

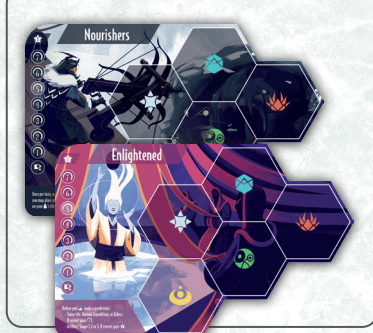
EXPEDITION NOTE

KICKSTARTER VERSIONS

*The last few expeditions have brought a lot of changes to the City.
The last City Council saw two new Guilds accepted into the City.*

Materials Core box

2 Guild Boards



2 points markers



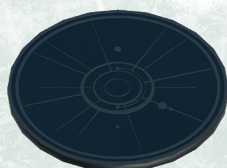
9 Logbook cards



2 Expedition Leaders



1 metal First Player token



Materials Collector box

(Deluxe components replace the core box equivalents)

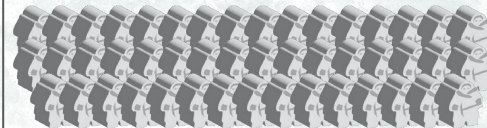
7 double-layered Guild Boards



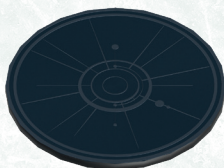
7 Expedition Leaders with unique custom silk-screened shapes



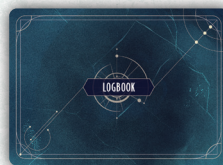
50 Archaeologists with personalized silk-screened shape



1 metal First Player token



9 Logbook cards



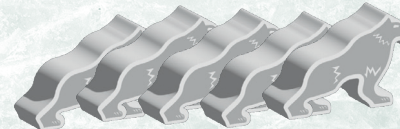
5 Camps with custom silk-screened shapes



2 points markers



5 silk-screened Smilodon Boreal pawns



35 metal tokens of 1 RP



20 metal tokens of 5 RP



1 sand-colored cloth bag



1 silk-screened Wurm pawn



5 metal Planning tokens

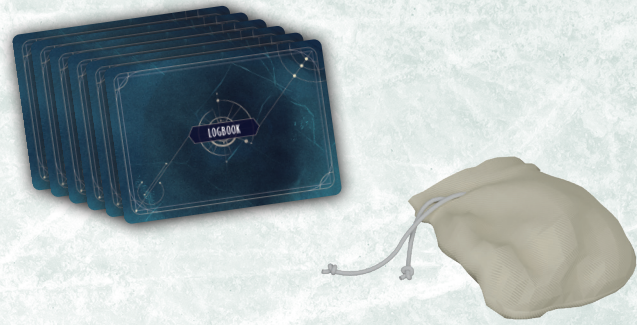


1 guitar pick



Setup

- Shuffle all the Logbook cards, take 6 at random to form the Logbook deck for this game.
 - First steps : If this is your first game, take the 6 Logbook cards numbered 1 through 6. Make a deck by sorting in ascending order so that the card numbered 1 is the top card of the deck.
- In the Collector's version, the Archaeologists have their own bag, sand color, which is both their Reserve and their discard pile.



2 new Guild boards

The Nourishers (1 RP)

For their part, the Nourishers left to finish the work of stocking resources. It was a question of taking advantage of this period of calm to break the ice and fish the last large specimens.

Once per turn, when you use the Call Action, you may place an Archaeologist from the Reserve directly on your Expedition Leader's tile and not on a Camp.



The Enlightened (1 RP)

The Enlightened Ones draw their gift of Prescience through rituals of immersion in the ice! Their visions determine the choice of the Navigators' trail as well as the Nourishers' hunting periods.

When you Excavate a tile, before revealing its reverse side, you can make a prediction about it:

- For a Snow tile, guess its Type: Animal, Expedition, or Elders. If the prediction is correct, reveal the tile and earn 1 EP.
- For an Artifact, guess its Shape: Shape 1, 2 or 3. If the prediction is correct, reveal the tile and earn 2 RP.

You cannot make a prediction about a Prismatic Artifact.

See the description of the 3 Types of Snow (see p. 20 of the rulebook) and the 3 Shapes of Artifacts (see p. 12 of the rulebook).

