

航海の時代 Era of voyage 新航路開拓



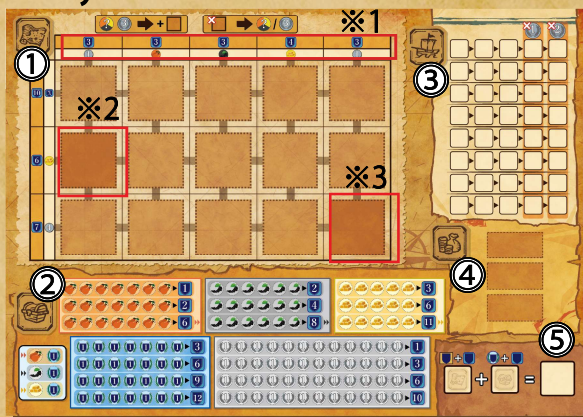
Story

You are a sailor who want to be famous in the era of voyage. Win a fame by going adventure, expanding your territory, and developing your trade route. This is a game aiming for "the King of Voyage" in your own world.

Components

- Player sheet ... 50 sheets ■ Port sticker sheet ... 50 sheets
- Port cards ... 24 cards (1 Base port, 17 Other ports, and 6 Destinations)

■ Player sheet



① Adventure area

- ※1 Inside : Discovery bonus
- Outside : Investment bonus
- ※2 Starting position
- ※3 Destination position

② Resource area

When you get resources (fruits, spice, and gold), petan (money in this game), and victory points, encircle them with ○. When you pay them, mark them with ×.



When exceeding the maximum of resources you can encircle, get victory points instead. (For a fruit: 1 point, a spice: 1 point, a gold: 2 points)

③ Voyage planning area

④ Next income area

⑤ Final scoring area

■ Port card



■ Destination



■ Port Sticker



① Port alphabets

- A : Base port
- B to T : Other ports
- U to Z : Destinations

② instant income

③ port income

④ investment cost

⑤ investment effect

⑥ investment points

Game Preparation

【1】Preparation for each player

Receive a player sheet and a sticker sheet. Prepare a pencil (or whatever you can write).
Use same side of player sheet when you play with multiple players.
Attach [A] sticker to starting position.

【2】Preparation of destination

Open 3 destination cards randomly chosen in front of all players.
Choose 1 destination and attach the corresponding sticker to destination position.
Get an instant income written on the destination card you chose.
Then, return all destination cards to the game box.

【3】Preparation of other port cards

Shuffle all other port cards [B to T] and make a deck.

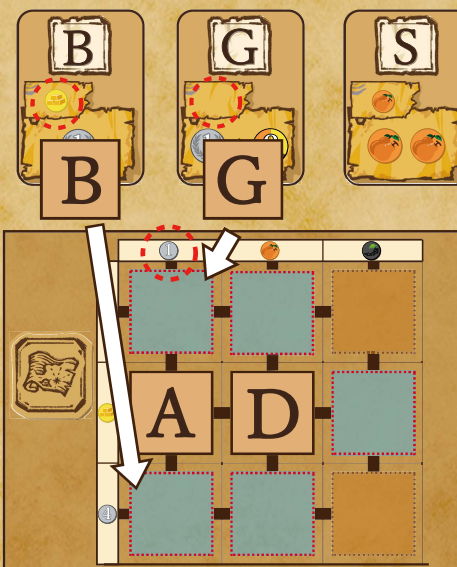
How to play game

This game is played 8 rounds, and one round consists of 4 phases as follows.

【1】Adventure phase

Open 3 cards from the deck.

- ① Choose 1 port. (You cannot choose the port you already did.)
When you cannot choose these 3 ports or don't want to, get 3 petans or 1 resource.
- ② If you pay 3 petans and 1 resource, you can additionally choose another port from the other two. (Only once per one round)
- ③ Get an instant income written on the port card you chose.
(When you chose 2 ports at same round, you can get both instant incomes.)
- ④ Attach the corresponding sticker to the place next to ports.
All ports must be connected to base port [A].
(Diagonal is not admitted. Up and down, left and right is alright.)
- ⑤ In the case of Bingo, get a corresponding discovery bonus.



■ Example of Adventure phase

Other port cards [B, G, and S] were opened. [B] was chosen, and also [G] by paying 3 petans and 1 resource. Gold was taken as instant income from [B], but there is no instant income from [G]. 2 places were chosen to attach stickers. (Possible layout choices are shown as blue.) When [B] and [G] were placed, a vertical column was completed, so 1 petan was taken as a discovery bonus.

[2] Voyage planning phase

Decide which port you like to move at this round. The starting port should be the last chosen port at the previous round. Write port alphabets to voyage planning area. The ports you can choose must be adjacent, and 5 ports can be chosen at maximum.

*You can move up to 3 ports without paying, but you have to pay 1 petan for 4th port and 2 more petans for 5th port.

However, you cannot choose the same port at the same round.

[3] Trade phase

Get investment effects from next income area and port income when you move to the port by following voyage planning. The order is as follows:

- ① investment effects from next income area
- ② port income in order of movement

*You don't have to get or use effects and incomes if you don't want to.

[4] Investment phase

You can invest ports you stopped at the current round. By paying investment cost, you can get an investment effect can be used from the next round.

- ① Pay investment cost

*You can invest ports as many as you like, and the order doesn't matter.

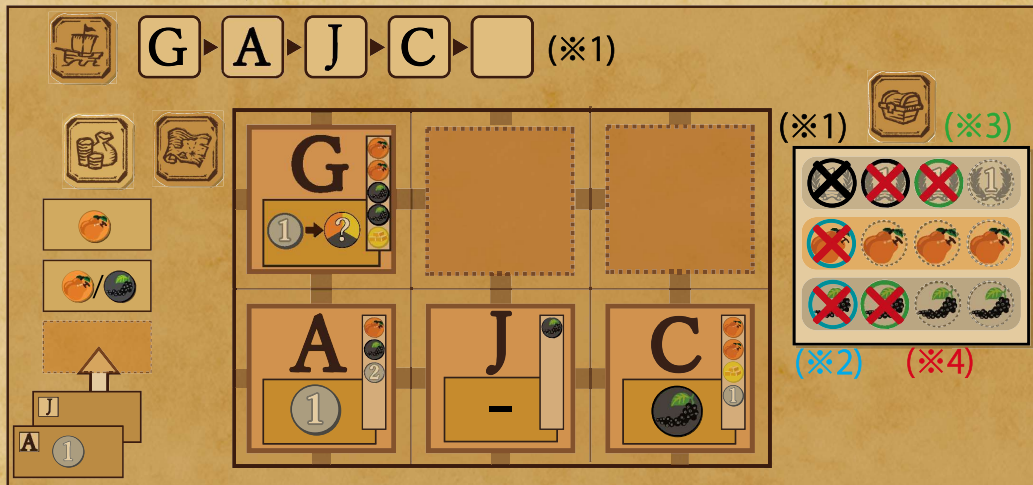
- ② Attach the sticker of the investment effect you get to next income area of your player sheet.

*There are 3 spaces at the start of the game. If there is no vacant space, you still have to place the sticker from above.

*There are some investment effect stickers shown "nothing," but you still have to place them.

► By investment action, you can get investment points and also get investment bonus by completing bingo at Final scoring.

■ Example of Voyage planning phase to investment phase



[G]⇒[A]⇒[J]⇒[C] was written by paying 1 petan at Voyage planning phase. ※1

"1 fruit," and "1 spice" were taken as investment effect. ※2

Port income of [G] was not used, and "1 petan" from [A], "1 spice" from [C] were taken. ※3

[A] and [J] were invested at investment phase. ※4

Then, The stickers of effect were placed with [J] to [A] order.

[5] Judgement of game end

When 8th round was played, game ends and final scoring is conducted.

When 4th round was played, shuffle all other port cards and make a deck again.

Then, 5th round is proceeded by following adventure phase.

Final scoring

Scores can be received as follows:

- ① Investment scores from invested port in adventure area
- ② Bonus scores from bingo and discovery bonus in adventure area
- ③ Scores from resources and petans you get while playing (only the bottom score of them)
- ④ Scores from scoring points you get while playing



Explanation of Icons



It means any types of resources including fruit, spice, or gold. (It doesn't include petan and victory points.)



It means exchanges left to right, but not right to left. (In this case, 1 petan can be changed to 1 resource.)



It means you don't have to pay additional cost for moving to 4th and 5th ports on voyage planning phase.



It means you can invest as many ports as possible even though you did not move to those ports. *effective from next round



It means you can get 1 resource when you move to "-" shown as port income.

【Contact】



Twitter : @AILab1

e-mail : yugu07@gmail.com

Game design : A.I.Lab.U

Illustration : Ururi

Special Thanks to all members of Nagoya Test Playing Meeting

A.I.Lab.U website : <https://ailab-game.sakura.ne.jp/ailab/>



【Story】

With the development of nautical technology, many adventurers steered to the ocean and the world expanded. Time is exactly the "era of voyage." New routes, unknown islands, and the golden land of folklore...

Open up new routes on adventure voyages and aim to become "the King of Voyage" in a newly opened world.

【Personal voyage record】

Here's a record of this time in your world.

~25 points Captain with big mouth

You are a captain who only talks about adventures. Still, it may be enough to entertain the general public.

26~ 35points Captain just set sail

You have just become a captain. There must be a new world beyond the devil's cape.

36~ 45points Ordinary captain

You are a captain at a level that will be incorporated as part of the fleet. At the command of the Admiral, you will be excellently assigned to a part of the fleet, but you need to devote yourself to move on.

46~ 55points Celebrated captain

You are the captain whose name has come to be known. With state support, you lead a fleet to develop new routes.

56~ 65points Captain granted Knight

You are a prestigious captain who has made a great contribution to the country in developing new routes and has won the title of Knight. You can also spend the rest of your life comfortably with getting huge reward with honor.

66~75 points Captain achieved around the world

You are a captain who travels the world and satisfy your curiosity. You are no longer interested in the honors. You just go for a new world.

76 points~ Legendary captain

You are a legendary sailor who will later be talked about in Adventure Tan. Today, many young people are going on an adventure aiming for you, saying, "I will be the King of Voyage."

【Summary】

This game is played 8 rounds, and one round consists of 4 phases as follows. When first time playing, this summary may help you to perform correctly.

■ Port card



- ①: port alphabet
- ②: instant income
- ③: port income
- ④: investment cost
- ⑤: investment effect
- ⑥: investment points

▶ Adventure phase

Explore new area and discover new route.

- ① Open 3 cards from the deck.
- ② Choose 1 port. When you cannot choose or don't want to, get 3 petans or 1 resource. **[income]**
- ③ You can additionally choose another port by paying 3 petans and 1 resource. **[expend]**
- ④ Get an instant income written on the port card you chose. **[income]**
- ⑤ Attach the corresponding sticker to the place next to ports. All ports must be connected to base port [A].
- ⑥ In the case of Bingo, get a corresponding discovery bonus. **[income]**

▶ Voyage planning phase

Make a voyage plan for which port to go to this round.

- ① Move up to 5 ports starting from the last port you stopped previous round. (Port [A] is starting position at first round of a game.) You can move up to 3 ports without paying, but you have to pay 1 petan for 4th port and 2 more petans for 5th port. **[expend]**

▶ Trade phase

Make a voyage and earn income according to the plan of the voyage planning phase.

- ① investment income from next income area **[income]**
- ② port income in order of movement **[income]**

▶ Investment phase

You can invest ports you visited at this round.

- ① You can invest ports you visited at this round by paying investment cost except special effect.
- ② If you make an investment, pay all cost at once, and check port alphabet. **[expend]**
- ③ Attach the investment effect sticker of the invested port on the "next income area" of your player sheet.

*There are 3 spaces at the start of the game. If there is no vacant space, you still have to place the sticker from above.

*There are some investment effect stickers shown "nothing," but you still have to place them.