Another game aid   by **Universal Head**

THE ESOTERIC ORDER OF GAMERS

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Game:	**EXPEDITION: NORTHWEST PASSAGE**	**v1**
Publisher:	**Matagot (2010)**	
Page 1:	**Rules summary**	**Aug 2014**
Page 2:	**Play reference** x2	

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

1. Advance the Solar Disc

Move the **solar disc** 1 space counterclockwise on the Solar Arch.

Tiles completely above the sun separation line are frozen and are considered to be entirely made up of land; sleds may move across them but they are impassable by ships. A ship on a frozen tile is blocked until the thaw.

Tiles completely below the sun separation line are unfrozen; land areas are passable by sleds and sea areas are passable by ships. A sled on an entirely unfrozen tile must be moved to a land area or a frozen area of the tile it is on.

Tiles which overlap the separation line are frozen in their upper portion and unfrozen in their lower portion.

After moving the solar disc, if a ship is on a tile overlapping the sun separation line, the ship is placed on the unfrozen part if it contains water. If a sled cannot be moved to a land or still frozen area of the tile it is on, the sled and all the crewmen in the sled column are lost.

2. Prepare for the Next Round

Each player moves all his used crewmen from the *Resting* space to the *Available* space of his board, keeping them in the same column(s).

Move the player's turn markers from the second line of the turn order to the first line.

Draw a Tile
COST: 1 CREWMAN

Choose either:

- 1 large Exploration tile, chosen from the 4 available, or
- 1 small Exploration tile, chosen from the 6 styles available.

Place the chosen tile in front of you in your personal reserve. You may have any number of tiles in your reserve.

Refresh Tiles & Draw
COST: 2 CREWMEN

You must:

1. **Refresh:** Take the 4 large tiles and replace them with 4 new tiles randomly drawn from the bag. Place the replaced tiles back in the bag.
2. **Draw a tile:** Take either a small or large Exploration tile and add it to your reserve.

Place a Tile
COST: 1 CREWMAN

Place 1 tile from your personal reserve on the board.

The tile must be placed in line with the grid on the board. Small tiles are placed with the sea/land area faceup; large tiles can be placed with either side faceup.

At least one side (long or short) must be adjacent to a pre-printed or previously placed tile on which you have a ship or sled (depending on which one executes this action). All land and sea areas must correspond correctly, orthogonally and diagonally.

A tile cannot be placed if it makes a sea path between the Greenland and Northwest Passage arrows impossible.

If the tile has a symbol, place the corresponding token on the symbol.

If you create a space or spaces the size of a small Expedition tile surrounded on all sides by tiles or the edge of the board, take the matching small tile from the reserve and fill the empty space or spaces.

If there are no small tiles that match the space, use a tile with its *Joker* side up (the sea and land areas of this tile are considered to correspond as they should).

Cartography Tokens

An island is complete when the land areas of at least 2 tiles are completely surrounded by water or the edge of the board.

If you complete an island, take a **Cartography token** and place it on its space on your player board. Immediately earn a number of PP depending on the number of tiles that comprise the island. You may complete, and earn PP for, multiple islands in the same turn.

Movement
COST: 1 CREWMAN

Move your ship or sled into an adjacent tile linked orthogonally to the tile it currently occupies.

Ship movement must be linked by sea, and sleds cannot cross the sea unless it is frozen. Multiple ships and sleds can be on the same tile.

A frozen tile (or the frozen part of a partially frozen tile) is unreachable by ship, but a sled can move across it. A ship that ends up in frozen waters cannot move until the thaw.

A ship on a tile is considered as having access to the entire unfrozen sea area of the tile; you can place it where you wish.
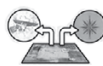
Transfer Crew
COST: 1 CREWMAN

You may freely move crew between the ship and sled columns on your player board.

This is only possible if your ship and sled are on the same tile or your sled has not yet been deployed.

Transferred crewmen stay in the same condition (*Available* or *Resting*). The crewman used for this action can be transferred.

Explore a Franklin Site or a Strait
COST: 3 CREWMEN

You may pick up a Franklin or Strait token if your ship/sled is on the same tile as the token.

Place the token on its space on your player board and immediately earn the appropriate number of PP.

When crewmen are transferred for the first time from the ship to the sled column, take your sled and place it on a land area in the same tile occupied by your ship.

The sled must be deployed on a land area or the frozen part of a tile.

If at some point all your sled crew are transferred back to your ship, return the sled from your player board.

Discover an Inuit or a Cairn
COST: 2 CREWMEN

You may pick up a Inuit or Cairn token if your ship/sled is on the same tile as the token.

Place the token on its space on your player board and immediately earn the appropriate number of PP.

Pass

You may choose to **pass** even if you still have *Available* crewmen. Move all your remaining crewmen to the *Resting* space of their column; you may not take any more actions this round.

If you have no *Available* crewmen left, you *must* pass.

When you pass, move your turn marker to the first free space of the second line of the turn order.

When all players have passed, the turn ends.

Move your Scoring disc along the Scoring track as soon as you earn **Prestige Points** (PP).

Discovering the Northwest Passage

When you move your ship or sled onto the Northwest Passage arrow, you earn the Northwest Passage token of the highest value still available on the board and immediately earn the PP shown on it.

Each player can earn only 1 Northwest Passage token.

Returning to Greenland

Expeditions must return to Greenland. When your ship or sled returns to the Greenland arrow, you earn the Greenland token of the highest value still available on the board and immediately earn the PP shown on it.

You may return to Greenland even if you did not make it to the Northwest Passage. Once you are back in Greenland, you cannot play for the rest of the game, even if your ship or sled is still on the board.

Finding the Expedition's Trail

Whenever you pick up a **Cairn** or **Inuit token**, you immediately earn 2 PP multiplied by the modifier in the zone where the token was located (2, 4, or 6 PP).

Whenever you pick up a **Strait** or **Franklin token**, you immediately earn 1 PP multiplied by the modifier in the zone where the token was located (1, 2, or 3 PP).

The zone modifier is established by the token's location on the tile, even if the tile overlaps 2 zones.

Mapping the Islands

As soon as you complete an island, you earn PP based on the number of tiles that make up that island (as indicated on the player boards).

The game ends either at the end of the Action Phase of the tenth round *or* if all the Expeditions have returned to Greenland.

Final Scoring

Exploration Points

Each player counts his tokens of each type (Franklin, Strait, and Cartography). The player with the most tokens of each type earns PP for first position, the player with the second most earns PP for second position, etc.

A player with no tokens in a category never earns PP in the category.

On a tie, all tied players reserve as many positions as there are tied players, but they are placed on the lowest reserved rank. This affects any following players.

Set Points

Each set is composed of 1 token of each Discovery type (Inuit, Cairn, Franklin, Strait, and Cartography). Each set gives a bonus of 6 PP.

Abandonment Penalty

Each sled and/or shop which did not return to Greenland before the end of the tenth Exploration round is lost.

When a ship or sled is lost, all the crewmen in the corresponding column are lost.

Every lost ship and/or sled gives a penalty of -2 PP for each crewman in the corresponding column. An abandoned ship gives a penalty of -2 PP.

The player with the most Prestige Points is the winner.

On a tie, the first tied player who returned to Greenland is the winner.

EXPEDITION
NORTHWEST PASSAGE

GAME CYCLE
ACTION PHASE

Following turn order, each player executes one or more actions using the 7 crewmen he has available. Players continue to take turns until all players have passed.

To take an action, move a number of crewmen equal to the action cost from the *Available* space to the *Resting* space in the same column.

During your turn, you *must* execute 1 action; you may then execute 1 or more addition actions. Each additional action costs 1 extra crewman more than the action's normal cost.

END OF THE ROUND

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2. Prepare for the Next Round

Each player moves all his used crewmen from the *Resting* space to the *Available* space of his board, keeping them in the same column(s).

Move the player's turn markers from the second line of the turn order to the first line.

ACTIONS

Draw a Tile
COST: 1 CREWMAN
Choose either:

- 1 large Exploration tile, chosen from the 4 available.
- 1 small Exploration tile, chosen from the 6 available.

Place the chosen tile in front of you in your personal reserve, you may have any number in your reserve.

Refresh Tiles & Draw
COST: 2 CREWMEN
You must:

1. **Refresh:** Replace the 4 large tiles with 4 new tiles randomly drawn from the bag.
2. **Draw a tile:** Take either a small or large Exploration tile and add it to your reserve.

Place a Tile
COST: 1 CREWMAN
Place 1 tile from your personal reserve on the board.

At least one side must be adjacent to a pre-printed or previously placed tile on which you have a ship or sled (depending on which one executes this action).

If the tile has a symbol, place the corresponding token on the symbol.

If you complete an island, take a **Cartography token** and immediately earn PP depending on the number of tiles that comprise the island.
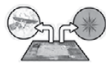
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Transfer Crew
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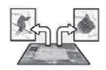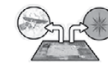**You may freely move crew between the ship and sled columns on your player board.**

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Explore a Franklin Site or a Strait
COST: 3 CREWMEN

You may pick up a **Franklin** or **Strait token** if your ship/sled is on the same tile as the token.

Place the token on its space on your player board and immediately earn PP.
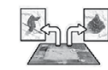
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You may pick up a **Inuit** or **Cairn token** if your ship/sled is on the same tile as the token.

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Pass

You may **pass** even if you still have *Available* crewmen. Move all remaining crewmen to the *Resting* space of their column; you may not take any more actions this round. If you have no *Available* crewmen left, you *must* pass. When you pass, move your turn marker to the first free space of the second line of the turn order.