AETERNA



NORTH

EXPEDITION

01 THE GAME

Prepare for the unknown.

Set sail before your rivals. And reach where none of them has reached.

NORTH is a competitive exploration game. Each player prepares expeditions, gathers what is needed for the voyage, and decides when they are ready to set sail. But no amount of preparation completely eliminates uncertainty.

3	48	36	5	7
PLAYERS	CARDS	EXPEDITION	STARTING HAND	HAND LIMIT

OBJECTIVE

Complete a route of three discoveries before your rivals: Horizon I, Horizon II and Horizon III.

3
HORIZONS

The first player to discover a Horizon III card wins immediately.

Reaching it first is victory.

> CENTRAL PRINCIPLE
> Preparation reduces uncertainty. It never eliminates it.

02 COMPONENTS

Two families. One race.

NORTH contains 48 cards: 36 Expedition cards and 12 Horizon cards.

EXPEDITION

36

9 NAVIGATION · 9 PROVISIONS · 9 CREW · 9 STRENGTH

HORIZON

12

4 level I cards · 4 level II cards · 4 level III cards

CATEGORY	ORDINARY	ADVERSITY	TOTAL
NAVIGATION	8	1	9
PROVISIONS	8	1	9
CREW	8	1	9
STRENGTH	8	1	9
TOTAL	32	4	36

DUAL FUNCTION

The 4 Adversity cards are still normal cards of their category. They may be committed to an expedition or sacrificed to hinder a rival's preparation.

03 EXPEDITION ICONOGRAPHY

Twenty designs. Four categories.

Each category contains four ordinary designs in duplicate and one unique Adversity.

NAVIGATION



Rigging

×2



Viking longship

×2



Oar

×2



Rudder

×2



Storm

ADVERSITY ×1

PROVISIONS



Wooden barrel

×2



Iron cauldron

×2



Scarcity

ADVERSITY ×1



Dried fish

×2



Grain sack

×2

CREW



Disease

ADVERSITY ×1



Leadership

×2



Logistics

×2



Navigation

×2



Observation

×2

STRENGTH



Viking helmet

×2



Ambush

ADVERSITY ×1



Viking shield

×2



Norse sword

×2



Viking axe

×2

04 HORIZON ICONOGRAPHY

One route. Three discoveries.

Each level contains four different Horizons. An expedition must overcome I, then II, and finally III.

HORIZON I — 2 different categories



Low coast



Rocky island



Bay



Cape

HORIZON II — 3 different categories



Archipelago



Fjord



Estuary



Cliff coast

HORIZON III — All 4 categories



Large island



Rugged coast



Frozen land



Distant land

05 SETUP

Before you begin.

Prepare the Horizons

Separate the 12 cards into three groups of four: I, II and III. Place each group face down in random order.

Prepare Expedition

Shuffle the 36 Expedition cards once at the start and form a common face-down deck.

Deal 5 cards

Each player starts with 5 cards. A hand may not exceed 7 cards after an action resolves.

Choose the first player

No compensation is applied for starting position.

06 THE TURN

One decision.

On your turn, perform one action. Once it has fully resolved, play passes to the next player.

ACTION	FUNCTION
RESUPPLY	Draw cards and improve your preparation.
SET SAIL	Risk an expedition and try to discover the next Horizon.
PLUNDER	Spend STRENGTH to try to take a card from a rival.
ADVERSITY	Sacrifice a special card to weaken a category in a rival's hand.

07 RESUPPLY

Prepare the journey.

When you choose RESUPPLY, draw 2 cards from the Expedition deck. You may do so even if you already have 7 cards.

> **HAND LIMIT**
> If drawing takes you above 7 cards, choose which cards to keep. Place the rest face down on the bottom of the deck.

08 EXPEDITION PROGRESSION

Each Horizon demands more.

HORIZON	BASIC PREPARATION	WITH 1 CONT.	WITH 2 CONT.	WITH 3 CONT.
I	2 different categories	3 cards	4 cards	5 cards
II	3 different categories	4 cards	5 cards	6 cards
III	all 4 categories	5 cards	6 cards	7 cards

Contingencies are additional cards used to cover the unforeseen demand of the voyage. They must belong to different categories from one another, although they may repeat categories already present in the basic preparation.

> **KEY IDEA**
> The more you prepare an expedition, the greater your chance of success. But everything you take with you is put at risk.

09 SET SAIL

The unknown decides.

Commit the preparation

Place the basic preparation for your next Horizon face up. Add 1 to 3 contingencies face down.

Make a blind cut

A rival cuts the Expedition deck without looking at the cards. No shuffle is required.

Reveal the demand

Reveal the first card of the deck after the cut. Only its category matters: NAVIGATION, PROVISIONS, CREW or STRENGTH.

Reveal the contingencies

If at least one of your contingencies matches the revealed category, the expedition succeeds. If not, it fails.

> **EXAMPLE**
> Horizon II requires 3 different categories. You prepare NAVIGATION + PROVISIONS + CREW and add NAVIGATION + STRENGTH as contingencies. If the revealed card is NAVIGATION or STRENGTH, you succeed. If it reveals PROVISIONS or CREW, you fail.

10 SUCCESS AND FAILURE

Every voyage has a cost.

SUCCESS

All committed cards are consumed. Reveal the top card of the corresponding Horizon level and place it in front of you as a permanent part of your route.

FAILURE

You do not discover any Horizon. All committed cards are also consumed. You recover none of them.

11 HORIZONS AND VICTORY

A route of three discoveries.

Your route always grows in this order: Horizon I → Horizon II → Horizon III. Horizons already discovered cannot be plundered, attacked or lost.

> **VICTORY**
> The first player to discover Horizon III wins immediately. The round is not completed.

12 DECK CIRCULATION

After SET SAIL resolves, the revealed card used to determine the demand and all consumed cards are placed face down on the bottom of the deck. Do not shuffle. A new blind cut will be made before the next expedition.

13 PLUNDER

Take what someone else had prepared.

PLUNDER is a turn action. Its value is not only in the loot: it also provides partial information about a rival's hand.

Pay 1 STRENGTH

Play a STRENGTH card from your hand. It will be consumed when the action resolves.

Choose a rival

They must have at least 4 cards in hand.

Determine the category

A rival cuts the Expedition deck and the first card is revealed. Its category indicates what kind of resource can be plundered.

Examine 2 cards

The target presents their hand face down. Choose 2 cards at random and look at them in secret.

Resolve

If one matches the indicated category, steal one matching card. If both match, choose which one. If neither matches, the plunder fails.

> **INFORMATION**
> Only the plunderer knows the two examined cards. Even a failed plunder may reveal useful information, but never the entire hand.

14 ADVERSITIES

The voyage can also turn against others.

There are 4 Adversity cards, one per category. Each has a dual use: it may be played as a normal Expedition card or sacrificed as an offensive action.

CARD	CATEGORY	ADVERSE EFFECT
STORM	NAVIGATION	The rival returns 1 NAVIGATION to the bottom of the deck.
SCARCITY	PROVISIONS	The rival returns 1 PROVISIONS to the bottom of the deck.
DISEASE	CREW	The rival returns 1 CREW to the bottom of the deck.
AMBUSH	STRENGTH	The rival returns 1 STRENGTH to the bottom of the deck.

AS EXPEDITION

It counts exactly like an ordinary card of its category. Its adverse effect does not activate.

AS ADVERSITY

It consumes your turn. Choose a rival; if they possess a card of the indicated category, they choose one themselves and return it to the bottom of the deck.

OPPORTUNITY COST

An Adversity could also have helped prepare your own expedition. To attack is to give up advancing with that card.

15 KEY INTERACTIONS

When decisions cross paths.

PLUNDER + ADVERSITY

If you steal an Adversity card during a plunder, it keeps all of its properties. On a later turn you may use it as a resource or as an Adversity.

ADVERSITY + PREPARED HAND

Cards still in hand may still be affected. Once you declare SET SAIL and place the expedition, no Adversity may be played as a reaction.

ADVERSITY IN AN EXPEDITION

If an Adversity forms part of the basic preparation or contingencies, only its category counts. Its offensive effect is ignored.

PLUNDER + HAND LIMIT

Because PLUNDER first consumes 1 STRENGTH and steals at most 1 card, it cannot by itself make you exceed 7 cards.

16 SPECIAL CASES

Rules worth remembering.

Hand of 7 cards

You may RESUPPLY. Draw 2 and choose the 7 cards you keep.

Failure with 7 cards

If you commit all 7 and fail, your hand becomes empty. On your next turn you must rebuild it.

Without contingencies

You may not SET SAIL without at least 1 contingency.

Revealed Adversity card

When determining the demand or the category of a plunder, an Adversity card contributes only its category; it does not activate its effect.

17 QUICK SUMMARY

One game, at a glance.

SETUP

- 3 players.
- 36 Expedition cards; 12 Horizon cards.
- 5 starting cards; maximum 7.
- Three Horizon groups: I, II and III.

EACH TURN

- RESUPPLY: draw 2.
- SET SAIL: attempt your next Horizon.
- PLUNDER: spend 1 STRENGTH.
- ADVERSITY: weaken a rival category.

PLUNDER

- Consumes 1 STRENGTH.
- Blind cut and random category.
- Examine 2 rival cards in secret.
- Steal 1 matching card if possible.

ADVERSITIES

- One for each category.
- They work as normal resources or as attacks.
- The rival loses 1 card of the affected category.
- Used cards return to the bottom of the deck.

SET SAIL

- I: 2 basic categories.
- II: 3 basic categories.
- III: all 4 categories.
- Add between 1 and 3 contingencies.
- A rival cuts; reveal the top category.
- Match = success; no match = failure.
- In both cases, the whole expedition is consumed.

VICTORY

The first player to discover Horizon III wins immediately.

ONE ROUTE. THREE DISCOVERIES.

I · II · III