THE NORTH PROVENANCE

PRINT AND PLAY PDF

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The cards in this file are laid out so that the pages can be printed double-sided (with full bleed), on either A4 or Letter.

Begin double sided printing on page 2 of this document.

Use the card faces as your trim guide to produce full bleed cards.

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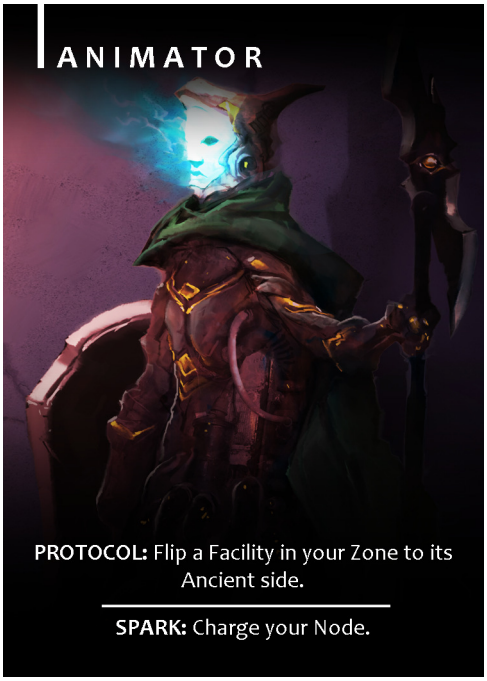

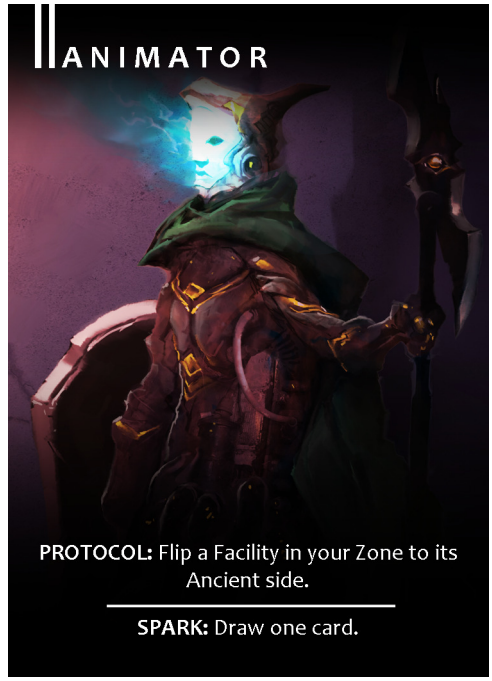

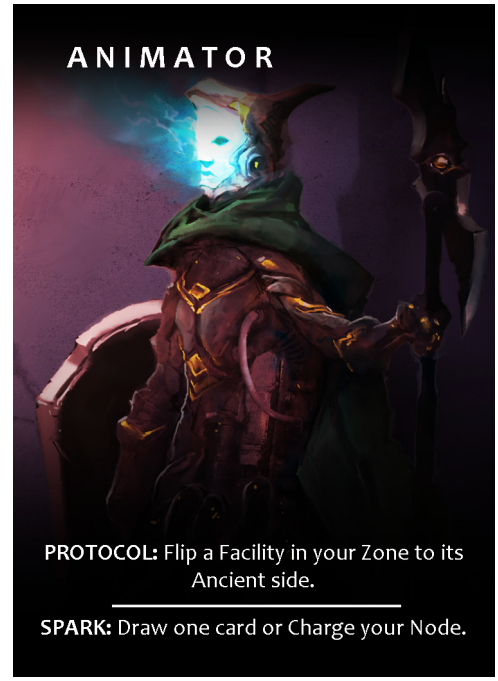

CARD FACE
USE AS TRIM GUIDE

SCRAPYARD

PROTOCOL: The other player loses 1. If you have three or more Scrapyard Facilities in your Zone, they lose an additional 2. Use the **PROTOCOL** of an Ancient in your Discard.

OUTPOST

PROTOCOL: The other player loses 1. If you have three or more Outpost Facilities in your Zone, they lose an additional 2. Use the **PROTOCOL** of an Ancient in The Wastes.

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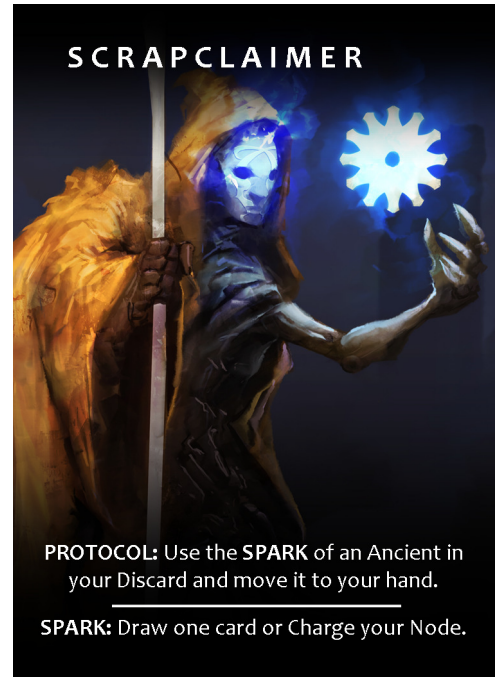

CARD FACE
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FOUNDRY

PROTOCOL: The other player loses 1. If you have three or more Foundry Facilities in your Zone, they lose an additional 2. You may move this card to your hand.

THERMAL PLANT

PROTOCOL: The other player loses 1. If you have three or more Thermal Plant Facilities in your Zone, they lose an additional 2. Charge, Discharge, or Reset your Node.

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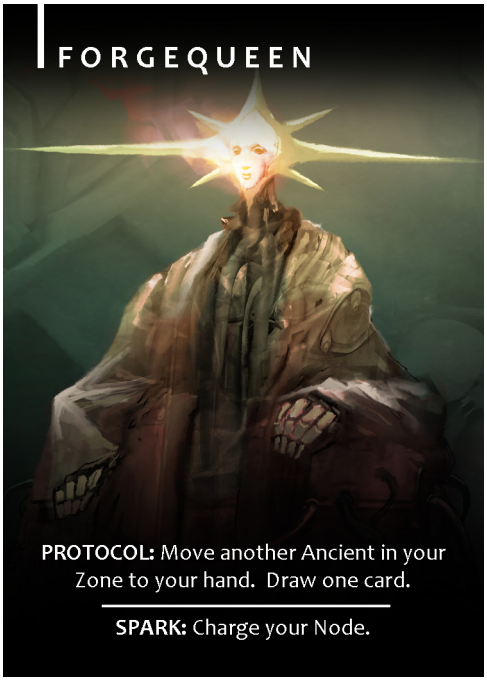

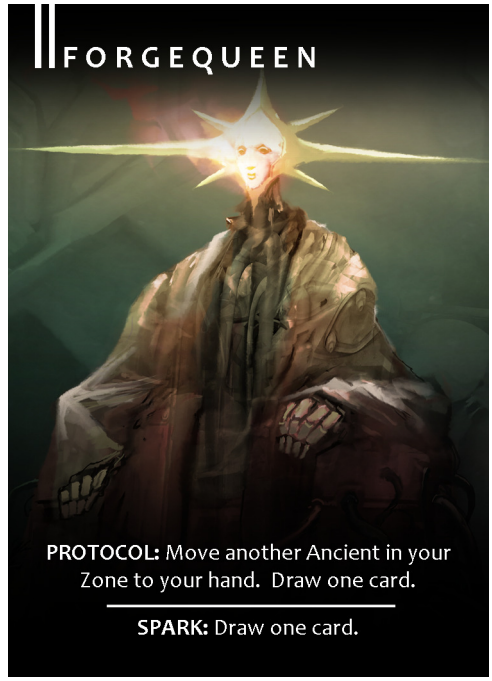

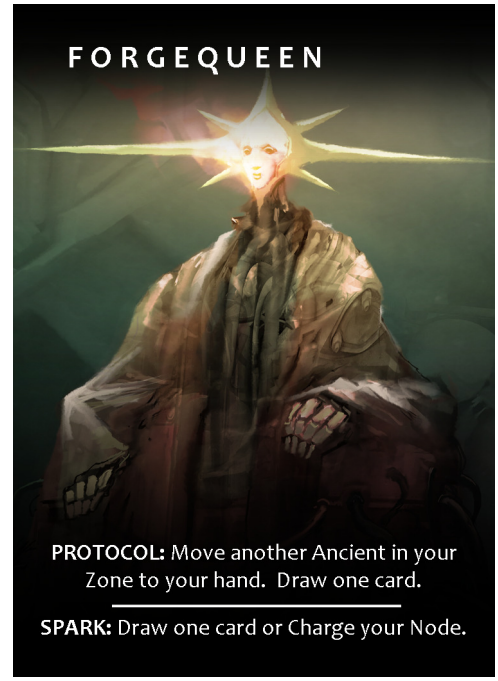

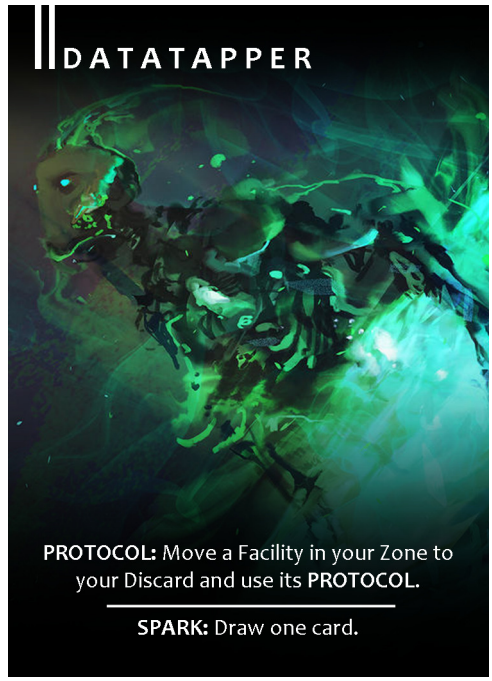

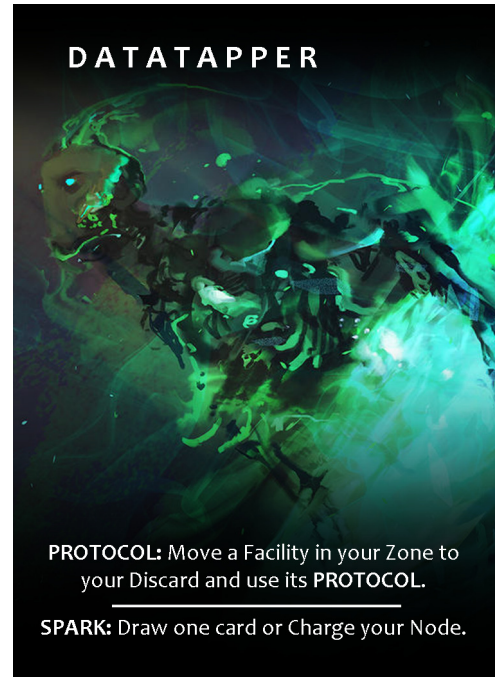

CARD FACE
USE AS TRIM GUIDE

SCRAPYARD

PROTOCOL: The other player loses 1. If you have three or more Scrapyard Facilities in your Zone, they lose an additional 2. Use the **PROTOCOL** of an Ancient in your Discard.

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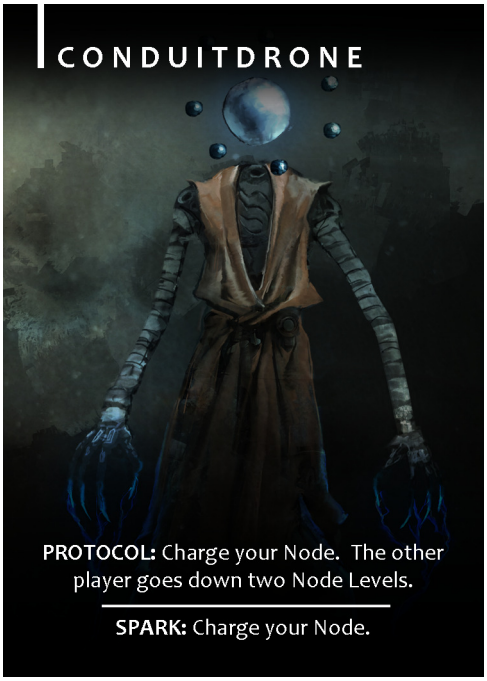

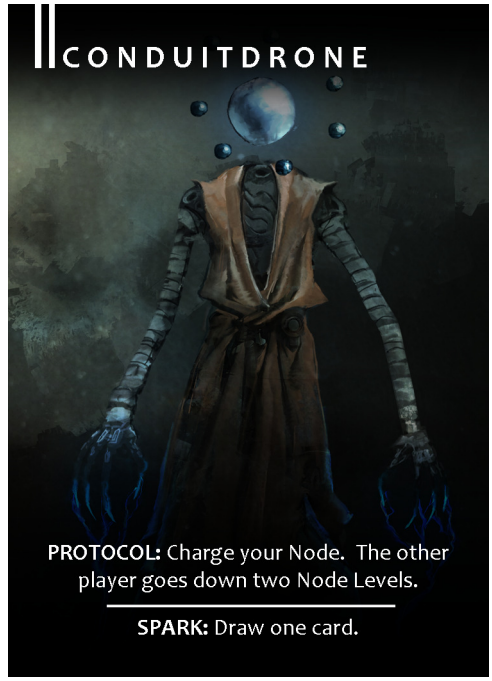

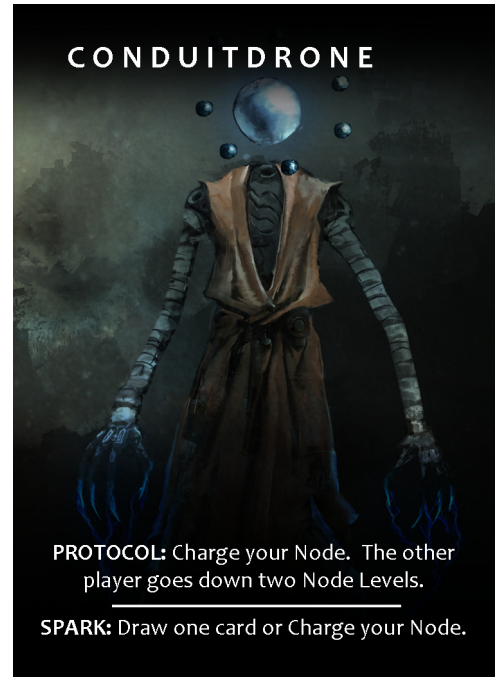

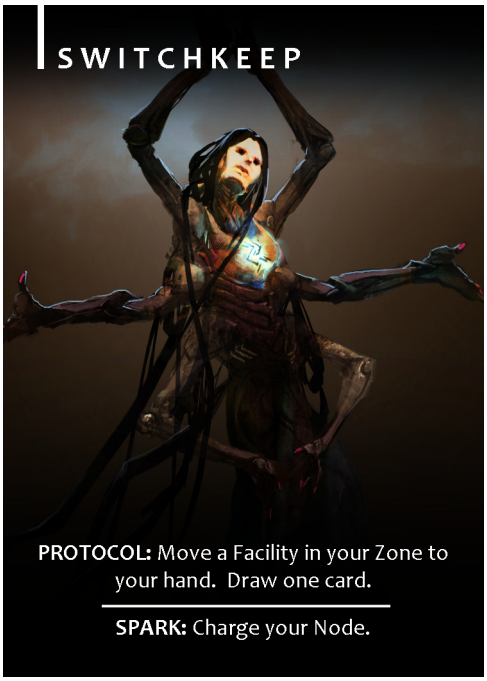

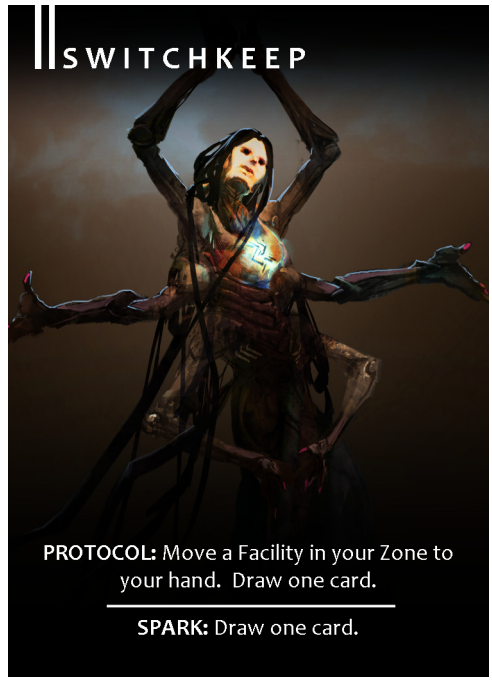

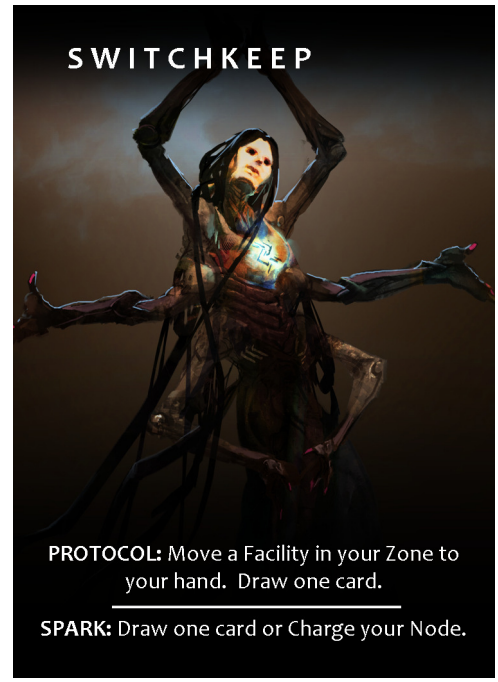

CARD FACE
USE AS TRIM GUIDE

THERMAL PLANT

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SCRAPYARD

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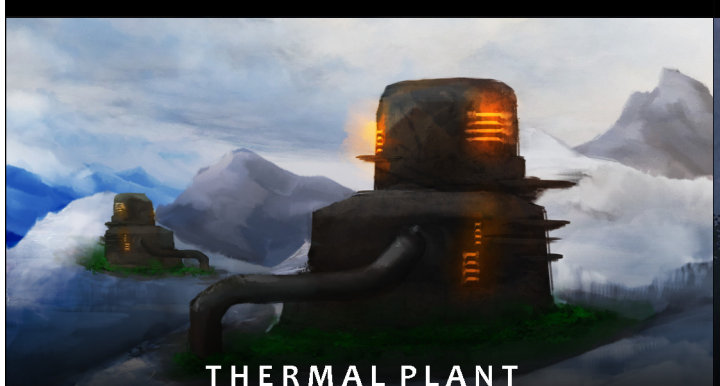

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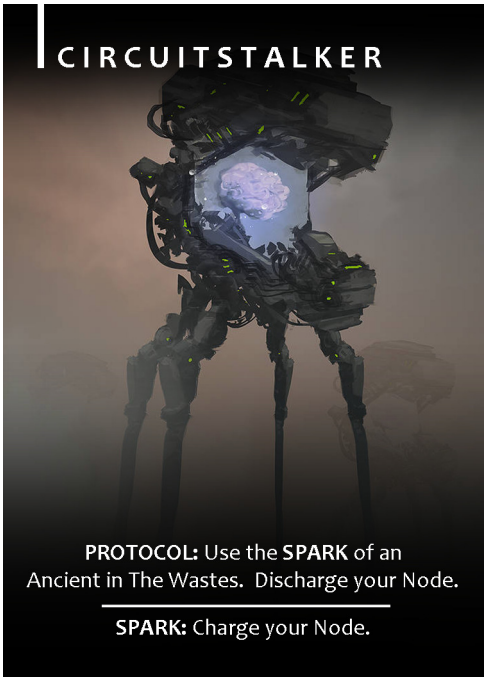

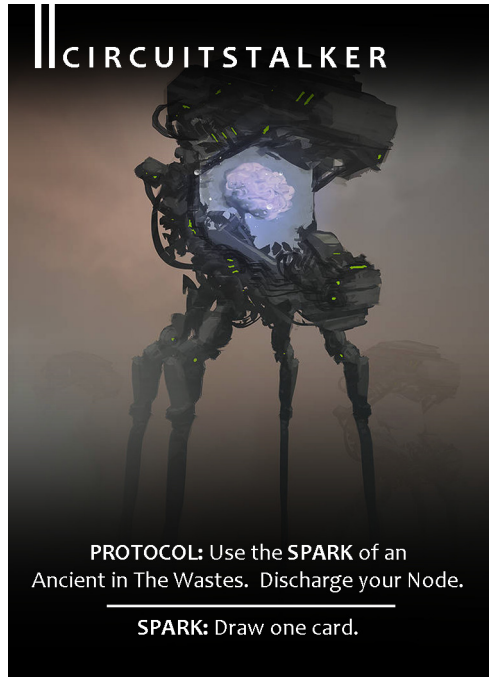

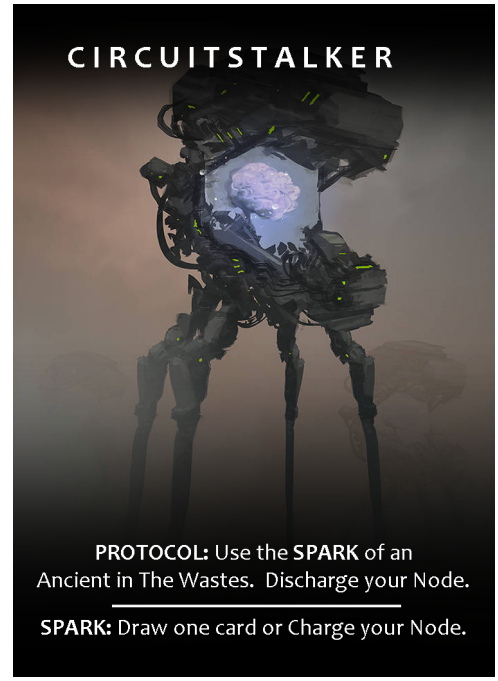

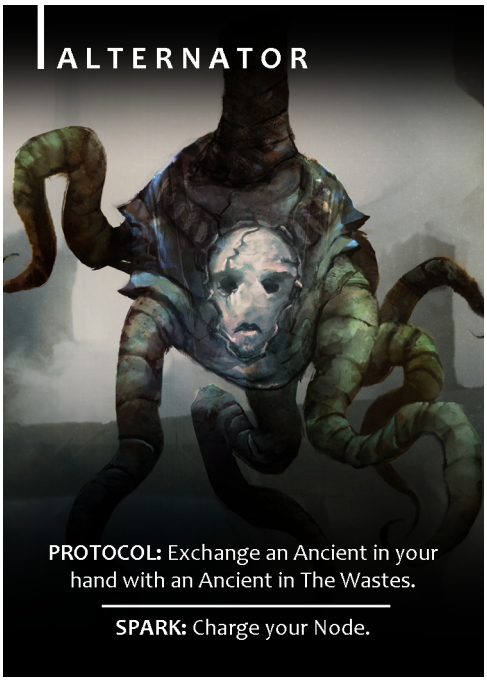

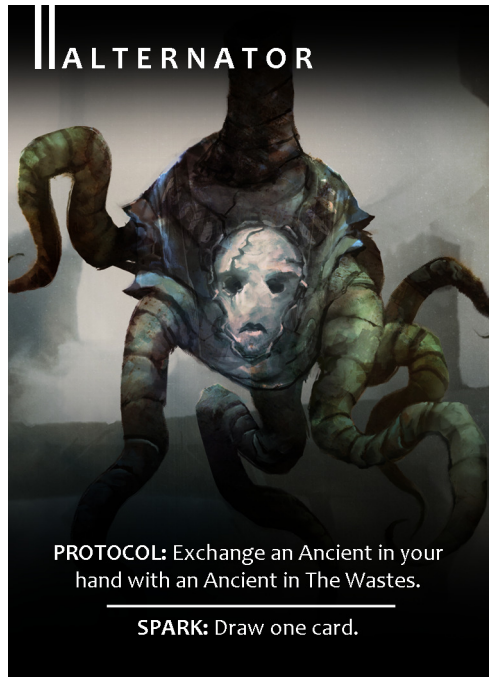

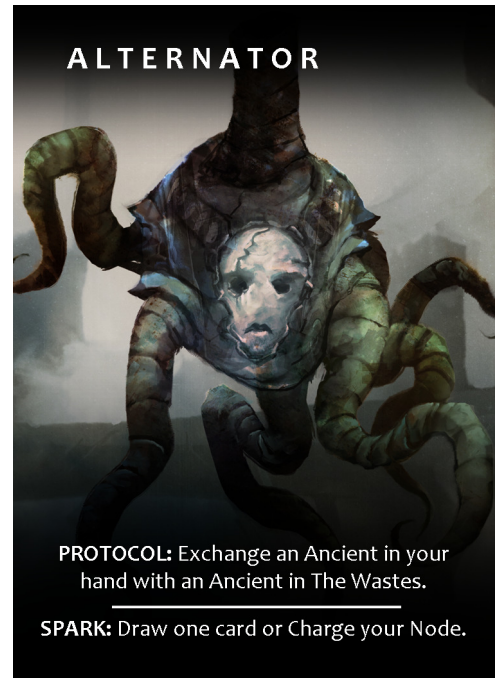

CARD FACE
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OUTPOST

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FOUNDRY

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REPROCESSOR

PROTOCOL: Play an Ancient in your Discard to your Zone as a Facility.

SPARK: Charge your Node.

REPROCESSOR

PROTOCOL: Play an Ancient in your Discard to your Zone as a Facility.

SPARK: Draw one card.

REPROCESSOR

PROTOCOL: Play an Ancient in your Discard to your Zone as a Facility.

SPARK: Draw one card or Charge your Node.

FABRICATOR

PROTOCOL: Play an Ancient in your hand to your Zone as a Facility.

SPARK: Charge your Node.

FABRICATOR

PROTOCOL: Play an Ancient in your hand to your Zone as a Facility.

SPARK: Draw one card.

FABRICATOR

PROTOCOL: Play an Ancient in your hand to your Zone as a Facility.

SPARK: Draw one card or Charge your Node.

CARD FACE
USE AS TRIM GUIDE

THERMAL PLANT

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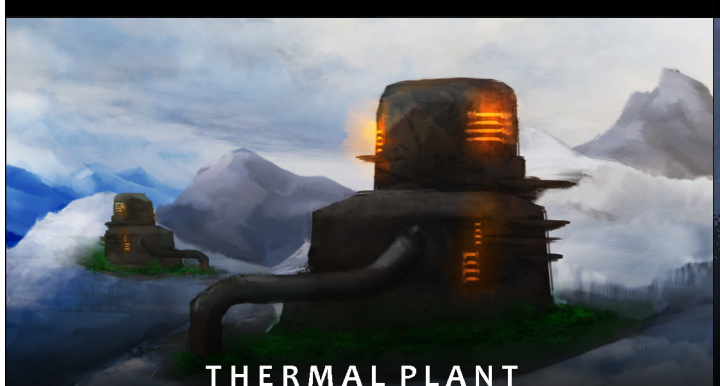

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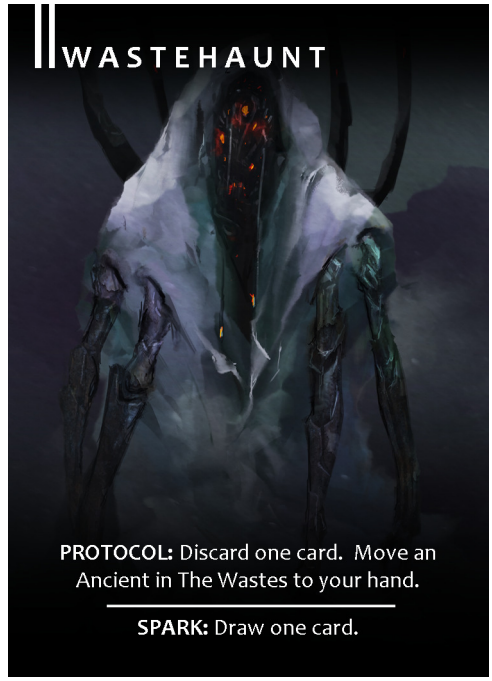

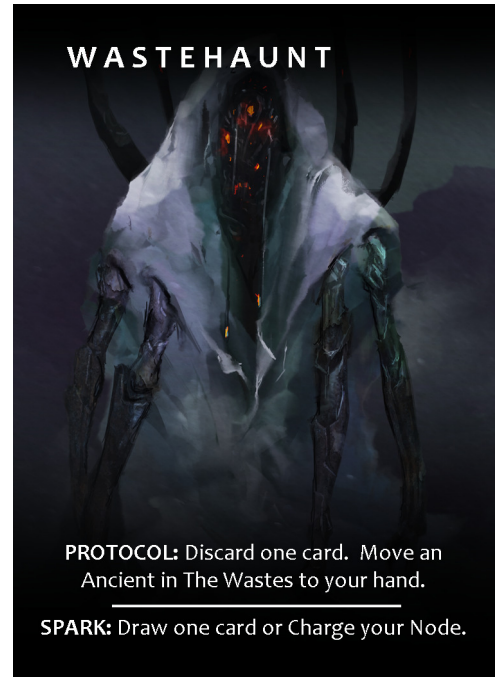

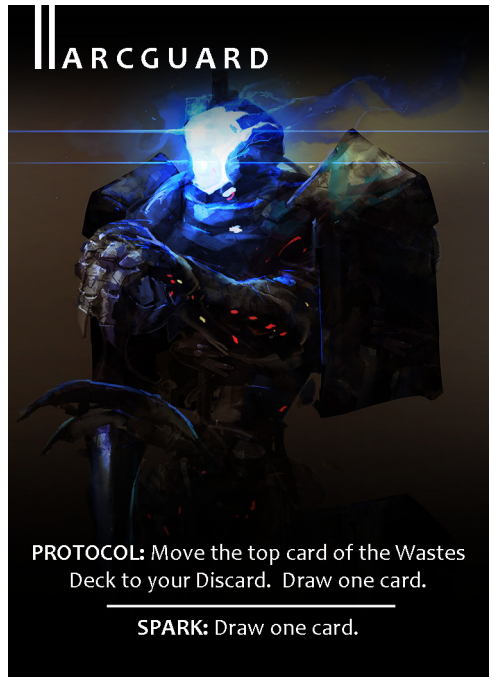

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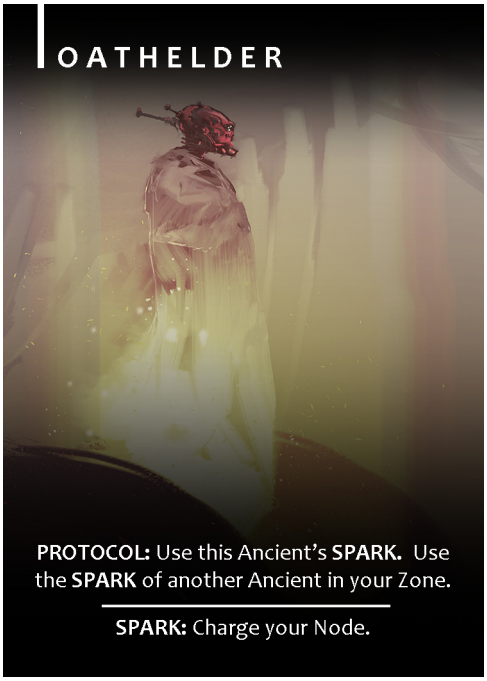

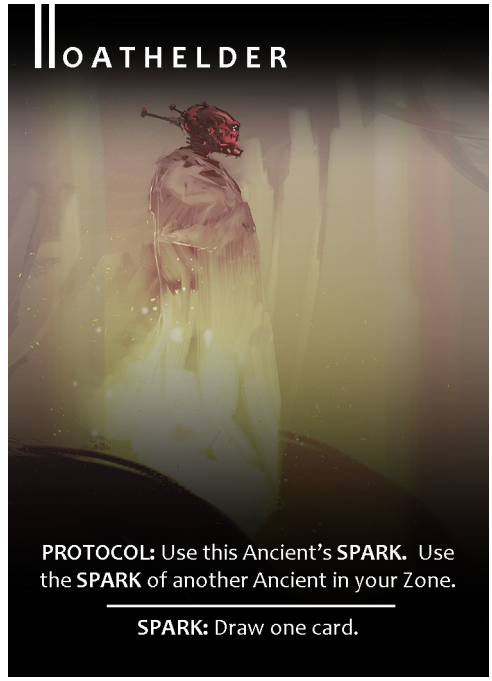

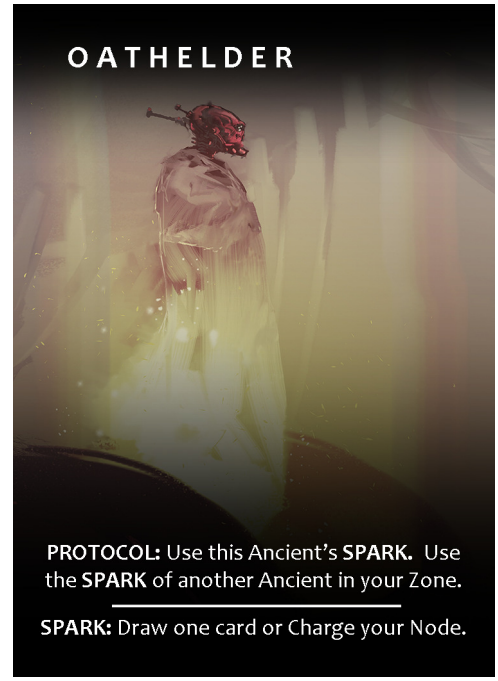

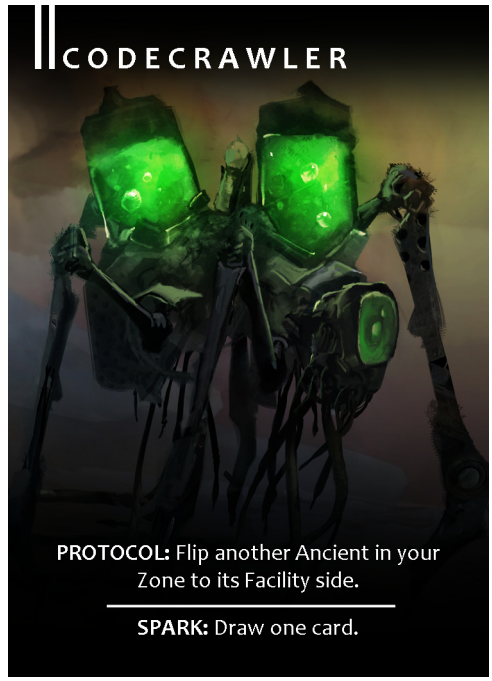

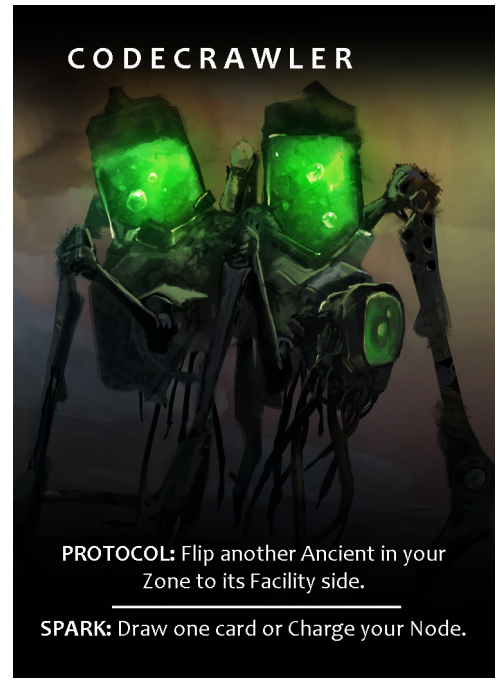

CARD FACE
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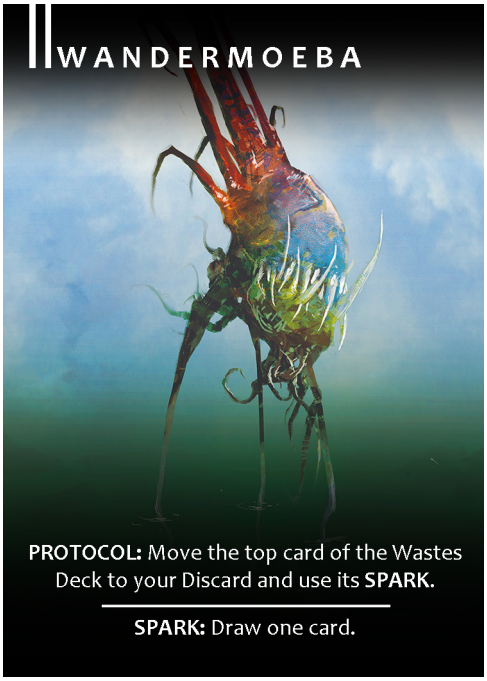

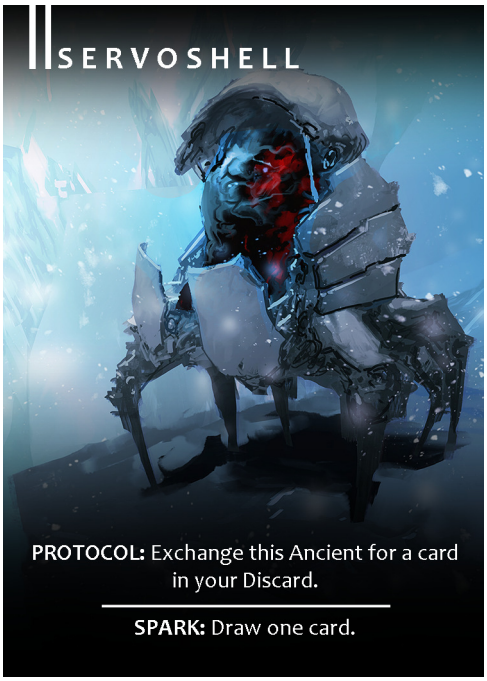

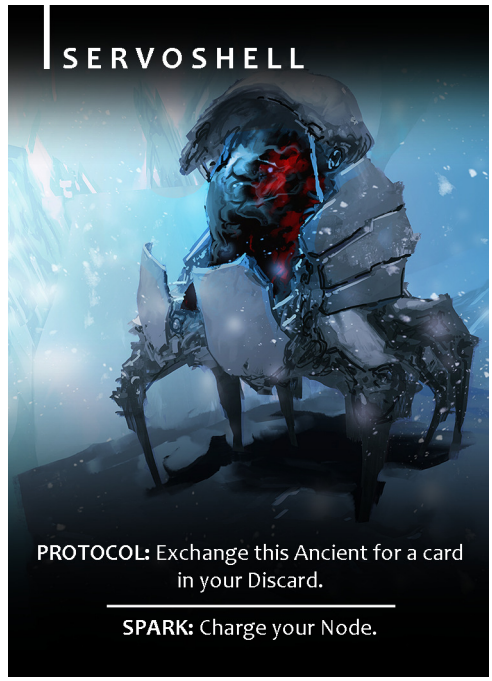

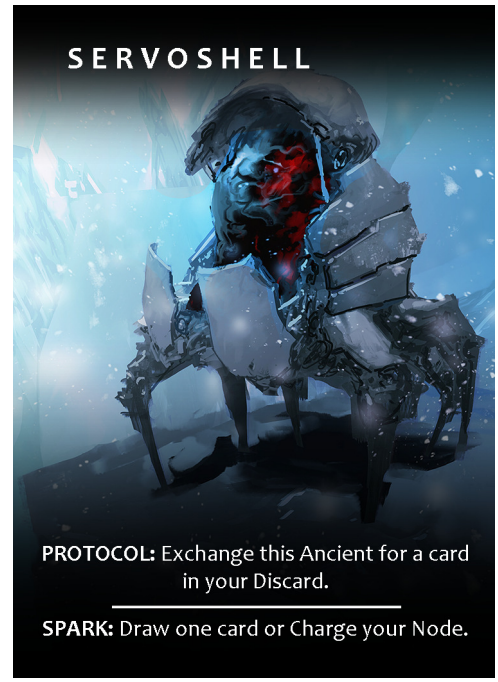

CARD FACE
USE AS TRIM GUIDE

NANOSPORE MILL

PROTOCOL: The other player loses 1. If you have three or more Nanospore Mill Facilities in your Zone, they lose an additional 2. Use the **SPARK** of two different Ancients in The Wastes.

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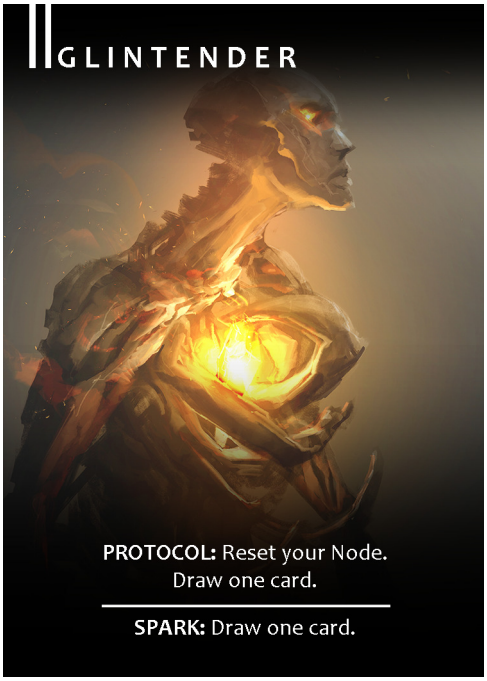

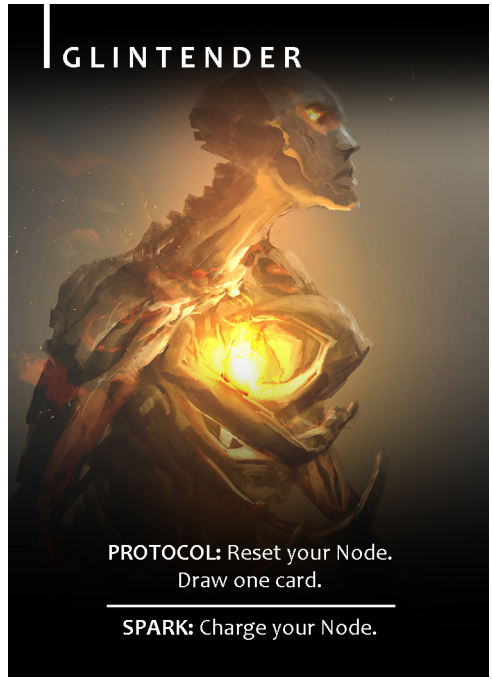

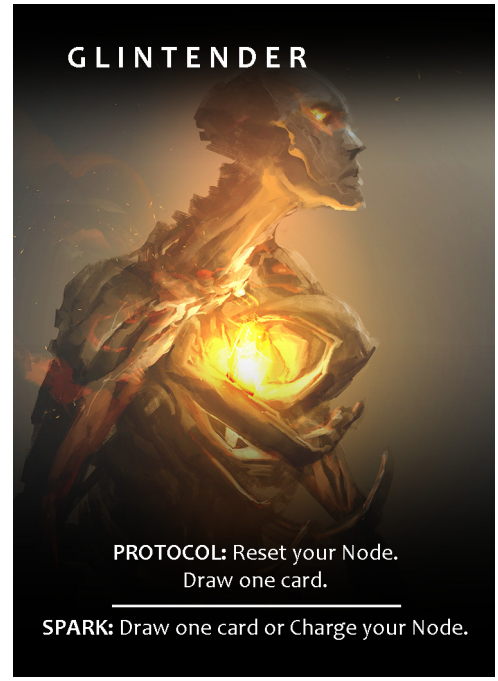

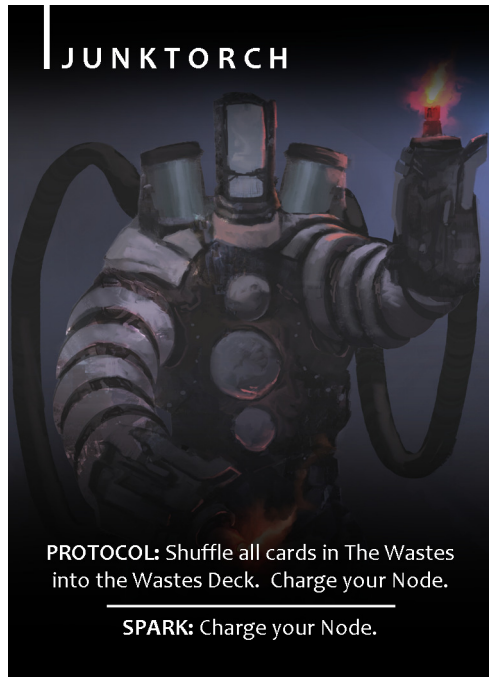

CARD FACE
USE AS TRIM GUIDE

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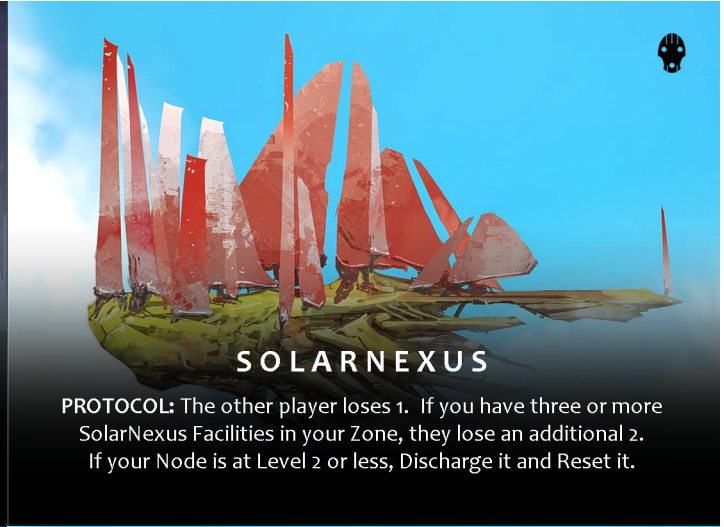

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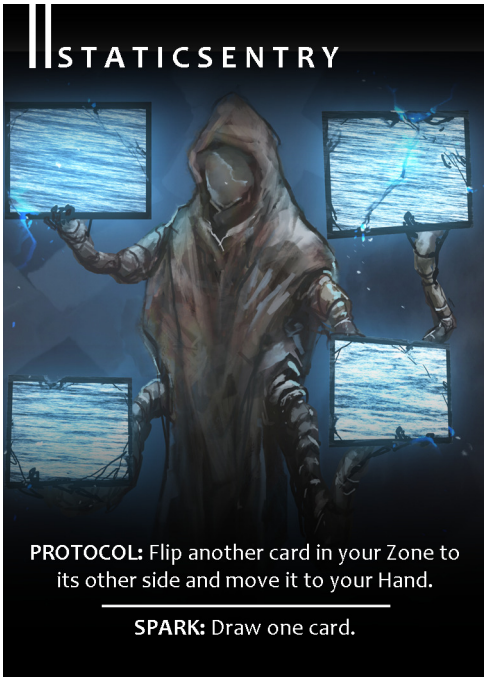

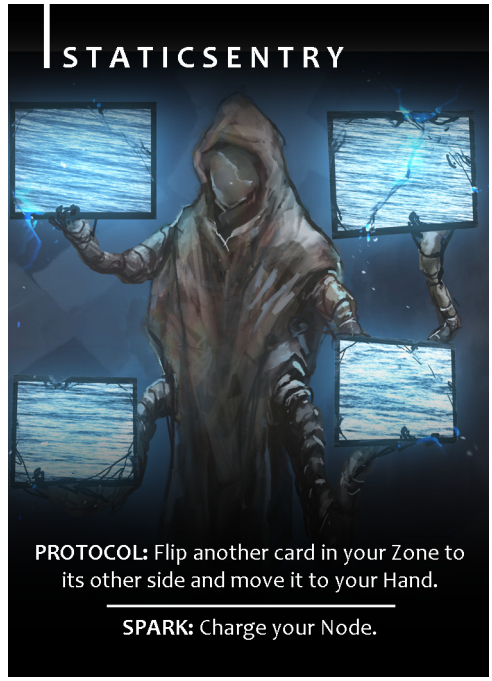

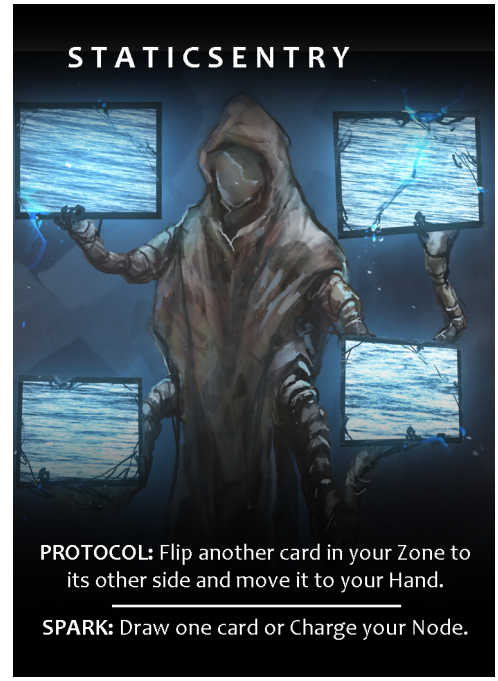

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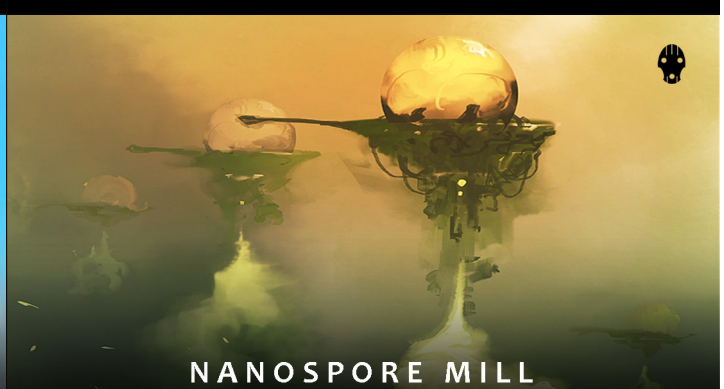

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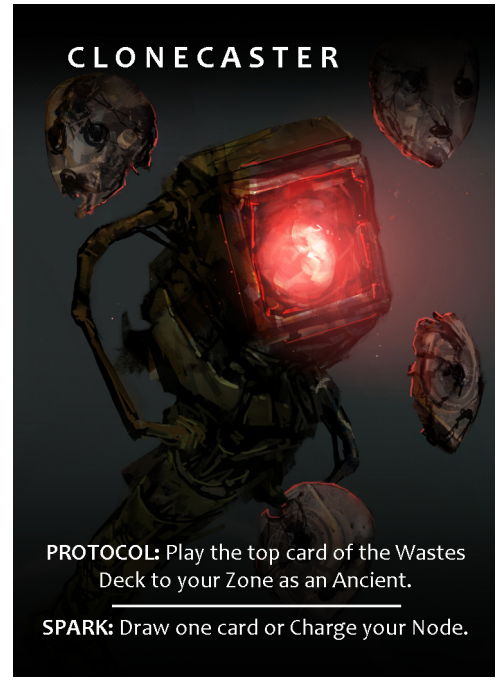

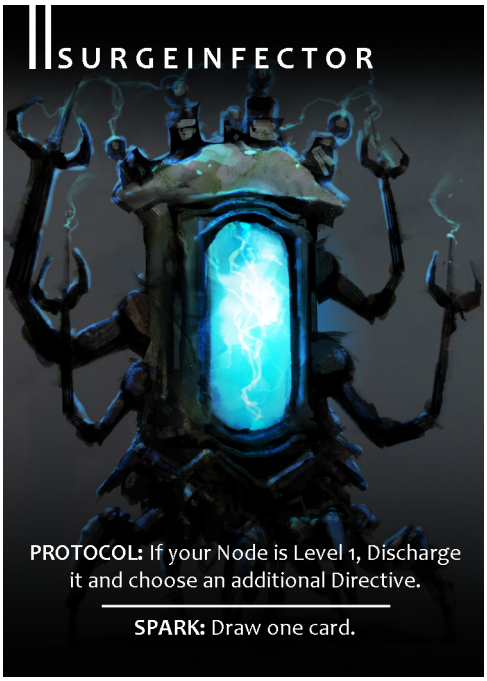

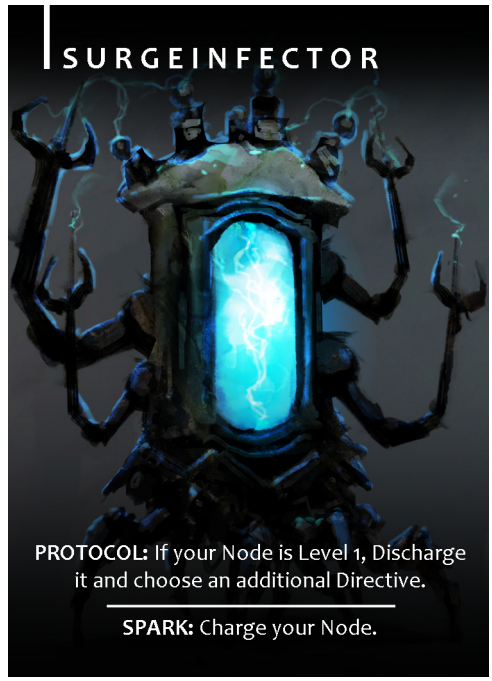

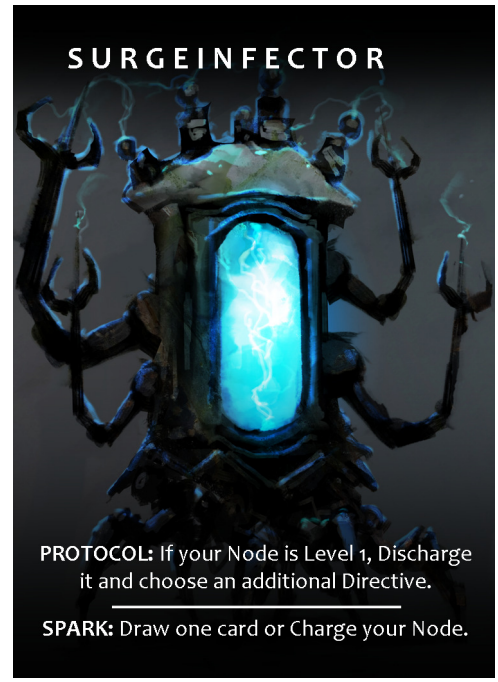

CARD FACE
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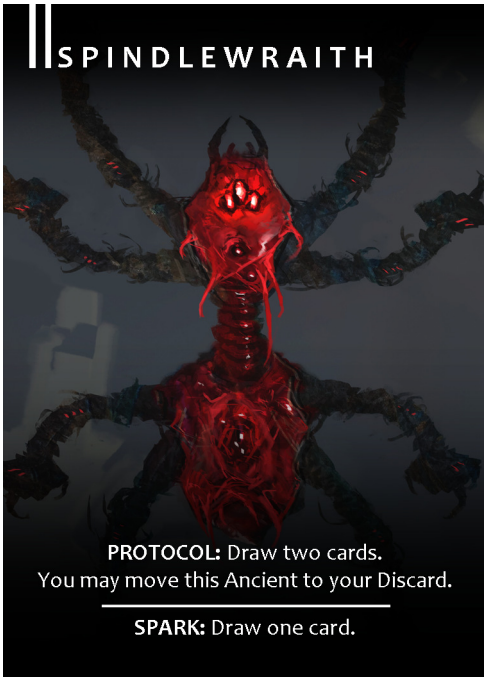

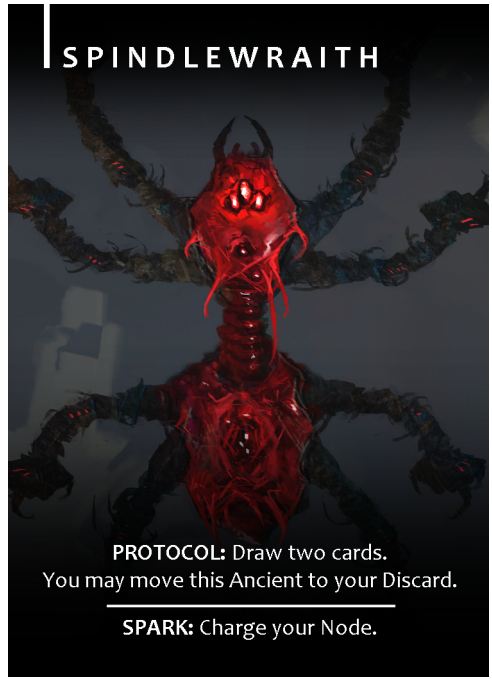

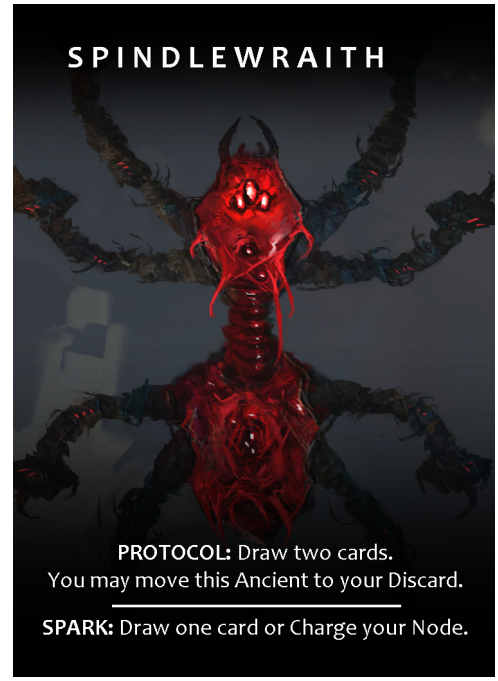

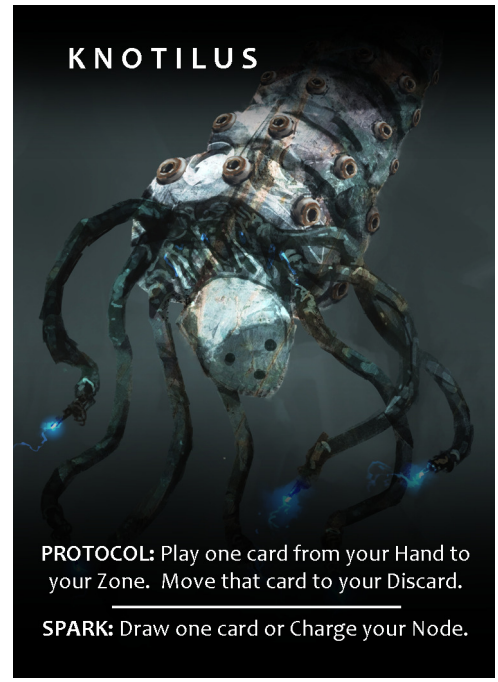

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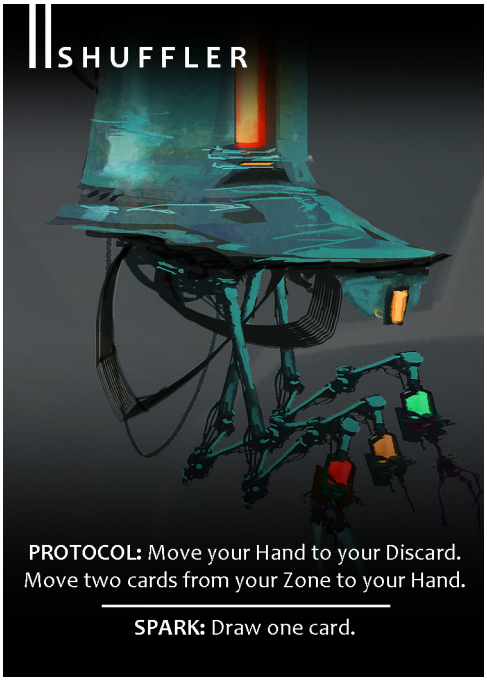

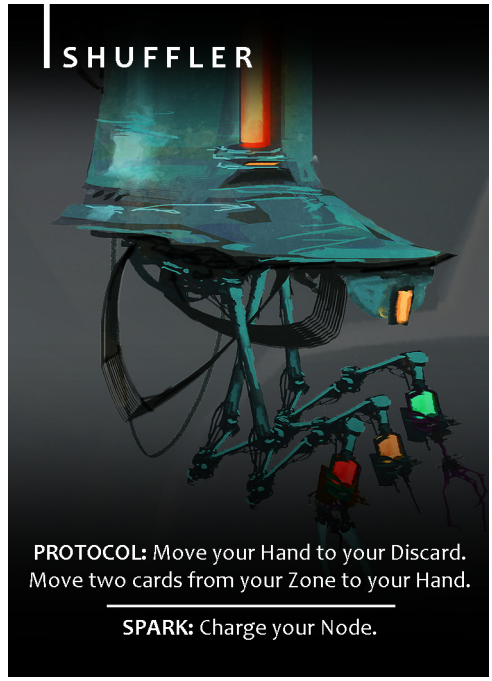

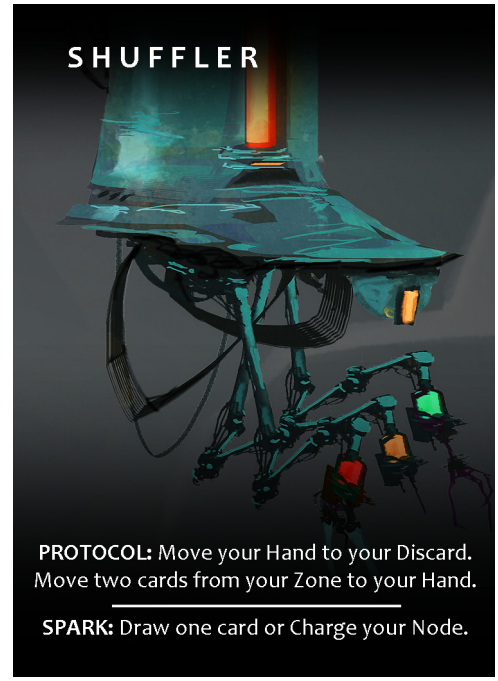

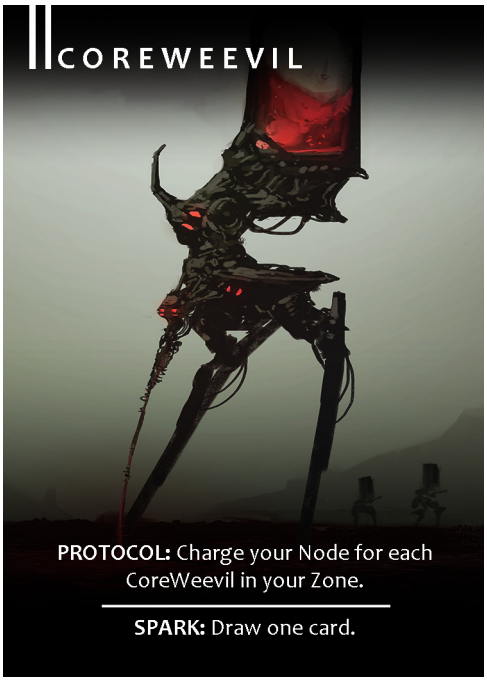

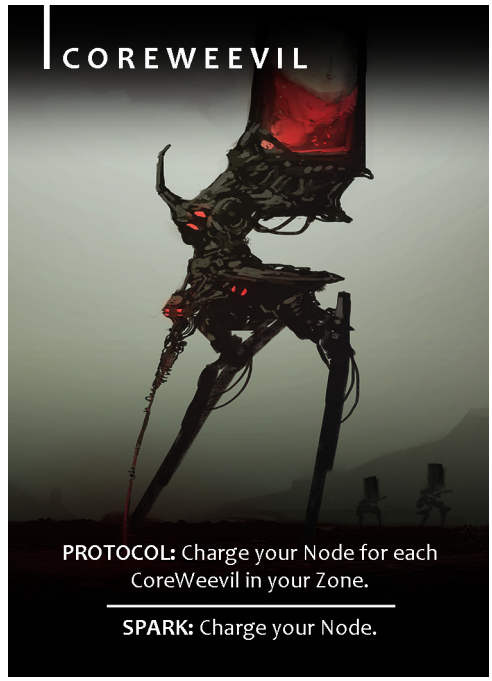

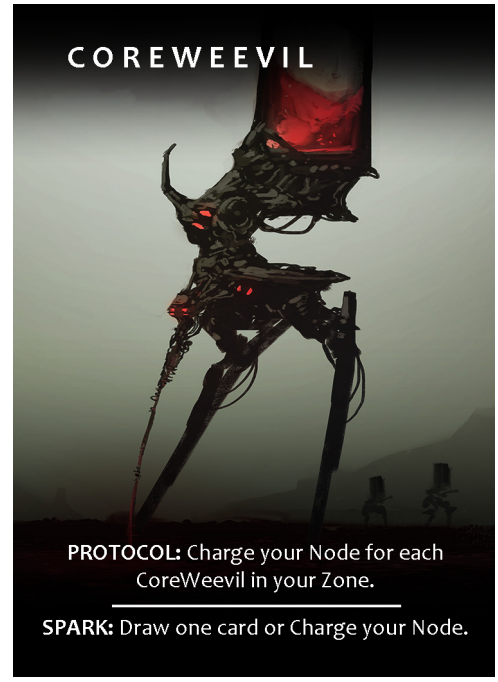

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FACILITY/ANCIENT REFERENCE (EXPANSION)

TOWER ARRAY	ASSEMBLER
TOWER ARRAY	ENFORCER
TOWER ARRAY	ELECTROSCRABBLER
TOWER ARRAY	SCAVENGER
NANOSPORE MILL	WANDERMOEBA
NANOSPORE MILL	SERVOSHELL
NANOSPORE MILL	PROTOMITE
NANOSPORE MILL	KNOTILUS
PROTOTYPER	GLINTENDER
PROTOTYPER	SURGEINFECTOR
PROTOTYPER	SPINDLEWRAITH
PROTOTYPER	COREWEEVIL
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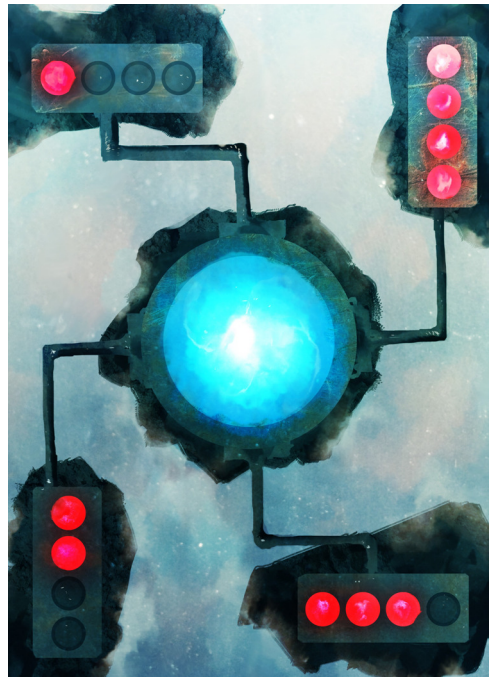
SOLARNEXUS	STATICSENTRY
SOLARNEXUS	CLONECASTER
SOLARNEXUS	SHUFFLER



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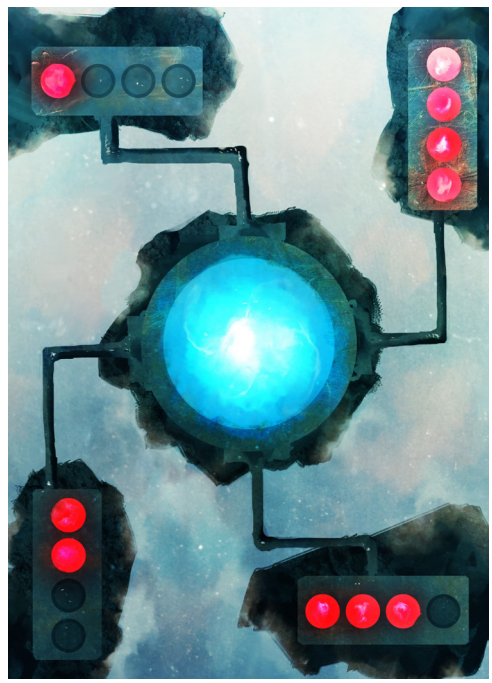

CARD FACE
USE AS TRIM GUIDE

FACILITY/ANCIENT REFERENCE (BASE)

OUTPOST	DATATAPPER
OUTPOST	CIRCUITSTALKER
OUTPOST	NEURALDIODE
OUTPOST	WASTEHAUNT
SCRAPYARD	ANIMATOR
SCRAPYARD	SWITCHKEEP
SCRAPYARD	FABRICATOR
SCRAPYARD	FORGEQUEEN
THERMAL PLANT	CONDUITDRONE
THERMAL PLANT	REPROCESSOR
THERMAL PLANT	CODECRAWLER
THERMAL PLANT	MIMICMASK
FOUNDRY	OATHELDER
FOUNDRY	ARCGUARD
FOUNDRY	ALTERNATOR
FOUNDRY	SCRAPCLAIMER

DISCHARGED NODE

For each Level when Discharged, the other player loses 1.

If the Level was 3 or more, draw the top card of the Wastes Deck.

If the Level was 4, choose another DIRECTIVE as well.

FACILITY/ANCIENT REFERENCE (BASE)

OUTPOST	DATATAPPER
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POINTS

When you **Reprogram** an Ancient in the Wastes, move that card from the Wastes to your Discard and use its **SPARK** Ability.

When a card with a **PROTOCOL** Ability is added to your Zone, by any means, use its **PROTOCOL** Ability.

When a card in your Zone is flipped, the revealed side is treated as being added to your Zone. A card can never be exchanged for a card of the same name.

When you Charge your Node, rotate it clockwise to the next level.
A level 4 Node cannot be Charged.
When your Node is Discharged, flip it.

If you would draw a card from your Deck and no cards remain, shuffle your Discard to form your Deck.

When the game ends, state your points and flip this card over.

SPENT DIRECTIVE

At the end of your turn, flip all DIRECTIVE cards over and pass them to the other player.

TURN SEQUENCE FRONT

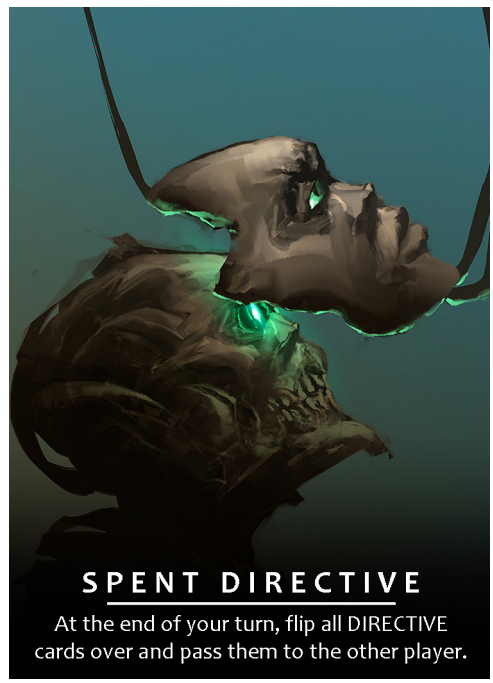
Shuffle your hand, Discard, and Deck to form your Deck. Your Deck is always Facility side up. Draw three cards from your Deck.

Then, perform three **DIRECTIVES** below. You may select a single **DIRECTIVE** twice.

- Discard one Ancient. Reprogram one Ancient of a different Value in The Wastes.
- Discard one Ancient. Play the top card of the Wastes Deck to your Zone as a Facility.
- Play one card from your hand to your Zone as an Ancient.
- Announce your Node Power Level and Discharge your Node (flip it over).

After choosing three **DIRECTIVES,** if your Node was Discharged, Reset it (flip it to the other side set to Level 1). Otherwise, Charge your Node.

Flip this card over.



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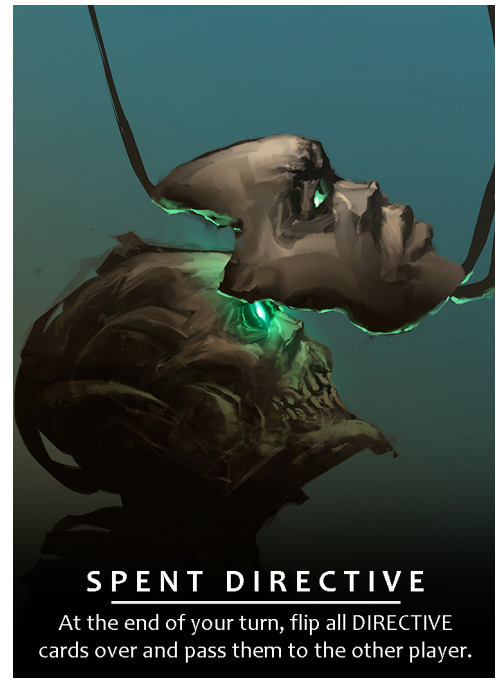

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CARD FACE
USE AS TRIM GUIDE

POINTS

END GAME SCORING

Move all cards from your hand and Discard to your Deck. Leave all of your Zone cards in your Zone.

Gain points equal to the Value of the Ancients in your Deck.
Then, gain 1 for each card in your Zone.
Add these two numbers to your points. This is your final score.

The player with the highest final score wins.
In the event of a tie, the player with the most cards in their Deck and Zone wins.

DIRECTIVE

Choose one **DIRECTIVE** and flip this card face down.

TURN SEQUENCE BACK

The other player loses 1 for each card in your hand.

The other player moves one Ancient remaining in The Wastes to their Discard.

Refill The Wastes from the top of the Wastes Deck until there are four Ancients in the Wastes.

If you are the **SECOND PLAYER:**
If there are four or fewer cards remaining in the Wastes Deck, and/or either player is at 0, the game ends.

Otherwise, flip this card over and then pass it to the other player.

DIRECTIVE

Choose one **DIRECTIVE** and flip this card face down.

POINTS

END GAME SCORING

Move all cards from your hand and Discard to your Deck. Leave all of your Zone cards in your Zone.

Gain points equal to the Value of the Ancients in your Deck.
Then, gain 1 for each card in your Zone.
Add these two numbers to your points. This is your final score.

The player with the highest final score wins.
In the event of a tie, the player with the most cards in their Deck and Zone wins.

DIRECTIVE

Choose one **DIRECTIVE** and flip this card face down.

SOLO PLAY **Solo Rules Card**

The North can be played solo against an artificial opponent, The Collector, who feeds on Ancients in The Wastes. You must score more than The Collector at the end of the game to win, you lose ties.

Set up the game as normal.

The Collector does not have a Node.

Place The Collector's Deck face down on the other side of The Wastes. Place the Collector's Point Card on the opposite side of the Wastes, next to its Deck, facing you.

Flip this card over and place it on the Points Card. The Collector starts the game with 40 Points. When you cause The Collector to lose points, adjust its Points accordingly.

Take the Solo Turn Sequence Card and the game begins. Good luck.

SOLO TURN SEQUENCE FRONT

Shuffle your hand, Discard, and Deck to form your Deck. Your Deck is always Facility side up. Draw three cards from your Deck.

Then, perform three **DIRECTIVES** below. You may select a single **DIRECTIVE** twice.

- Discard one Ancient. Reprogram one Ancient of a different Value in the Wastes.
- Discard one Ancient. Flip one Ancient in the Wastes and play it to your Zone as a Facility.
- Play one card from your hand to your Zone as an Ancient.
- Announce your Node Power Level and Discharge your Node (flip it over).

After choosing three **DIRECTIVES**, if your Node was Discharged, flip it to the other side set to Level 1. Otherwise, Charge your Node.

Flip this card over.

FIRST PLAYER

You are the First Player for the game.

CARD FACE
USE AS TRIM GUIDE

FIRST PLAYER

You are the First Player for the game.

SOLO TURN SEQUENCE BACK

The Collector loses 1 for each card in your hand (Adjust its Score).

You lose 2, plus 1 for each Ancient in The Wastes.

Move the top card of the Wastes Deck, and any remaining Ancients in The Wastes, face down to The Collector's Deck.

Refill the Wastes from the top of the Wastes Deck until there are four Ancients in the Wastes.

If there are four or fewer cards remaining in the Wastes Deck, and/or either player is at 0, the game ends.

Otherwise, flip this card over.

THE COLLECTOR'S POINTS

END GAME SCORING

Add together your Points.

Then, take all of The Collector's Deck
The Collector gains points equal to the Value of the Ancients in its Deck.
Add this to its Points.

If you have more Points than The Collector at the end of the game, you win.

Otherwise, you lose.

The Collector wins ties.

OPTIONAL HARD MODE
The Collector takes an additional card from the top of the Wastes Deck and you lose an additional 1 at the end of your turn.

SET UP (BASIC)

Separate all cards by their type. Return all Ancient cards with the ☠ symbol to the box.

Remove all **Value 0** Ancients from the deck. Shuffle these together and deal 4 to each player, forming each player's Deck. Players may look at their own cards. Each player places their Deck (*Ancient side down*) in their play area, forming their **Zone.**

Shuffle all remaining Value 0, I, and II Ancients together and place them in a Facility side up stack in the middle of the play area forming the **Wastes Deck.** Place the top 4 cards of the Wastes Deck beside of the Waste Deck, Ancient side up, forming **The Wastes.**

Each player takes a **Node** card, set to Level 1, and a **Point Card** and **Reference Card.** Set the Reference Card on the Point Card at 40. These cards go in the player's Zone.

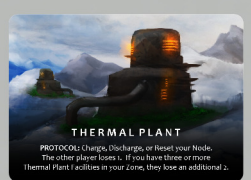
Determine a First Player and give them the **Turn Sequence Card** and the game begins.

ANCIENT & FACILITY CARDS

All Ancient Cards feature these 4 things:

Each Ancient has a Value of 0, I, or II.

The back of each Ancient card is a **Facility.**



SPARK & PROTOCOL ABILITIES

An Ancient may be discarded from your hand to **Reprogram** an Ancient in The Wastes of a *different* Value. When an Ancient is Reprogrammed, it is moved to your Discard and you use its **Spark** Ability, in that order.

When an Ancient or Facility is played to your Zone, by any means, use its **Protocol** Ability.

If a card in your Zone is flipped, the revealed side is treated as being played to your Zone.

Protocol and **Spark** abilities are mandatory and must be completed to the best of your ability. ***An Ancient or a Facility card can never be exchanged for a card of the same name.***

Cards played to your Zone remain there until the end of the game, unless moved.

Overloaded: During your turn, if the Protocol Ability of a card, or a card of the same name, would be used for the third time, its effect is ignored.

NODE CARDS

Each player has a **Node** card.

The front side of your Node has 4 different levels. As your Node is Charged, it is rotated Clockwise to the next Level. Each side/lit light denotes the Node Level, with the top left corner denoting the Node's Current Level.

When your Node is Discharged, its is flipped and you gain a variety of effects, depending on the Level of your Node when Discharged.

FRONT OF RULES
USE AS TRIM GUIDE

TURN SEQUENCE CARD

The majority of game play for The North can be found on the double sided **Turn Sequence Card**. This card outlines what the player can and must do during their turn, and is passed back and forth throughout the game between the players.

The Turn Sequence card begins the game with the First Player on the Front Side.

Remember, the First Player is the First Player for the entire game!

The flow and order of the player's turn is indicated on the Turn Sequence card.

When a player uses their three **Directives** for the turn, they have four different options, and a single option cannot be selected more than twice during their turn. A player **must** use three Directives.

The Turn Sequence card also indicates the end game condition.

OTHER CARDS & SCORING

Each player has a double sided **Points Card** and a **Reference Card.**

The Reference Card is placed over the Points Card and is moved as the player loses points, to indicate the player's remaining points. Both players begin the game with 40 points.

The game ends at the end of the Second Player's turn if either condition is met: either player has 0 points and/or there are 4 or fewer cards in the Wastes Deck.

When the game ends, players gain points. Each player gains 1 point for each card in their Zone. Each player moves their hand and Discard to their Deck and gains points equal to the combined Value of all cards in their Deck. This is added to their Score.

The player with the most points wins. In the event of a tie, the player with the most cards in their Deck and Zone wins the tie.

SET UP (ADVANCED)

A game of The North will always only use 48 Ancient cards. Players may expand the game by adding in the expansion cards that feature the symbol. To utilize these additional cards, alter the set up for the base game as follows:

Separate all Ancients by their Facility type (*players should end up with 8 stacks of 12 cards each, reflecting the 8 different Facility types*). Randomly select 4 Facility types. These 48 cards will be used in the game. Return the other 48 Ancient cards to the box.

Continue with the game set up and play as normal.

While The North was designed to be completely playable using the 48 original Ancient cards, players may find that these 48 expansion cards add additional replayability and variety to their games of The North.

THINGS TO REMEMBER

Each player has a Discard next to their Deck.

Value 0 Ancients have no Value listed on their card.

Discarded cards always come from the player's hand. Unless otherwise stated, drawn cards come from the player's deck.

Cards in The Wastes are always set to the Ancient side. Players may not look at the other side of these cards unless prompted to do so.

Cards taken from The Wastes are not replenished from the Wastes Deck during the player's turn, unless otherwise stated.

Players may look at both sides of cards in their Zone, Discard and Hand.

A Discharged Node cannot be cannot be Charged or Discharged. It must be Reset.

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