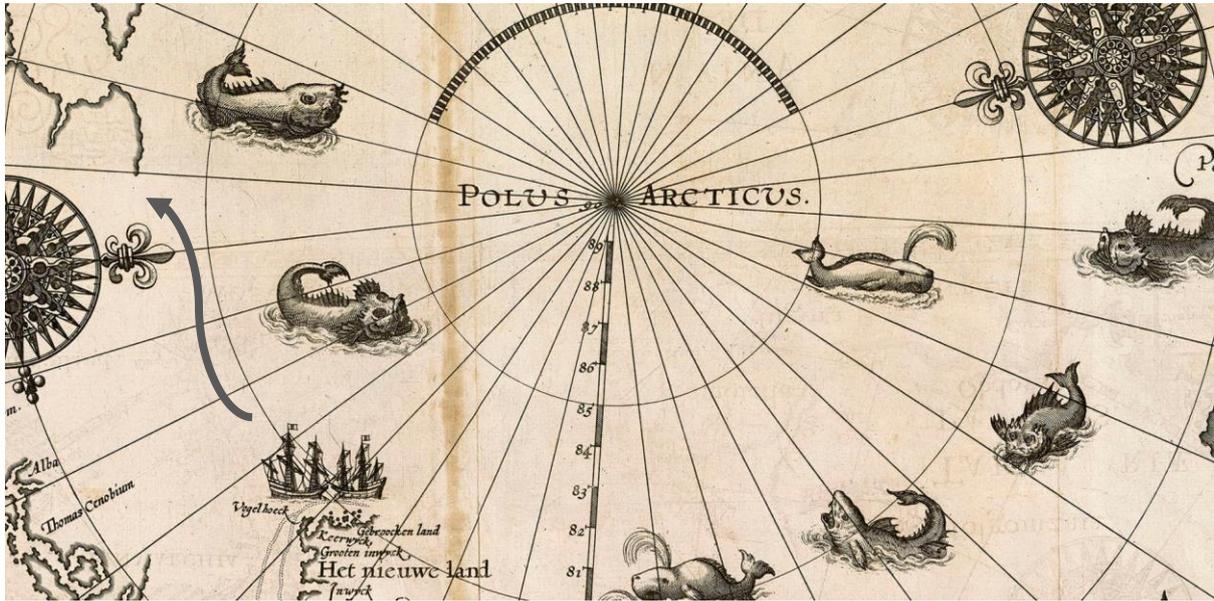


# Northwest Passage



*The Arctic as imagined by W. Barents in 1598*

## Instructions

- Check the orders from the Admiralty regarding your voyage.
- Go through the maps to see what territory remains uncharted so you can fill it in.
- Get familiar with the ships (look at the pictures, read the instructions from the Admiralty regarding your equipment).
- Read the accounts about some of the perils you may face when venturing into the Arctic.
- Look at the crew list of the officers – think about a role you would like to play.



*HMS Terror in the Arctic*

## Orders from the Admiralty

By the Commissioners for executing the office of Lord High Admiral of the United Kingdom of Great Britain and Ireland.

1. Her Majesty's Government having deemed it expedient that further attempt should be made for the accomplishment of a north-west passage by sea from the Atlantic to the Pacific Ocean, of which passage a small portion only remains to be completed, we have thought proper to appoint you (**Rear-Admiral Franklin**) to the command of the expedition to be fitted out for that service, consisting of **Her Majesty's Ships "Erebus,"** under your command, taking with you **Her Majesty's ship "Terror,"** under the command of **Captain Crozier**.
2. On putting out to sea, you are to proceed, in the first place, by such a route as from the wind and weather you may deem to be the most suitable for despatch, to **Davis' Strait**.
3. You will then proceed in the execution of your orders into **Baffin's Bay**, and get as soon as possible to the western side of the Strait.
4. As, however, we have thought fit to cause each ship to be fitted with a **small steam-engine and a propeller**, to be used only in pushing the ships through channels between masses of ice... the supply of fuel to be taken in the ships is necessarily small so you will **use it only in cases of difficulty**.
5. **Lancaster Sound**, and its continuation through **Barrow's Strait**, having been four times navigated without any impediment by Sir Edward Parry, will probably be found without any obstacles from ice or islands. Proceed in a straight course to **Melville Island**; continue to push westward and southward without loss of time in a course as direct towards Bhering's Strait as the position and extent of the ice, or the existence of land, at present unknown, may admit.
6. Should you be so fortunate as to accomplish a passage through Bhering's Strait, you are then to proceed to the Sandwich Islands, to refit the ships and refresh the crews and you are to lose no time in returning to **England by way of Cape Horn**.
7. If at any period of your voyage the season shall be so far advanced as to make it unsafe to navigate the ships and you have to make the resolution of **wintering** in those regions, you are to use your best endeavours to discover a sheltered and safe harbour, where the ships may be placed in security for the winter.
8. In an undertaking of this description much must always be left to the discretion of the commanding officer, and you will duly **weigh how far the advantage of starting next season from an advanced position may be counterbalanced by what may be suffered during the winter**, and by the want of such refreshment and refitting as would be afforded by your return to England.
9. If you meet with any inhabitants, either **Esquimaux or Indians**, near the place where you winter, you are to endeavour by every means in your power to **cultivate a friendship** with them, by presenting them with gifts. You will, however, take care not to suffer yourself to be surprised by them but use every precaution, and be constantly on **your guard against any hostility**.

10. We deem it right to **caution you against** suffering the two vessels placed under your **orders to separate**, except in the event of accident or unavoidable necessity, and we desire you to keep up the most unreserved communications with the commander of the "Terror" Captain Crozier.

11. The expedition has been supplied with a portable observatory to **conduct magnetical and meteorological observatories**. We direct you, therefore, to place this important branch of science under the immediate charge of **Commander Fitzjames**.

12. You are to make use of every means in your power to **collect and preserve specimens of animal, mineral and vegetable kingdoms**; we trust that you will receive material assistance from the **officers under your command**, several of whom are represented to us as well qualified in these respects.

Given under our hands, this 5th day of May 1845.



*Sir John Franklin, the leader of your expedition*



The Map of The Arctic around 1820



The Arctic regions as known to you, with uncharted territory to be explored



*HMS Erebus in the ice*



## **Perils of the Arctic**

### **On Scurvy by W. E. Parry**

*...I have received this morning the first unpleasant report of the scurvy having made its appearance among us : Mr. Scallon, the gunner of the Hecla, had for some days past been complaining of pains in his legs, which Mr. Edwards at first took to be rheumatic, but which, together with the appearance of his gums, now left no doubt of the symptoms being scorbutic...*

*...Every attention was paid to Mr. Scallon's case by the medical gentlemen, and all our anti-scorbutics were put in requisition for his recovery: these consisted principally of preserved vegetable soups, lemon-juice, and sugar, pickles, preserved currants and gooseberries, and spruce-beer...*

*The loss of lemon-juice, of which I have before had occasion to speak, in consequence of the breaking of the bottles by frost, continued still to take place to so great a degree, that it now became absolutely necessary to adopt some measures for providing against similar contingencies in future, and to preserve the remainder...*

### **On Frostbite W. E. Parry**

*...As we were now, however, approaching the coldest part of the season, it became more essential than ever to use the utmost caution in allowing the men to remain for any length of time in the open air, on account of the injury to their general health, which was likely to result from the inactivity requisite to the cure of some of the most trifling frost-bites. Mr. Edwards has favoured me with the following brief account of such cases of this nature as occurred on board the Hecla :— " The majority of the men who came into the sick-list, in consequence of frost-injuries during the severity of the winter, suffered mostly in their feet, and especially in their great toes ; and, although none of them were so unfortunate as to lose a toe, yet few cures were effected without the loss of the nail and cuticle, in which the vital power was invariably destroyed...*

*...they immediately ran out with it; and Smith, not having time to put on his gloves, had his fingers in half an hour so benumbed, and the animation so completely suspended, that on his being taken on board by Mr. Edwards, and having his hands plunged into a basin of cold water, the surface of the water was immediately frozen by the intense cold thus suddenly communicated to it ; and, notwithstanding the most humane and unremitting attention paid to them by the medical gentlemen, it was found necessary, some time after, to resort to the amputation of a part of four fingers on one hand and three on the other...*

### **On Wintering Ships in Ice by Helen Humphreys**

*...The ships are fastened in the ice now, frozen in a sheltered bay. This is to be their winter harbour. Everything has gone well. This immobility is all part of the plan, and yet it makes the sailor nervous to hear the groans of the ship as the ice constricts around her girth, and to gaze out over a whitening horizon. Soon the decks themselves will be closed in, draped with tarpaulins to try and prevent snow from burying the ships and to attempt to trap some of the heat from the coal fires burning below...*



LIEUT. LE VESCONTE.



LIEUT. COUCH. (MATE.)



LIEUT. DES VŒUX. (MATE.)



LIEUT. R. O. SARGENT. (MATE.)



LIEUT. FAIRHOLME.



CAPT. CROZIER. ("TERROR")



CAPT. SIR JOHN FRANKLIN.



COM. FITZJAMES. (CAPT. "EREBUS")



LIEUT. GRAHAM GORE. (COM.)



JAMES REED. (ICE MASTER.)



H.D.S. GOODSIR. (ASST. SURGEON.)



S. STANLEY. (SURGEON.)



C. H. ISMER. (PURSER.)



H. F. COLLINS. (2<sup>ND</sup> MASTER.)

SAILED FROM ENGLAND 19<sup>TH</sup> MAY 1845 IN SEARCH OF THE NORTH-WEST PASSAGE.

Some of the officers of HMS Erebus and HMS Terror

## Crew

### **Rear-Admiral Sir John Franklin (59 years old, non-playable character)**

- A trusted captain.
- An intelligent and charismatic naval officer loved by his men.
- Some believe that he is too old to lead the voyage.

### **Captain Francis R. M. Crozier (Captain of Erebus, 48 years old)**

- An Irishman who rose to the ranks through hard work and commitment.
- He joined the navy when he was 13.
- He is a veteran of many arctic expeditions. He is a friend with James Reid.
- He is short-tempered.

### **Commander James Fitzjames (32 years old)**

- An illegitimate son of an unknown aristocrat.
- A well-educated and charismatic naval officer.
- He had to work hard and perform brave deeds to assume his position.
- His position in society is often challenged due to his illegitimacy.
- A friend of S. Stanley's, they served together in navy (during Opium Wars in China)

### **Lieutenant W. Fairholme (24 years old)**

- A witty Englishman known for his sense of humour.
- A smart and agreeable companion.
- An optimistic person who sees hope in even the grimmest of moments.
- Mr Osmer's card-playing companion.
- He is at odds with Lt. Gore. They rarely agree with one another.

### **Lieutenant Graham Gore (39 years old)**

- An Englishman who served in the navy since he was 14.
- Franklin's protege.
- He is a deeply religious man.
- He knows some of marines serving on the ships and seems to have some influence over them.
- He is at odds with Lt. Fairholme. They rarely agree with one another.

### **Charles H. Osmer (Paymaster Purser, 46 years old)**

- A very conscientious man, he takes all his duties seriously.
- He oversees money-related matters; he is in charge of resources including food rations.
- He is very good with numbers, a very practically oriented man.
- He has a wife and children waiting for him at home.
- Lt Fairholme's card-playing companion.

### **James Reid (Ice Master, 45 years old)**

- One of the few Scotsmen in the crew.
- An experienced veteran of many Arctic expeditions. A person with a very practical mind.
- A friend of Captain Crozier's.
- A somewhat rough and unpolished person but he is ultimately good-hearted.
- He is in charge of navigating ships through ice and clearing ice from ships' path if necessary.
- He has a wife waiting for him at home.

### **Harry D. S. Goodsir (Assistant Surgeon, 25 years old)**

- A Scottish physician and naturalist from a family with a deep tradition of medical practice.
- A keen scholar who has already published his theories regarding anatomy and cell-theory.
- A true humanist with a heart of gold who cares deeply for his patients.
- He is a religious man.

### **Stephen S. Stanley (Surgeon, 37 years old)**

- Mr Goodsir's superior, chief medical doctor of the expedition.
- He is a self-confident man and a friend of J. Fitzjames'. They served together in the navy; he operated on him and removed a bullet from his arm.
- He is a very pragmatic man and his patients sometimes seem to be only piles of flesh to him.
- He has a wife and a son waiting for him at home.

## Optional Rule – Gun Cards

Shuffle the cards before each round (issue) and then distribute them to the players. Every person gets exactly one card. Players do not show their card to anybody. They can (but they do not have to) use “a gun card” to “persuade” others if they feel very strongly about the issue. The last gun played decides the outcome of the discussion.

<p><b>GUN CARD</b> If you decide to use the card, you have the final word in this round.</p> 	<p>You are left only with your wit to persuade others that your ideas are the best.</p>	<p>You are left only with your wit to persuade others that your ideas are the best.</p>
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**Stephen S. Stanley**  
(Surgeon, 37 years old)

- Self-confident
- Pragmatic
- Cynical
- Wife + son
- Friends: Com. Fitzjames  
(saved him)

**Lt. W. Fairholme**  
(Lieutenant, 24 years old)

- Englishman
- Witty
- Optimistic
- At odds with Lt. Gore
- Friends: Mr Osmer

**James Reid**  
(Ice master, 45 years old)

- Scottish
- Veteran
- Practical
- Rough
- Kind-hearted
- Helps ships sail  
through ice
- Friends: Cpt. Crozier

**Harry D. S. Goodsir**  
(Asst. surgeon, 25 years old)

- Scottish
- Scientist
- Surgeon
- Caring
- Humanist
- Religious

**Lt. G. Gore**  
(Lieutenant, 39 years old)

- Englishman
- Franklin's protégé
- Religious
- Influence over marines
- At odds with  
Lt. Fairholme

**Cpt. F. R. M. Crozier**  
(Cpt. of Erebus, 48 years old)

- Irishman
- Hard-working
- Started from scratch
- Short-tempered
- Humanist
- Friends: Mr Reid

**Com. J. Fitzjames**  
**(Commander, 32 years old)**

- Illegitimate son
- Stigma 
- Well-educated
- Charismatic
- Brave
- Friends: Mr Stanley

**Charles H. Osmer**  
**(Purser, 46 years old)**

- Conscientious
- Dutiful
- Practical
- In charge of  
food & equipment
- Wife + children
- Friends: Lt. Fairholme



# GAMEBOOK

# Variables

<b>Visible</b>	<b>Range</b>	<b>Initial</b>	<b>Notes</b>
food	0-10	8	
sanity	0-10	8	
morale	0-10	8	
crew	0-130	130	
<b>Background</b>			
speed	0-5	3	
scurvy	0-4	2	
curse	0/1	0	
ship	0/1	1	
funpack	0/1	0	
passage	0/1	0	
cornwallis	0/1	0	
east	0/1	0	
sledgeparty	0/1	0	

If any variable is about to drop below zero, it remains zero. 0 is the minimum for all the variables. All the variables are integers.

# 1

There is some more space left on your ships even after loading all the necessary equipment and provisions. You have a unique opportunity to take some extra provisions with you. What will you take with you on the hazardous journey?

**1a:** We will take **extra lemon juice** as it might help you battle diseases during the travels.

**1b:** We will definitely need more food on the journey so; you will take **more canned meat** on board.

**1c:** We will take **more coal** on board as it can be used both to power the propellers of your ships and keep you warm during polar nights.

**1d:** We will not leave England without the means to throw a proper sailors' party. Let's take on board **more rum, tea, tobacco and even costumes** for a masked ball or theatre play.

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
<b>1a</b>	-1 scurvy	2	You have taken what you have deemed necessary or important. In your case it is also extra lemon juice. Now it is time to set sail and say farewell to your dear ones who you are leaving behind. The adventure begins...	
<b>1b</b>	-1 sanity +1 food	2	You have taken what you have deemed necessary or important. In your case it is also more canned meat. Now it is time to set sail and say farewell to your dear ones who you are leaving behind. The adventure begins...	
<b>1c</b>	+1 morale +1 speed	2	You have taken what you have deemed necessary or important. In your case it is also more coal. Now it is time to set sail and say farewell to your dear ones who you are leaving behind. The adventure begins...	
<b>1d</b>	+1 morale <i>funpack = 1</i>	2	You have taken what you have deemed necessary or important. In your case it is also supplies for enjoying your leisure time. Now it is time to set sail and say farewell to your dear ones who you are leaving behind. The adventure begins...	

# 2

You set sail weeks ago and your ships sailed through Davis Strait to Baffin Bay. You continue through Lancaster Sound to Barrow Strait. Your task is to continue southwest but there is a unique chance to explore an island (hopefully) to the north of Cape Walker. There is an opening in the ice that will let you sail north – an opportunity that is rarely available. Will you take a slight detour north to explore Cornwallis Island and make history by erasing yet another blank space on the map?

**2a:** You will write history from this very day on. No place will be left unmapped. You will take a slight detour and **explore the surroundings of Cornwallis Island**.

**2b:** There is no time to be wasted on detours. Someone else will come and map the island later. We need to **continue southwest** as fast as possible.

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
<b>2a</b>	-2 speed <i>cornwallis = 1</i>	3	It is an island indeed – Cornwallis Island. You have mapped and charted it in the map. You have already pushed the boundaries of human knowledge a bit further. You continue south when you have finished your detour.	Cornwallis Island has been discovered! ( <b>map1</b> )
<b>2b</b>		3	You have not wasted your precious time and you have hurried south in the hope that you will get as far as possible before the winter comes, and ice closes the passage south.	

# 3

-4 crew

As you continue south terrible things come in your way. Four of your crew members have died of weakness and lung disease. The ships' doctors fear that this might be an outbreak of tuberculosis. A terrible disease to fight on board the ships in the Arctic. What will your measures be to tackle this dangerous situation?

**You can choose more than one of the measures suggested below. It is possible to combine the measures or choose none of them.**

**3a:** We need to **quarantine** everybody who shows only the slightest symptoms of the disease. Better safe than sorry.

**3b:** **More lemon** juice will be distributed among the crew to help them battle illnesses and general weakness of their bodies.

**3c:** **Food rations** for the crew will be **increased**. Hungry or starving crew members are more prone to be victims of diseases than those who are well fed.

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
<b>3a</b>	-1 morale	4	A lot of crew members are unhappy. Those who are seemed fit for duty have to take over the duties of those who are labelled ill. The healthy ones are overworked just because some of the other sailors have coughed a little.	Can be combined with other measures.
<b>3b</b>	-1 scurvy	4	More lemon juice is distributed nowadays to fight the diseases, not only scurvy. We hope it helps our sailors to stay healthy.	Can be combined with other measures.
<b>3c</b>	-1 sanity -1 food	4	The crew is well fed. Hopefully, it helps them fight any disease that might come in their way.	Can be combined with other measures.
			You have done what was necessary. Luckily for you, it seems that the disease has not spread (if there was any).	This is the outcome to be added to any combination.

# 4 Intermezzo

-1 crew

A great tragedy has struck. Your beloved captain and leader, Sir John Franklin, has unexpectedly died of high fevers that started only several days ago. You are mourning this tragic loss, but you know that you must continue the expedition in his name and find the Northwest Passage. Cpt. Crozier takes over the command of the expedition.

As you continue south you map Somerset Island, which was thought to be a peninsula, and a narrow and shallow strait between it and Boothia Felix (way too narrow and shallow for your ships). Moreover, you have discovered a new island to the west, and you have named it after the Prince of Wales.

Variables	Graphic design & notes	Go to
if <i>cornwallis</i> = 1 then use <i>map11</i>	Somerset Island + Prince of Wales Island discovered ( <b>map11</b> )	5
if <i>cornwallis</i> = 0 then use <i>map01</i>	Somerset Island + Prince of Wales Island discovered ( <b>map01</b> )	5

# 5

Your lemon juice starts to ferment. It is slowly starting to change into an alcoholic beverage, as happens to all fruit juices. It is getting increasingly more and more disgusting. Your sailors complain about its taste. There has been a suggestion from one of the cooks to boil it to stop the fermentation and improve its taste.

**5a:** We will **boil the lemon juice** - we have to stop the fermentation process and keep it drinkable.

**5b:** We **will not boil the juice** and **force the sailors to drink it** as it is. They should know that it is good for them.

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
<b>5a</b>	scurvy = 4	6	The taste of the lemon juice is saved, the process of the fermentation has stopped. What is more, the sailors do not complain when they need to drink it.	
<b>5b</b>	-1 morale	6	The juice is disgusting to drink, the sailors hate it and complain about it all the time. Let them nag about it, you know it is important to drink it and you force them to do so.	

# 6

The winter is coming, and the ice is slowly closing in front of you. Sooner or later you will have to find a suitable place to anchor and wait for the spring thaw to come so you can continue your expedition. However, it is still possible to push south if you try hard and use all the means you have available.

**6a:** We will **push southwards**, use dynamite to blow up openings in the ice and use our propellers in order to get as far south as possible to have a head start the next spring.

**6b:** We will **not risk damaging** our ships, we will find a suitable place to **winter and stay there**. The journey is over this year.

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
<b>6aa</b>	if speed < 3 then speed = 0	7	You pushed southwards blowing openings in the ice, but the grip of the winter was tighter and tighter, it even damaged your propellers and they are no use now. You have got a slight head start for the spring to come but at what cost...	
<b>6ab</b>	if speed >= 3 then speed +1	7	You pushed southwards blowing openings in the ice, but the grip of the winter has been tighter and tighter and eventually you had to anchor in one of the bays. You have got a decent head start for the upcoming spring.	
<b>6b</b>		7	You have taken into consideration all the pros and cons and you have decided to anchor where you are. You have gained no head start for the next spring, but the ships seem to be safe for this winter.	

# 7

The year 1845 is slowly coming to an end. You are wintering on Somerset Island. The nights are long and freezing. Time passes by very slowly; there is not much to do. However, there has been a suggestion to throw a Christmas party on ice! If you have taken costumes on board, you can even have a masked ball.

**7a:** That is **nonsense**, we need to preserve as many resources as possible. We cannot waste our precious supplies on parties.

**7b:** A party is a good idea. It will raise the spirit of our sailors. Let's have a **modest party**.

**7c:** The crew members deserve a **proper and even lavish celebration** that may even last for several days. Let them be cheerful for once, they have been through a lot.

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
<b>7a</b>	-1 morale	8	You are perceived as killjoys. You have saved the resources from being used unwisely but the crew feel unhappy for not celebrating Christmas and New Year's Eve properly.	
<b>7ba</b>	if <i>funpack</i> = 1 then +2 morale -1 food	8	The party has been successful; the sailors loved the idea of putting on the costumes. They cheered and drank and laughed and enjoyed the night thoroughly. The crew are really thankful.	
<b>7bb</b>	if <i>funpack</i> = 0 then +1 morale -1 food	8	The party has been successful; your sailors have enjoyed the night and they are thankful for it.	
<b>7ca</b>	if <i>funpack</i> = 1 then +3 morale -2 food	8	The party has been a huge success. The sailors loved the idea of putting on the costumes. They cheered and drank and laughed and enjoyed the night thoroughly. There were even drinking contests, fights and bets. All the fun sailors love. They would go to hell and back for you!	
<b>7cb</b>	if <i>funpack</i> = 0 then +2 morale -2 food	8	The party has been very successful, and it lasted for several days. The sailors cheered and drank and laughed and enjoyed it all thoroughly. They are really thankful.	

# 8 Intermezzo

You have waited for a long time for it to come, and finally, the spring of 1846 is here. Your ships are freed from the ice and you can set sail again. As you continue south you see land in front of you. Is it an island or peninsula? Whatever it is, you are naming it after King William.

<b>Variables</b>	<b>Graphic design &amp; notes</b>	<b>Go to</b>
<i>if cornwallis = 1</i> then use <i>map111</i>	North of King William Island discovered ( <b>map111</b> )	9
<i>if cornwallis = 0</i> then use <i>map011</i>	North of King William Island discovered ( <b>map011</b> )	9

# 9

From the very moment King William Island or Peninsula (we can only guess now) appeared in front of us, a question has been looming in the air...

We need to sail around it in order to finish the Passage, so what direction shall we take? There are no maps or clues to help us in our decision, only our experience and gut feelings.

**9a:** We will **sail southwest** of the newly discovered land hoping to emerge in Dease Strait; thus, completing the Passage before the ice closes again this year.

**9b:** We will **sail southeast** of the newly discovered land and we will force the Northwest Passage before the sea freezes again this year.

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
<b>9aa</b>	<i>if cornwallis = 0</i> then use <i>map011w</i>	10	You have trusted your instincts and continued along the west coast of what seems to be an island.	West coast of King William Island has been discovered! ( <b>map011w</b> )
<b>9ab</b>	<i>if cornwallis = 1</i> then use <i>map111w</i>	10	You have trusted your instincts and continued along the west coast of what seems to be an island.	West coast of King William Island has been discovered! ( <b>map111w</b> )
<b>9ba</b>	<i>east = 1</i> <i>if cornwallis = 0</i> then use <i>map011e</i>	10	You have trusted your instincts and continued along the east coast of what seems to be an island.	East coast of King William Island has been discovered! ( <b>map011e</b> )
<b>9bb</b>	<i>east = 1</i> <i>if cornwallis = 1</i> then use <i>map111e</i>	10	You have trusted your instincts and continued along the east coast of what seems to be an island.	East coast of King William Island has been discovered! ( <b>map111e</b> )

# 10 Intermezzo

-4 crew

-1 food

The winter came early this year. The sea froze and trapped your ships in its icy grip. There is not much you can do about it. You can only wait for the spring thaw of 1847. You have ventured where no other civilised person has stepped before. However, the Arctic is an unforgiving and hostile place to explore; not everyone will survive. During the first months of the winter 4 crew members died of general exhaustion, illnesses and hypothermia. Yet you must carry on...

**Go to 11.**

# 11

You do not want to sit idly and wait for the spring, or do you? The admiralty has given you orders to explore the lands of the Arctic, its fauna and flora and conduct a series of experiments concerning extreme temperatures and the Earth's magnetic field. There has been a suggestion to send a well-equipped sledge party to explore the other side of the island/peninsula and then come back before the winter is over. They might be away even for several weeks. Will you send your men to explore the hostile place?

**11a:** We will **send 10 well-equipped and provisioned men to explore** and map this island or peninsula near which we are stranded. It might help us better understand this land and even learn more about its geography, fauna and flora. It might come in handy in the future...

**11b:** It would be **foolish to send away our men**. It is too risky, no one knows what awaits them out there.

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
<b>11aa</b>	if <i>cornwallis</i> = 0 then use <i>map0111</i>	12	You wished your men good luck and sent them away. They returned after several weeks and mapped the other side of what seems to be an island and conducted a series of experiments. However, there has been an incident on their way back...	West and east coast of King William Island has been discovered! ( <b>map0111</b> )
<b>11ab</b>	if <i>cornwallis</i> = 1 then use <i>map1111</i>	12	You wished your men good luck and sent them away. They returned after several weeks and mapped the other side of what seems to be an island and conducted a series of experiments. However, there has been an incident on their way back...	West and east coast of King William Island has been discovered! ( <b>map1111</b> )
<b>11b</b>		13	You did not send your men away. You kept them safe and you are waiting for spring to come.	

# 12

...the sledge party which has just returned encountered a band of savages – Inuit – on their way back to the ships. There were some 30 of them, most of whom were armed with bows and spears. As they were getting closer, your men got ready for anything that might come. One of your marines panicked and a gunshot cracked through the air. The marine felt that one of the savages was holding his weapons in a threatening way and he shot him in the chest. The savage fell to the ground dead. The rest of the savages scattered. What shall we do with the marine?

**12a:** He was not given any order to shoot. Weren't we given orders from the admiralty not to harm natives unless necessary? The marine needs to be punished severely – **let him be flogged** (whipped) in front of the crew.

**12b:** The marine killed an innocent man and threatened the success of the whole expedition. He was not given any order to shoot, and what is more, he acted against the admiralty's commands to treat natives well. **He deserves to be hanged for it.** This would also teach others to obey commands.

**12c:** The marine showed courage while facing the savages and gave them no quarter. **He will be decorated for bravery** in front of the crew.

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
<b>12a</b>	-1 morale <i>curse = 1</i>	13	The crew did not like the fact that the marine was punished for killing an armed savage. Should an Englishman be afraid to kill a dangerous savage?	
<b>12b</b>	-2 morale -1 crew <i>curse = 1</i>	13	The crew was outraged by your decision to hang the brave marine for killing an armed savage. Does this mean that civilised subjects of the crown are less important than nameless savages who threaten us? What is this?!	
<b>12c</b>	+1 morale <i>curse = 0</i>	13	The marine did not expect it, but you could see that a huge burden was lifted from his shoulders. The rest of the crew cheered and sang Rule Britannia spontaneously. We will give savages no quarter!	

# 13

A band of some 30 savages is approaching to your ships. There seem to be men and women alike, but it is difficult to distinguish them from one another; some of the Inuit are armed with bows and spears. As they are getting closer and closer, they seem to do so in a strange ritual-like manner. What shall we do? We need to act quickly!

**13a:** Fire at once and kill them all before they get any closer to the ships and harm any one of you with their dark magic or weapons!

**13b:** Watch them carefully and let them come closer and **try talking to them** to learn what they want.

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
<b>13a</b>	-2 sanity <i>curse = 1</i>	15	Three salvos of shots gunned them down. As they were dying on the frozen ground, shrieks of horror and words in an unknown tongue echoed through the air. One word was more distinct than the others: "Tupilaq". When you checked the scene of the killing, a strange figurine amid the bodies caught your eye. It was carved from walrus tusk and covered in the blood of the savages. The whole incident was, to put it mildly, very unsettling.	<b>Tupilaq figurine found.</b>
<b>13ba</b>	if <i>sledgeparty = 0</i>	15	The Inuit were very curious when it came to your ships and expedition. As some of you knew some of the words of their tongue you exchanged pleasantries and you learned some important pieces of information. This piece of land is an island indeed. The other piece of news was rather unsettling – the spring thaw is not coming this year. As a token of good will, they handed you a figurine carved of walrus tusk. They said it would bring you good luck.	<b>Tupilaq figurine found.</b>
<b>13bb</b>	if ( <i>sledgeparty = 1</i> and <i>curse = 1</i> )	14	Some of your men can understand a few words of their tongue. They came to settle a blood debt you have. They have a proposal for you...	
<b>13bc</b>	if ( <i>sledgeparty = 1</i> and <i>curse = 0</i> )	15	A few crew members could understand some of the words they spoke. As they saw the executed marine, they said that the killing of their man had been settled. As a token of reconciliation, they gave you a figurine carved from walrus tusk. They warned you that the spring thaw was not coming this year. They did not want to exchange any pleasantries; they said goodbye in a very cold manner and left.	<b>Tupilaq figurine found.</b>

# 14

... if you execute the man responsible for killing one of their own, the debt will be settled. If not, the frozen land itself will kill you as you have acted against its rules. What shall we do with such a “proposal”?

**14a:** Accept their proposal and execute the marine responsible for killing one of their kin to settle the debt.

**14b:** Dismiss their proposal and send them away.

**14c:** Let them learn the consequences of threatening loyal subjects of the crown. **Dismiss their proposal and kill them all.** Savages obviously need to learn their place.

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
<b>14a</b>	-2 morale -1 crew <i>curse = 0</i>	15	After you had executed the marine, they said that the debt had been settled. As a token of reconciliation, they gave you a figurine carved from walrus tusk. They warned you that the spring thaw was not coming this year. They did not want to exchange any pleasantries; they said goodbye in a very cold manner and left.	<b>Tupilaq figurine found.</b>
<b>14b</b>	-2 sanity -2 morale -1 crew	15	You dismissed their proposal and sent them away. They left without a single word, they only left behind a strange figurine carved from walrus tusk that was covered in blood. Your crew cheered when you did not hand in the marine and dismissed the wilful proposal of the savages. The very next morning, the marine you had saved was nowhere to be found. He simply vanished into thin air. Without a trace. Rumours that you have secretly handed the poor marine to the savages in some kind of a twisted deal started to appear. But you have not done anything like that! What happened to the poor man?! This is insane!	<b>Tupilaq figurine found.</b>
<b>14c</b>	-2 sanity -1 morale -1 crew	15	Three salvos of shots gunned them down for their insolence. As they were dying on the frozen ground, shrieks of horror and words in an unknown tongue echoed through the air. One word was more distinct than the others: “Tupilaq”. A strange figurine lying amid the bodies of the savages caught your eye. It was carved from walrus tusk and covered in the blood of the savages. Your crew cheered when they defeated the savages. The very next morning, the marine you had saved was nowhere to be found. He simply vanished into thin air. Without a trace. What happened to the poor man?! A feeling of horror has started overtaking the ships.	<b>Tupilaq figurine found.</b>

# 15

It is spring 1847 and you are still waiting for the thaw. You start to notice that some of the sailors wander around aimlessly and their stares are empty. Everybody is dead tired of the never-ending night and endless white spaces around you, that is for sure. The ships look like opium dens at times – absent-minded people with blank gazes all around you. But isn't there more to it? One of the surgeons (Mr. Goodsir) has come up with a theory that the canned food causes food poisoning that clouds people's minds and also affects their bodies. The tins are sealed with lead and when you open them in a lot of cases, you find the lead from the seal almost dripping into the food. What shall we do about it? Most of our food is stored in tins...

- 15a:** It is just a theory of one person; there is no proof. **It is nonsense.** People are just tired of the endless winter, once we set sail again, they will cheer up.
- 15b:** We depend heavily on canned food, but **we must limit it.** We also need to throw away the tins with the worst seals. It will cost us a lot of food, but it will hopefully save us from the worst.
- 15c:** We need to **get rid of all the tins,** they are literally killing us. We cannot afford to have them around as some crew members would secretly try to eat from them and they would make the matter only worse. Hopefully, the spring will come soon, and we still have enough food supplies to reach civilization.

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
<b>15a</b>	-2 sanity	16	You say it is nonsense. There is no force to overturn your ruling. The fact is that the situation is not getting any better - quite the opposite. Let's hope that the spring comes soon.	
<b>15b</b>	-1 sanity -1 food	16	We have lost a lot of cans and the situation is not getting much better. How long can we go like this? We need a new impulse and also fresh supplies.	
<b>15c</b>	+1 sanity -3 food	16	The crew seem to be getting more focused and vigilant; they are also aware of the fact that there is no more canned food. We still have some food supplies left, but we have to use them wisely.	

# 16

The spring of 1847 did not bring a thaw. The ice did not melt. The ships are still trapped in ice. Is there any chance things will get better? You need to start thinking about back-up plans, don't you?! Will you abandon the ships and continue your journey on foot, or will you wait one more year?

- 16a:** We **will hold steady**; there are enough resources on the ships. If there is any chance of forcing the passage and surviving the journey, it lies with our ships. We will wait one more year, the thaw will come, and the ships will be free again.
- 16b:** There is no point in waiting. We need to act quickly; the ships are of no use. We will take all the necessary equipment and supplies with us and we will **continue south on foot** to save ourselves. There are hunting outposts on the Canadian mainland. If we reach them, we will be saved.
- 16c:** There is no point in waiting for the thaw that is not coming; the ships are ice-bound. We will take all the necessary equipment and supplies with us and we will **continue northeast on foot** to save ourselves. There are shipwrecks on the east coast of Boothia and whaling ships pass by from time to time. If they find us, we will be saved.

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
<b>16a</b>	-2 food -3 morale	17	You have decided to spend one more year on the ships. The food is running low and so is the morale of your men.	
<b>16b</b>	-3 food -2 morale <i>passage = 1</i> <i>ship = 0</i>	17	You have abandoned the ships and taken as many things and supplies as you can carry. You have turned lifeboats into sledges, and you continue south on foot hoping to reach civilisation before it is too late.	
<b>16c</b>	-3 food -2 morale <i>ship = 0</i>	17	You have abandoned the ships and taken as many things and supplies as you can carry. You have turned lifeboats into sledges, and you continue northeast on foot hoping to be saved.	

# 17 Intermezzo

The time is slowly passing by. The winter of 1847/1848 seems to be the longest you have ever gone through. The food stocks are dwindling. The crew are exhausted, and people have started dying of malnutrition and exhaustion. 10 of your crew members have perished so far and the dream of spring seems to be thousands of miles away.

-10 crew

Variables	Text summarising the results of the decisions
if <i>scurvy</i> = 0	Life is hard indeed, but at least you are lucky that there has not been a scurvy outbreak. Any symptoms remotely resembling scurvy were tackled immediately by the ships' doctors when they showed up.
If <i>scurvy</i> > 0 and < 4 -10 crew	As if life hasn't been hard enough, there has been an outbreak of scurvy. 10 people have died so far, and the rest are afraid about who is next.
If <i>scurvy</i> = 4 -20 crew	As if life hasn't been hard enough, there has been a terrible outbreak of scurvy. 20 people have died so far and those who are still alive cannot have high hopes.

Variables	Text summarising the results of the decisions
if <i>curse</i> = 1 -2 sanity -5 crew	What is more, there have been strange rumours of voices that lure people in the night. Those who succumb to their soft voices are never to be seen again. Be it as it may, it is undeniable that 5 of your crew members have vanished from the face of Earth and stories full of horror creep around.

Variables	Go to
if <i>ship</i> = 1 and <i>east</i> = 1	18
if <i>ship</i> = 1 and <i>east</i> = 0	19
if <i>ship</i> = 0	20

# 18

The spring of 1848 has arrived, and your ships are finally free. The ice is melting; you can finally set sail! Where will you go?

**18a:** We will **force the Passage**. It is our goal and we cannot fail our queen. Let's continue towards the south and then west!

**18b:** We have no idea what awaits us; if we continue and get stuck again, we are dead. If we **turn back now**, we will be able to get back to Baffin Bay this year and seek for help. If we fail to find the Passage this time, we will succeed the next time; however, if we die, we will never succeed.

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
<b>18aa</b>	<i>passage = 1</i> if <i>cornwallis = 0</i> then use <i>map 01111</i> -10 crew -1 food	21	You have decided to press onwards. You have mapped the last pieces of King William Island and you continue west. You have forged the last links of the passage, but your journey is far from at an end. If you die here, no one will ever know that you have found the Northwest Passage. Sailors are weak and starving, food stocks are running low, people are dying of hypothermia, but you carry on.	King William Island is complete! ( <b>map01111</b> )
<b>18ab</b>	<i>passage = 1</i> if <i>cornwallis = 1</i> then use <i>map complete</i> -10 crew -1 food	21	You have decided to press onwards. You have mapped the last pieces of King William Island and you continue west. You have forged the last links of the passage, but your journey is far from at an end. If you die here, no one will ever know that you have found the Northwest Passage Sailors are weak and starving, food stocks are running low, people are dying of hypothermia, but you carry on.	King William Island is complete! ( <b>map complete</b> )
<b>18b</b>	-10 crew -1 food	21	You have decided to turn back and save your ships and as many lives as possible. The journey is still far from at an end. The sailors are weak and starving, food stocks are running low, people are dying of hypothermia, but you carry on in hope that one day you might get back home alive.	

# 19

The spring of 1848 has arrived, but your ships are still trapped in ice. The ice hasn't melted and your ships are slowly but steadily being crushed by the ice. You have no other choice than to abandon them and reach safety on foot. The chances of your survival are slim but British men will not give up! Like once before you have two possibilities where to continue:

**19a:** We will take all the necessary equipment and supplies with us and we will **continue south on foot** to save ourselves. There are hunting outposts on the Canadian mainland; if we reach them, we will be saved.

**19b:** We will take all the necessary equipment and supplies with us and we will **continue northeast on foot** to save ourselves. There are shipwrecks on the east coast of Boothia and whaling ships pass by from time to time; if they find us, we will be saved.

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
<b>19a</b>	<i>passage = 1</i> -2 food	20	You have abandoned the ships and taken as many things and supplies as you can carry. You have turned lifeboats into sledges, and you continue south on foot hoping to reach civilisation before it is too late.	
<b>19b</b>	-2 food	20	You have abandoned the ships and taken as many things and supplies as you can carry. You have turned lifeboats into sledges, and you continue northeast on foot hoping to be saved.	

# 20 Intermezzo

You slowly continue on foot in the direction you have chosen. There is not much food left, if any, and your once proud crew members are weak and dying of exhaustion and hypothermia. You have lost at least 20 good sailors and it is still summer 1848.

-20 crew -1 food
---------------------

Variables	Text summarising the results of the decisions
<b>if <i>curse</i> = 1</b> -5 crew -1 food -1 sanity	As if it were not enough, one group of sailors went completely mad. They stole some food and set a tent on fire to warm themselves. They were howling like wolves and stuffing their mouths with whatever food they had found. They could not be calmed down and they injured several people who wanted to save them. The remaining marines had to shoot the madmen before they could cause more harm.

**Go to 21.**

# 21

Your crew has gone through a terrible ordeal so far. They are exhausted and starving. They demand that you increase the rations of food. What will you do?

**21a:** Give them the last scraps of food you have (have you ever thought that even shoes could be eaten), which will leave you with no or almost no reserves.

**21b:** Continue rationing the last bits and pieces of food and do not succumb to their demands.

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
<b>21aa</b>	if <i>ship</i> = 1 -1 food +1 morale	22	You have given your crew a generous ration at last and it boosted their morale for some time. Is there anything left for the future? The journey is not over yet...	
<b>21ab</b>	if <i>ship</i> = 0 -1 food +1 morale	25	You have given your crew a generous ration at last and it boosted their morale for some time. Is there anything left for the future? The journey is not over yet...	
<b>22ba</b>	if <i>ship</i> = 1 -1 morale	22	You continue rationing whatever is left. You will not allow such foolish demands to be imposed on you by common sailors.	
<b>22bb</b>	if <i>ship</i> = 0 -1 morale	25	You continue rationing whatever is left. You will not allow such foolish demands to be imposed on you by common sailors.	

# 22

-10 crew

You sail on, but the journey home is endless. More crew members have died and there is strange talk about what to do with the bodies. What at first seemed to be a madman's thought is now getting more and more feasible. You are running low on food and yet there is plenty of meat on board. Will you let your men feast on the bodies of their friends? Will an Englishman eat an Englishman?

**22a:** That is completely out of the question. This will never happen on Her Majesty's ships. **We will not allow it!**

**22b:** It is a desperate idea indeed, but it might be the only thing to save you and your crew. **It needs to be done.**

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
22aa	if (morale < 3 or sanity < 3)	28	The starving and exhausted men on the verge of dying or going mad did not ask for your permission. When they had finished feasting on the dead, they turned their insane eyes on the living...	
22ab	if (morale > 3 and sanity > 3) and (speed > 2) -1 food; +1 sanity	29	You have saved the dignity of you and your crew members both the dead and those who are still alive. Will you all die of starvation in the end?	
22ac	if (morale > 3 and sanity > 3) and (speed < 3) -1 food; +1 sanity	23	You have saved the dignity of you and your crew members, both the dead and those who are still alive. Will you all die of starvation in the end?	
22ba	if (morale < 3 or sanity < 3)	28	The starving and exhausted men on the verge of dying or going mad first feasted on the dead, and when they had finished, they turned their insane eyes to the living...	
22bb	if (morale > 3 and sanity > 3) and (speed > 2) +1 food; -1 sanity	29	You have committed a terrible sin that will hardly ever be forgiven but it saved the lives of you all. For now...	
22bc	if (morale > 3 and sanity > 3) and (speed < 3) +1 food; -1 sanity	23	You have committed a terrible sin that will hardly ever be forgiven but it saved the lives of you all. For now...	

# 23 Intermezzo

You have almost escaped the perils of the Arctic. Almost...

Variables	Text summarising the results of the decisions
if <i>curse</i> = 1 -5 crew -1 sanity	There was a terrible snowstorm one night. The snowstorm almost turned over the ships, but they survived the ordeal in the end. Some of the crew members swore that they heard words in a strange tongue being carried on the winds of the storm. Some of you would even believe it. Has the snowstorm devoured 5 of the sailors? Or have they simply fallen overboard? You will never know...

Go to 24.

# 24

HMS Erebus has been damaged by an iceberg, it is taking in water and it is lagging behind. Now it is clear that you will not reach any civilised outpost in time to save everybody if you continue at this pace. You need to take everybody on board the HMS Terror and leave the HMS Erebus behind but there will be hardly enough resources for everybody...

**24a:** We will **leave no one behind**, even if it means we all die in the end. We haven't gone through this hell together only to part in the end.

**24b:** We will **leave the ill and the weak behind**. That should do.

**24c:** We will **leave the ill and the weak behind**; furthermore, 3 officers from our ranks will sacrifice themselves and stay with those who will be left behind. If no one volunteers, we need to decide it in a different manner, randomly or we will force some officers to do as they are told.

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
24aa	-1 food +1 morale if (morale < 2 or sanity < 2 or food < 2)	30	You have tried to save everybody, but you have not been able to save even yourselves...	
24ab	-1 food +1 morale if (morale > 1 and sanity > 1 and food > 1)	29	You have taken on board the HMS Terror as many people as possible hoping to find help soon...	
24ba	-1 morale -20 crew if (morale < 2 or sanity < 2 or food < 2)	30	You have tried to save at least some men, including all the officers, but you relied too much on the loyalty of your crew...	
24bb	-1 morale -20 crew if (morale > 1 and sanity > 1 and food > 1)	29	You have tried to save at least some men, including all the officers, but if do not find any help soon, you might be all doomed in the end...	
24c	-25 crew	29	You have sacrificed a lot of good men including some of your officers. Will that be enough to save the rest?	

# 25

You crawl onwards hoping to find traces of civilisation. Suddenly, you see a small group of Inuit on the horizon. What will you do?

**25a:** We will **try to befriend them** and hope to trade at least some food for whatever they want.

**25b:** We will **try to rob them** of whatever they have; it might help us survive.

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
<b>21aa</b>	if <b>morale &gt; 2</b> <b>+1 food</b>	26	You have been able to befriend them, and they treated you well; you have got some good pieces of advice regarding pulling your sledge and what is more important even some food. All that has cost you just some trinkets.	
<b>21ab</b>	if ( <b>morale &lt; 3</b> and <b>curse = 1</b> ) <b>-1 morale</b>	26	You ordered your men to befriend them and trade with them, but they ignored your order and attacked the Inuit hoping to get some loot, but the Inuit managed to escape.	
<b>21ac</b>	if <b>morale &lt; 3</b> and <b>curse = 0</b> ) <b>+1 food</b>	26	You ordered your men to befriend them and trade with them, but they ignored your order and attacked the Inuit hoping to get some loot. Your men killed all the savages but did not find much booty, only a little food.	
<b>22ba</b>	if <b>curse = 0</b> <b>+1 food</b>	26	You ordered your men to attack the savages hoping to get some loot. Your men killed them all but did not find much booty, only a little food.	
<b>22bb</b>	if <b>curse = 1</b> <b>-1 morale</b>	26	You ordered your men to attack the savages hoping to get some loot, but the savages managed to escape.	

# 26 Intermezzo

Variables	Text summarising the results of the decisions
<b>if <i>curse</i> = 1</b> -5 crew -1 sanity	There was a terrible snowstorm one night. Some of the crew members swore that they heard words in a strange tongue being carried on the winds of the storm. Some of you would even believe it. Has the snowstorm devoured 5 of your men? Or have they simply wandered into the night never to return? And why? You will never know...

The white plains of the Arctic are endless and unforgiving. And your men continue to die like flies. They are dying of hunger, exhaustion, hypothermia or simply no will to live anymore. You are quickly running out of what is left of your resources.

-30 crew
-2 sanity
-1 food

Variables	Text summarising the results of the decision	Graphic design & notes
<b>if <i>passage</i> = 1</b> and <i>cornwallis</i> = 0 then use <i>map01111</i>	You carry on. You have mapped the last pieces of King William Island and you continue south to the Canadian mainland. You have forged the last links of the passage, but the cost seems to be terrible. Will there ever be anyone to learn about your success?	King William Island is complete! ( <b>map01111</b> )
<b>if <i>passage</i> = 1</b> and <i>cornwallis</i> = 1 then use <i>mapcomplete</i>	You carry on. You have mapped the last pieces of King William Island and you continue south to the Canadian mainland. You have forged the last links of the passage, but the cost seems to be terrible. Will there ever be anyone to learn about your success?	King William Island is complete! ( <b>map complete</b> )

Go to 27.

# 27

Your men are dying almost every day and strange talk about what to do with the bodies has emerged. What at first seemed to be a madman's thought is now getting more and more feasible. You are running low on food and yet there is plenty of meat every day. Will you let your men feast on the bodies of their friends? Will an Englishman eat an Englishman?

27a: That is completely out of the question. This will never happen to the civilised people of the British Empire. **We will not allow it!**

27b: It is a desperate idea indeed, but it might be the only thing to save you and your men. **It needs to be done.**

## Outcomes

	Variables	Go to	Text summarising the results of the decision	Graphic design & notes
27aa	if (morale < 3 or sanity < 3)	28	The starving and exhausted men on the verge of dying or going mad did not ask for your permission. When they had finished feasting on the dead, they turned their insane eyes to the living...	
27ab	if (morale > 2 and sanity > 2) -1 food +1 sanity	31	You have saved the dignity of you and your crew members both the dead and those who are still alive. Will that matter...	
27ba	if (morale < 3 or sanity < 3)	28	The starving and exhausted men on the verge of dying or going mad first feasted on the dead, when they had finished, they turned their insane eyes to the living...	
27bb	if (morale > 2 and sanity > 2) +1 food -1 sanity	31	You have committed a terrible sin that will hardly ever be forgiven but it saved the lives of you all. For now...	

# 28 Ending

<b>Variables</b>	<b>Ending</b>
<i>if passage = 1</i>	<p>In the end, you have been eaten by your own desperate men.</p> <p>The crew without its officers and resources could not escape the perils of the Arctic and they perished soon after you. You have forged the last missing link of the Northwest Passage with your lives. All the crew members of Franklin's lost expedition are idealized and hailed as heroes back in Britain.</p> <p>It will take generations before the shards of truth will slowly start to emerge to tell the real story of the HMS Erebus and the HMS Terror and their crew. A tale of adventure, misfortune and horror.</p>
<i>if passage = 0</i>	<p>In the end, you have been eaten by your own desperate men.</p> <p>The crew without its officers and resources could not escape the perils of the Arctic and they never returned home. All the crew members of Franklin's lost expedition are idealized and hailed as heroes back in Britain.</p> <p>It will take generations before the shards of truth will slowly start to emerge to tell the real story of the HMS Erebus and the HMS Terror and their crew. A tale of adventure, misfortune and horror.</p>

# 29 Ending

Variables	Text summarising the results of the decision
<p>if <i>passage</i> = 1 and (<b>morale</b> &gt; 0 and <b>sanity</b> &gt; 0 and <b>food</b> &gt; 0)</p>	<p>Rule Britannia! You have forced the Northwest Passage and returned home. You are hailed as heroes back in Britain. People will forever love the story of the brave crew members of the HMS Erebus and the HMS Terror as they succeeded against the force of nature, against the curse of the Arctic, against all odds. And they prevailed! It will take generations before some of the darker secrets of your expedition will be brought to the light as well.</p>
<p>if <i>passage</i> = 0 (<b>morale</b> &gt; 0 and <b>sanity</b> &gt; 0 and <b>food</b> &gt; 0)</p>	<p>You have not forced the Northwest Passage as commanded but at least you have returned home. There has been some disappointment at the Admiralty regarding your expedition, but common people will forever love the story of the brave crew members of the HMS Erebus and the HMS Terror as they fought against the force of nature, against the curse of the Arctic, against all odds. And they prevailed! It will take generations before some of the darker secrets of your expedition will be brought to the light as well.</p>
<p>if <i>passage</i> = 1 and (<b>morale</b> &lt; 1 or <b>sanity</b> &lt; 1 or <b>food</b> &lt; 1)</p>	<p>You fought until your last dying breath, but you could not escape the perils of the Arctic. One by one, all the men were lost to starvation, madness, exhaustion and illnesses. You have forged the last missing link of the Northwest Passage with your lives. Will they ever learn that back home? All the crew members of Franklin's lost expedition are idealized and hailed as heroes back in Britain. It will take generations before the shards of truth will slowly start to emerge to tell the real story of the ships the HMS Erebus and the HMS Terror. A tale of adventure, misfortune and horror.</p>
<p>if <i>passage</i> = 0 and (<b>morale</b> &lt; 1 or <b>sanity</b> &lt; 1 or <b>food</b> &lt; 1)</p>	<p>You fought until your last dying breath, but you could not escape the perils of the Arctic. One by one, all the men were lost to starvation, madness, exhaustion and illnesses. All the crew members of Franklin's lost expedition are idealized and hailed as heroes back in Britain. It will take generations before the shards of truth will slowly start to emerge to tell the real story of the ships the HMS Erebus and Terror. A tale of adventure, misfortune and horror.</p>

# 30 Ending

Variables	Text summarising the results of the decision
<i>if passage = 1</i>	<p>You have forced the Passage! You must return safely home! You tried to maintain order to the last, but your crew mutinied, and they killed you hoping to save at least themselves. But without their officers and with dwindling resources, they could not escape the perils of the Arctic and they never returned home. All the crew members of Franklin's lost expedition are idealized and hailed as heroes back in Britain.</p> <p>It will take generations before the shards of truth will slowly start to emerge to tell the real story of the HMS Erebus and the HMS Terror and their crew. A tale of adventure, misfortune and horror.</p>
<i>if passage = 0</i>	<p>You have tried to maintain order to the last, but your crew mutinied, and they killed you hoping to save at least themselves. But without their officers and with dwindling resources, they could not escape the perils of the Arctic and they never returned home. All the crew members of Franklin's lost expedition are idealized and hailed as heroes back in Britain.</p> <p>It will take generations before the shards of truth will slowly start to emerge to tell the real story of the HMS Erebus and the HMS Terror and their crew. A tale of adventure, misfortune and horror.</p>

# 31 Ending

Variables	Text summarising the results of the decision
<p>if <i>passage</i> = 1 and (<i>morale</i> &gt; 0 and <i>sanity</i> &gt; 0 and <i>food</i> &gt; 0)</p>	<p>After the months of walking south feeding on whatever you found, you encountered a group of fur hunters and they took you to their outpost. The remnants of your crew were finally saved.</p> <p>You are hailed as heroes back in Britain because you found the Northwest Passage and returned home. It will take more than 50 years before a ship sails through the Passage. People will forever love the story of the brave crew members of the HMS Erebus and the HMS Terror as they succeeded against the force of nature, against the curse of the Arctic, against all odds. And they prevailed!</p> <p>It will take generations before some of the darker secrets of your expedition will be brought to the light as well.</p>
<p>if <i>passage</i> = 0 (<i>morale</i> &gt; 0 and <i>sanity</i> &gt; 0 and <i>food</i> &gt; 0)</p>	<p>After months of walking northwest feeding on whatever you found, a whaling ship appeared on the horizon and the remnants of your crew were finally saved. You have not forced the Northwest Passage as commanded but at least some of you have returned home. There has been some disappointment at the Admiralty regarding your expedition, but common people will forever love the story of the brave crew members of the HMS Erebus and the HMS Terror as they fought against the force of nature, against the curse of the Arctic, against all odds. And they prevailed!</p> <p>It will take generations before some of the darker secrets of your expedition will be brought to the light as well.</p>
<p>if <i>passage</i> = 1 and (<i>morale</i> &lt; 1 or <i>sanity</i> &lt; 1 or <i>food</i> &lt; 1)</p>	<p>You fought until your last dying breath, but you could not escape the perils of the Arctic. One by one, all the men were lost to starvation, madness, exhaustion and illnesses. You got to the Canadian mainland but the nearest outpost of civilisation was many miles away when the last one of you perished.</p> <p>You forged the last missing link of the Northwest Passage with your lives but will they ever learn that back home?</p> <p>All the crew members of Franklin's lost expedition are idealized and hailed as heroes back in Britain.</p> <p>It will take generations before the shards of truth will slowly start to emerge to tell the real story of the ships the HMS Erebus and the HMS Terror. A tale of adventure, misfortune and horror.</p>
<p>if <i>passage</i> = 0 and (<i>morale</i> &lt; 1 or <i>sanity</i> &lt; 1 or <i>food</i> &lt; 1)</p>	<p>You fought until your last dying breath, but you could not escape the perils of the Arctic. One by one, all the men were lost to starvation, madness, exhaustion and illnesses.</p> <p>All the crew members of Franklin's lost expedition are idealized and hailed as heroes back in Britain.</p> <p>It will take generations before the shards of truth will slowly start to emerge to tell the real story of the ships the HMS Erebus and Terror. A tale of adventure, misfortune and horror.</p>



Tupilaq figurine

## **Sources of pictures and authentic texts**

Excerpts from books and diaries by W. E. Parry and Helen Humphreys

Catherine Price, <https://www.sciencehistory.org/distillations/the-age-of-scurvy>

Ansgar Walk, [https://en.wikipedia.org/wiki/Tupilaq#/media/File:Tupilak\\_1.jpg](https://en.wikipedia.org/wiki/Tupilaq#/media/File:Tupilak_1.jpg) (CC BY-SA 3.0)

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