Hisashi Hayashi's

Sail to India™



A Game of Exploration & Trade

For 3–4 Players

AEG™

Sail to India

A Game by Hisashi Hayashi
For 3-4 players, ages 14 and up

Introduction

It is the Age of Discovery! With the Mediterranean under Osman Turkish control, the Portuguese are looking for alternative routes to the East Indies, moved by the trade of gold, spices and other goods. Better ships and general centralization of power help push the Portuguese out into the Atlantic, and explorers like Prince Henry, Bartolomeu Dias and Vasco da Gama took to the sea. In Sail to India*, players are nobles supporting these bold adventurers to discover the route to India and seize the greatest wealth and prestige!*

Game Overview

Players gain victory points (VP) by discovering new coastal towns, selling trade goods and constructing buildings. Players can also acquire technologies, which grant powerful abilities during the game.

Goal

The player with the most VP at the end of the game wins.



Components

This box contains everything you need to play, including:

- 4 Historian cards
- 4 Domain cards
- 3 Technology cards
- 1 Lisboa card
- 12 Coastal town cards
- 4 Reference cards
- 52 Markers in four different colors (13 red, 13 blue, 13 green, 13 yellow)
- Rulebook (this book)

Starting Your First Game

When playing *Sail to India* for the first time, we recommend that you do not randomly select which three coastal towns are faceup during setup. Instead, before shuffling the coastal towns, take the three cards with recommendation icons and place them in order from Lisboa. Then shuffle the remaining coastal towns and place them in the line face-down following the normal rules.



Components Overview

Historian Cards



Markers on the spaces showing 1–5 VP are considered **historians** and track how many VP you have gained.

Domain Cards



Markers on the spaces showing numbered coins (1–5) are considered **bankers** and track how much wealth you have.

Markers on the Technology space are considered **scientists** and can acquire abilities on technology cards.

The marker on the spaces showing numbered ships (1–3) is considered a **ship builder** and tracks how far your ships can move.

Technology Cards

Each card features four different technologies.



How much wealth you must pay to acquire the technology.

Ability granted to the player who acquires the technology.

Coastal Town Cards

The card itself is considered “land”, and everything below the card is considered “sea”.



Building

Placing a marker on a building represents that the player owns that building and grants him various effects. There are three types of buildings: stronghold, church and marketplace.

Trade Goods

Placing a marker on a trade good represents that the player owns that trade good and can be sold for wealth and VP.

Recommendation Icon

There are three coastal towns that feature a recommendation icon. It is recommended that these cards are placed faceup during the setup of your first game (see “Starting Your First Game” on page 3).



Recommendation Icon

Setup

1. **Set Up Players:** Each player takes a historian card, domain card and reference card. When playing with three players, return the unused cards to the box.

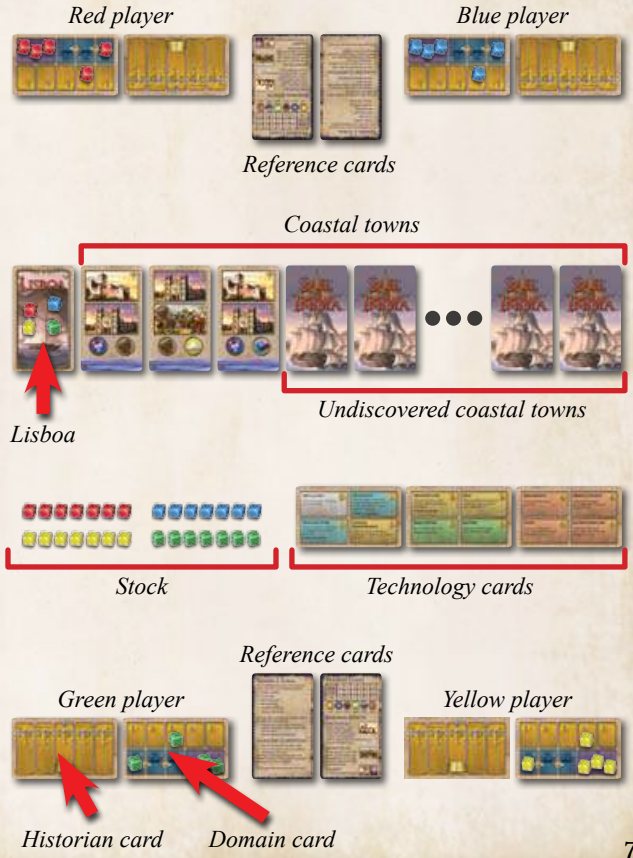
2. **Set Up Technology:** Line up the three technology cards so that all players can read them easily.

3. **Set Up Coastal Towns:** Shuffle the twelve coastal town cards. Then place the cards facedown in a horizontal line (be careful that the coastal towns are not revealed during this step). Place the Lisboa card as the leftmost card of this line. Reveal the three cards closest to Lisboa by flipping them faceup. The remaining nine coastal town cards are left facedown. When playing with three players, reveal and return the rightmost three cards to the box.

4. **Set Up Markers:** Each player chooses a color and takes five markers of that color. Each player places one marker on the Lisboa card, one marker on the "1" ship speed space on his domain card, and three markers on the Technology space on his domain card. The remaining markers are put aside as a **stock**.

5. **Determine Starting Player:** The player who most recently sailed on a boat is the starting player. Beginning with the starting player and continuing clockwise around the table, players gain 2, 2, 3 and 4 wealth respectively. Each player takes one of his markers from the stock and places it as a banker on the corresponding space on his domain card. Players are now ready to begin the game!

Example 4-Player Setup



How Wealth Works

Players display the amount of wealth they have by placing markers in the numbered coin spaces on their domain card. The marker is now considered to be a "banker" and is placed on the space showing how much wealth he handles. Each banker can only handle up to five wealth. In order to have more wealth than that, you must take one of your markers from Lisboa and place it on your domain card.

For example, if you have six wealth, then you would typically have one banker on the 5 space and another banker on the 1 space. Likewise, in order to have more than ten wealth, you need yet another banker. In other words, every five wealth you accumulate requires an additional banker.



Example of 6 wealth

If a player gains wealth above his capacity and does not have a marker available on Lisboa or chooses not to move an available marker on Lisboa to become a banker, then the surplus wealth is lost.

When a player pays wealth, the bankers that "run out of wealth" are returned to Lisboa. For example, if you have six wealth and need to pay two wealth, one banker is returned to Lisboa and the remaining banker is placed on the 4 space.

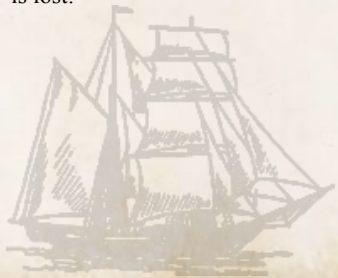
How Victory Points Work

Players display the amount of victory points (VP) they have by placing markers in the numbered spaces on their historian card. The marker is now considered to be a "historian" and is placed on the space showing how much VP he handles. Similar to bankers, a historian can only handle up to five VP. In order to have more VP than that, you must take one of your markers from Lisboa and place it on your historian card. In other words, every five VP you accumulate requires an additional historian.



Example of 8 VP

If a player gains VP above his capacity and does not have a marker available on Lisboa or chooses not to move an available marker on Lisboa to become a historian, then the surplus VP is lost.



How to Play

The starting player takes the first turn of the game. When a player finishes his turn, the next player clockwise around the table takes his turn. Players continue taking turns until the end of the game (see "Game End Conditions" on page 16).

Taking a Turn

During your turn, you receive **two** action points. When both action points are spent, your turn ends and the next player clockwise takes his turn.

For one action point you may take one of the following actions:

- Employ marker
- Move ships
- Sell trade goods
- Build building
- Acquire technology
- Increase ship speed

You may use both of your action points to do the same action twice. However, discovering an undiscovered coastal town (as a result of moving your ship) may only be done once per turn (see "Move Ships" on page 11).

Employ Marker

Pay one wealth to take one of your markers from the stock and place it on Lisboa. Note that this is the only way of getting markers from the stock.

You cannot pay more than one wealth to place multiple markers on Lisboa for only one action. In other words, if you want to place two markers on Lisboa, you must spend two action points.

Move Ships

When you move ships, you must follow the three steps below:

1. Move Markers

Ships are represented by markers that are placed below coastal towns (near the "sea" area of the card). Ships should not be place on the cards, as they will be mistaken for something else.

You may move as many of your ships as you wish with one action. Moving a ship means taking one of your ships from the sea next to a coastal town card and moving the marker a number of cards to the sea next to another coastal town. How many cards your ships can move is determined by your ship builder (the marker on the lower part of your domain card). With a speed of 1, you may only move each of your ships to an adjacent coastal town card. With a speed of 2, you may move to up to two cards away. With a speed of 3, you may move to up to three cards away.

Ships may move closer to Lisboa or farther away in the direction you wish. You are not required to use the full movement for your ships. You may choose to not move at all with one or more of ships if you wish. There is no limit to the number of ships that can be in sea next to a coastal town.

When a ship moves to an undiscovered (facedown) coastal town card, the ship's movement must end there, even if that ship has movement remaining. It is important to note that moving to an undiscovered coastal town can only be done **once per turn**. You may choose to use both of your action points during your turn to move ships, but moving to an undiscovered coastal town can only be done once per turn.

You may also move markers from Lisboa. With a speed of 1, move the marker from Lisboa to the adjacent costal town's sea area (place the marker below the card, not on it). The marker is now considered a ship. With a speed of 3 for example, you may move the marker from Lisboa up to three costal towns away. Since you may move all of your ships with one action, you may transform any number of your markers on Lisboa into ships as you wish.

2. Reveal Undiscovered Coastal Town

If any of your ships are next to an undiscovered (facedown) coastal town, then reveal the card by flipping it faceup and gain 1 VP. If you discover the last card in the line (the 12th card in four-player game or the 9th card in three-player game), then you gain one additional VP (for a total of 2 VP) for having reached India!

3. Convert Ships into Trade Goods

You may take your ship from the sea area of a coastal town it's sailing under and place it on one of the card's trade goods. The marker is now considered a **trade good marker**; it's no longer considered a ship and cannot be moved as a ship. Each coastal town card features two trade good spaces and you choose which one to place your marker on, but you cannot place it on a trade good that already has a marker placed on it.

Each of your ships can be turned into trade goods this way. Since you may move all of your ships with one action, if you have several ships you may claim several trade goods during that action.

Sell Trade Goods

Selling trade goods is represented by returning one or more of your trade good markers to Lisboa, which earns you wealth and VP (see "Trading Chart" on page 14). You may sell as many of your trade goods as you wish with one action. The amount of wealth and VP you gain depends on how many different **types** of trade goods you sold. (Returning several trade good markers of the same type does not grant you any advantage – except that the markers are returned to Lisboa).

There are six types of trade goods:



Gold *Jewels* *Coffee* *Sugar* *Cloth* *Spice*

If you have a marker on a marketplace, then each time you sell trade goods you may regard it as if you also sold one trade good of that marketplace type. When you use a marketplace, its marker remains on the marketplace and is **not** returned to Lisboa.

Note: You cannot only sell "marketplace" goods. You must sell at least one trade good by returning a trade good marker to Lisboa in order to use marketplaces.

Trading Chart

Types of Goods	1	2	3	4	5	6
Wealth	1	2	3	4	5	6
VP	0	0	1	1	2	4

Build Building

Pay two wealth to take your ship from the sea area of a coastal town it's sailing under and place it on one of the card's buildings. The marker represents that the player owns that building; it's no longer considered a ship and cannot be moved as a ship. Each coastal town card features two building spaces and you choose which one to place your marker on, but you cannot place it on a building that already has a marker placed on it. Once you have built a building, you may use its effects (see "Building Effects" on page 17).

Acquire Technology

Pay wealth equal to the technology's cost and move one of your scientists from your domain card onto the corresponding space on the technology card. You cannot acquire a technology that already has a marker placed on it. Once you have acquired a technology, you may use its effects (see "Technology Effects" on page 18-19). Note that players will never gain more scientists than the three markers that they start the game with.

Increasing Ship Speed

Pay two wealth to increase your ship speed from 1 to 2. Pay four wealth to increase your ship speed from 2 to 3. Move your ship builder marker forward one space each time you increase your ship speed.

You cannot pay six wealth and to increase your ship speed from 1 to 3 for only one action. If you want to increase your ship speed from 1 to 3, you must spend two action points.

Free Actions

At any time during your turn, you may take the following actions without spending any action points:

- Return any of your ships, trade good markers, buildings, bankers and historians to Lisboa. (You cannot return your ship builder or scientists).
- Use the effect of a technology you acquired.

Game End Conditions

The game ends if any of the following conditions occur:

- The last coastal town (India) is discovered.
- Two or more players have no markers remaining in the stock.

The player who triggered the game end condition finishes his turn. Then every other player gets one final turn each.

Winning the Game

After all players have taken their final turn, each player totals up the VP he has gained using the following scoring:

- All VP as indicated by the markers on your historian card.
- 1 VP for each marketplace and stronghold you own.
- 2 VP for each church you own.
- Any technology that rewards VP at the end of the game.

The player who scores the most VP wins! If two or more players are tied for the most VP, the tiebreakers are as follows:

1) Player who discovered India.
2) Player with the most wealth.
3) Player with the most VP gained on his historian card. If players are still tied, they share the win.

Building Effects

Stronghold



Gain 1 VP at the end of the game.
When you take a "move ships" action, you may move any of your markers from Lisboa to the the sea area below your strongholds (these markers are now considered ships). After a ship has been moved from Lisboa, it may continue moving its full ship speed as normal.

Marketplace



Gain 1 VP at the end of the game.
When you take a "sell trade goods" action, you may regard your marketplace as if you also sold one trade good of that marketplace type. (The marker remains on the marketplace and is **not** returned to Lisboa).

Note: You cannot only sell "marketplace" goods. You must sell at least one trade good by returning a trade good marker to Lisboa in order to use marketplaces.

Church



Gain 2 VP at the end of the game.

Technology Effects

Metallurgy −0
When you acquire technology, pay 1 less wealth.

Geography −1
You may return your markers on land (building, trade good) to the sea. If you do, the markers return to being ships.
Limited once per turn.

Printing Press −1
When you acquire technology (including this technology), gain 1 VP.
Limited once per turn.

Harbor Maintenance −2
When you take a "move ships" action, gain 1 VP for every 3 ships you move from Lisbon or a stronghold you own.

Architecture −2
After moving ships, build 1 building without spending an action point.
Limited once per turn.



Map −2
When you discover a facedown coastal town, pay 1 wealth to gain 1 additional VP.

Bank System −3
Pay 2 wealth to gain 1 VP.
Limited once per turn.

Factory −3
When you sell trade goods, gain 1 additional wealth.

Renaissance −4
At the end of the game, gain 3 VP.

Mission Church −4
At the end of the game, gain 2 additional VP for each church you own.

Guild −4
At the end of the game, gain 2 additional VP for each marketplace you own.

Eastern India Incorporated −4
At the end of the game, gain 2 additional VP for each stronghold you own.

Credits

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