

F.A.Q 1672 - The Lost Crew

The island of departure is not clear to me.

I took the one at the bottom left and I intend to get to the right in the sheet. I think there is some misunderstanding between the cardinal points and left and right.

You may leave in any direction.

(Anyway the plot is about a trip to Indies, so from West to East, as correctly Mike reports in the rulebook).

When I arrive on an island, I determine the resources.

If I leave the island in the next turn, I will not be able to gather resources.

So, I have not to move from the island for a turn. I guess if I were to go back to the same island I wouldn't be able to recalculate the resources, but the island is somehow empty.

You cannot return to an island that you have left.

When I scan the horizon and find rocks / shoals I imagine that I will not be able to go to that hexagon.

But what if I get there while I'm adrift?

Moving into rocks and shoals damages your boat one, but you can still go into them.

Always when I scan the horizon, I map those adjacent hexes.

But if I can move 2 hexes, what do I do with the still white hexes?

Anytime you are forced to move into an unexplored hex, it's considered seas.

When scanning the horizon and discovering a Large Island, what does it mean to fill the hexagons "according to the direction of the wind"?

A large Island occupies two hexes; the hex explored and an adjacent hex. The hexes must be top and bottom if a North-South Wind. Diagonal Up-Left (10:00) if a NW or SE wind. Or Diagonal Up Right (2:00) if a NE or SW wind.

Thank you to Mike Heim for his kind answers.