

EXPEDITION NORTHWEST PASSAGE

SOLO VARIANT

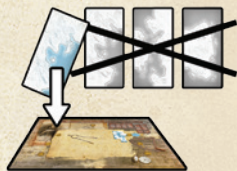
*The regular rules of the game are in effect,
with exceptions as noted below.*

NEW ACTION

At any time, you can draw AND immediately place the leftmost large Exploration tile on the board. This action requires 1 Crewman.

Slide the other tiles to the left and draw a new tile for the empty rightmost spot.

You can draw and place the other tiles normally.



FINAL SCORING

- At the end of the game, lose 1 point for each empty space, unoccupied by a tile, on the board.
- If you reach the Northwest Passage arrow during the first year, take the 10 point token.
- If you reach the Northwest Passage arrow during the second year, take the 3 point token.
- You receive no tokens for returning the Greenland arrow.
- You do not score “majority” points for round Discovery tokens.
- You still score 6 points for complete sets of five Discovery tokens.

ATTRITION VARIANT

For a more difficult solo game, remove 2 Crewmen of your choice in the second year. At the end of the game, deduct 4 points for these lost Crewmen.

