The Age of Exploration

Player: 2 to 4 (5 to 8-player game requires two sets of the game)
Age: 10+
Time: about 40 minutes
Author: Tsan Din Li

Background

Roughly five hundred years ago, it is the Age of Exploration.   Ambitious men, fearless seeking nothing but the treacherous ocean, expect fortune and glory underway yet far beyond the horizon.   For his King, the journey begins in contest of wit and vision.   Who dare to sail where no one has gone before?   And where hides the treasures and goods of tropical spice, gourmet coffee, rare diamond, precious antique and erratic animals?   When loaded of riches undock and market at its demand, wealth will find you, fame will be you and triumph will become you, who the greatest explorer of the Age of Exploration.

Contents

15 diamond cards
18 animal cards
21 antique cards
24 spice cards
30 coffee cards

Setup

- Game will begin with the player who recently traveled by ship, then each player will take a turn to play in the clockwise direction.
- Shuffle all cards with piece of gold facing up then pass 4 cards to the starting player and the 2nd player. For 3 or 4-player game, pass 5 cards to the third and forth player.
- During the game, the maximum cards on-hand is 12 cards, and the player can not draw additional card when he reaches the limit.
- In the game of the Age of Exploration, a card is played on the table and used in 5 different ways.   When the card is placed with …
  1) The ship(s) at the right, player plays the card to sail away from home.
  2) The ship(s) at the left, player plays the card to sail back home.
  3) The ship(s) at the bottom, to mark an exploration.
  4) The ship(s) at the top, the card is presented as goods for exhibition.
  5) The gold coin drawing facing up, the card is presented as a piece of gold.

Rules

- Game is played on a turn basis, and it begins with the starting player.   Each player then will take a turn to play in the clockwise direction until the game ends.
- During his turn, player must choose to take one of following five actions: navigation, exploration,

exhibition, sale, and acquisition.

Note: exhibition, sale and acquisition actions can only be taken at home, and exploration action can only be taken at sea.

Sailing Away

Explored

Player's Gold
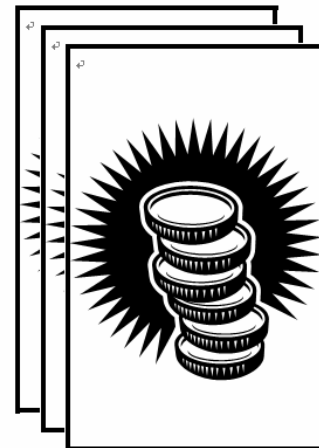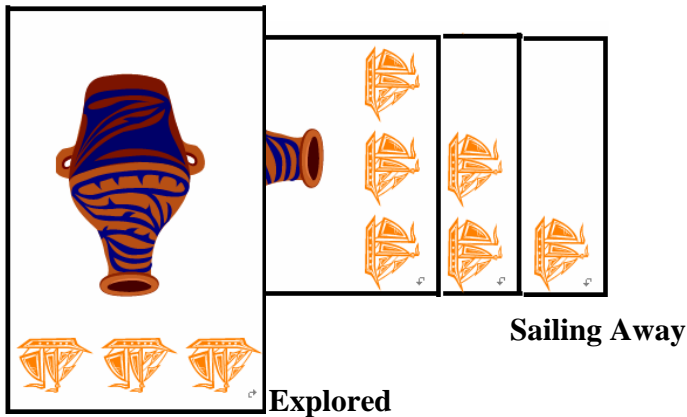
Returning Home

Exhibition Area
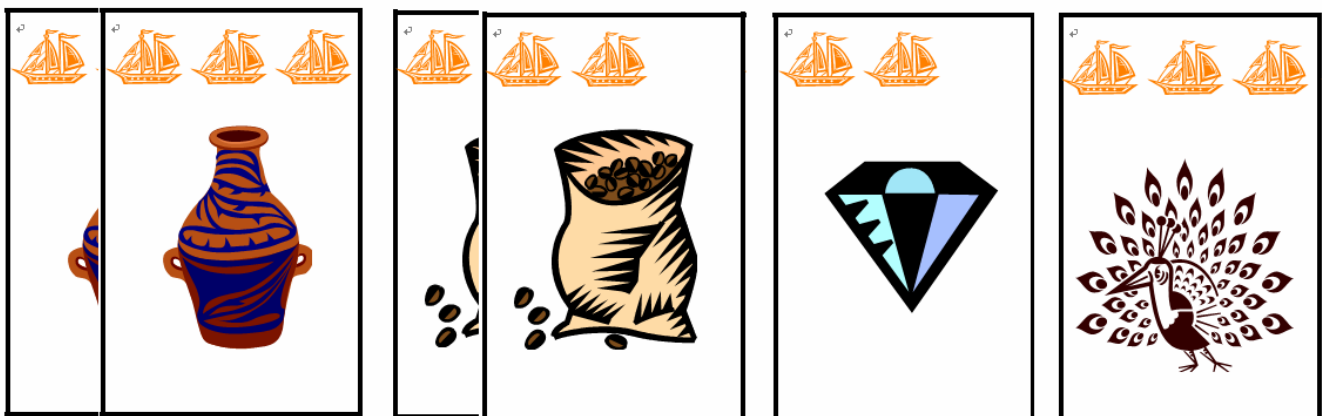
Navigation (Including sailing away and returning home)

● Every card has a drawing of at least one ship. When the player is sailing away from home, each ship marks 1-ship distance.

● When the player chooses to navigate and begins his voyage, he plays one card in front of him with the ship drawing at the right. Upon his next turn, if the player decides to continue his voyage, he will place another card on top of the previously navigated card and without covering the ship drawing.

Example: During his first turn, Player A played one card to begin his voyage, and the card has 2 ships. Upon his second turn, he played another card with 3 ships, and on his third turn, he played one more card also with 3 ships. At the end of his third turn, he had sailed 8-ship distance away from home.
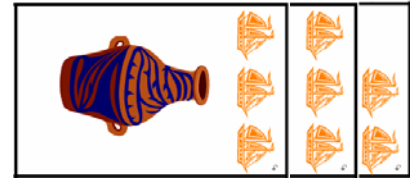
- When the player decides to return home, probably after a turn of exploration, he places a card below the navigated cards with the ship drawing at the left, to begin his return voyage.
- Because the route is being familiarized and the wind is on his side, on the returning card, each ship marks 2-ship distance.
- On his way back home, when the distance is equal to or greater than the distance that he traveled away from home, the player has safely returned to his home.

Example: Continue with previous, at the end of player A's third turn, he had sailed 8-ship distance away from home. On his turn four, player A took an action of exploration and ready to return home on his next turn. On turn five and six, he played one card with 3 ships and another with 1 ship. Therefore, at the end of his turn six, player A had traveled a total of 8-ship distance and arrived home.

- During every voyage, player will be awarded by his King when he travels 7-ship distance or more away from home. A voyage that is less than or equal to 6-ship distance away from home will not be awarded.
- From his King, the most reward a player may receive per voyage is three pieces of gold. A voyage of 7-ship distance away will be rewarded for one piece of gold, 8-ship distance for two pieces of gold, and 9-ship distance or more for three pieces of gold.
- After he returns, if he is awarded, he may turn over his navigated cards, as many as required, as his reward. Each card that turns over is one piece of gold.
- When the player has arrived home from the farthest distance away, he is awarded for another piece of gold from the Commerce of Nautical. It doesn't matter if the distance is the farthest of the history or not, it just needs to be the farthest distance showing on the table. However, at the turn when the player returns, if another player is at sea and has traveled the same or greater distance away from home, he may not be awarded by the Commerce of Nautical.
- If the player is awarded, the reward is also taken from one of his navigated card.

Note: The most reward can be received per voyage is 4 pieces of gold, 3 from his King and 1 from the Commerce of Nautical.

- Player discards all the remaining navigated cards after all the rewards have been received.
- During the player's turn, instead of using his card on hand, he may play one piece of gold to sail 3-ship distance away from home or 6-ship distance back home.

Note: A player is at sea if he has navigated cards in front of him, and at home if not.


Exploration
- Only at sea, the player may choose to take the action of exploration. First, he turns the last navigated card with the ship facing the player then he draws the cards from the deck, twice the ship distance that he has traveled.

Note: Player may return home without taking exploration action, however taking exploration action is often beneficial and advisable to the player.

- Because there is a limit on the cargo space, the player may only have up to 12 cards on hand, and he may not draw additional card when he reaches the limit.
- After one turn of exploration, the player must return home upon his next turn. In other words, the player

may only take one exploration action per voyage.

Example: player A sailed 8-ship distance away from home and had one card remain on hand. When he took an exploration action, he could draw 16 cards from the deck. However because the upper limit for cards on hand is 12, plus he already had one card on hand, player A may only draw 11 cards.
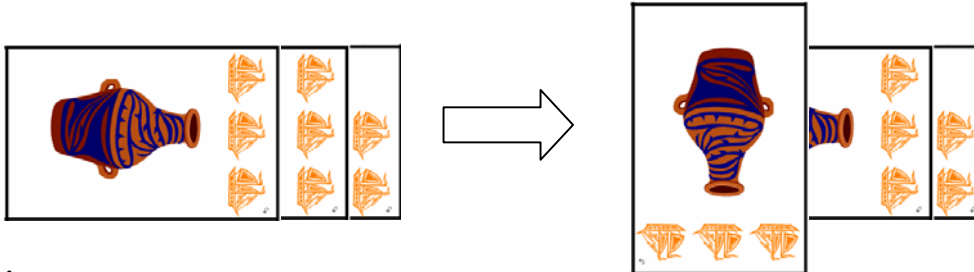
Exhibition

- When the player is not sailing at sea, he may choose to exhibit his goods during his turn; player places his cards in front of him with drawing of goods facing up. Goods exhibited do not count as the cards on hand.
- When taking exhibition action, the player may exhibit any number of goods on hand, or he may retrieve any number of goods. However, he can not exhibit and retrieve goods on the same turn.
- Maximum number of goods in exhibition is 12 cards per player.

Note: It isn't advisable that player exhibit all cards on hand. He should at least keep a few cards for his future voyage.

Sale

- Player may only sale his goods when he is at home.
- To take a sale action, the market must have all five different kinds of items in exhibition. These items may be held by the player himself or combine with other player's exhibition.
- When taking a sale action, other players who are also at home may participate without using their future actions and turns. Starting with player on the left of the acting player, each player at home in the clockwise direction will take turn to decide whether to participate in this sale.
- Within goods that are in exhibition, the one item with the least in quantity is a rare item, and each card can be sold for one piece of gold. The one item with the most in quantity is a popular item, and every two cards can be sold for one piece of gold. For the rest of the goods, any combination of three cards may be sold for one piece of gold.
- When two or more items have the least in quantity, the current market will not have a rare item that worth one card per gold. When two or more items have the most in quantity, the current market will not have a popular item that worth two cards per gold.
- When goods are sold, turn over these cards and use them as pieces of gold, as many as required. The remaining goods, that are sold but not been used as pieces of gold, will be discarded.
- All players who join the sale, including the acting player himself, must sell all of their goods in exhibition, except for their own remaining goods that can not be sold for at least one piece of gold.

Example: Player A's exhibition had 1 diamond, 4 coffees, and 1 animal.
Player B's exhibition had 5 antiques and 1 coffee.
Player C's exhibition had 3 animals and 3 spices.
Player D didn't have any goods in exhibition.
Player E had 1 diamond.
At this moment, player A, B and E were at home, and player C and D were at sea.

There were all five different kinds of items in the exhibitions, and these items were 2 diamonds, 5 coffees, 4 animals, 5 antiques, and 3 spices. Diamond was a rare item which worth one piece of gold per card. Both coffee and antique had five each, therefore the market didn't have a popular item. Player A was the acting player, and he chose the sale action. He sold one diamond for one piece of gold, one animal and two coffees for another piece of gold. He turned over two of these cards and used them as two pieces of gold; he discarded the rest. Player A still had two coffees remain in exhibition because they couldn't be sold for at least one piece of gold. Player B was at home, but he passed the sale action. Player E was also at home, and he believed the sale will benefit him. Therefore, he participated the sale action and sold his diamond for one piece of gold.

Acquisition
- Player may only acquire other's goods when he is at home.
- When the player chooses to take an acquisition action, he may acquire any number of goods from any one player's exhibition, and no one can reject the acquisition. During the acquisition, each piece of gold given to the other player may acquire two goods in any combination, and the acquired goods are transferred to acting player's cards on hand. The maximum number of cards on hand is 12, and the player may not acquire more goods than what his hand may hold.

End Game
- The first time when the deck of cards is depleted, reshuffle the discard pile immediately to make a second deck.
- When playing with the second deck, if all the players are home, then the Age of Exploration ends; the game phases into the Final Sale.
- When the second deck is depleted, the Age of Exploration ends; the game phases into the Final Sale.
- During the Final Sale, all goods in all the exhibitions can be sold. When the variety of goods is four or less, all goods worth three cards per one piece of gold.
- Remaining cards on hand and in the exhibition are worth four cards per one piece of gold, in any combination.
- The player with the most pieces of gold wins. When there is a tie for the first place, the player with the most cards on hand and his exhibition wins the first place.

5 to 8-Player Variant
- If you have a larger group who would like the Age of Exploration, you may purchase two copies to play the 5 to 8-player variant version of the Age of Exploration.
- Before the game starts, shuffle both sets of cards together with piece of gold facing up.
- Pass 4 cards to the starting and the second player, 5 cards to the third and forth player, 6 cards to the fifth and sixth player, and 7 cards to the seventh and eighth player.
- The first time when the deck of card is depleted, reshuffle the discard pile immediately.
- When playing with the second deck, if all the players are home or with just one player at sea, then the Age of Exploration ends; the game phases into the Final Sale.
- When the second deck is depleted, the Age of Exploration ends; the game phases into the Final Sale.
- Everything else, please follow the standard rule. Welcome to the Vast and Furious Age of Exploration!