



ICE

EDIFICES &
GUILDS

EXPEDITION BOOKLET



Some say that the world we know was once a very different place. Snow and ice did not always stretch far beyond the horizon. Thousands of years ago, a civilization with knowledge beyond our imagination reigned freely over the land of ICE.

Little is known about this ancient society of the past, however it can be found at the center of many myths and legends, its heritage largely sacred and its people deified.

A titanic catastrophe ravaged this world, decimating this civilization and burying forever the Eden it had built. The causes of the great disaster remain unclear. Yet it is largely understood that the following ice age was a direct result. Over the millennia, snow covered all traces of the Nuukas...

Until certain expeditions reported the existence of imposing Edifices, a testament to this ancient civilization.

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Overview

With **Edifices & Guilds**, set off in the traces of the Nuukas and discover their many vestiges. To do so, you'll have to organize new expeditions, venture beyond the Nuukas' valley and face the immensity of the ice sheet. During these adventures, you may be lucky enough to discover Edifices! But be careful: discovering their secrets could have unknown consequences.

Edifices & Guilds brings two new exciting ways to play I C E:

- **Guild Favors:** This additional display board can be added to any I C E game, bringing extra new actions you can perform each turn.
- **Expeditions:** Players use the map of I C E to determine where they will explore next. Expeditions brings a “soft-legacy” element to I C E, as each Expedition offers new setups for the game, new discoveries, and exciting new variants for future games!

Components

PLAYER COMPONENTS

2 Guild boards



2 Enlightened Guess tokens



1 Alchemist Tool token



4 Player markers



2 Expedition Leaders



2 Guild Camp tokens



GAME COMPONENTS

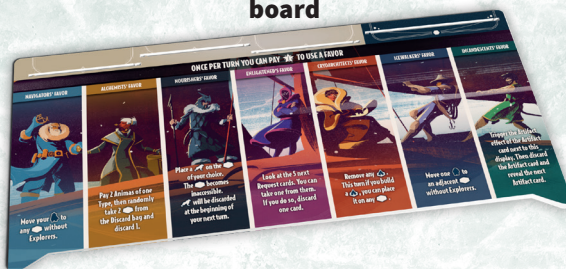
1 Sentry Wurm



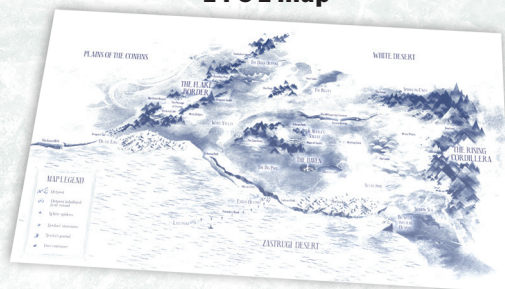
4 Smilodons



1 Guild Favor board



1 I C E map



19 cards

13 Edifice cards



5 Artifact cards



1 Logbook card



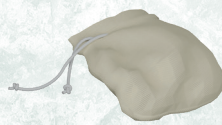
6 Expedition tokens



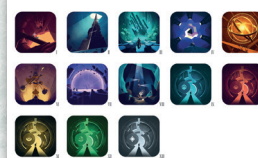
1 Artifact sheet



1 Large cloth discard bag



1 Sticker sheet



15 “3” RP tokens



SETUP

Set up the I C E game as normal following the base game rulebook.

Place the **Guild Favor board** next to the Game board so that all players can see it. Shuffle the 5 **Artifact cards** and place them face-up in a deck next to the Incandescent's Favor on the right of the Guild Favor board.

Add the **Discard bag** next to the Game board. This bag is dedicated to discarded tiles: played Snow tiles, as well as destroyed or collapsed tiles, must be placed in this bag.

When using the Guild Favor board, you can also display the Decree cards for each game, as well as the Edifice card for the current game (see Applying the Effects of the Last Edifice, page 9).



NEW LOGBOOK CARD



Mix this new Logbook card into the Logbook deck when playing this expansion. When revealed, randomly choose an Edifice Card among the Edifices already discovered (see Edifice Booklet, on the flip side of this rulebook). Apply the Edifice's effect for the remainder of the game, in addition to any other Edifices that may currently be in play.

Add the additional Edifice card next to the Guild Favor board.

This Logbook should only be added after discovering at least 1 Edifice (see Expeditions chapter, page 8).

NEW GUILD BOARDS

2 new Guilds join ICE! Use the **Alchemist Tool token** when playing with the Alchemist, and the two **Enlightened Guess tokens** when playing with the Enlightened. These Guilds can also be played with just the base game only, without the need of any other expansion elements.



Chizüne, Alchemist



Once per Day you can flip your token to randomly **collect up to 2 tiles from the Discard bag**. Then, choose one to keep and return the other one to the bag.

☀ **During Sunrise reset**, if your Tool token was used, flip it back to its colored side.



Chado, Enlightened



Once per turn, before excavating a tile, you can make a prediction:

- **For a Snow tile**, guess if it's an Animal, Expedition or a Nuuka type (see base rulebook, page 23). Then finish the excavation and take the tile. If you're correct, reveal the Snow tile you have excavated and **gain 1 EP** on your EP track.

You can recognize the category of a Snow tile by the symbols at the bottom of the tile.



- **For an Artifact**, guess the shape of the Artifact: Shape 1, 2 or 3. Then finish the excavation and take the tile. If you're correct, **gain 2 RP** in tokens.

You can see the shape of the Artifact tile at the bottom of the tile, to the left of the icon representing its type.



Whenever you make a correct guess for Snow or Artifact tiles, flip over the corresponding Guess token. You can no longer make a guess for that tile type for the remainder of the Day.

☀ **During Sunrise reset**, if your Guess tokens were used, flip them back to their darker sides.



GUILD FAVORS

To help the Expedition Leaders in their tasks, the City's main Guilds are there for support.

Gameplay

Once per turn, in addition to the 1-2 main Exploration points players spend for their usual actions, players can also make a Favor action: for the cost of 1 Renown Point token, you can benefit from a Guild's Favor and perform the associated action.

 **During Sunrise**, just after applying the Logbook card (though not on the first Day) place a 1 RP token from the reserve on each Favor location of the Favor board.

During the 3rd and 4th Day, continue adding a 1 RP token to each Favor location per Sunrise, even if there are already RP tokens still on those locations.

The first player who uses a Favor with one or more RP tokens on it earns them. Players can pay for the Favor (1 RP) with the earned RP token(s).

There are 7 Favor actions available:



NAVIGATORS' FAVOR

Move your Expedition Leader to any tile without Explorers.

Any Archaeologists that were present do not follow your Expedition Leader on this move. (With the exception of the Navigators Guild, where up to 1 Archaeologist can still follow them).



ALCHEMISTS' FAVOR

This Favor requires an additional payment (besides the 1 RP): You must also turn over the top face-up Artifact tile in a slot on your Guild board totaling 2 or more Anima (a Study token can count as 1 of these Anima but does not need to be flipped).

Then, take 2 random tiles from the Discard bag. Keep 1, and return the other to the bag.

You can't pay with Artifacts that you have already activated for their ability this Day.



NOURISHERS' FAVOR

Place a Smilodon on any tile of your choice. It will be removed at the beginning of your next turn. A tile with a Smilodon is Inaccessible:

- This tile cannot be Excavated. It can still Collapse or be Destroyed, if so return all items present to their respective reserves.
- Explorers can't move onto this tile by any manner
- Explorers that should be placed on this tile are returned to their respective reserves or players instead

Explorers already on the tile can still move off the tile.



ONCE PER TURN YOU CAN PAY 1 EP TO USE A FAVOR

NOURISHERS' FAVOR

Place a  on the  of your choice. The  becomes inaccessible.  will be discarded at the beginning of your next turn.

ENLIGHTENED'S FAVOR

Look at the 5 next Request cards. You can take one from them. If you do so, discard one card.

CRYOARCHITECTS' FAVOR

Remove any . This turn if you build a , you can place it on any .

ICEWALKERS' FAVOR

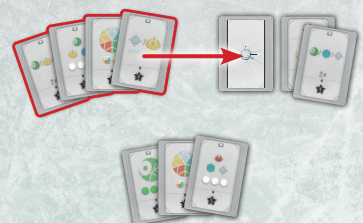
Move one  to an adjacent  without Explorers.

INCANDESCENTS' FAVOR

Trigger the Artifact effect of the Artifact card next to this display. Then discard the Artifact card and reveal the next Artifact card.

ENLIGHTENED'S FAVOR

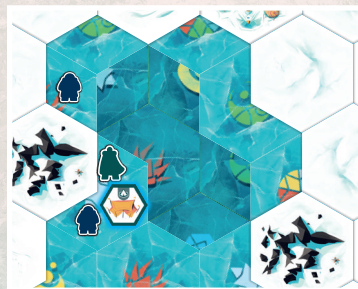
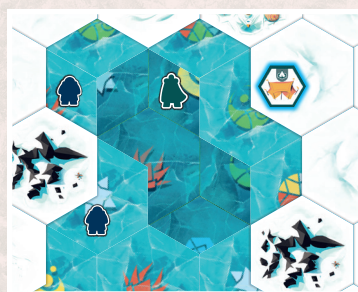
Look at the 5 next Request cards of the Request deck. You may keep 1, but if you do you must **discard one** of your current Request cards. Then put the non-taken Request cards back on top of the Request deck in any order.



CRYOARCHITECTS' FAVOR

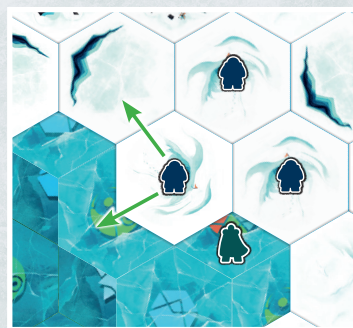
Remove any Camp on any tile. This turn you may use the **Build a Camp** action on any tile, including one that is not fully revealed.

You still have to pay 1 EP if you choose to Build a Camp.



ICEWALKERS' FAVOR

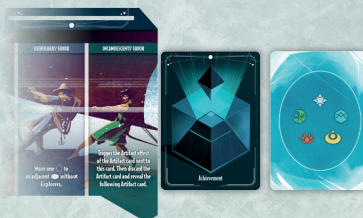
Move an Archaeologist to any adjacent tile without Explorers.



INCANDESCENTS' FAVOR

Trigger the Artifact effect of the Artifact card next to this Favor (you still have to pay 1 RP for the Exalted Artifact). Then discard that Artifact card and reveal the next one. (See base game rulebook page 13, Effects of the 5 Artifact Types, for when certain Artifacts can be triggered).

If there are ever no cards in the deck, shuffle the discard pile and form a new face-up deck.



EXPEDITIONS

The discovery of the Valley of the Nuukas site allowed explorers to uncover the first vestiges of the Nuukas: Artifacts, of which their use quickly changed the daily life of the City. Later, the era of the Great Expeditions brought to light enigmatic giant structures deep within the City: the Edifices.

Every I C E game is an expedition. In the base game, these expeditions systematically take you to the Nuuka Valley.

But with **Edifice & Guilds**, players will be able to organize Expeditions far beyond, following the I C E map.

Choosing an Expedition

First, players must choose an accessible Expedition (see pages 10-18).

The conditions for starting an Expedition are indicated above the Expedition's title, in the form of small square illustrations.



These are the Edifices that need to have already been discovered by players from a previous Expedition in order to proceed.

At the start, only "The Valley Expedition" and "In the Heart of Cracks" are accessible, without needing to have discovered an Edifice first.

Setup of the Expedition

Before players embark on an Expedition, they will need to respect the specific setup for that adventure.

Snow tiles Layout

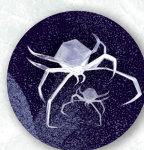
Apart from the Expeditions in Area 1, every other Expedition has its own layout. **Snow tiles need to be placed in a specific way following the layout** of its corresponding diagram. In the greyed-out sections, Snow tiles should be placed randomly, as normal.

Example of a layout



Expedition Tokens

Some Expeditions will use the Expedition tokens that may be placed during Setup or used during an Expedition. These tokens have 2 sides with different effects.

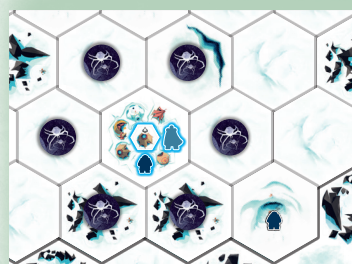


Spider Side

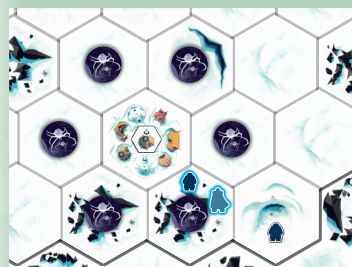
If an Expedition Leader moves onto a tile with a Spider token, they must make an additional free move to an adjacent tile without a Spider token. Archaeologists can follow them on this free move.

You can't Build a Camp on a tile with a Spider token.

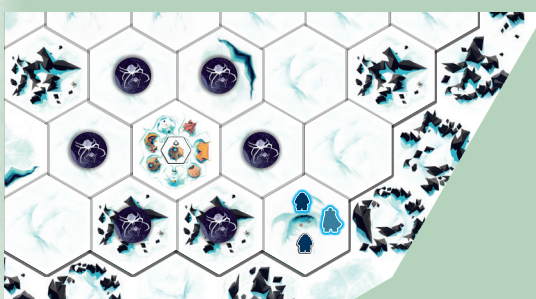
The Spider token remains on the Game board, even after passing by it. It is removed only if the tile that it's on collapses or is destroyed.



The Navigator player uses the Sail action to place their Expedition Leader on the Encampment tile, and then spends an additional 1 EP to Move to an adjacent tile.



Since the tile they moved on to has a Spider token, they take another mandatory (and free) Move, taking the Archaeologist present along with them.



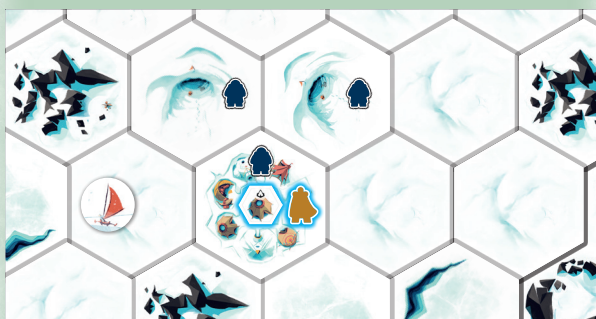


Sailboat Side

If an Expedition Leader moves on to a tile with a Sailboat token, that player takes it to their personal supply. During their turn, they may discard a Sailboat token to place one Archaeologist from the reserve onto the tile of their own Leader.

Please note that the effects of Spider and Sailboat tokens differs from those of the White Spiders and Ice Sailboat Snow tiles.

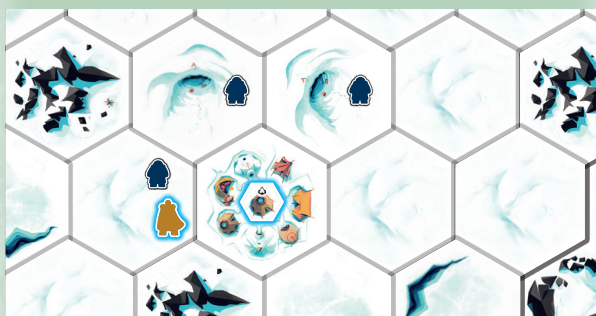
The Alchemist player uses the Sail action to place their Expedition Leader on the Encampment tile, and then spends an additional 1 EP to Move to an adjacent tile, bringing the Archaeologist that was there with them.



They move on to a tile with a Sailboat token.



They take the token to their personal supply, and can use it immediately or save it to use at a later turn.



Additional Setup

There may also be a special rule that applies in addition to the setup.

Please note that players can't play Expeditions with the Logbook setup variant (see page 18 of Base Game Rulebook).

Applying the Effects of the Last Edifice

Finally, if this is not the first Expedition being played, place the card of the last Edifice discovered on the far right slot of the Guild Favor board. **The variant game-play from that Edifice applies for this game.**

(Once you discover an Edifice, refer to the flip side of this rulebook for Edifice effects).



Ending an Expedition

Whenever an individual game finishes, take the sticker corresponding to the Edifice that you discovered and stick it on the I C E Map. Refer to the small symbol to find out where to place the sticker on the map.

Then turn to page 19 of this Rulebook where you will find the "Hall of Fame," and the full list of Expeditions and their requirements. The winning player of each Expedition should write their name (and the Guild that they played), the number of players for this game, and their winning score, on the corresponding Expedition line.

If you play with the same group of players for every Expedition, you can play this as a competitive campaign! The player who wins the most games out of the 13 Expeditions becomes the "Ultimate Explorer"! (If there is a tie among games won, total up the final scores to determine a final Ultimate Explorer. If there is still a tie, all tying players share the victory).

Each completed Expedition shows the Edifice that has been discovered. This Edifice will affect the next game of I C E that you play!

AREA ONE

AZULIA

Our crew is preparing to leave the Haven on board one of the largest sailing ships. The various selected Guilds have already chartered all their equipment. The excitement is mounting in the crowd that has come to witness the grand departure, and the wind is blowing in the sails.



The Valley Expedition

We are rapidly approaching the legendary Johaan passage...

ADDITIONAL SETUP

When adding the three Decrees to the game, make sure one of them is the **Achievement Decree**. The other two will be randomly chosen as normal.

When placing the final Snow tile layer, make sure to not place any **Tunnel Snow tiles** adjacent to the **Encampment tile**.

Then place a **Spider token** on each of the 6 tiles adjacent to the Encampment tile.



GAMEPLAY CHANGE

See **Spider Side** (page 8) for how they are used within a game.

Apply the effects of the last Edifice discovered.

END OF GAME

Your expedition party has discovered **the Achievement Portal** Edifice! Place the corresponding sticker on the Map in space I.

Read about this Edifice (Edifice Booklet, page E20).





Discovery of Azulia

The City of Azulia reveals itself as we walk, and the weight of history seems to accompany us...

ADDITIONAL SETUP:

For this Expedition, the **Guild Favor board must be used**. Before the first Day begins, **place a 1 RP token** on each of the seven Favor slots.



GAMEPLAY CHANGE:

Apply the effects of the last Edifice discovered.

END OF GAME:

Your expedition party has discovered **the Summer Orb** Edifice! Place the corresponding sticker on the Map in space II.

Read about this Edifice (Edifice Booklet, page E12).



Into the Depths of Azulia

As we progress deeper into the city of Nuuka, we feel the air becoming charged with energy...

ADDITIONAL SETUP:

For this Expedition, the **Guild Favor board must be used**. Before the first Day begins, **place a 1 RP token** on each of the seven Favor slots.

For this Expedition, the **Curse track must also be used**. **All player's marker are advanced one more space on the track than normal**. For example, in a 3-player game, instead of starting at the 1 space, all players will start at the 2 space instead.



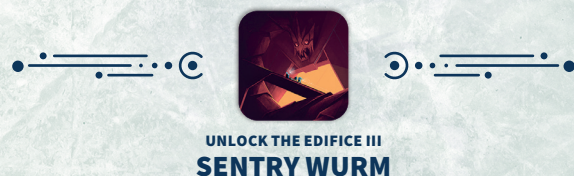
GAMEPLAY CHANGE:

Apply the effects of the last Edifice discovered.

END OF GAME:

Your expedition party has discovered **the Sentry Wurm** Edifice! Place the corresponding sticker on the Map in space III.

Read about this Edifice (Edifice Booklet, page E4).



AREA TWO

BETWEEN TWO SEAS

Heading towards the Lahuan Pass, we are about to enter the mysterious Cracks. Setting off again for these territories steeped in history, following the path opened up by the Founders, is a moving experience!



ADDITIONAL SETUP



Place the Snow tiles and **Sailboat tokens** following the diagram below:



GAMEPLAY CHANGE

See **Sailboat Side** (page 9) for how they are used within a game.

Apply the effects of the last Edifice discovered.

END OF GAME

Your expedition party has discovered **the Mystical Rock Edifice**! Place the corresponding sticker on the Map in space **IV**.

Read about this Edifice (Edifice Booklet, page E18).



UNLOCK THE EDIFICE IV
MYSTICAL ROCK



In the Footsteps of the Founders

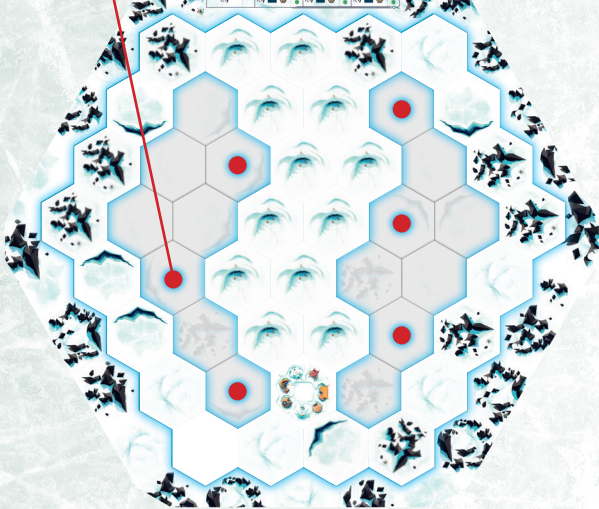
After the Enigas outpost, the Founders road begins, as a reminder of where we come from...

ADDITIONAL SETUP:

For this Expedition, the **Guild Favor board must be used**. Before the first Day begins, **place a 1 RP token** on each of the seven Favor slots.



Place the Snow tiles and **Sailboat tokens** following the diagram below:



GAMEPLAY CHANGE:

See **Sailboat tokens** (page 9) for how they are used within a game.

Apply the effects of the last Edifice discovered.

END OF GAME:

Your expedition party has discovered **the Accelerator Antenna** Edifice! Place the corresponding sticker on the Map in space **V**.

Read about this Edifice (Edifice Booklet, page E6).



UNLOCK THE EDIFICE V
ACCELERATOR ANTENNA



Dark Mirror

Threatening shadows seem to pass under the thick layer of ice...

ADDITIONAL SETUP:

For this Expedition, the **Curse track must be used**, and all player's markers are advanced one more space on the track than normal. For example, in a 3-player game, instead of starting at the 1 space, all players will start at the 2 space instead.



Place the Snow tiles and **Sailboat tokens** following the diagram below:



GAMEPLAY CHANGE:

See **Sailboat tokens** (page 9) for how they are used within a game.

Apply the effects of the last Edifice discovered.

END OF GAME:

Your expedition party has discovered **the Impossible Polyhedron** Edifice! Place the corresponding sticker on the Map in space **VI**.

Read about this Edifice (Edifice Booklet, page E10).



UNLOCK THE EDIFICE VI
IMPOSSIBLE POLYHEDRON

AREA THREE

THE RISING CORDILLERA

The Cordillera casts its icy shadow over our path. We already know that the cold will be felt more severely with altitude. The elements are likely to rage as the fog already thickens!



Diving in the Crevasse

The closer we get, the more what appears to be a flaw seems disproportionate, like a bottomless abyss...

ADDITIONAL SETUP

Place the Snow tiles following the diagram below:



GAMEPLAY CHANGE

Apply the effects of the last Edifice discovered.

END OF GAME

Your expedition party has discovered **the Containment Sphere** Edifice! Place the corresponding sticker on the Map in space **VII**.

Read about this Edifice (Edifice Booklet, page E16).



UNLOCK THE EDIFICE VII
CONTAINMENT SPHERE



Silence in the Mist

As we progress, it is difficult to see further than the end of the rope that connects us to each other...

ADDITIONAL SETUP:



Place the Snow tiles and **Spider tokens** following the diagram below:



GAMEPLAY CHANGE:

See **Spider tokens** (page 8) for how they are used within a game.

Apply the effects of the last Edifice discovered.

END OF GAME:

Your expedition party has discovered **the Monolithic Lotus** Edifice! Place the corresponding sticker on the Map in space **VIII**.

Read about this Edifice (Edifice Booklet, page E8).



UNLOCK THE EDIFICE VIII
MONOLITHIC LOTUS



The Ascent of the Cordillera

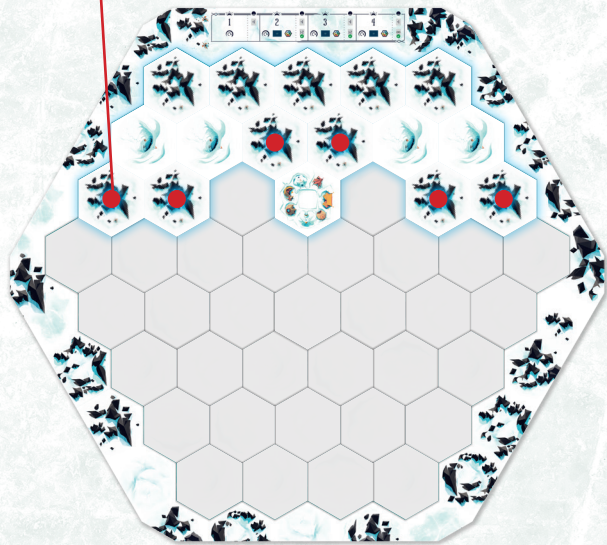
As we make our way through the fog, disturbing noises can be heard all around us...

ADDITIONAL SETUP:



When adding the three Decrees to the game, make sure one of them is the **Obliteration Decree**. The other two will be randomly chosen as normal.

Place the Snow tiles and **Spider tokens** following the diagram below:



GAMEPLAY CHANGE:

See **Spider tokens** (page 8) for how they are used within a game.

Apply the effects of the last Edifice discovered.

END OF GAME:

Your expedition party has discovered **the Obliteration Portal** Edifice! Place the corresponding sticker on the Map in space **IX**.

Read about this Edifice (Edifice Booklet, page E20).



UNLOCK THE EDIFICE IX
OBLITERATION PORTAL

AREA FOUR

DESERTS

*We can see the Refuge du Relief backed by the Twin Lakes and bordered by the White Desert.
But our expedition will not stop there, and we plan to explore the borders beyond the mountains.*



Desert's Gateway

*The immaculate expanse surrounds us
and our feet crunch on the ice...*

ADDITIONAL SETUP

When adding the three Decrees to the game, make sure one of them is the **Harmony Decree**. The other two will be randomly chosen as normal.



Place the Snow tiles and **Sailboat tokens** following the diagram below:



GAMEPLAY CHANGE

See **Sailboat tokens** (page 9) for how they are used within a game.

Apply the effects of the last Edifice discovered.

END OF GAME

Your expedition party has discovered **the Harmony Portal** Edifice! Place the corresponding sticker on the Map in space **X**.

Read about this Edifice (Edifice Booklet, page E20).



UNLOCK THE EDIFICE X
HARMONY PORTAL



Among the Smilodon

As our footsteps sink into the fresh snow, the silence seems threatening...

ADDITIONAL SETUP:

Place the Snow tiles following the diagram below.

Place a **Smilodon** pawn on the Encampment tile. Then place a Smilodon on each Day of the Day track except the first Day.



GAMEPLAY CHANGE:

During the Sunrise phase of each new Day, the new First player **takes the Smilodon pawn** from the current Day's slot and **places it on any tile that's adjacent** to a Smilodon already on the Game board.

Smilodon are unbeatable this Expedition and stay on the Game board all game long. A tile with a Smilodon is Inaccessible as usual. If a tile containing a Smilodon collapses or is destroyed, the active player places it on one of the three tiles underneath.

A Smilodon can't be placed on the Azulia layer, and goes back to its reserve instead.

If playing with the Guild Favor board, the Nourisher's Favor can't be used for this Expedition, even if a Smilodon has been returned to the reserve.

Apply the effects of the last Edifice discovered.

END OF GAME:

Your expedition party has discovered **the Temporal Singularity** Edifice! Place the corresponding sticker on the Map in space **XI**.

Read about this Edifice (Edifice Booklet, page E14).



UNLOCK THE EDIFICE XI

TEMPORAL SINGULARITY



Lost in the Confines

The gusts are omnipresent and we decide to move forward in a pack to make progress...

ADDITIONAL SETUP:



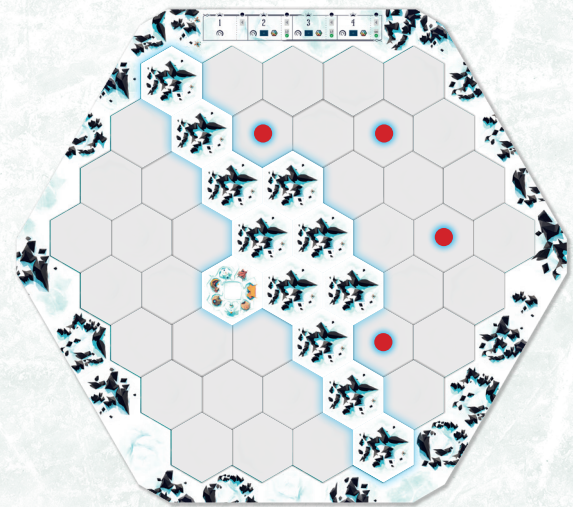
When adding the three Decrees to the game, make sure one of them is the **Philosophical Decree**. The other two will be randomly chosen as normal.

Place the Snow tiles following the diagram below.

For this Expedition, **don't place Archaeologists on Tunnel Snow tiles** during setup, and don't place anything on the Encampment tile.

Take the Camps of **any 2 unused Guilds** in the game as well as the **two White Camps**. Then place one of these Camps, along with 1 Archaeologist, on each of the designated tiles shown in the diagram.

Each player starts with a Sailboat token.



GAMEPLAY CHANGE:

See **Sailboat tokens** (page 9) for how they are used within a game.

Apply the effects of the last Edifice discovered.

END OF GAME:

Your expedition party has discovered **the Philosophical Portal** Edifice! Place the corresponding sticker on the Map in space **XII**.

Read about this Edifice (Edifice Booklet, page E20).



UNLOCK THE EDIFICE XII

PHILOSOPHICAL PORTAL

AREA FIVE

FINALE

Our perilous journey seems to be coming to an end. Each Guild has drawn on its last reserves in facing the Passage of Storms. But through its scales, has the Dragon revealed all its mysteries?



In the Dragon's Maw

*As the ridges seem to encircle us,
we discover Hanging lake...*

ADDITIONAL SETUP



When adding the three Decrees to the game, make sure one of them is the **Exalted Decree**.

The other two will be randomly chosen as normal.

Place the Snow tiles following the diagram below.



GAMEPLAY CHANGE

Do NOT play with the last Edifice discovered. Instead, play with all three of these Edifices instead: **Sentry Wurm**, **Containment Sphere** and **Monolithic Lotus**. You will have to place them next to the Favor board.

END OF GAME

Your expedition party has discovered **the Exalted Portal** Edifice! Place the corresponding sticker on the Map in space **XIII**.

Read about this Edifice (Edifice Booklet, page E20).



UNLOCK THE EDIFICE XIII
EXALTED PORTAL



History will remember that with this latest discovery, the Era of Expeditions comes to an end, allowing the various Guilds to return to the City of Haven laden with new knowledge about the Nuukas. But also with unexplained mysteries...



AFTER THE EXPEDITIONS

Once players have explored all of the Expeditions, they can try different setups of their liking for the Snow tiles of their following games. Players can feel free to also use the Expedition tokens as they wish: playing in environments that feature plenty of Spiders, Sailboats, or a mix of the two.

Don't hesitate to play with the Edifices you discovered. You can even play with multiple Edifices in the same game. If you do, don't place the Edifice cards in the slot of the Guild Favor board — instead, place them next to it.

You can find the best Expeditions shared by others on our This Way Community Discord (in the channel #great-expeditions):

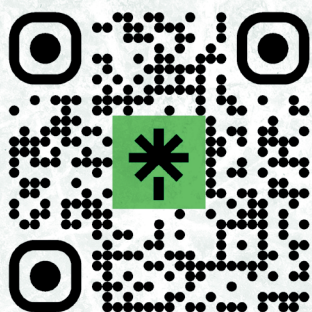


HALL OF FAME

EXPEDITION	CONDITION	# OF PLAYERS	WINNER AND GUILD	SCORE	
<i>The Valley Expedition</i>	<i>None</i>				
<i>Discovery of Azulia</i>					
<i>Into the Depths of Azulia</i>	 				
<i>In the Heart of Cracks</i>	<i>None</i>				
<i>In the Footsteps of the Founders</i>					
<i>Dark Mirror</i>					
<i>Diving in the Crevasse</i>					
<i>Silence in the Mist</i>					
<i>The Ascent of the Cordillera</i>	 				
<i>Desert's Gateway</i>					
<i>Among the Smilodon</i>	 				
<i>Lost in the Confines</i>	 				
<i>In the Dragon's Maw</i>	   				

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The link to find them all!



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This Way community on Discord



BGG page of I C E: Edifices & Guilds



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If you receive a product with a damaged or missing component, please contact our customer support partners at Naylor Games (support@naylorgames.com) and they will assist you.

If you have any questions on gameplay or lore, please contact us at:
contact@thiswayeditions.com and we'll be delighted to discuss these with you!

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FAQ

- I am playing the Alchemist, and have flipped my Tool token to collect two tiles from the Discard bag, but there is only one tile in there. What happens?

If there is only one tile in the bag, then just take it and don't return any tile to the bag. This also applies when using the Alchemist Favor on the Guild Favor board.

- Can I use the Guild Favor board if I have no RP tokens? (And just write that I have negative RP somewhere?).

No. A Guild Favor can only be activated using RP tokens that you currently own, or that may already be on the Favor action itself. (You can earn any tokens on a Favor action before spending them to trigger the action — but you MUST be able to trigger the action to earn the tokens).

- I want to use the Nourisher's Favor on the Guild Favor board, but all four Smilodon pawns are already on the board. Does this mean I can't take the Favor action?

You can still use this action! Simply choose an existing Smilodon on the board, and reposition it on another tile.

- Speaking of Smilodons, when all of them are being used, how can players keep track of which one is theirs? (In order to remember to remove that Smilodon on the start of their next turn).

Usually players will remember which Smilodon is theirs. But if you're not using the Curse track, you can always use the extra Player marker to place with the Smilodon that you use. If you are playing with the Curse track... use a suitable replacement that can identify each player's Smilodon.

- I'm using the Icewalker's Favor to move an Archaeologist to a tile with a Spider token. Does the Archaeologist also need to make a free additional move to an adjacent tile?

No. Archaeologists that get moved onto a tile with a Spider token, but without an Expedition Leader, do not make this additional move by themselves.

- Some Expeditions require that players must use either the Guild Favor board or Curse track. Does that mean the other Expeditions shouldn't use them?

The Guild Favor board and Curse track can be used for ALL Expeditions, or not — it's up to the players! It's just that with some of the Expeditions the Guild Favor board or Curse track are mandatory in order to go on that Expedition, and also require a slight change in setup.

- The "Lost in the Confines" Expedition only starts with four Archaeologists on the board. Is that right? How can the game be played with so few Archaeologists?

Remember, in the setup each player starts with a Sailboat token, so more Archaeologists will enter the game that way. Players will also need to rely on the "Recruit" action more for this Expedition. It's also important to remember that in most regular games, many Archaeologists that are placed on the Game board during setup never get used!





GUILD LORE

NAVIGATORS

Remarkable adventurers or joyful troublemakers, the Navigators are above all intrepid explorers. Never short of incredible tales, often difficult to imagine, they bring back detailed maps where they record nunataks and frozen lakes. Aboard ice sailing ships, they seek to push back the boundaries of the known world ever further. This once minor Guild is now one of the seven major Guilds of the City, thanks to the advent of the great annual expeditions.



ALCHEMISTS

Masters in the art of modifying, restructuring and transforming everything that passes through their hands, they are both the artisans and the merchants of the city. Experts in the art of trade, they set the rules of commerce within the City. Since ICE's resources are scarce, crafting relies heavily on the recycling of damaged or obsolete materials and objects. Alchemists have a wide range of skills, but they all operate in a similar way: dismantle to rebuild.



NOURISHERS

Able to face the dreaded Smilodons, brave storms and survive several days at temperatures exceeding -40°C , the Nourishers defy the elements of the ice sheet like no one else. Thus, they succeed in feeding a population of more than 10,000 inhabitants on a daily basis. Composed of three trades: hunters, fishermen and horticulturists, this Guild has the largest number of members in the city. It is for this reason that it has a seat on the Council.





ENLIGHTENED

Gifted with prescience, the Enlightened Ones are respected for their ability to predict upcoming storms and events. They are consulted by the Navigators to plan their expeditions and by the Nourishers to plan their hunting seasons. Immersion in icy water lowers their body temperature, triggering the trance that allows them to access their visions. Their gift of prescience is hereditary, so this Guild and the five families that make it up carefully guard their genes.



CRYOARCHITECTS

The CryoArchitects are Master Builders. They arrived with the first pioneers and are one of the oldest Guilds. They designed the structure and layout of the City, and built this masterpiece of ice bricks around the Hearth of the City. The limited variety of materials at their disposal has sharpened their expertise in the use and mastery of ice as the majority of the infrastructure. Only the brightest students can hope to join this prestigious Guild.



ICEWALKERS

This young Guild's mantra is to find the right track through the ice. With the development of excavations in the Valley of the Nuukas, their expertise as scouts has saved precious time in the search for Artifacts. Eager to learn new techniques and redouble their ingenuity to unearth the best veins of ice, they work in concert with the CryoArchitects. Their incomparable know-how allows them to access the most inaccessible cavities and faults of several hundred meters.



INCANDESCENTS

Incandescent Masters possess a special connection to artifacts: with a simple touch they activate some, understand the hidden power of others. They are the rare chosen ones who have endured the ritual that gives them this affinity for artifacts. Without them, the Valley of the Nuukas would never have been discovered, and the doors of the Edifices would have remained closed. This Guild also provides the technicians who have the task of regulating the energy, heat, and light produced by the Hearth.

