

Vous venez de trouver une règle mise en ligne par des collectionneurs qui partagent leur passion et leur collection de jeux de société sur Internet depuis 1998.

Imaginez que vous puissiez accéder, jour et nuit, à cette collection, que vous puissiez ouvrir et utiliser tous ces jeux.

# Ce rêve est devenu réalité !

Chantal et François ont créé l'Escale à jeux en 2013. Depuis l'été 2022, Isabelle et Raphaël leur ont succédé. Ils vous accueillent à Sologny (Bourgogne du sud), au cœur du Val Lamartinien, entre Mâcon et Cluny, à une heure de Châlon-sur-Saône ou de Lyon, une heure et demi de Roanne ou Dijon, deux heures de Genève, Grenoble ou Annecy et quatre heures de Paris (deux heures en TGV).

L'Escale à jeux est un ludogîte, réunissant un meublé de tourisme ★★☆☆ modulaire de 2 à 15 personnes et une ludothèque de plus de 9000 jeux de société.

Au total, 320 m<sup>2</sup> pour jouer, ripailler et dormir.

**ESCALE À  
JEUX**

**escaleajeux.fr**

**09 72 30 41 42**

**06 24 69 12 99**

**escaleajeux@gmail.com**



# 1911 Amundsen VS Scott

*In the austral summer of 1911, it started a frantic race to reach the South Pole first. That exploration became one of the greatest adventures of mankind, a challenge starred by the Norwegian Roald Amundsen and the British Robert F. Scott.*

*Amundsen and Scott travelled to Antarctica to win a race and, although only one could be the first, both reached the glory.*

**A Game by Perepau Llistosella with the artwork of Pedro Soto**  
**2 Players - 20 minutes of playing time - 10 years and up**

## COMPONENTS

- 55 cards for the basic game.
- 1 Board in two pieces.
- 1 Red Pawn (Amundsen)
- 1 Blue Pawn (Scott)
- 2 "Explorer/Player Aid" Cards
- 2 Rulebooks (Spanish and English)
- "Patrons" Expansion (8 Cards)
- "Damned Weather!" Expansion (5 cards and 1 die)
- "1912 The Way Back" Expansion (10 cards)\*

## GAME SETUP

- Put together both pieces of the board showing the trip to the South Pole (blue border).
- The player who has travelled further south must now choose which explorer (Amundsen or Scott) he wants to incarnate in the game.
- Each player takes his explorer's card and place his pawn in his ship of the board.
- The deck is shuffled and placed near the board.
- Each player is dealt a hand of 1 card from the deck
- Draw 3 cards from the deck and place them face up forming a row beside the deck



\* These cards have the same back to the basic game but are distinguished by this symbol:  
You must separate them from the 55 original cards and include them with the expansion.





## THE CARDS

**Colour and symbol of the card.**  
It is used especially in the actions: "Advance",  
"Reach the South Pole" or "Back to Route".

**Symbol of the Special Action.**  
It may be a **Special Action Discard**  
(to use with the action of "Take Cards")  
or a **Special Action** (to use with  
the action of "Play Cards").

**Effect of the Special Action.**  
Explained in the "Special Cards" section



## COURSE OF THE GAME

The players incarnate Roald Amundsen and Robert F. Scott in his feat to be the first human to reach the South Pole. Wins the game the player who arrives there first! The players who incarnates Amundsen starts the game. Thereafter, players take alternating play turns. Each player in his turn must choose between two main actions:

### Take Cards or Play Cards

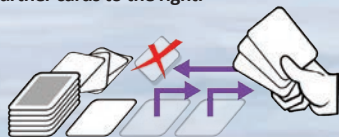
#### A- TAKE CARDS

The player draws cards from the row, adding them to his hand. There are 3 options:

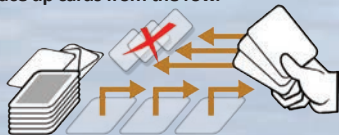
##### 1- Take the further card to the right.



##### 2- Discard one card\* and take the two further cards to the right.



##### 3- Discard three cards\* and take all three face up cards from the row.



After taking cards the player must move to the right the remaining cards (if any) and complete the gaps with cards from the deck.

#### Special Action Discard

If any of the discarded cards had the "Special Action Discard" symbol, the player may in this moment use this effect. If the player discard three cards, and more than one contained the symbol, the player must choose which effect he wishes to use.



#### Hand Limit

The players may never hold more than 7 cards in his hands, so they will not be able to choose the "Take Cards" action if it may provoke exceeding this limit.

#### Exhausted deck

When the deck is exhausted, the discarded cards are shuffled to form a new deck. When the second deck is in use and it get exhausted too, if a player manifests that he cannot perform the "Take Cards" action, the game ends without a winner. Both explorers have died frozen in Antarctica!

2 \*The colorless special cards "Compass" and "Equipment Loss" can not be discarded with this action.

## B- PLAY CARDS

The player chooses one of the next options:

### 1- ADVANCE

He may play one or more cards based upon its colour to advance to the South Pole. Depending on the played cards and their colour, the explorer may advance more than one space on the track:

- **To advance 1 space:**  
Play 1 card of the colour showed in the next space.
- **To advance 2 spaces:**  
Play 3 cards (1 card of the colour of the next space + 2 cards of the colour of the second space).
- **To advance 3 spaces:**  
Play 5 cards (1 card of the colour of the next space + 2 cards of the colour of the second space + 2 cards of the colour of the third space)
- **To advance 4 spaces:**  
Play 7 cards (1 card of the colour of the next space + 2 cards of the colour of the second space + 2 cards of the colour of the third space + 2 cards of the colour of the fourth space)



## 2- REACH THE SOUTH POLE

To reach the South Pole the player must play four cards, one of each colour.



### DOGS AND HORSES

In this game there are colour wildcards for both players.

Amundsen has "Greenland Dogs" cards and Scott has "Mongolian Horse" cards.

## 3- PLAY CARD WITH SPECIAL ACTION

The explorers may play cards with a Special Action to use its special effect:

- Play "Compass" (see "Special Cards").
- Play "Equipment Loss" (see "Special Cards").
- Play 2 "Blizzard" cards (if playing Amundsen) or 2 "Crevasse" cards (if playing Scott) so that the opponent **loses the route** (see "Losing the Route").
- Play 1 "Blizzard" or 1 "Crevasse" card indistinctly, so that the opponent is penalized if he has already lost its route (see "Losing the Route").

*One of the strategic differences between the two expeditions was that Amundsen based his transport in Greenlandic sled dogs, while Scott used Mongolian horses. Amundsen sacrificed several dogs before reaching the pole and stored the meat to the journey of return, and this strategy allowed him to reduce the weight of the dog food and ensured the surviving animals feeding in the return journey.*

### LOSING THE ROUTE

When an explorer loses its route, the pawn is placed in the lost ("?) space just before his current position.



Lost players in his turn are only able to:

- use the "Take Cards" action
- use the "Play Card with Special Action" action (except "Compass").
- playing a card to go "Back to the Route"

*Amundsen playing 2 "Blizzards" forces Scott to lose his route. Scott would do the same to Amundsen with 2 "Crevasses".*



### Penalties:

If a explorer is already lost and his opponent plays either a "Crevasse" or "Blizzard" card, he must move the pawn to the previous "?" space.

*Scott is still lost. Amundsen plays one Crevasse in order to force him to backward one "?" space.*



### 4- BACK TO THE ROUTE

A lost explorer can return to his correct route by playing any colour card. The colour indicates the space to which the explorer will return, but this space should be previous to his current position.

*Scott has lost his way. He may reroute playing a yellow, blue or green card, moving his pawn 1, 2 or 3 spaces back, respectively.*



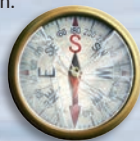
The lost player may have no choice but "Take Cards" to re-route, or decide to wait to do it later and improve the space to re-route.

But beware! because a lost player is vulnerable to be attacked by the opponent and forced to move back "?" spaces (see "Penalties").

### END OF THE GAME

Wins the game the first player who reaches the South Pole.

**Be careful!** Both players lose, frozen in Antarctica, if the deck of cards is fully depleted for a second time and a player, in his turn, can not perform the desired "Take Cards" action.



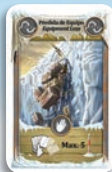
*Amundsen reached the South Pole on December 14th, 1911. Scott reached on January 17th, 1912 but died on his way back. He left this note: "Had we lived, I should have had a tale to tell of the hardihood, endurance, and courage of my companions which would have stirred the heart of every Englishman. These rough notes and our dead bodies must tell the tale".*

## SPECIAL CARDS



### CARDS WITH EFFECT IF PLAYED

Their effect is activated when they are played in a "Play Cards" action.



- **Equipment Loss.** This colourless card can not be discarded with the "Take Cards" action. To activate its special effect it must be played alone in the "Play Cards" action. The explorer plays this card in front of his opponent to limit his hand to a maximum of 5 cards during the rest of the game. If the opponent had more than 5 cards, he must discard the excess.



- **Compass.** This colourless card can not be discarded with the "Take Cards" action. If played before the 85° parallel, the player advances 1 space towards the South Pole. If played after crossing the 85° parallel, the player goes back 1 space.

Furthermore, a player must play it before reaching the South Pole, given that to have a compass in his hands prevents him from reaching there.



- **Blizzard.** If Amundsen plays 2 "Blizzards" together, Scott loses his route. Also, with a single "Blizzard" card, Scott or Amundsen forces the opponent (if he already had lost his route) to move back to the previous "?" space.
- **Crevasse.** If Scott plays 2 "Crevasse" together, Scott loses his route. Also, with a single "Crevasse" card, Scott or Amundsen forces the opponent (if he already had lost his route) to move back to the previous "?" space.



### CARDS WITH A DISCARD EFFECT

Their effect is activated when they are discarded, at the end of turn, in a "Take Cards" action.



- **Drop of Supplies.** The player draws a random card from the opponent's hand and adds it to his hand (it can't be activated if the player's hand will end with the limit of the cards).



- **Sacrifice.** The opponent shows his hand and discards every "Good Weather" and "Greenland Dog" (if Amundsen) or "Good Weather" and "Mongolian Horse" (if Scott) he could have.



- **Good Weather.** The player draws the top card from the deck face down. If the colour of the card matches with the colour of his next space in the route, he may show the card to advance one space. In any case, he adds the card to his hand.

## 1911 Amundsen vs Scott

**Author:** Perepau Llistosella

**Illustration & Design:** Pedro Soto

**Rules:** Perepau Llistosella y Pedro Soto

**Traslation:** Luis García Castro

**Published by:** Looping Games  
([www.loopinggames.com](http://www.loopinggames.com))



**Acknowledgements from the Author:**  
to Cittadino Vilallonga family ([5mpj.es](http://5mpj.es)), to Christophe Riboudingue for their efforts to make the game published, to Pol Cors for their support, to Sonja Wasny and to all those people who have dream impossible dreams.

**Acknowledgements from the Game Artist:**  
to Eva, because since I'm with her I don't travel alone any more and to little Emma who came to join us while we were lost in Antarctica.



## VARIANTS AND EXPANSIONS

Before the beginning of the game, players may decide whether they want to play with one or more variants of the standard game. Some will require them to add their associated cards.

### VARIANT 1 - EXTREME DUEL

This variant changes only one rule of the basic game: If Scott has lost his route and his opponent plays either a "Crevasse" or a "Blizzard" card, the player incarnating Scott will directly lose the game. This variant can apply also to Amundsen if the players agree that before starting.

### VARIANT 2 - ADVANCED GAME

Advanced players will play with a visible row of 6 cards instead of 3 as in the basic game. The rest of the rules remain the same. When a player draws cards, they shall be those located further to the right.

### EXPANSION 1 - PATRONS

Patrons add a small modification at the start and during the game. In the game setup, after picking characters, the 8 patrons are divided in two groups according to their nation (Norway or United Kingdom). Then, both groups are shuffled separately and each player takes 1 random patron from his corresponding nation. Each player put his patron in front of him to will be able to use his special abilities:



#### NORWEGIAN PATRONS



**Ferry Llisténberg:** The player starts the game with 3 cards in his hand (instead 1).

**Öte Petersson:** The first horse to appear in the line of cards will be removed. The gap is then filled with the next card.



**Mikael Björnertson:** The player starts the game from the first space of the route (instead of from the boat).

**Anna Karbünsen:** The player may be able to use the patron card as a colour wildcard (just once).



#### BRITISH PATRONS



**George Al Caldwell:** The player starts the game with 4 cards in his hand (instead 1).

**Marvin MacRayne:** the first two dogs to appear in the line of cards will be removed. The gap is then filled with the next card.



**Adolph Anybarrow VII:** The player starts the game from the first space of the route (instead of from the boat).

**Joseph Galloway:** The player may be able to use the patron card as a colour wildcard (just once).



## EXPANSION 2 - 1912 THE WAY BACK

This expansion is composed of 10 cards distinguishable by a special symbol. These cards have the same reverse side to the cards of the basic game. You must be careful to separate them before the beginning of any game. The game boards have in their reverse a secondary design representing the return trip of Amundsen and Scott from the South Pole to the boats that brought them to Antarctica.



**Important:** Although both players may have agreed to play this variant, if one of them reaches the South Pole before the opponent had crossed the 85° parallel, the game ends immediately with the victory of the former. Moreover, you must follow these other rules:

*When a player reaches the South Pole, the game board is flipped to play the way back.*

*The pawns are placed in the appropriate spaces according to the ones reached in the southwards trip (one of them starts in the South Pole, and the other in the space with the same colour as his last position). The player who has not yet reached the South Pole follows the same rules of the southwards trip until he reaches it, although he won't be able to make the opponent lose the route.*



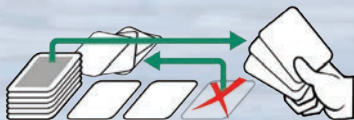
*The 10 cards of this expansion are added to the card deck as it ended the first trip. This new deck must contain a minimum of 25 cards, otherwise random cards from the discard pile will be added until the minimum is reached*

*The cards in the row remain the same.*

Each player in his turn of 1912 The Way Back must choose between two main actions:

### A.- TAKE CARDS.

In addition to the previous 3 options of "Take Cards", the players in this expansion will be able a fourth option: Discard the rightmost card and draw a face down card from the deck



### B.- ADVANCE ONE SPACE.

The 1912 The Way Back board shows spaces with two requirements: by colour and by symbol. Players can only move one space per turn: discarding 2 cards with the required combination, or 1 card that matches the combination by itself.





The last space corresponds to the boat of each player. To reach the boat and win the game, the player must play the required boat card according to his explorer.

## SPECIAL CARDS

In **1912 The Way Back**, none of the cards has effects, neither after being discarded or played, with the exception of the colourless card: *"Equipment Loss"* and *"Compass"* and the new ship cards: *"Fram"* and *"Terranova"*.



● **The Ships:** They are colourless cards. When a player draws it from the deck or takes it from the row the card with the opponent's boat, he must return it to its owner and discard all the cards from his hand except one! And, if the owner has the maximum of cards in hand, he must discard all to receive the ship!



● **Equipment Loss:** The player with the *"Equipment Loss"* card in front of him, takes that card and adds it to his hand (he has found his lost equipment), then he regains the maximum of 7 cards in hand. This card acts now as a colour or symbol wildcard.

● **Compass:** These cards now are wildcards. You can play the *"Compass"* as any colour or any symbol.



## THE WINNER

The winner is the first player to reach his own boat. If no player reaches his boat before the deck is exhausted for the second time, the game ends with a draw.

## EXPANSION 3 - DAMNED WEATHER!

This variant, composed by 5 cards and a die, adds to the game a random component related to the weather conditions.



The players shuffle the 5 cards of *"Damned Weather!"* and place them face down near the game board. When a player ends his turn being the first one to cross a parallel, he discover the first card from the weather deck and rolls the die. According to the die result:

- **Sunny.** Both players draw a card face down from the deck. A player will not be able to do this if that will make him exceed the hand limit
- **Stable.** The player who has crossed the parallel takes any card from the row, and then the opponent takes the other two (if combined with the *"Advanced Game"*, players choose between the 3 further cards to the right). The players complete the row again with cards from the deck. A player will not be able to do this, or do this entirely, if that will make him exceed the hand limit.
- **Windy.** Players exchange 1 card from his hand. A player without cards in his hand does not perform the action
- **Stormy.** The 3 cards (6 cards in the *"Advanced Game"* variant) from the row are discarded. The players complete the row again with cards from the deck.
- **Freezing Cold.** Both players discard one card from his hand.



When a player passes through another parallel uncrossed by any explorer, draw a new card and roll the die. If a player crosses two parallel in one *"advanced"* action, draw and execute two cards.

*Important: If played with "1912: The Way Back" expansion, this expansion only applies to the first trip southwards.*