

## CHAPTER I - Rations

### Previously ...

Read the scroll on page 1 of the rule book if you have not already.

*You have been summoned by Enoch Brubak, the King's Quartermaster. He says: "If we want our expedition to succeed, we need to produce large amounts of daily rations to sustain our troops. We count on your support!"*

### Main Objective:

During final scoring, you can pay your choice of 8 or 20 coins to gain 6 and 12 victory points, respectively, using only corn, bread, and meat, in any combination. (You do not have to use all of these goods. You can pay more but without any additional benefit.)

**SOLO GAME:** You must pay 30 coins in this fashion but you will not gain any victory points for that. After final scoring, you must have at least 38 victory points and at least 2 fists.

### Epilogue (read this at the end of the game):

**SOLO GAME:** Repeat this chapter if you have not completed the main objective.

*You receive a message from Rabbit, the grande dame of the North: "You produce for the troops and the people must starve. Think about that. We need to talk. I'll visit you shortly."*



Proceed with chapter II.

## CHAPTER II - New Recruits

### Previously ...

*King Rob ordered an expedition over the sea to prevent the imminent visit of the Ice Giants. You have been helping him with the preparations; his Quartermaster, Enoch Brubak, is very grateful for your support. The warehouses are filling; sustenance is ensured. "We're building barracks to train our expedition corps," says Enoch. "We need more building materials for that: bricks and planks."*

*During an audience, King Rob tells you that, aside from Nate Welton and Enoch Brubak, you will also be accompanied by Rabbit, the ambassador of the North, and her sister Onyx. "You never know what may happen along the way. The country hasn't been fully pacified, yet. Choose your path carefully!"*

### Main Objective:

During final scoring, you can pay your choice of 8 or 20 coins to gain 6 and 12 victory points, respectively, using only bricks and planks, in any combination. (You do not have to use both of these goods. You can pay more but without any additional benefit.)

**SOLO GAME:** You must pay 30 coins in this fashion but you will not gain any victory points for that.

After final scoring, you must have at least 40 victory points and at least 2 fists.

### Epilogue (read this at the end of the game):

**SOLO GAME:** Repeat this chapter if you have not completed the main objective.

*Enoch Brubak looks proudly at the first recruits entering the barracks, saying: "After some basic training, we're good to go. If we take the main road, it shouldn't take more than a few days." Yet, you can't stop thinking about what Rabbit said, assuring you the support of the North.*



If at least half of the players completed the "A01" side objective ("Rabbit's Objective"), proceed with chapter IIIa, otherwise chapter IIIb.

**SOLO GAME:** If you completed the "A01" side objective, proceed with chapter IIIa, otherwise chapter IIIb.



## CHAPTER IIIa - The Expedition Gets Going

### Previously ...

*The expedition to the land of the Ice Giants is on its way to Canyon Brook—to set sail from its new harbor. Rabbit's sister Onyx says: "I'll show you the fastest way through the North. The roads and bridges, however, are in bad shape; we need better equipment for our troops, especially blankets and pelts against the cold."*

### Main Objective:

During final scoring, you can pay your choice of 8 **or** 20 coins to gain 6 and 12 victory points, respectively, using only planks, fabrics, and pelts, in any combination. (You do not have to use all of these goods. You can pay more but without any additional benefit.)

**SOLO GAME:** You must pay 30 coins in this fashion but you will not gain any victory points for that. **After final scoring**, you must have at least 44 victory points and at least 2 fists.

### Epilogue (read this at the end of the game):

**SOLO GAME:** Repeat this chapter if you have not completed the main objective.

*Rabbit did not promise too much. Even though the expedition advances slowly at times, you notice the support of the people of the North.*

Proceed with chapter IVa.



## CHAPTER IVa - Forging Weapons

### Previously ...

*On your way to Canyon Brook, you traverse the formerly rebellious North. Onyx introduces you to a couple of village elders: "They did not forget your support against famine. We will need weapons, barrels, and pelts for the crossing; the village craftsmen will help you with making them."*

### Main Objective:

During final scoring, you can pay your choice of 8 **or** 20 coins to gain 6 and 12 victory points, respectively, using only weapons, barrels, and pelts, in any combination. (You do not have to use all of these goods. You can pay more but without any additional benefit.)

**SOLO GAME:** You must pay 40 coins in this fashion but you will not gain any victory points for that. **After final scoring**, you must have at least 42 victory points and at least 3 fists.

### Epilogue (read this at the end of the game):

**SOLO GAME:** Repeat this chapter if you have not completed the main objective.

*You are well-equipped and can finally leave the mountains of the North behind you, taking a break in the small town of Creekside. Before you get to Canyon Brook, though, you must first pass the river delta.*

Proceed with chapter V.





## Setup

Also place the bridge tile of your color in your personal supply.



## New Game Elements

### Bridges

Some river crossings are lacking bridges. When you need to take a road across a river without bridge, you must pay the **resources** depicted on the scroll next to the river crossing by **discarding appropriate cards from hand**. If you do, **immediately** gain the indicated number of victory points and place your bridge tile over the river crossing and scroll. Each other player who wants to use that road must pay you **one card from their hand of their choice**, as a bridge toll. *(If they do not have any cards in hand, they cannot use that road. They cannot build their own bridge at this spot.)* Each player can place at most one bridge, which remains on its spot until the end of the game.



**Note:** The other players must pay the bridge toll at most once. As soon as they have a house on the other side, they do not have to pay again when building from there.

## Additional Action Spaces

To use them, you must have a house in the corresponding town.



Alderwood: You immediately get 2 victory points and 2 cards from the draw pile.



High Phair: For each **green** assistant in the labor market, you immediately get **both** 1 victory point **and** 1 card from the draw pile.

## Other Rules

Mountain pass: The road across the mountain requires **3 steps**, i.e., to use it, you must have removed the “range” progress tile already. *(Consequently, you do not get a bonus tile.)*





## CHAPTER IIIb - The Expedition Gets Going

### Previously ...

The expedition to the land of the Ice Giants is on its way to Canyon Brook—to set sail from its new harbor. You decided to follow Enoch Brubak's advice, taking the main road in the South. "We will need warm clothes in the land of the Ice Giants. I know a couple of manufactures along the way that can supply us with fabrics and pelts."

Thanks to vast forest areas, there is an abundance of wood and quite a few sawmills here and there, eager to process it.

### Main Objective:

During final scoring, you can pay your choice of 8 or 20 coins to gain 6 and 12 victory points, respectively, using only fabrics and pelts, in any combination. (You do not have to use both of these goods. You can pay more but without any additional benefit.)

**SOLO GAME:** You must pay 30 coins in this fashion but you will not gain any victory points for that. **After final scoring,** you must have at least 45 victory points and at least 2 fists.

### Epilogue (read this at the end of the game):

**SOLO GAME:** Repeat this chapter if you have not completed the main objective.

Enoch Brubak is glad you delivered so many goods; he says proudly: "We're making good progress!"

Proceed with chapter IVb.



## CHAPTER IVb - Forging Weapons

### Previously ...

You left Longsdale taking the Southern route to Canyon Brook. Enoch Brubak takes you aside and says: "Prices in Canyon Brook are insane. We better gear up on weapons, barrels, and pelts in advance. We will need them for the crossing to the land of the Ice Giants. Who knows what awaits us there."

### Main Objective:

During final scoring, you can pay your choice of 8 or 20 coins to gain 6 and 12 victory points, respectively, using only weapons, barrels, and pelts, in any combination. (You do not have to use all of these goods. You can pay more but without any additional benefit.)

**SOLO GAME:** You must pay 40 coins in this fashion but you will not gain any victory points for that. **After final scoring,** you must have at least 42 victory points and at least 3 fists.

### Epilogue (read this at the end of the game):

**SOLO GAME:** Repeat this chapter if you have not completed the main objective.

After a long and tedious march through the forest, you finally arrive at the small town of Thickthorn, where you take a little break before continuing your journey to Canyon Brook across the grain-rich plains.

Proceed with chapter V.





## Setup

Before setting up the draw pile, place a number of randomly selected Sawmills equal to the number of players face up in the display. (*Leave the rest in the draw pile.*)

**SOLO GAME:** Instead, use 2 random Sawmills.



## Additional Action Spaces

To use them, you must have a house in the corresponding town.



The Gorge: You immediately get a number of victory points equal to the number printed on the action token placed on this action space. (*For instance, you get 3 victory points if you place your #3 on this space.*)



Green Glade: For each **green** assistant in the labor market, you immediately get **both** 1 plank **and** 1 card from the draw pile. Place a number of good markers from the general supply on your Sawmill accordingly. (*If you do not have one, you get only the cards.*)

*In chapter IIIb, your Majesty helps you with that by providing a couple of Sawmills from the start.*



Two Knaps: For each fist on the special buildings you built, you immediately get 1 victory point.

## Other Rules

Arduous roads: Some roads require **2 or 3 steps**. For the latter, you must have removed the "range" progress tile already. (*Remember: You might not get a bonus tile when using 2 steps and you never will when using 3 steps.*)





## CHAPTER V - On to Canyon Brook

### Previously ...

You crossed the Western part of the continent without incident. The closer you get to Canyon Brook, however, the more worrisome is the look on the faces of the people you meet along the way. An innkeeper tells you: "Something bad looms over the city. The mysterious Hooded Ones are roaming through the streets. Be careful!" Your advisors agree: "We had to get into trouble eventually, haven't we? We must get the watchtowers under our control."

### Main Objective:

During final scoring, you lose 3 victory points unless you have at least 3 fists.

**SOLO GAME:** After final scoring, you must have at least 52 victory points and at least 6 fists.

### Epilogue (read this at the end of the game):

**SOLO GAME:** Repeat this chapter if you have not completed the main objective.

The increasing number of encounters with the Hooded Ones worries you. What awaits you in Canyon Brook? As a precaution, you carefully inspect every bridge you encounter along the way before crossing it. A wave of relief washes over you when you finally arrive in the city.

Remove the Hooded Ones from the bag and return the previously removed yellow assistants.

Proceed with chapter VI.



## CHAPTER VI - Arrival in Canyon Brook

### Previously ...

Upon arrival in Canyon Brook, you are welcomed by Aaron Reitzke, representative of the local Winemakers Guild: "I see you got the watchtowers under your control—good. There have been several attacks on harvest hands in the past. If we want to have wine this year, we have to hurry up and get the grapes to the wineries!" The bakers and butchers, too, report on attacks and sabotage: "Bread, meat, and wine are basic foods; if we can't provide them, there'll be an uprising." You promise to attend to that matter.

### Main Objective:

During final scoring, you can pay your choice of 8 or 20 coins to gain 6 and 12 victory points, respectively, using only wine, bread, and meat, in any combination. (You do not have to use all of these goods. You can pay more but without any additional benefit.)

**SOLO GAME:** You must pay 36 coins in this fashion but you will not gain any victory points for that. After final scoring, you must have at least 38 victory points.

### Epilogue (read this at the end of the game):

**SOLO GAME:** Repeat this chapter if you have not completed the main objective.


You find out that the saboteurs are, in fact, members of the Order of Hooded Ones gone underground. This is bad news for your expedition. It is highly likely the Hooded Ones will try to stop you from setting sail.

Proceed with chapter VII.





## Setup

The game board features three towns with the starting symbol .

- In chapter V, if the previous chapter you played was chapter IVa or IVb, you start in Creekside and Thickthorn, respectively. *(If you play this chapter outside of the campaign, agree on one of these towns as a starting town for all players.)*
- In chapter VI, you start in Canyon Brook.

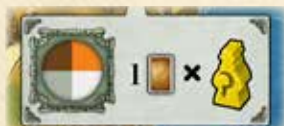
You do not get an opening bonus for your starting house.

## Additional Action Spaces

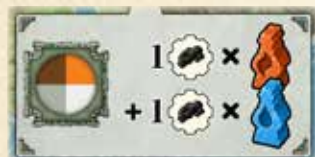
To use them, you must have a house in the corresponding town.



Peak Tower: You get exactly 1 card from the draw pile. Additionally, for each **green** assistant in the labor market, you immediately get 1 victory point.



Canyon Brook: For each **yellow** assistant in the labor market, you get 1 card from the draw pile.



Black Knoll: For each **red** and for each **blue** assistant in the labor market, you get 1 coal. Place a number of good markers from the general supply on your Coal Mine accordingly.

## Other Rules

**Muddy roads**: Some roads require **2 steps**. *(In this case, you only get a bonus tile if one is available and you have already removed the “range” progress tile.)*



**Mudflats**: The road through the mudflats requires **3 steps**, i.e., to use it, you must have removed the “range” progress tile already.



**Ferry**: When building, you must pay an additional 6 coins if you use that road.



**Hooded Ones (chapter V only)**: The Hooded Ones will be introduced by an event. When you draw one or more Hooded Ones during phase III, place them in the labor market as normal *(do not replace them)*. Unlike assistants, Hooded Ones do not count towards the labor market *(you must make do with fewer assistants)*. At the end of the round, return the Hooded Ones and assistants to the bag.



## CHAPTER VII - The Wharf

### Previously ...

*Now that the expedition has arrived in Canyon Brook, you prepare for the next steps. Taking the highest security measures in the wharf, you get ships going for the crossing. This is easier said than done, though; the Hooded Ones seem to have a lot of supporters in the harbor district. A lot of craftsmen are missing from work; stuff disappears or breaks. Rabbit uses her many contacts to find out more: "I heard Sam Merz is still alive and pulling the strings in this conspiracy. Keep your eyes peeled!"*

### Main Objective:

During final scoring, you can pay your choice of 8 **or** 20 coins to gain 6 and 12 victory points, respectively, using only planks and bricks, in any combination. (You do not have to use both of these goods. You can pay more but without any additional benefit.)

**SOLO GAME:** You must pay 30 coins in this fashion but you will not gain any victory points for that. **After final scoring**, you must have at least 40 victory points and at least 2 fists.

### Epilogue (read this at the end of the game):

**SOLO GAME:** Repeat this chapter if you have not completed the main objective.

*People are spinning a lot of sailor's yarn in the harbor district of Canyon Brook: so many stories about the islands in the North—but most of them closer to legend than truth. Only a few fishermen have put out further into the bay; a small town called Burrington is the farthest their rudimentary maps go. An old salt sits down next to you and says: "You'll need a good crew if you want to head out into deep water. The last guy who dared sail that far was Tybor the builder, many years ago. And he hasn't returned since."*

*You feel utter astonishment spreading over your face: wait, Tybor hasn't died in the uprising?*

Remove the Hooded Ones from the bag and return the four previously removed assistants.

Proceed with chapter VIII.



## Setup

Place the ship of your color on the starting space of the ship track.



## New Game Elements

### The Ship Track

Over the course of the game, you will move your ship on the ship track from space to space to get valuable bonuses. You can move your ship by ...

- ... using the action spaces on the game board (see next page),
- ... placing houses in certain towns (opening bonus), and
- ... delivering certain goods to the Wharf (see next page).



This symbol indicates that you can move your ship.

Except for the first and second-to-last space of the ship track, each time you move your ship to a new space, you will **immediately** get the indicated bonus, i.e., cards from the draw pile, victory points, or good markers. You can place the latter on a building of your choice, capable of producing goods.

There can be more than one ship on any given ship track space. Once you reach the last space of the track, your ship remains there until the end of the game.



## The Wharf

Some towns feature dashed lines leading to the docks. (*This is where you make the ships ready for the crossing.*) Each time you place a house in one of these towns, you can **immediately and only once** pay the resources depicted on the dashed line, by discarding appropriate cards from hand, to get the bonus on the corresponding dock space (*e.g., discard 1 wood to move your ship*). If you do, place a **good marker from the general supply** on the resource symbol to show that no player can claim it this way again.

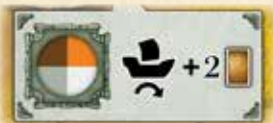


## Additional Action Spaces

To use them, you must have a house in the corresponding town.



**Brookbridge:** Move your ship one space on the ship track and place 3 good markers from the general supply on your Coal Mine.



**Cornton Manor:** Move your ship one space on the ship track and take 2 cards from the draw pile into your hand.



**Red Phair:** Move your ship two spaces on the ship track (*and get a bonus each, if available*). Additionally, you immediately get 2 victory points.

## Other Rules

**Hidden Path:** When building, you must pay an additional **3 coins** if you use that road.

**Ravine:** The road across the ravine requires **3 steps**, i.e., to use it, you must have removed the “range” progress tile already. (*Consequently, you do not get a bonus tile.*)

**Ford:** The road across the ford requires **2 steps**. (*In this case, you only get a bonus tile if one is available and you have already removed the “range” progress tile.*)

**Drawbridge:** When building, you must pay an additional **1 coin** if you use that road.



**Hooded Ones (once in play):** When you draw one or more Hooded Ones during phase III, place them in the labor market as normal (*do not replace them*). Unlike assistants, Hooded Ones do not count towards the labor market (*you must make do with fewer assistants*). At the end of the round, return the Hooded Ones and assistants to the bag.

### Prison (once in play):

The prison increases your military strength by 1 fist permanently. Additionally, in each phase VI, you can activate the Prison to claim 1 figure from the labor market as follows:

- If you take an **assistant**, place it on the Prison.
- If you take a **Hooded One**, remove it from play and gain 1 victory point. Then draw an assistant from the bag at random and place it on the Prison. (*Redraw if you draw a Hooded One.*)

You can return an assistant from the Prison to the labor market at any time. If you do, it counts for all players.





## CHAPTER VIII - The Crossing

### Previously ...

*You are ready to set sail at last. The supplies are on board; brave captains are awaiting your orders. There is supposed to be a path between the fog islands leading to the neighboring continent. The story the old salt told you is still on your mind. Tybor was one of the few people who read the old book of predictions. He knew about the Ice Giants and their journeys. What does his secret departure mean? Will you be able to follow his steps?*

### Main Objective:

At the end of the game, your ship must be in one of the four target harbors (*Stony Beach, Skerry Bay, Tybor's Landing, or Eastern Cliffs*). Only one ship is allowed in each target harbor. If you fail this objective, you lose 5 victory points during final scoring.

**SOLO GAME:** Both of your ships must be in a target harbor each. Additionally, you must pay at least 24 coins using any combination of smoked fish and fish oil. (You do not have to use both of these goods and you do not get any victory points for that.) After final scoring, you must have at least 34 victory points and at least 2 fists.



### Epilogue (read this at the end of the game):


**SOLO GAME:** Repeat this chapter if you have not completed the main objective.

*“Land, ho!” After quite a long crossing, you finally reach your destination. You are astonished by the fact that there seems to be a big city beyond the four little fishing villages. After securing the ships in the bay, you immediately set out for it; the roads to the city gates are in very good shape. Of course, news about your visit travels fast; the citizens have been expecting you. They escort you to the town hall. You fathom this city cannot have existed for too long because there is nothing old about it. The buildings are constructed masterfully; you immediately recognize the building style. As soon as you enter the town hall, a friendly bass voice greets you: “Welcome to Newdale!”*

What's next?

## Setup

Turn your player board to the other side!

Remove the 4 **Captains** from the 17 sailor cards. Take and place a Captain each at the designated production area of your player board.  (Return any remaining Captains to the game box. The Captain does not replace your Coal Mine; you start with both.)

Shuffle the remaining 13 **sailor cards** and place them, separate from the building cards, in a face-down sailor pile. Reveal 3 cards from the top of the **sailor pile** and place them face up next to it—this is called the **Dive Bar**. Keep the **Dive Bar** separate from the buildings at all times.





Place the ship of your color on the marked starting space.

**SOLO GAME:** Place any 2 ships on the starting space.

Before setting up the draw pile, remove all Small Watchtowers, Post Offices, and Prisons from play.



Place the buildings #208 (Fishing Lodge) face up in the display.

## New Game Elements

### Hiring Action

The four additional action spaces on the game board (see next page) let you **hire a sailor in the Dive Bar** (⚓ symbol). When taking the Hiring action, select a sailor in the Dive Bar, pay the indicated cost, and move the sailor to your player board. (You cannot take this action if you cannot afford any of the sailors in the Dive Bar.)

Except for the Ship's Cook, place all sailors to the right of your player board (like special buildings); place the Ship's Cook at the designated production area (👨 symbol), which is reserved for the Ship's Cook. (You cannot place the Ship's Cook anywhere else.)

**IMPORTANT!** Do not place a house when hiring a sailor!

Each time you hire a sailor, **immediately and only once** move your ship by 1 or (up to) 2 spaces (see below). The additional sailor effects are explained on page 15 of the rule book.



Replace the newly hired sailor by immediately drawing the next card from the sailor pile and placing it face up in the Dive Bar. If the sailor pile runs out of cards, no more cards are added to the Dive Bar.

### Sailing Action

For each ship step you get 🚢, you can move your ship along the dashed seaways on the game board from one **sea space** (🌊) to the next or to one of the **4 target harbors** on the North Continent. You can move your ship in any direction (even backwards). There can be more than one ship on any given sea space but only one ship in each target harbor.

**Note:** The same rules apply to sea spaces with border. These spaces play a special role during the Building action (see "Building in the East Sea").



Once you move your ship to one of the **target harbors**, it remains there until the end of the game; you cannot move it out of there (see "Arrival at the North Continent").

**SOLO GAME:** For each ship step you get, you must decide which of your two ships to move.



**Please note:** As printed in the phase overview on your player board, if you do not build in **phase V**, you can either take 2 cards from the draw pile, as usual, or **instead** move your ship 1 space.

### Arrival at the North Continent

Each of the four target harbors—Stony Beach, Skerry Bay, Tybor's Landing, and Eastern Cliffs—can hold only **1 ship** and provides the depicted opening bonus for moving your ship there. You cannot place a house in a target harbor!

**Newdale:** After you reach a target harbor, you can place a house in Newdale when taking a future Building action. (All players can have a house in Newdale but only the first player gets the opening bonus.)



## Bonus Tiles

In this chapter, you do not get a bonus tile for placing a house! Instead, at the end of each turn in which you move your ship (to a sea space or target harbor), you can take exactly one bonus tile from an adjacent bonus space. (Analogous to previous chapters, a bonus space is considered adjacent if the space your ship occupies is part of the smallest “ring” of seaways, sea spaces, and shores surrounding the bonus space.)



## Building in the East Sea

When taking a Building action, if your ship is on a **sea space with border**, you can place a house in the adjacent town according to the usual rules. If you have removed the “range” progress tile already, you can instead place the house in the neighboring town (on the same landmass; note that going ashore costs 2 steps).



## Additional Action Spaces

To use them, you must have a house in the corresponding town.



Red Phair: Hire a sailor. (If you cannot do this, instead draw a building card, as usual.)



Peak Tower: Hire a sailor and take 2 building cards from the draw pile. (If you cannot afford a sailor, draw only the two building cards.)



Rocky Straight: Hire a sailor and move your ship (an additional) 1 space. (You can decline hiring or sailing. If you decline both, instead draw a building card, as usual.)



Burrington: Hire a sailor and move your ship (an additional) 1 space. Afterward, take 1 building card from the draw pile. (You can decline hiring or sailing. If you decline both, you draw only the building card.)

## Other Rules

**Mudflats**: The road through the mudflats requires **3 steps**, i.e., to use it, you must have removed the “range” progress tile already.



**Arduous roads**: Some roads require 2 steps.



**Secret objective**: Please note that there are no individual objective symbols on the game board, only five (instead of three) Mystical Places for all players. (Consequently, you can keep your secret objective card face up in front of you.)