This Expansion Pack includes 12 new *Nautilus Upgrade* cards. There are different ways to add them to your deck of *Nautilus Upgrade* cards, all of which apply after purchasing (or not) your *Motive Upgrade* card during Setup Step 3. Instead of “Then, shuffle and deal *Nautilus Upgrade* cards face up until the four available upgrade slots are occupied…” you can do that (i.e., “the easy way” by just shuffling all of the remaining *Upgrade* cards together and letting fate decide) OR select one of the following based on the difficulty level you prefer:
Sailor

Select 7 Upgrade cards, then add 3 more at random to the stack, placing the rest of the Upgrade cards in the game box (permanently out of play). Next, shuffle that 10-card stack of Upgrades, filling the available Upgrade slots at random and revealing those remaining to inspect as potentially available later. You may now purchase 1 (more, maximum) of those 4 starting Upgrade cards (excluding the Binoculars card) by spending a number of Ship Resources equal to double its cost (minimum of 2). Randomly replace that newly-purchased Upgrade card in the Available area from the stub of that initial 10-card stack and set sail with a full complement of 4 Upgrade cards to choose from during play.

Nemo

Select 3 Upgrade cards, then add 7 more at random to the stack, placing the rest of the Upgrade cards in the game box (permanently out of play). Next, shuffle that 10-card stack of Upgrades, filling the available Upgrade slots at random and revealing those remaining to inspect as potentially available later. You cannot purchase an additional starting Upgrade card.

Officer

Select 5 Upgrade cards, then add 5 more at random to the stack, placing the rest of the Upgrade cards in the game box (permanently out of play). Next, shuffle that 10-card stack of Upgrades, filling the available Upgrade slots at random and revealing those remaining to inspect as potentially available later.