

White Whale Promo

The White Whale promo adds 4 special tokens:

White Whale	Blue Whale
Castaways	Ambergris

These may be used individually, or in any combination.

If the Blue Whale is used, remove 2 right whales and 2 Bowhead whales from the ocean bag before starting the game.

If used with the Ship's Log expansion, each special token counts as a page in the Ship's Log. Each whale has a special function as follows:

White Whale:

The White Whale is worth 4 points. When it is selected by a ship, the ship is "destroyed" by

returning it to the player board. The White whale is added directly to the player's returned whales, for free. Any other whales the destroyed ship was carrying are removed from the game. Do not put whales from the destroyed ship back into the ocean bag.

Blue Whale

During Setup, remove 2 Bowhead whale tokens and 2 Right whale tokens if the Blue Whale is added to the ocean bag.

The Blue Whale is worth 6 points. It costs \$12 when the ship returns. However, once it is added to a ship, that ship may no longer select anything in the whaling phase. The ship still counts toward the number of whale tokens pulled.

When playing with the Ship's Log, the ship with the Blue Whale may NOT select a Ship's Log tile, either. Buildings that add a whale to a ship, such as the **Coffeehouse**, may not add a token to the ship with the Blue Whale.

Ambergris

Ambergris is worth no points. Instead, it earns \$8 when the ship carrying it returns. This money may be used to pay for whales on the same ship.

The money is not received until the ship returns.

Castaway

The castaway is worth no points. When the ship carrying the castaway returns to port, the player may immediately move the castaway to an action space as if it is a normal worker. Workers are considered to occupy action spaces until the cleanup phase of the round. Any buildings occupied during the round may not be used by the Castaway. Unlike **Inn** actions, the castaway may use a building as normal, paying the owner \$1 if necessary. The Castaway can also collect the bonus if using a town action space.

For timing purposes, the action is assumed to occur immediately when the ship returns. Money gained by the action may be used to pay for whales on the same ship. The **Tryworks** and **Refinery** both apply to whales on the same ship. The Customhouse applies to all ships that returned in the current movement phase.

Actions that apply to ships (Preparing, launching, moving) can NOT be used on the returning ship,

but may be used on other ships that are not returning in the same round.

If the ship containing the Castaway returns at the end of the game, the action IS considered to apply to all ships returning in the final movement phase.

Ship's Log

The Ship's Log adds 32 Cards and three new buildings to the game. The cards are divided into two decks, *Providence* and *Omens*. Ship's Log cards are selected during the whaling phase, and provide goods, points, extra actions, or negative effects on other players.

Setup

Shuffle the *Providence* and *Omens* decks separately, then set them, face down, by the whaling board. Reveal the top card of each deck.

Selecting Ship's Log Cards

During the whaling phase of each round, a ship may choose to skip selecting a whale token to select the top *Providence* or *Omens* card. Ships that have only Empty Sea tokens to select from may still select a Ship's Log card.

Only the face-up card in each deck may be selected. The next card is not revealed until the next round.

Ship's Log cards are placed near the player's board after being selected. Each card will list when it is to be activated. Most cards activate immediately or in a later round at the player's choice. Follow the instructions on the card as completely as possible.

Cards that activate during the whaling phase are activated after whales are drawn, but before players begin selecting whales. They cannot be activated in the middle of selecting tokens.

All tokens from the White Whale promo count as a page in the Ship's Log.

During the cleanup phase of each round, place unselected Ship's Log cards on the bottom of their respective decks, and reveal the next card from the top of the deck.

Providence

Uncharted Desert Isle: When Selected, collect 3 wood and 3 food, add it to your personal supply.

Beached Whale: When Selected, take one or two Right whales from the Ocean bag, pay for them immediately, and add them to your personal supply.

The Coffin: At the end of the game, take an extra turn after ships return in round 12, but before they return in the final movement phase. This counts as a normal action. For timing, it occurs in a separate action phase, which puts it before the Castaways action, and it will remain in place until the end of the game.

Windfall: When Selected, choose to take any amount between \$4 and \$8. Each other player also takes \$4 less than you take.

Time for Scrimshaw: When Selected, take \$3 for each empty sea token among the tokens drawn in the current round.

News from Town: When Selected, you may build one action building at its normal cost. This does not count as placing a worker. Only action buildings may be built. Not Bonus buildings

Nantucket Sleigh Ride: When Selected, move the ship that selects it to the right of the 6 space on the whaling track, and add a bowhead whale to it. It moves as normal, and may select whales, but only after every other ship has an opportunity to select a whale.

Calm Seas: Once, at any time, negate the effects of any one ship's log that affects you.

Gulf Stream: When Selected, move both of your ships up to two spaces out, into first place. If the destination space is full, or there is not enough room on the whaling track, move as far as possible. The player may choose the order to move his ships in.

The ship moves directly to the space, without needing to pass through the intermediate spaces

Ship in a Bottle: When Selected, place an unused ship on this card. The ship can no longer be used. It earns the player 2 points at the end of the game. The ship must not be at sea, on the

dock, or in use anywhere else. If the player has no ship to use, this card has no effect, but may still be selected.

A ship may not be added to this card at a later time.

Trade Winds: When Selected, move this ship out up to 3 spaces, in addition, sell any amount of food or wood. If the destination space is full, or there is not enough space on the whaling track, move as far as possible.

Ships already on the space are not displaced, and remain exactly where they are.

Corpusants: At the end of the game, this earns the player 1 Bonus point for each Sperm Whale

Whale Pod: When Selected, Draw tokens from the ocean bag until a whale token is drawn. Add it to the ship that selected this, then return the rest of the drawn tokens to the ocean bag.

Once the player begins drawing the tokens, the first whale drawn must be added to the ship as if it had been selected, EXCEPT for White Whale Promo tokens.

Gam: When Selected, Move one of your ships to the location of the other one. If you have only one ship out, this has no effect.

The ship moves directly to the space, without needing to pass through the intermediate spaces

Under Weigh: When Selected, optionally prepare a ship for 2 wood, and/or launch a prepared ship for the standard food cost for its destination space on the whaling track. This does not count as placing a worker. Both actions may be skipped.

Message in a Bottle: At the end of the game, Earn 1 bonus point for each 2 pages in your ship's log. Each card including this card and any already used actions are included. White Whale promo tokens also count as a page.

Omens

Man Overboard: When Selected, place a worker onto this card. This worker cannot be used in the next round. This card earns one bonus point.

If selected using the **Library**, either worker may be moved, but this frees up the worker's action space. Workers need to be careful even on the docks.

The Mast-Head: Once, after whales are drawn, return all drawn Right whale tokens to the ocean bag. This earns 1 Bonus point.

Port Fees: For the rest of the game, each returning ship must pay you \$1 when returning to port. The money may be paid before or after returning. A whale from the ship must be sold if the player does not have enough money to pay.

If a player has no whales on the returning ship and no money to pay, they've either outsmarted you, or are doing poorly, and don't pay. You needn't pay yourself.

This does include ships returning at the end of the game. All money gained may be used in the same movement phase.

Rats: Once, during the whaling phase, each other player must return 1 food to the supply or give up a Right whale token from one ship. If a player has no food and no right whales on ships, no penalty is paid. The whales lost are removed from the game.

Refinery Fire: Once, at the start of the round, choose an action building owned by each player. Flip the building over. It cannot be used for the round. Flip the buildings back at the start of the cleanup phase. The **Post Office** still earns its owner \$2. Players who own no action buildings are not affected.

The Dice of Fate: Once, at the start of the round, declare the dice of fate to be angry. No bonus is received for taking town actions for the round. After it has been used, this page also earns 1 bonus point

Stove Boat: Once, during the whaling phase, Other players must pay you a wood in order to add a whale to a boat. This does not prevent other players from selecting a Ship's Log page, the White Whale, Ambergris, or Castaways.

The Sermon: When the **Seamen's Bethel** is built, or when selected if it has already been built, Each other player pays \$1 to the supply. The owner of the **Seamen's Bethel** takes \$5. Worth 1 point if you do not own the **Seamen's Bethel**.

If the **Seamen's Bethel** is not in the current game, this has no effect. Even the owner of the **Seamen's Bethel** must pay \$1 when this is activated.

Burned Oil: Once, during the whaling phase, each player must remove one Right whale or Bowhead whale currently on a ship from the game. Players with no Right or Bowhead whale tokens on a ship are not affected.

Sharks: Once During the whaling phase, Draw an extra token, then remove the most valuable whale token drawn from the game. The Blue Whale can be removed. The White Whale Castaways, and Ambergris cannot be removed.

Ice Sheet: Once, during the whaling phase, Ships on the 4, 5, or 6 space may not select a whale. OR, Once during the movement phase, ships on the 4, 5, and 6 space do not move

Reef: Once, during the movement phase, all players must pay one wood to the supply or move one of their ships 1 space toward port.

Also see movement resolution

Sea Ice: Once, during the whaling phase, no other player may select a bowhead whale.

Typhoon: Once, during the movement phase. All players move one ship one space closer to port, including the player playing this card.

Also see movement resolution

Broken Mast: When Selected: Pay 3 wood, or return one of your ships to port. Earns 1 Bonus point.

Wreck of the Essex: Once, during the movement phase. Each other player must pay 1 food to the supply or move a ship one space closer to port.

Also see movement resolution.

Ship's Log Buildings

Three buildings are added in the Ship's Log expansion. They should be used in addition to the buildings chosen normally for the game.

Library, 1 wood, 1 food: Select a currently available Ship's Log page or one from a previous round. Add it to your Ship's Log as if you had selected it.

Insurance Co, 1 wood, 1 brick, \$2: Take \$3. While you have a worker on this building, you may ignore any negative Ship's Log events, unless you choose to have them affect you.

Ignoring Ship's Log events may create ambiguity in some of the events. See Movement Resolution below.

Newspaper (Whalemen's Shipping List) 2 food, 2 wood: Earns 1 Bonus point for each 2 pages in your Ship's Log. White Whale promo tokens each count as a page.

Movement resolution

When trying to resolve movement, conflict may arise from interaction of several Ship's Log cards, especially with the activation of the Calm Seas event and the **Insurance Co.** building effects.

In such cases, resolve movement by starting with the ship farthest in the direction of movement. (i.e. if moving out, the ship farthest out). If multiple movements overlap, resolve outward movement before inward movement, and longer movement to shortest.

A player may never move farther out than the 6 space on the whaling track, and never closer in than the return space.

Once a ship enters the return space, it cannot leave again.

If, following these rules, a player's destination space cannot be entered or is full, move the ship as far as possible. It may not save unused movement points.