

EXPEDITION NORTHWEST PASSAGE

A GAME FOR 2
TO 4 PLAYERS

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GAME CONTENTS

1 Board
64 large Exploration tiles
32 small Exploration tiles
9 Cairn tokens
9 Inuit tokens
10 Franklin tokens
12 Strait tokens
20 Cartography tokens
4 Northwest Passage tokens
3 Greenland tokens
1 Solar disc
1 Bag

Each player

1 Individual board
1 Ship
1 Sled
1 Scoring disc
8 Crewmen

Looking for the Franklin Expedition

In 1845, Sir John Franklin led an expedition on behalf of the British Royal Navy to find and explore the last portion of the Northwest Passage, regardless of the cost. The Royal Navy gave Franklin two heavy Ships (HMS Terror and HMS Erebus), filled with scientific equipment, 1000 books, a crew of 128 men, and enough food to last for three years. They left England in May and encountered whalers along the west coast of Greenland in August. There, they waited for more favorable weather conditions for the crossing of the Lancaster Sound. Once the weather improved, they

sailed into unknown waters, and no-one ever heard from them again ...

Their disappearance provoked a great deal of turmoil in public opinion, and numerous British and American expeditions attempted to find their trail. As leaders of these expeditions, players must venture into these hazardous Arctic waters in order to discover Franklin's fate and succeed where he failed: by finding the Northwest Passage.

GOAL OF THE GAME

The game takes place over ten rounds of Exploration. Each round, players allocate their Crewmen to maneuver their Ships and Sleds through the icy maze of islands which make up the Arctic archipelago. During their journey, expeditions must survive the endless arctic winter, send out their Sleds to make observations, and wait for the ice to melt again. At the end of the last Exploration round, the expeditions which successfully return from this adventure will earn prestige from their discoveries and the progress they made.

SETUP

- Each player receives one Individual board ①, one Ship, one Sled, one Scoring disc ②, seven Crewmen of his color and an eighth identical Crewman used for the turn order. Players should place their Ships on the Greenland arrow ③ and their Sleds on their Individual boards ④.

- The seven Crewmen of each player should be placed on the «Available» space of their Ship on the Individual boards ⑤.

- The small Exploration tiles have two sides – an Exploration side and a Joker side. They are placed with their Exploration side up in six piles of identical tiles on the corresponding spaces on the board ⑥.



- The large Exploration tiles are shuffled and placed into the bag to form a reserve. Four large tiles are drawn randomly and placed on the corresponding places of the board ⑦. All of the Exploration tiles, large and small, make up the Exploration decks.

- The Greenland tokens are placed in increasing order in the spaces below the Greenland arrow ⑧, starting from the arrow. The Northwest Passage tokens are placed in decreasing order in

the spaces above the Northwest Passage arrow ⑨, starting from the arrow. The Greenland tokens and the Northwest Passage tokens used in the game depend on the number of players (see table below).

- The Solar Disc is placed with the cold (blue) side up and the hot (yellow) side down, on the third position from the right of the Solar Arch ⑩. The first and the last sun's positions are indicated in orange (positions III and V).

Players	Northwest Passage	Greenland
2	10 - 3	6
3	13 - 7 - 3	7 - 3
4	15 - 10 - 6 - 3	10 - 6 - 3

- Place the corresponding Cairn tokens on the two Cairn symbols of the tiles which are pre-printed on the board ⑪.

- The turn order is randomly determined. The players should place their eighth Crewman in the corresponding spaces of the first line of the turn order track ⑫. The use of the second line of the turn order track is explained in Action H – Pass.

- Starting with the last player, each player draws a large Exploration tile from the four available on the board. Every time a tile is taken, it is immediately replaced with a new tile which should be randomly drawn from the reserve.



SOLAR DISC AND FROZEN TILES



Solar Disc

The play area evolves as players place new Exploration tiles each having land and sea areas. Depending on the round, the sea may be more or less frozen.

The Solar Disc is placed on position III of the Solar Arch at the beginning of the game. Its position determines which parts of the board are frozen and which are unfrozen (see images below).

The Solar Disc must be placed so that its line is horizontal : cold part up and hot part down.



Season IV : No tiles are frozen



Seasons III and V



Seasons II and VI



Seasons I and VII

– **Tiles which are completely ABOVE the separation line are completely frozen** - sea areas become pack ice. The tile is considered to be entirely made up of land. It is impassable by Ships but Sleds can move freely across it (see *Example 1*). A Ship on a frozen tile is blocked until the thaw.

– **Tiles which are completely BELOW the separation line are unfrozen** - land areas are passable by Sleds and sea areas are passable by Ships (see *Example 1*). A Sled on an entirely unfrozen tile has to 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** - the upper part is impassable for Ships and passable by Sleds. The sea areas in the lower portion are passable by Ships and the land areas are passable by Sleds (see *Example 1*).

Moves on frozen tiles are explained in the Action E – Movement section.

GAME CYCLE

The game is divided into ten Exploration rounds, and each Exploration round corresponds to one Game round.

A Game round is composed of:

- **ONE ACTION PHASE**, in which all of the players will take all of their actions.
- **END OF THE ROUND**, in which the Solar disc is moved and the next round is prepared.

CLARIFICATION

The board is divided into three zones which are used to count the earning of Prestige points (see *Earn Prestige*).



EXAMPLE 1

Tiles A and B are completely above the separation line of the Solar disc. They are entirely frozen, and Ships cannot pass them. Tile C is completely below the separation line. Tiles D and E overlap the separation line.

CLARIFICATION

CASE N°1

If, after moving the Sun, a Ship is on a tile overlapping the sun separation line, this Ship is placed on the unfrozen part if it contains water.

CASE N°2

If, after moving the Sun, 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.

ACTION PHASE

Each player has 7 Crewmen he can use to execute several actions from the following:



Each player has a space on his Individual board which is composed of two columns: a Ship column and a Sled column. Each column has two spaces, «Available» and «Resting».

Crewmen in the Ship column correspond to actions taken by the Ship and Crewmen in the Sled column correspond to actions taken with the Sled.

At the beginning of the game, all of the Crewmen are in the Ship column. Once a player has deployed his Sled (see *Action D – Transfer Crew*), he will be able to take actions with his Sled.

In order to take an action, a player must use a number of Crewmen corresponding to the action cost (see *ACTION LIST*). To show this, he moves his used Crewmen from the «Available» space to the «Resting» space, staying in the same column (see *Example 2*).



ACTION PHASE CYCLE:

The Action phase takes place through several turns. Following turn order, each player executes one or more actions. Once all of the players have played, a new turn starts, and this continues until ALL players have Passed (see *Action H – Pass*).

During his turn, a player:

- **MUST execute one action.** He uses a number of Crewmen corresponding to the action cost. If he has no «Available» Crewmen left, the only possible action is to Pass.
- Once his action is executed, he **MAY execute one or more additional actions.** Each additional action costs one extra Crewman more than the action's normal cost (see *Example 3* and *Example 4*).

END OF THE ROUND

1. Advance of the Solar Disc

- The solar disc is moved one rank counterclockwise on the Solar Arch (see *Example 5*).

2. Prepare the next round

- **All used Crewmen** move from the «Resting» space to the «Available» space of the Individual boards, staying in the same column.
- The player's turn markers are moved from the second line of the turn order (see *Action H – Pass*) to the first line.



EXAMPLE 2

The Ochre player draws a tile. He moves one Crewman into the «Resting» space of his Ship column.



EXAMPLE 3

A player moves his Ship onto one tile. This action will cost him one Crewman. In order to immediately move his Ship again, he must use two more Crewmen: one for the movement and one for the extra action cost.



EXAMPLE 4

A player wants, in the same table turn, to draw a tile, to place it, and move his Ship onto it. This will cost a total of five Crewmen— one to draw, one to place, one for extra action, one to move and one for extra action.



EXAMPLE 5

At the beginning of the first round of the game, the Solar disc is placed on the third position of the Solar Arch. At the end of the round, the disc is moved one position.

ACTION LIST



ACTION A – Draw a tile

Cost: 1 Crewman

The player chooses **EITHER** :

- **ONE large Exploration tile**, chosen from the four available.
- **ONE small Exploration tile**, chosen from among the six available.

The player takes the chosen tile and places it in front of him to create his personal reserve (see *Action C – Place a Tile*). A player can have an unlimited number of tiles in his personal reserve.



ACTION B – Refresh tiles and Draw

Cost: 2 Crewmen

The player **MUST**:

1 - Refresh: he takes the four large tiles available on the board and replaces them with four new tiles which are randomly drawn from the reserve. The replaced tiles are placed back into the reserve.

2 - Draw a tile: he takes either a large or a small Exploration tile and adds it to his personal reserve.



ACTION C – Place a tile

Cost: 1 Crewman

The player places **ONE tile on the board**, which must be taken from his personal reserve. He must meet the following conditions:

- The tile must be placed in line with the dotted grid on the board.
- Small tiles must be placed with their Exploration side up (the one with sea and/or land areas); when placing large tiles, the player is free to use either side.
- The tile must be placed so that at least one side (long or short) must be adjacent to a pre-printed or already placed tile on which the player has a presence (Ship or Sled, depending on which one executes this action).
- The land and sea areas of the newly-placed tile must correspond with all land and sea tiles of adjacent tiles (both orthogonally and diagonally, see *Example 6*).
- A tile cannot be placed if it makes a sea path impossible between the Greenland arrow (East) and the Northwest arrow (West).

If a placed tile displays a **symbol**, the corresponding token is immediately placed on the symbol printed on the tile.

If, by placing a tile, a player creates a space the size of a small Exploration tile which is **surrounded on all sides by tiles or on the edge of the board**: He takes the matching small Exploration tile from the reserve and places it to fill the empty space (see *Example 7*). If several empty spaces are created, the active player must fill them all. If there are no small Exploration tiles which match the space, the player takes any small tile from the reserve and places it with its Joker side up. The sea and land areas of a tile on the Joker side correspond to the sea and land areas of the tile the Joker replaces.



- CARTOGRAPHY TOKENS -

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

If, by placing a tile or filling up an empty space, a player completes an island, he should take a Cartography token from the reserve and place it on the corresponding space of his Individual board. He immediately earns a number of points based on the number of tiles which compose that island (see *Earn Prestige*). If a player completes multiple islands in the same turn, he takes as many tokens as the number of islands he completed and earns Prestige for each one separately (see *Example 8*).

CLARIFICATION

- The dotted lines on the tiles are only used to help with tile placement. They have no other purpose in the game and do not interfere with movements.
- A Ship on a tile is considered as having access to the entire unfrozen sea area of the tile. The player can place it where he wishes.



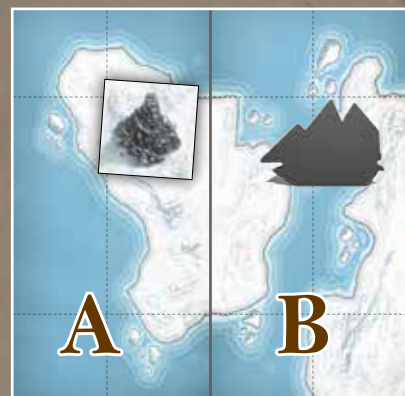
EXAMPLE 6

In order to place a tile, the land and sea areas must correspond to the areas of adjacent tiles, even **DIAGONALLY**. A land corner must touch a land corner and a sea corner must touch a sea corner.



EXAMPLE 7

The white player places Tile A and creates an empty space (B). He takes the matching small Exploration tile and places it in this space.



EXAMPLE 8

The gray player places Tile A. The land area of Tile B is completed by the land area on Tile A, completing an island. The gray player takes a Cartography token and earns 1 Prestige Point because the island is composed of two tiles (see *Earn Prestige* and the Individual boards).



ACTION D – Movement

Cost: 1 Crewman

Ship Movement: The player moves his Ship onto **ONE adjacent tile** linked orthogonally to the tile it currently occupies by a sea passage.

Sled Movement: The player moves his Sled onto **ONE adjacent tile** linked orthogonally to the one it currently occupies by a land passage. The Sled cannot cross the sea unless it is frozen.

Multiple Ships and Sleds can be on the same tile.

- FROZEN TILES -

A frozen tile (or the frozen portion of a partially-frozen tile, see Solar disc and frozen tiles) is unreachable for a Ship. If a Ship, due to a round change, finds itself in frozen waters, the Ship is blocked in and will not be able to move until the thaw (see *Example 10*). A frozen tile, and the frozen portion of a tile overlapping the Sun separation line, is considered to be entirely composed of land, so a Sled can move freely on it.

ACTION E – Transfer Crew

Cost: 1 Crewman

This action is only possible if a player's Ship and Sled are on the same tile OR if the player's Sled has not yet been deployed.

The player can freely move crew between the Ship and Sled columns of his Individual board. Transferred Crewmen stay in the same condition – «Available» or «Resting». The Crewman used to initiate this action can also be transferred.

- SLED DEPLOYMENT -

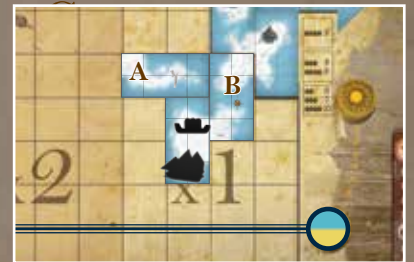
When Crewmen are transferred for the first time from the Ship column to the Sled column, the player should take his Sled and place it on a land area in the same tile occupied by his Ship (See *Example 9*). If at some point during the game all Crewmen are transferred from the Sled to the Ship, the Sled is removed from the board and placed back on the player's Individual board.

The Sled MUST be deployed on a land area or the frozen part of the tile. It is impossible to deploy it on a tile entirely composed of water unless that tile is completely frozen.



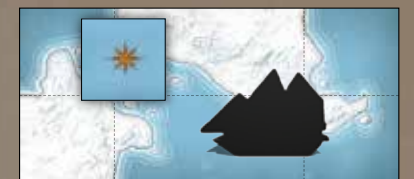
EXAMPLE 9

The grey player transfers 4 Crewmen from his Ship to his Sled. His Sled is deployed on the same tile as his Ship.



EXAMPLE 10

The black player's Ship is blocked in the ice and he cannot move. His Sled can freely move on tiles A and B.



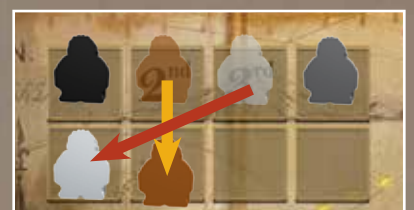
EXAMPLE 11

The black player's Ship can pick up the Strait token because it is on the same tile.



EXAMPLE 12

The black player's Ship can pick up the Cairn token because it is on the same tile.



EXAMPLE 13

The white player is the first to Pass. He places his turn marker on the first space of the second line of the turn order. The ochre player Passes second and places his turn marker on the first available space of the second line. The white player will be the first to play during the next round.



ACTION F – Explore a Franklin site or a Strait

Cost: 3 Crewmen



The player can pick up a Franklin or a Strait token if his Ship or his Sled is on the same tile as the token (see *Example 11*).

The token is then placed on the player's Individual board, and the player immediately earns the appropriate number of points (see *Earn Prestige*).



ACTION G – Discover an Inuit or a Cairn

Cost: 2 Crewmen



The player can pick up an Inuit or Cairn token if his Ship or Sled is on the same tile as the token (see *Example 12*).

The token is then placed on the player's Individual board, and the player immediately earns the appropriate number of points (see *Earn Prestige*).

ACTION H – Pass

A player can choose to Pass and take none of the other actions during his turn, even if he still has available Crewmen. In this case, he moves all of his remaining Crewmen to the «Resting» space of their column and the player cannot take any more actions during this round.

If a player has no available Crewmen, he MUST pass.

A player who Passes moves his turn marker to the first free space of the second line of the turn order (see *Example 13*). When all players have Passed, the round ends (see *End of the Round*).

EARN PRESTIGE

Discovering the Northwest Passage

When a player moves his Ship or his Sled onto the Northwest Passage arrow, he earns the **Northwest Passage token** of the highest value still available on the board. He immediately earns the number of Prestige points shown on the token, and advances his Scoring disc appropriately.

Each player can only earn one Northwest Passage token.

Returning to Greenland

Expeditions must return to Greenland. When a player returns to Greenland with his Ship or his Sled, he earns the **Greenland token** of the highest value still available on the board. He immediately earns the number of Prestige points shown on the token and advances his Scoring disc appropriately. A player can return to Greenland even if he did not make it all the way to the Northwest Passage.

Once a player's Expedition is back in Greenland, he cannot play for the rest of the game, even if his Ship or his Sled is still on the board (see *Final Scoring – Abandonment Penalty*).

Finding the Expedition's Trail

The board is divided into three zones: x1, x2, and x3.

Whenever a player picks up a Cairn or Inuit token, he immediately earns 2 points multiplied by the zone's modifier as established by the token's location (2, 4, or 6 points). Whenever a player picks up a Strait or a Franklin token, he immediately earns 1 point multiplied by the zone multiplier based on the token's location (1, 2, or 3 points). Move the player's Scoring disc along the Scoring track as soon as these points are earned.

The Zone multiplier (x1, x2, and x3) is established by the token's location on the tile, even if the tile overlaps two zones (see *Example 14*).

Mapping the Islands

As soon as a player completes an island (see *Action C – Place a Tile*), he immediately earns Prestige points based on the number of tiles which make up that island as indicated on the Individual boards (see *Example 15*).

END OF THE GAME

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

Final Scoring

In addition to the points earned during the game, players receive more Prestige points based on the tokens they picked up along the way. One token can be counted both for its Exploration points and for its Set points.

EXPLORATION POINTS: Each player counts his tokens of each type: Franklin, Strait, and Cartography. The player with the most tokens of each type will earn the points for first position, the player with the second most will earn points for the second position, and so on. Point values are indicated on the Individual boards. A player with no tokens in one category will never earn majority points in this category.

In case of 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 following players, if any. Therefore, if two players are tied for the highest number of points, they reserve the first and second positions and are placed on the 2nd position and score the corresponding number of points. The player following them will be in 3rd position (see *Example 16*).

SET POINTS: Each set is composed of one token of each Discovery type – one Inuit, one Cairn, one Franklin, one Strait, and one Cartography token. Each set gives a bonus of 6 prestige points

ABANDONMENT PENALTY: Each Sled and/or Ship which did not return to Greenland before the end of the tenth Exploration round is lost. When a Ship or a Sled is lost, all of the Crewmen in the corresponding column are lost with it. Every lost Ship and/or Sled gives a penalty of -2 Prestige points for each Crewman in the corresponding column. An abandoned Ship gives a penalty of -2 Prestige points (see *Example 17*).

The player with the most Prestige points is the winner.

In case of a tie, the first tied player to have returned to Greenland is the winner.

Thanks

I would like to thank the many patient playtesters at Ludo-Ou-taouais, and my colleagues in the Game Artisans of Canada, who show me every day how to be a better designer.

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EXAMPLE 14

Tile A is overlapping two zones. If a player takes the Inuit token, he will apply the x1 multiplier, and will therefore earn 2 Prestige points.

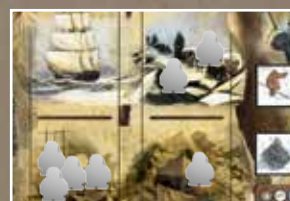


EXAMPLE 15



EXAMPLE 16

The black and white players are tied for first position for Franklin tokens. Because they are tied, they are placed in the lower position they occupy, which is second place. They will each earn seven points. The ochre player is in third place and will earn four points. The grey player has no Cartography tokens and will therefore earn no points.



EXAMPLE 17

The white player abandoned his Sled. He loses 2 points per Crewman in the Sled column. 2x3 = 6 points.