Welcome to Northland: Arctic Choices

There are two rounds in the game. The points you earn in both rounds will be important.

ROUND 1

In this round, you have only one goal: earn as many points as you can by placing game pieces to expand existing ports and develop mining sites in and around the Arctic Ocean.

- Place four port expansion zones and four mining leases on the appropriate map. Ports must expand from existing ports, so at least one cell of the "port expansion" must touch an existing port.

- You will earn points for the (four) cells where each port and mine is located, based on the color shading of those cells. The darker the cell color, the more points you earn.

- If two ports or mines overlap, points are only earned once in those areas.

Your initial scores for this round show the points you've gained from your ports and mines. But what you didn't know is that you would also be losing points due to ecosystem services losses caused by your ports and mines. Your final scores for this round reflect those losses. But there's good news! In the next round, you'll be provided additional information about ecosystem services in Northland, and will be able to change your decisions based on that information.

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ROUND 2

You put the mines and port expansions in places that maximize your points—your benefits from that development. But you also, when the scores were tallied, had to account for the impacts your development had on other benefits that flow from the land and sea. The important social, economic and cultural benefits that flow from local people having access to local foods need to be considered. Furthermore, opportunities for other developments (such as tourism) should not be lost.

So, it's back to the drawing board! This time, we want you to look again at the best places for your port expansions and mines, taking into account not only the points you get on the top two boards, but also the points you will lose on the bottom two boards. You'll be able to make more informed decisions because of the bottom two maps on the board, showing the value of tourism and food supply. We are also equipping you with up to four shipping regulation zones, to better control the impacts your development will have on these other benefits. The goal is still to maximize your point total, but to do so while taking into account *all of the values* on the game maps.

- Leave your ports and mines where they are on the top maps, but *place new port and mine locations on one of the bottom maps*. The new locations should maximize the point total, taking into account the points you will gain from the top maps, and the points you stand to lose from affecting tourism and food values on the bottom maps.

- *Add up to four shipping regulation zones on existing shipping routes*. The lines on the map show the location of those routes. Placing a shipping regulation zone on a square will mean you avoid losses of subsistence use and tourism in that square, but you will also lose some port expansion points, because it will take ships longer to get to port. The actual percentage of points you lose is related to the number of shipping entrances (arrow heads) to that port. If you cut one out of two shipping entrances off, you would lose 50% of the port revenue, etc. There are no impacts to mining from shipping regulation zones.