Magellan
Elcano

Michael Schacht
Olivier Fagnère
David M Santos-Mendes

2-5

8+

30 min



September 20, 1519.
The activity on the deck is frantic. Sailors run from side to side, loading the final batch of supplies.
On the royal stand, set up in the harbour, the preparation is intense. The King has arrived to watch the fleet set sail: five mighty ships, commanded by five shrewd captains, whose intelligence will be put to the test in the years to come. The cannons' roar, giving the departure signal. The anchors are pulled up, and the sails unfurled. The voyage that will circle the globe has just begun.

Game Objective

In this game, each player assumes the role of captain on one of the ships circumnavigating the world.
To win the game, the captain must have the skills to manage the crew and to figure out which feuds require the use of more, or less, resources.
During the game, several ocean cards (in 3 different colour sets) will be up for grabbing. Captains play their crew cards on the table, in an attempt to collect each of those ocean cards and their victory points. During their turn, they have the option to stop placing cards or to carry on, increasing their crew value.



When the time to anchor has come, the captain with the strongest crew will take the ocean card of the matching colour.
Pushing a bit further the fight for an ocean card may lead other captains to spend crew cards, that would have proven of better use in upcoming fights!
As in that historic voyage of 1519, only one ship will return to Spain, and just as it has then happened, among scary storms or nerve-racking sultriness, mutinies, skirmishes, hunger and various fears, there will be no lack of stress at the table...
Discover some of the facts about the real Magalhães and Elcano's voyage on pages 10 to 12.

Contents

75 CREW CARDS

- 15 crew cards per player.



- the sets of crew cards are distinguished on the back by a slightly different color and the ship name.

- most cards have values in two colors.
When playing a card with two colors, players must decide which color the card will take for the round (page 4).



18 OCEAN CARDS

- 6 ocean cards per color/anchor.
- the sets of ocean cards are distinguished by the color and shape of the anchor.





6 STORM CARDS

- these cards are used in the 5-player game (and in a 4-player game variant).
- the back of each storm card is distinguished by the simple astrolabe on a grid background.





1 PIGAFETTA CARD

- this card is given to the first player.





2 RULEBOOKS

- a rule book in Portuguese and Spanish.
- a rule book in English and German.

Set-up

Preparation for a 2-4 player game (see page 9 for 5-player rules).

1. A starting player is determined and takes the Pigafetta card.
2. Each player takes a set of 15 crew cards. The players shuffle their cards and place them face down on the table as their draw deck.
3. Then all players draw the top 5 cards from their deck to form their starting hand.
4. The 3 decks of 6 ocean cards are shuffled separately to form 3 face down decks in the center of the table.



Sequence of Play

The game is divided into 6 rounds. Each round consists of the following 5 phases, which are played out in sequence.

A Chart the Course

Draw one ocean card from each deck and place it face up on the table, below each deck.



Important: if any ocean cards remain from the previous round the new card is placed on top of them so that the values of all cards are visible.

B Cross the Seas

• Starting with the first player and following clockwise, on their turn the players place one of the crew cards from their hand face up on the table.

• The crew card played takes the larger number on the compass facing the center of the table. The card may be played upside down.

• The players can place up to three columns of cards, each one in a different color/anchor. All cards in a column must be of the same color/anchor; the cards shall be overlapped so that the appropriate color/anchor number is always visible.



RED BLUE GREEN

• The placement and orientation of a card may not be changed once it has been played.

• The players may play a card from their hands, on their turn, until all players pass.

• A player who passes cannot play any more cards in the current round.

Note: the start player must play at least one card, but may pass thereafter.

C Anchoring

After all players have passed the played crew cards are evaluated and the ocean cards will reward the best captains.

• The 3 colors/anchors are evaluated one after another.

• The player who has the largest sum in a color (i.e. is the strongest in that color) wins all the ocean cards face up of that color - including cards from previous rounds if any.

• For each color, the winning players place the ocean cards in front of them face up.

• The winning sets of crew cards are discarded by each winning player. That is when a player wins an ocean card of a certain color/ anchor they have to discard the crew cards played of that color (i.e. the entire column of cards of the winning color).



Example:
Rita won the green anchoring this round with a value of 3 + 2 = 5 crew.



Rita takes the green ocean card = 2 victory points.

Rita places her 2 crew cards used to win into her discard pile.

• All the other crew cards played by all players are taken back into their hands. That is, when a player does not win an ocean card in a certain color, the played crew cards of that color (column) are taken back to the player's hand.

• Ties: in the event of a tie, the ocean card in the tied color is not awarded and remains face up in the center of the table. The tied players take their crew cards back into their hands. It is possible that several ocean cards of the same color remain face up from round to round.

• After the 3 colors/oceans are evaluated move on to phase D.



Tommy played a single green card and lost the competition for the green anchoring (4 < 5). Because of this he takes the card back into his hand for the next round.

Sailors Shift

• Each player draws the top two cards from their draw deck and adds the cards to their hand, no matter how many cards they have in the hand already.

Pigafetta on Board

• The Pigafetta card is given to the player to the left of the current first player. The next round continues starting at phase A.

Game End and Scoring

The game ends immediately if, after phase C (Anchoring), the players have no more crew cards to draw from their deck and add to the hand (it's not possible to perform phase D).
The players add up the total number of victory points on their conquered ocean cards.
The player with the most victory points wins.

Example:







Marianne won the game with 16 victory points, coming from 5 ocean cards conquered!

If there is a tie the player with the highest sum of crew cards still in their hand wins.

Example:



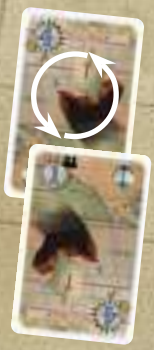
Rita also ended the game with 16 victory points. Two crew cards remained in her hand (she did not place them on the table during the last round).



Marianne ended the game with a single crew card in hand. Marianne won because she adds a maximum value of 7 while Rita adds in her two cards the maximum value of 6!

If the tie persists, the players share the victory.

2 Player Game



In a 2-player game a small variation is introduced. When, in phase A (Chart The Course), a 4/1 ocean card is drawn, that card must be immediately rotated to show the value 1 as marked with a 2-player icon. At the end of the game these 4/1 ocean cards are only worth 1 victory point when totalling up the ocean cards.

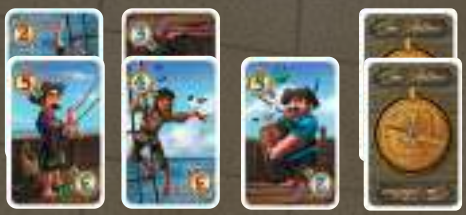
5 Player Game



In a 5-player game the 6 storm cards are used and a fourth deck is introduced for contention alongside the three ocean card decks.
Storm cards have lower values: 1 x 1 victory point; 3 x 2 vp; 2 x 3 vp. The competition to win these cards each round is by bids of value 1 per card played face down in a 4th row on the table.
The phases B (Cross The Seas) and C (Anchoring) described above will have the following modifications:

- in addition to the three columns where players can place green, blue and red crew cards, the players, on their turn, can play any card face down in a fourth column
- the backs of the cards show an astrolabe which is also the symbol shown on the fourth deck available, the storm cards
- in each round phase C (Anchoring) the face up storm card is won by the player with the most astrolabes in sight (i.e. with the most cards played face down in the column)
- all the other rules of phases B and C are applied

Example:



Joe won the storm competition this round with a value of 2, 1 per crew card.



Joe wins the 2 storm cards available this round, earning 1+2 victory points.

Note: the storm cards can also be used as a variant in 4-player games. The rules set out for 5-player games are maintained.

Fernão de Magalhães



Born around 1480, in the North of Portugal. He was a major navigator of the fifteen hundredths and planned one of the main achievements of that age: the first circumnavigation around the Globe. Since early stages, Magalhães was in search for glory, for which he ventured into the seas. He travelled to India, where he served under the command of proeminent figures such as: D. Francisco de Almeida or Afonso de Albuquerque. He spent time enough on the Orient as to plan what would become his major deed.

Have fallen into disgrace in the court of the King of Portugal, D. Manuel I, he headed to Seville. There, with the help of the cosmographer Rui Faleiro and other fellow companions, he drafted the plan to navigate heading west, attempting to prove that the Molucas Islands were outside the Portuguese hemisphere, as defined by the Tordesillas Treaty, signed in 1494.

In March 1518, Magalhães and Faleiro signed a commitment with Carlos I of Spain, future Emperor Carlos V, to ensure the support and funding required for the voyage.

Fernão de Magalhães passed away during the voyage, on the 27th April 1521, in Mactán, Philippines, during the course of a skirmish.

Juán Sebastián Del Cano



Born around 1476 in the small fishing village of Getaria, a Spanish municipality located in the Basque Country autonomous community. Upon several years working on maritime-related trades, Del Cano volunteered to take part in the circumnavigation voyage.

He started the voyage aboard the ship Victoria, under the command of Luís de Mendoza.

After Magalhães death he assumed the command of the voyage, that triumphantly came to an end on the 6th of September 1522.

In 1525 Del Cano was nominated to head a new circumnavigation voyage, with a fleet of seven ships under the command of García Jofre de Loaísa. Juan Sebastián del Cano died during this trip, when sailing in the Pacific Ocean.

The Journey

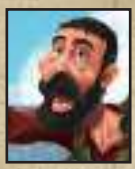


On the 20th of September 1519, a fleet of five ships and 235 men on board, sailed from Sanlúcar de Barrameda. Under the command of Fernão de Magalhães, aboard Trinidad, other four ships followed suit: Concepción, under the command of Gaspar Quezada, San Antonio, under Juan de Cartagena, Santiago under Juan Serrano, and Victoria, under Luís Mendoza.

Amidst storms and the hardships of navigating into the unknown, several conspiracies and insubordinations took place on board, causing many casualties among the crew in each ship.

Some of the members on board have left a written testimony of the voyage, enabling us to become knowledgeable of the daily on-board routines. Such are the cases of the accounts by Antonio Pigafetta, Francisco Albo, and Ginés de Mafra.

One of the hardest parts of the voyage took place between the



Magellan Strait crossing and the arrival to the Mariana Islands. The uncertainty, the storms, and the lack of fresh food and water, caused the death of many sailors; those who survived, with a low morale, fed themselves in desperation, eating mice and even the leather coating the masts.

The death of Magalhães put in motion a chain of events. The mistrust of the natives lead to a treason plot, and some sailors were murdered during a banquet offered by King Humabon. Del Cano then undertook the return trip in command of the ship Victoria. He chose not to follow the same route and opted to sail across Portuguese-controlled waters. The voyage came to an end with only eighteen sailors on board, and one ship loaded with spices.

Men of several nationalities were on board of the five ships. This first circumnavigation voyage represented an important expedition, as it made clear that seas are interlinked, and it enabled to map regions of the globe never sailed before.

Note: the game's theme is based in some historic facts, but it does not attempt to simulate or to mimic the real events.

Game Design: Michael Schacht
Illustration & Design: Olivier Fagnère
Development: Rôla & David M Santos-Mendes

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Any question about this game:
info@pythagoras.pt

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