

Vasco da Gama

by Paolo Mori

1497. Vasco da Gama was charged with finding a maritime route to India.

Players play the part of rich shipowners who aim to achieve prestige and riches.

To succeed in the enterprise, they must manage the money and actions at their disposal in order to hire captains, recruit crew, build Ships, launch them and send them.

For each Ship sent, Players will receive an immediate reward and will gain prestige (Victory Points).

The further the Ship is sent, the lower the compensation, but the higher the victory score that the Player will earn.

Ships at Landings that are "complete" at the end of the Round (i.e. reached by a certain number of Ships) will earn further Victory Points for their owners and will then advance, under certain conditions, to the next Landing.

Planning is fundamental.

The right to take an Action could be free of charge or paid for. Players will then have to ask themselves if and how much they are ready to pay for the right to act first in a certain area.



	60-120 Min.	Strategy	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2-4	Luck	<input type="checkbox"/> <input type="checkbox"/>
	12-99	Interaction	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	30 x 30 x 7 cm.	Difficulty	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages:
 • English
 • Italian



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