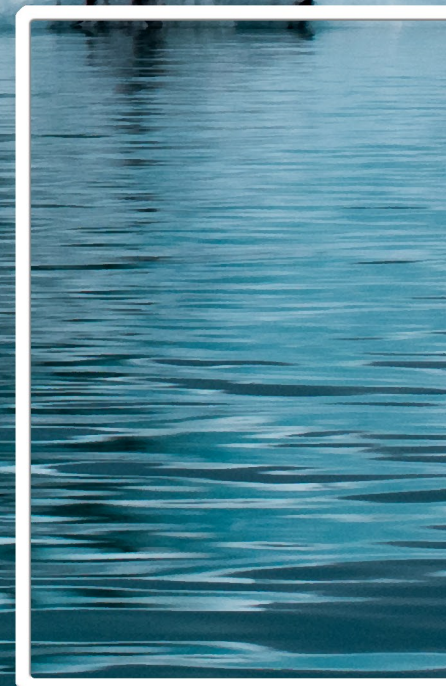
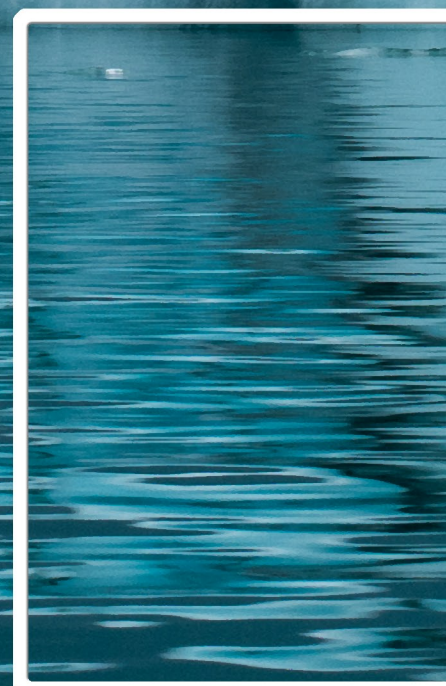
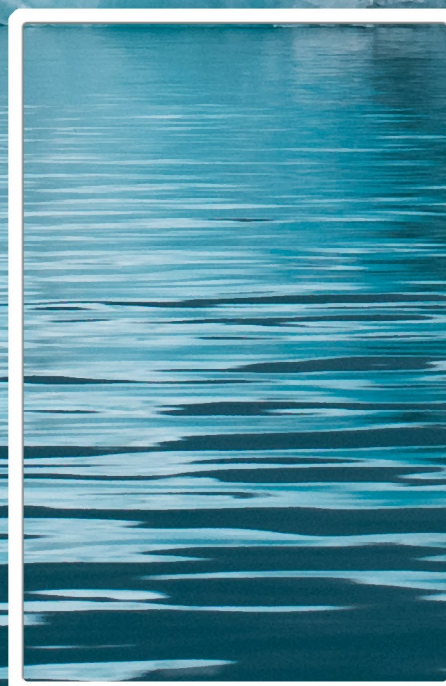
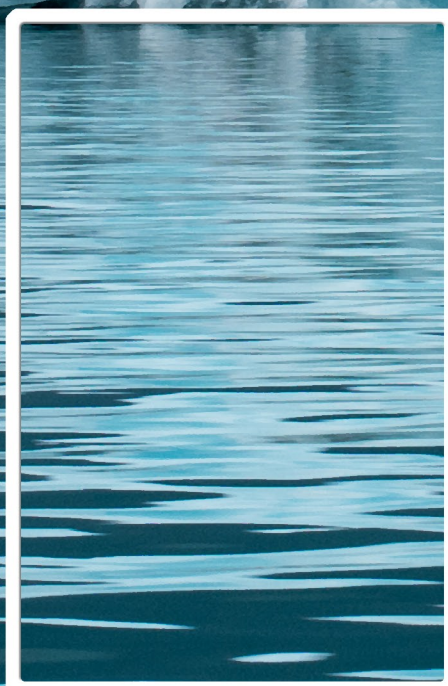
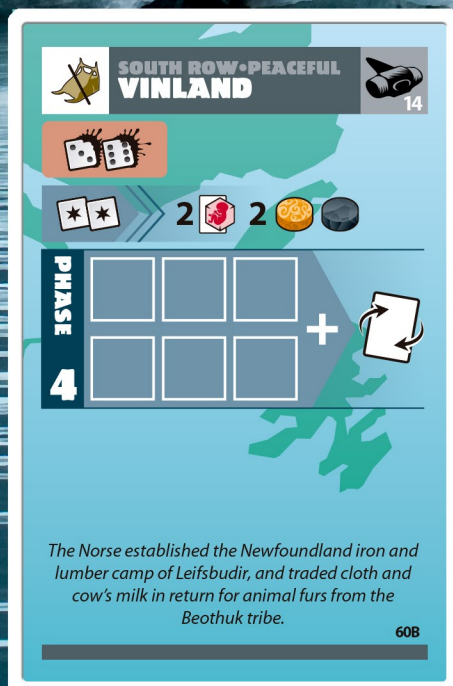
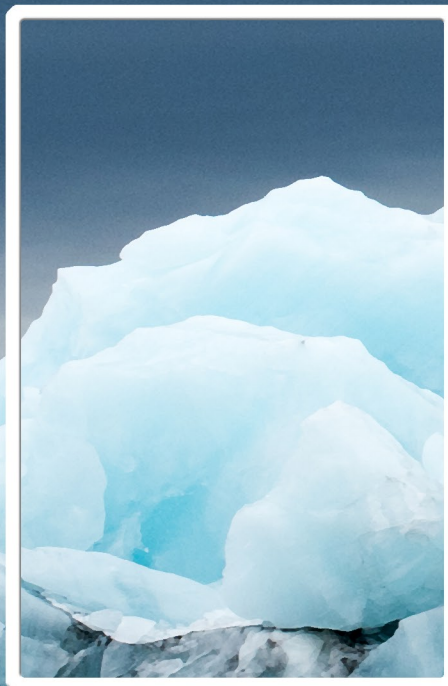
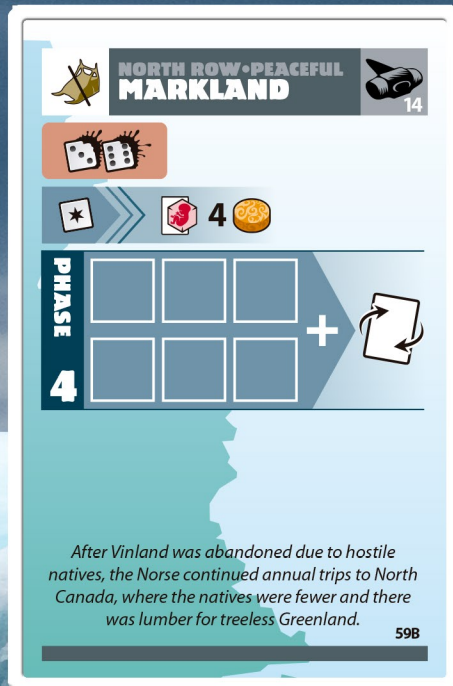
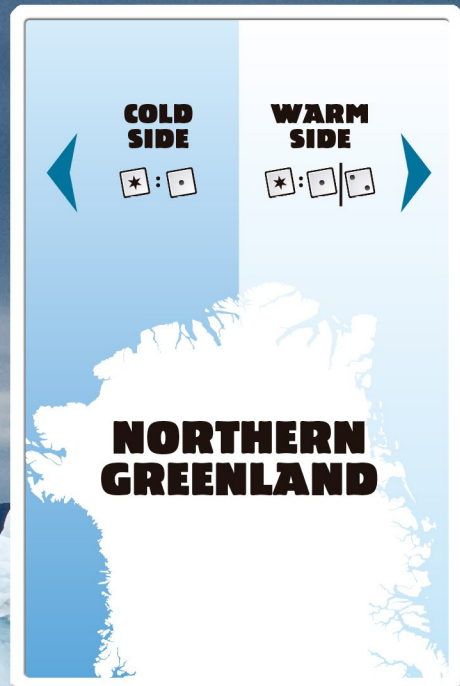
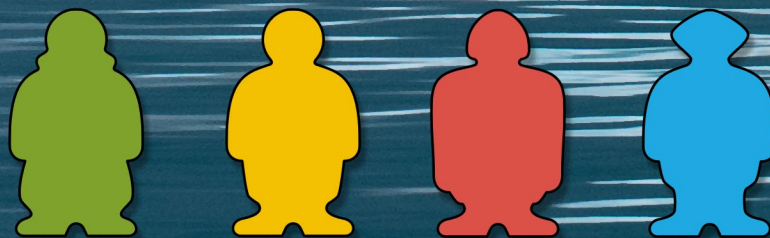


THIRD EDITION

GREENLAND

A SURVIVAL GAME FOR 1-4 PLAYERS



PHASE 1: EVENTS (D)

Player order. (A2)

North and South Migrations. (D1)

Venereal disease. Decimate all players with Husbands married to daughters of the color of the icon. (D2)

Crowd disease. Decimate all players who have the specified number or more of unassigned tribesmen (D2)

Feud. Decimates all players who do not have a rank 1 Elder of any color on their Placard (D2)

Energy/Elder Depletion. Remove your choice of Elder or Energy (D3)

Elders Sent Into The Snow. Choose which of your Elder die on any Placard. (D3)

Slaughter. Deplete as many as domestic animals in your tableau (D3)

Global cooling. move the card furthest right in both the North and South throws from the warm side to the cold side (D4)

Elder die-off. Each player rolls 1d6 per elder die-off icon, and kills off one of his elders (D5)

Iron import breakage. Each player who has one or more iron imports must choose one to convert into an iron disk (D6)

PHASE 2: HUNTER ASSIGNMENT (E)

Storm. Each player who has one or more rank 6 elders (mariners) loses one. (D7)

No maritime hunting. No player may assign Hunters to a maritime hunt biome (B1) on the turn of this event. (D8)

Can't enter markland. No player may move to or from Markland (E2) on the turn of this event. (D9)

PHASE 3: NEGOTIATE & ATTACK (F)

Exogamy. Marry daughter to settle a conflict. (F2)

Pacification. Pay one ivory to pacify New World card. (F3)

PHASE 4: ROLL FOR HUNT (G)

Success. On the warm side (D4), [] or [] is a hit. On the cold side only [] will hit. (G)

Attrition. Kill any hunter that rolled that result. (G)

Re-rolls. (G3)

Babies. After a successful hunt, get new tribesmen. (G4)

New World Babies. Babies born in Markland or Vinland become colonists instead of unassigned tribesmen (G4)

Trophy. Take to your tableau if you roll the depicted number of same-valued dice. (G5)

Take into hand. (G6)

PHASE 5: DOMESTIC ANIMALS (H)

Hay cost. Depletion. (H1)

GAME END

Trophy VP (polytheism only). card with a trophy icon (G5) in your tableau lists the VP it is worth.

Resource VP (monotheism only). Each ivory is worth 1 VP, and each iron is worth 2 VP.