and consequently consuming less fuel. Perform these steps in order:

**1** Each player reduces their Fuel level by 1 point. Each player must check their Fuel level and apply possible effects, see the *Fuel Level and Towing* section in page 8.

**2** The Expedition Leader reveals the top card of the High Seas navigation event deck and resolves its effect, if any. For more information, see the section *Event Cards* in page 13.



### A6 HUNTING:

Fill the hunting area with cards drawn from the hunting deck according to the number of Players:



With 1, 2 or 3 Players, place 2 Hunting Cards.

With 4 Players, place 3 Hunting Cards.

### A7 SPECIES:

Fill the species area with cards drawn from the species deck as indicated on the Destination Point. Each point belongs to a geographical formation (island, peninsula, etc.), and each formation contains an icon that indicates the number of Species Cards to be drawn.

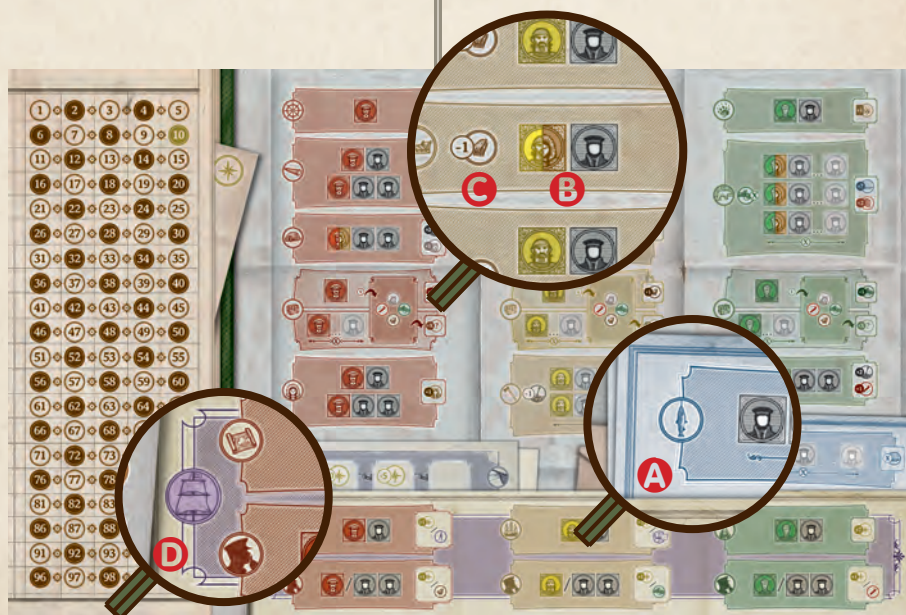


*Example: Victoria Island has the icon [2]. Therefore, in any Destination Point made on said island, the species area will be filled with 2 Species Cards.*

## B ACTION PHASE

In this phase players carry out actions at the Destination Point. Starting with the Expedition Leader you take turns alternately and in clockwise order. You can only take your turn if you have crew members left on your player board. On your turn, you must perform an action on the action board or on a navigation Event Card. You can only perform an action if:

**1** The action slot has not already been performed in this phase. *Exception: The Ice Fishing action slot A can be performed any number of times in the same phase.*





② You place the required crew members in the boxes linked to said action from your player board **B**.

③ You pay all the additional costs indicated by said action **C**.

Final round actions **D** are only available in the last round.

If you cannot or do not want to take any further actions on your turn, you must pass. Once you pass, you can no longer take

any actions at this Destination Point. This phase ends when all players have passed.

All actions are detailed in the *List of Actions* section on page 9.

## C BOARDING PHASE

In this phase your crew are preparing to embark on the next stage of your journey. Follow these steps in order:

- ① Boarding
- ② Food
- ③ Cleanup

### C① Boarding

Simultaneously, each player retrieves all their Crew Members from the action board, navigation

Event Card and / or infirmary spaces and places them in the corresponding boxes on their individual board.

*Note: If you performed the Recruit Inuk action, you collect that Inuk as well.*

### C② Food

Simultaneously, each player reduces their Food track by as

many points as there are Crew Members. If a player doesn't have enough Food, see the section *Lack of Food* on page 12.

### C③ Cleanup

Discard all Hunting Cards from the hunting area, all Species Cards from the species area, and the Navigation Event Card from this round to their respective discard piles.

## MORE ABOUT...

### ATTRITION PENALTIES

During the attrition step, Health and Morale levels can be reduced to dangerous levels:



**SCURVY.** You must immediately place two of your Crew Members of your choosing in the infirmary. You won't be able to use these Crew Members this round, but you will still need to feed them.



**MUTINY.** You must reduce your Food track by as many points as half of your crew, rounded up (this includes crew members in the infirmary). If you don't have enough food, spend as much as you can and then follow the instructions in the section *Lack of Food* on page 12.



**DEATH.** Return one of your sailors to the box (if you can), lose 5 prestige points, and then increase the level of this track by 1.

*Note: you don't then resolve a 'mutiny' or 'scurvy' effect.*



## FUEL LEVEL AND TOWING

In navigation, all players must reduce their fuel according to the type of navigation chosen by the Expedition Leader. Then they check their fuel level and apply one of the following effects:



- If your Fuel level is 8-9-10, increase your Morale level by 1.
- If your Fuel level is 4-5-6-7, there is no effect.
- If your Fuel level is 0-1-2-3, you must discard one of your resources (Rifle, Dynamite, Wood or Dog) if you have any left.

If when navigating you have to reduce your Fuel level below 0, leave the level at 0 (thus discard one of your resources if able). The fuel that you didn't pay for is called the **fuel deficit** and **another player will have to tow you**.

When another player has to tow you, proceed as follows:

- ➊ Reduce your Towing level by 1. Then, you lose as many prestige points as indicated by the space in which your towing token is located.
- ➋ The Expedition Leader, if they have fuel, must reduce their Fuel level according to your fuel deficit. Then, they increase (if able) **their** Towing level by 1 and gain as many prestige points as indicated by the space in which **your** towing token is located.
- ➌ If after doing step 2, the fuel deficit is still positive, **or** the Expedition Leader doesn't have

fuel (and thus can't take step 2), the next player in clockwise order who doesn't need to be towed repeats step 2 or 3, depending on their Fuel level. Repeat this process until **all** the fuel deficit has been covered.

If more than one player must be towed, resolve each player's tow in clockwise turn order.

If at any point in the game there's not enough fuel for **ALL** ships in the expedition to navigate (that is, to cover all fuel deficit), the expedition failed to survive the Arctic - **The game immediately ends in a draw.**

LAIA'S FUEL LEVEL



FERNANDO'S FUEL LEVEL



LINUS'S FUEL LEVEL



INITIAL TOWING LEVEL



LAIA TOWS LINUS



FERNANDO TOWS LINUS



*Example: Fernando, Laia and Linus are in the middle of the game and have the following fuel levels 3, 3 and 0. Laia, who is the Expedition Leader, decides to carry out a coastal navigation, in which each player must reduce their Fuel level by 2 points. Therefore:*

- *Laia reduces her level to 1 fuel ➊, and decides to discard one of her Dogs ➋.*
- *Fernando reduces his level to 1 fuel ➌, and decides to discard one of his Rifles ➍.*

- *Linus is already at 0 so he cannot reduce it any further. Thus, there the fuel deficit is 2. Linus decides to discard one of his Rifles ➎. In addition to this, he must be towed ➏.*

*Linus' tow is resolved as follows:*

- *Linus must be towed, therefore, he reduces his Towing level by 1 ➐ and loses 5 prestige points ➑.*
- *The Expedition Leader, Laia, tows Linus. She has to reduce her Fuel level by 2 points, but she only has 1 left ➒. Therefore, she reduces her Fuel level to 0 and doesn't increase her Towing level since she*

*is already on the rightmost space ➓ She scores 5 prestige points. There is still 1 fuel that needs to be spent, since Laia has reduced the fuel deficit from 2 to 1 ➑.*

- *Fernando must finish Linus' tow, since the fuel deficit is 1. To do so, he reduces his Fuel level to 0 ➒, increases his Towing level by 1 ➓ and earns 5 prestige points ➑.*

*Note: If Laia and / or Fernando had Fuel level 2 or less (instead of 3) when starting this coastal navigation, the expedition wouldn't have had enough fuel for all the ships to navigate, and **the game would have ended immediately.***



# LIST OF ACTIONS

This section explains all the actions available on the action board. For more information on the actions that appear on navigation event cards, see

the section Event Cards. Note some actions require a specific Officer or an Inuk in order to be performed it. When an action states that it requires 'a crew member' this can be any of the

three types of crew members (Officers, Sailors and/or Inuit) on your ship, irregardless of the type of action you want to perform.



## CAPTAIN ACTIONS



**Lead:** This action requires 1 Captain.

Take the helm token and place it on your ship. You will become the Expedition Leader during the next Navigation phase.

If you're the Expedition Leader, you can't perform this action as your first action for the round.



**Explore:** This action requires 1 Captain and 1 Crew Member, or 1 Captain and 2 Crew Member.

You receive prestige points based on the lowest value of your Sled and Dog tracks. Additionally, your Morale level increases by 2. If your Morale token would be placed beyond the leftmost space, place it in the leftmost space instead and gain 1 prestige point for each unused increase.



*Example 1:* The sled track at level 2 and 5 Dogs would give 7 prestige points. *Example 2:* The sled track at level 2 and 7 Dogs would also give 7 prestige points.



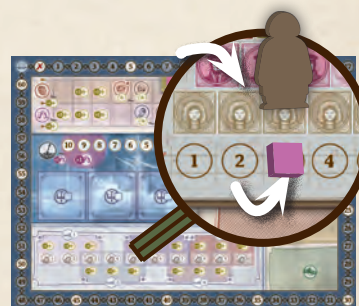
**Visit Inuit:** This action requires 3 Crew Members, and at least one of them must be a Captain or Inuk.

You take 1 Dog, which you place in the rightmost empty space on your Dog track, and increase your Fuel level by 2. If your Fuel token would be placed beyond the leftmost space, place it in the leftmost space instead and gain 1 Morale for each unused increase. This, in turn, may trigger a prestige point increase!



**Recruit Inuk:** This action requires 1 Captain and 1 Crew Member, or

1 Captain and 2 Crew Members. You take 1 Inuk and place them beside the crewmen sent to this action. Then increase your Inuit track by 1 on your player board.







## CARPENTER ACTIONS



**Build Cabin:** This action requires 1 Carpenter, 1 Crew Member and you must pay 2 Wood. Place one of your cabin pawns on the corresponding square of the current Destination Point and receive 5 prestige points. You can then choose to reduce your Food level as many points as you want, earning 1 prestige point for every 2 points reduced, rounding down.



*For example, if you reduce your Food level by 13, you'll receive 6 extra prestige points.*



**Improve Sled:** This action requires 1 Carpenter, 1 Crew Member and you must pay 1 Wood. Increase your Sled level by 1.



**Upgrade Ship:** Choose a ship upgrade tile that you don't already have. This action requires 1 Carpenter, 1 Crew Member and you must pay as many Woods as indicated on that tile. Take the chosen tile and place it on your ship.

*Note: Place them from left to right in the first free spot and collect its reward, if any. The effect of the tile is immediate.*



**Obtain Wood:** This action requires at least one Carpenter, which can be supplemented with as many Crew Members as the player chooses. Additionally, you must reduce your Fuel level by 1 (regardless of the number of Crew Members assigned). You gain as much Wood as the number of pawns that you have assigned to this action.







## SCIENTIST ACTIONS



### Capture Arctic Species:

This action requires 1 Scientist and 1 Crew Member. Choose one of the available species cards and place it next to your board. If no one else has a card of that species, you are considered to have discovered that species and immediately earn 5 prestige points.



### Hunt:

Choose one of the available hunting cards. This action requires as many Crew Members as the number of prey the chosen card shows, and at least one of

them must be a Scientist or Inuk. Additionally, you must have the same number of Rifles on your player board. Increase your Food level by as many points as the number shown on the card and increase your Health level by 2; then discard said card. If your Health token would be placed beyond the leftmost space, place it in the leftmost space instead



and gain 1 prestige point for each unused increase.

*Note: Rifles are not expended when hunting, they can be used again.*



### Work in the Laboratory:

This action requires 1 Scientist, 2 crew members and you must pay 1 Wood. Increase your Fuel level by 2 and take 1 Dynamite.



## COMMON ACTIONS



### Warehouses:

There are 3 warehouses, one in each column of actions, and all with the same two possible actions.

**Item Exchange:** This action requires the corresponding officer (Scientist / Captain / Carpenter) and any 1 resource, which you place in the storage box. You gain 1 Rifle / Dynamite / Wood respectively.



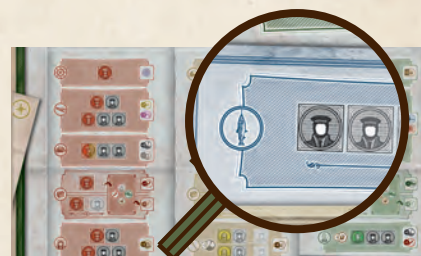
of the corresponding officers (Scientist / Captain / Carpenter), and can be supplemented with as many Crew Members as the player chooses to send. You may take as many resources from this storage box as there are pawns assigned to this action.



### Ice fishing:

This action can be performed several times in the same phase, and can be performed by different players.

You may send any number of Crew Members. Increase your Food level by as many points as crew members you have assigned to this action.

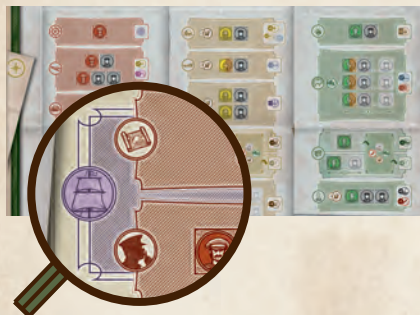


**Collect Objects:** This action requires at least one



## FINAL ROUND ACTIONS

When the fleet token reaches the last Destination Point of the map, a final round will be played before proceeding to the final score.



During the Actions phase of that round, these actions will also be available:



**Draw maps:** This action requires 1 Captain and 1 Crew Member. You gain 1 prestige point for each Destination Point the players stopped in this game (those marked with a Dynamite token on the map board).



**Document construction methods:** This action requires 1 Carpenter and 1 Crew Member. You receive 3 points for each ship upgrade tile on your ship.



**Perform experiments:** This action requires 1 Scientist and 1 Crew Member. You receive 7 prestige points.



**Pacts of silence:** There are 3 pacts of silence, one in each column of actions. Each pact of silence requires either 2 Crew Members or the corresponding Officer (Scientist / Captain / Carpenter). You gain 1 prestige point for each Dynamite / Wood / Rifle on your ship.

## LACK OF FOOD

If in the step **Food** or **Attrition** a player does not have enough food on their track, that player must follow these steps in order:

① The player can discard any number of **species cards** they own to avoid reducing their Food level by as many points as the amount of food indicated on these cards; additionally, certain species increase the Health track when discarded.



*Note: Species discarded in this way are still considered discovered.*

② If the player still doesn't have enough food, the player must discard **Dogs**. Each discarded Dog avoids reducing the Food level by 2 points, and forces the player to lose 2 prestige points.

③ If the player still doesn't have enough food, the player must discard Sailors. Each discarded Sailor avoids reducing their Food level by 1 point, and forces the player to lose 5 prestige points.

*Note: There is only a single event action that allows you to recover 1*

*sailor, so we recommend avoiding having to discard sailors.*

④ If the player still does not have enough food, the player loses 5 prestige points for each point they couldn't reduce their Food level.

*Note: A player can never have negative prestige points. If they would lose more, they stay at 0 prestige points.*



# END OF THE GAME

Once the boarding phase of the final Destination Point is finished, players do a last navigation phase. In this phase players carry out steps 4 (Attrition) and 5 (they must choose High Seas Navigation). If a player cannot reduce their fuel, Towing may occur as per usual rules. Then, proceed to the final scoring.

## FINAL SCORE

The following scores are made:

**1 THE EXPEDITION LEADER** receives as many points as indicated by the last route arrow.

**2 MOST TYPES OF ARCTIC SPECIES:** In a 3-4 player game, whoever has the most variety of arctic species receives 20 points, the second highest receives 10 and the third receives 5 points. In a 2 player game, whoever has the most variety of arctic species receives 15 points and the second receives 3 points. You need to have at least one arctic species card in front of you in order to score points. In the case of a tie, add the scores for that position and the one below it and divide that number between the tied players, rounding down. Points are only awarded once for each position, so if two people tie for 1st then you do not score 2nd place - instead moving on to third.

*For example: Laia and Fernando finish the game with 4 species each, Rosa has 2 and Linus 1. Laia and Fernando add the 1st and 2nd place points (30) and share them, receiving 15 points each. Rosa earns 5 prestige points and Linus 0.*

*If Rosa had also had 4 species, then Laia, Fernando and Rosa would have shared all the available points (35), receiving 11 points each.*

**3 MOST CABINS:** Whoever has built the most cabins gets 15 prestige points, and the second highest receives 7 points. To be able to score cabins it is essential to have built at least one and ties are resolved in the same way as for arctic species.

*For example: Linus and Rosa end the game with 3 cabins each, whilst Laia and Fernando have 2 cabins each. Linus and Rosa obtain  $(15 + 7) / 2 = 11$  points each, and Fernando and Laia receive 0 points each. If Rosa had also had 2 cabins, Linus would have received 15 points, and both Laia, Fernando and Rosa would have obtained  $(7 / 3) = 2$  points each.*

**4 EACH PLAYER:**

**A** Obtains or loses the prestige points indicated by their **Health and Moral level**.



*Example:*

*Laia gains 1 prestige point thanks to her Health level, but loses 1 prestige point because of her Morale level.*

**B** Earns the prestige points indicated on each of their species cards.



**C** Checks if they have met the objective of their patron card. If so, they receive the prestige points indicated on that card.



**D** Reveals and scores their cartography card: A territory is considered mapped if there is a cartography token on that territory. For each mapped territory indicated on your cartography card, you receive 5 prestige points.



*Note: It doesn't matter who the Expedition Leader was when the territory was mapped.*



## LISTED COMPONENTS

### EVENT CARDS

1 - NORTHERN LIGHTS - High Seas - All players increase Morale level by 1.

2 - TEMPERATURE DROP 1 - Coastal - All players decrease their Fuel level by 1. If necessary, apply the towing rules. If no one has enough fuel to tow - **then all players lose the game.**

4 - GOOD WEATHER - High Seas - All players increase their Fuel level by 1.

5 - ICY GALE - High Seas - Minus 1 sled level when exploring this round, if the level is (0) you can't explore.

6 - ETERNAL DUSK - High Seas - All players decrease their Morale level by 1 (and apply penalties if applicable).

7 - HARSH WINTER - High Seas - All players decrease their Fuel level by 2. If necessary, apply the towing rules. If no one has enough fuel to tow - **then all players lose the game.**

9 - HARSH WINTER 2 - Coastal - All players decrease their Fuel level by 2. If necessary, apply the towing rules. If no one has enough fuel to tow - **then all players lose the game.**

10 - TEMPERATURE DROP 2 - High Seas - All players decrease their Fuel level by 1. If necessary, apply the towing rules. If no one has enough fuel to tow - **then all players lose the game.**

12 - STORM - High Seas - Each player must discard one resource of their choosing.

14 - LITTLE WHALES - High Seas - Increase your Food level by 8 and your Health level by 2.

15 - INUIT FESTIVAL - Coastal - Increase your Food level by 5, your Health level by 1 and your Morale level by 1.

16 - TRANSLATOR - Coastal - Gain an Inuit. You can now take the **Visit Inuit** action using only 2 crew members (one of them must be an Inuit).

17 - THE HUNTER - High Seas - Gain an Inuk, this card counts as an extra rifle when hunting.

19 - INUK SLED EXPERT - Coastal - Gain an Inuk, from now on you may take the sled upgrade action by placing a single Inuit.

20 - INUK GUIDE - High Seas - Gain an Inuk. When you're the Expedition Leader, you can map even if you travel by the High Seas.

21 - LEGEND OF SEDNA - Coastal - Inuit can't be used to perform actions this round (They are showing their respect to the Goddess of the Sea).

22 - ABANDONED SHIP 1 - Coastal - Increase your Fuel level by 2 and gain.

23 - ABANDONED SHIP 2 - Coastal - Increase your Fuel level by 3.

24 - ABANDONED SHIP 3 - High Seas - Increase your Fuel level by 2 and gain 1 rifle.

25 - ABANDONED CABIN 1 - Coastal - Gain 4 Wood

26 - ABANDONED CABIN 2 - High Seas - Gain 2 Wood and increase your Food level by 6.

27 - FOOTPRINTS - Coastal - Reveal and place the top card of the

Species Deck on this card. It can also be captured this round.

28 - STONE ALTAR - Coastal - You discover letters left inside the stone altar by a previous expedition. Gain 8 prestige points and increase your Morale level by 1.

29 - EXPLORE ON FOOT - Coastal - Increase your Morale level by 2 and then gain 2 prestige points for each Crew Member that performed this action.



## LISTED COMPONENTS

### PATRON CARDS

**Felix Booth, London businessman and sheriff** - Request: If you have no mutiny during the game, you gain 4 prestige points. Provides: 1 wood, 1 dynamite and 4 food.

**Parliament** - Request: If you're the Expedition leader 5/4/4 times (with 2/3/4 players), you gain 5 prestige points. Provides: 2 dynamite and 1 wood.

**The Royal Navy** - Request: If you've performed the Explore action 5/6/5 times (with 2/3/4 players), you gain 6 prestige points. Provides: 1 dog and 4 food.

**The British Museum** - Request: If you're the player with most, or tied for most, different species you gain 7 prestige points. Provides: 1 dynamite, 1 rifle and 1 wood.

**Henry Grinnell, with the United States Navy** - Request: If there were exactly 7 Destination Points in this game, you gain 8 prestige points. Provides: 1 dynamite and 2 wood.

**Royal Society** - Request: If there were at least 10 Destination Points in this game, you gain 7 prestige points. Provides: 1 dynamite and 2 wood.

**Lady Franklin** - If you have at least 4 Inuit in your ship, you gain 5 prestige points. Provides: 1 dynamite and 8 food.

**North West Company** - If there have at least 5/4/3 different species cards (with 2/3/4 players), you gain 6 prestige points. Provides: 4 food and 2 wood.

**Oxford University** - If performed the Build Cabin action at least 3 times this game, you gain 6 prestige points. Provides: 3 wood.

**Hudson's Bay Company** - If there were at least 6 mapped territories in this game, you gain 6 prestige points. Provides: 1 Inuk and 1 wood.

### SHIP UPGRADES

**Meeting Room** - Costs 1 Wood - 3 VP.

**Decking upgrade** - Costs 2 Wood - You are not affected by the listed event cards.

**Leisure Room** - Costs 2 Wood - The death spot on the Morale track does not affect you.

**Consultation** - Costs 2 Wood - The death spot on the Health track does not affect you.

**Privilege Room** - Costs 2 Wood - 6 VP

**Kitchen** - Costs 3 Wood - You gain two food in the navigation phase.

**Laboratory** - Costs 4 Wood - Once per round, a Crew Member can be used as a Scientist