

The Navigators

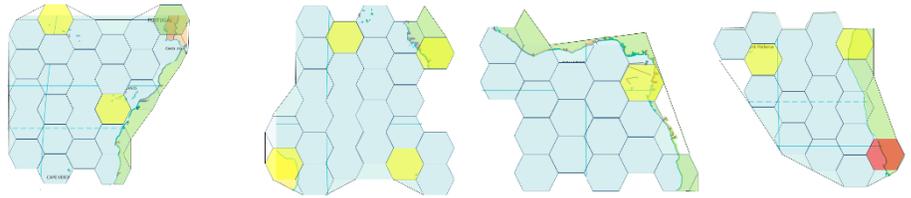
The Navigators is a game of naval exploration into the uncharted waters of West Africa. You play as Portuguese explorers competing against the high seas and each other to be Portugal's greatest explorer!

1. The Goal

Whoever gain the most Prestige Points by the end of the game wins. Prestige Points are gained by being the first to explore each section of the map, by how well you achieve your own secret mission and by the player who reaches the Cape of South Africa first.

2. Components

- Game Board showing a map of Africa
- Action Space Board



- A Starting Player marker

	5 Ocean Sides	1st Launch	Explorer Phase	Map Tiles	1st Mission	1st Exploration of new tiles	1st Exploration of new tiles
	5 Ocean Sides	2nd Launch	Explorer Phase	Map Tiles	2nd Mission	2nd Exploration of new tiles	2nd Exploration of new tiles
	5 Ocean Sides	3rd Launch	Explorer Phase	Map Tiles	3rd Mission	3rd Exploration of new tiles	3rd Exploration of new tiles
	5 Ocean Sides	4th Launch	Explorer Phase	Map Tiles	4th Mission	4th Exploration of new tiles	4th Exploration of new tiles

- A Starting Player marker



- 20 Action Markers
 - 5 in each of the 4 colours
- 192 Exploration Tiles
 - 48 In each colour



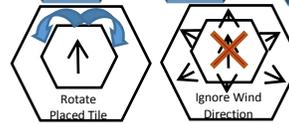
- 24 Key Location Discovery Markers
 - 6 in of each of the 4 colours
- 4 Ships



- 4 Bases, 1 in each of the 4 colours
- 48 Change of Wind Tiles (Double Sided)
- 4 Explorer Card



Pero Da Covilha
End of Game:
Gain 2 point for every separate group of your own discovered ocean tiles



3. Setup

1. Join the 4 Board Pieces together to create the Game Board of the African Coast
2. Place the Action Space Board on the table next to the Game Board
3. Each Player Takes the pieces of their Colour:
 - 5 Action Markers
 - All their Exploration Tiles and Places them facedown in a Draw Pile
 - All 6 Key Location Discovery Markers
 - A Ship
 - A Base
4. Each Player randomly draws an Explorer Secret Mission, which is to be kept secret
5. Place the Change of Wind Tiles on the table in a Draw Pile
6. Give the Starting Player Marker to the First Starting Player agreed to by the players
7. If Playing with less than 4 Players, place the remaining Action Markers in each colour on the table as if a player were sitting there, these are the Dummy Players.

4. Round Structure

The Navigators is played in a series of Rounds. The number Rounds varies game to game, depending on how long it take an Explorer to reach the Cape of Good Hope in South Africa!

Each Round has 3 Phases:

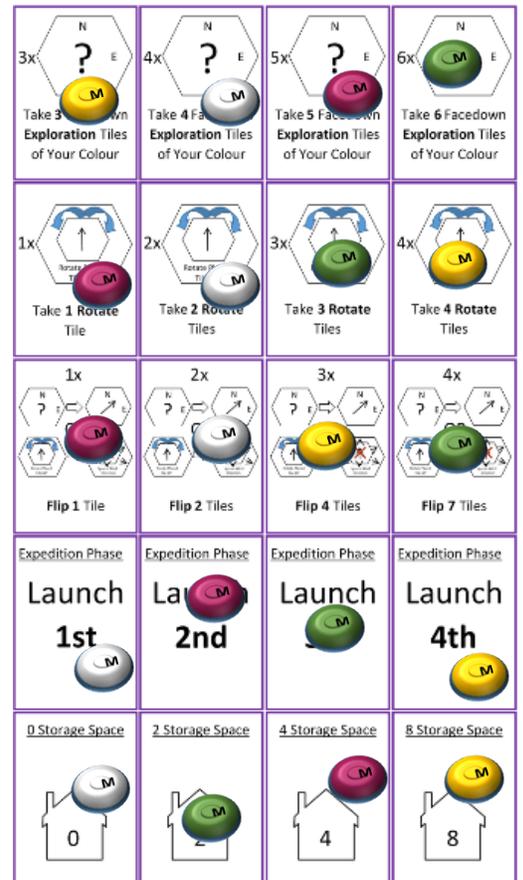
- **The Planning Phase** where you gain supplies and other advantages used to explore
- **The Expedition Phase** where you set sail to make glorious discoveries.
- **The End Phase** where you store supplies for the next round

4.1. The Planning Phase

In the Planning Phase you gain Tiles needed to conduct an expedition, determine who will launch their expedition first and reserve a warehouse to store your unused tiles for next round.

Each Player has 5 Action Markers. Beginning with the Starting Player and going clockwise, each player places one of their Action Markers on an available Action Space of the Planning Board until each player has placed all of their markers.

There are 5 types of Action Spaces each giving a different type of benefit. A player may only place a marker on 1 of each type of Action Space. So once all Action Markers are placed, each player will have 1 on the 5 different types of Action Space.



Example Planning Board at the end of the Planning Phase

The 5 different Action Spaces are:

1. **Take Exploration Tiles**
2. **Take Change of Wind Tiles**
3. **Flip Tiles**
4. **Launch Order**
5. **Storage Space**

After all Markers have been placed Action Types 1-3 are resolved, while 4 and 5 affect the game later; Launch Order affects the Expedition Phase, while Storage Space Affects the End Phase.

1. Take Exploration Tiles

Take between 3 and 6 Exploration Tiles. Each player may only take Exploration Tiles of their own colour and they must be drawn unrevealed so that all players, including the player who drew it, may not see the direction of the wind on that tile.

2. Take Change of Wind Tiles

Each Player takes between 1 and 4 Change of Wind Tiles. Each player takes these Tiles on the Rotate Wind side.

3. Flip Tiles

Each Player may flip up to 1, 2, 4 or 7 Tiles. Players may flip both Exploration and Change of Wind Tiles in any combination.

Flipping Exploration Tiles allows you to Reveal what the Wind Direction of that Tile is and plan ahead accordingly.

Flipping Change of Wind Tiles upgrades the Tile's ability from Rotate Wind to Ignore Wind.

4. Launch Order

The Player who has his Action Marker on the *Launch 1st* Action Space gets to conduct his Expedition Phase first. The player on the *Launch 2nd* Space conducts his second and so on with the 3rd and 4th Player.

5. Storage Space

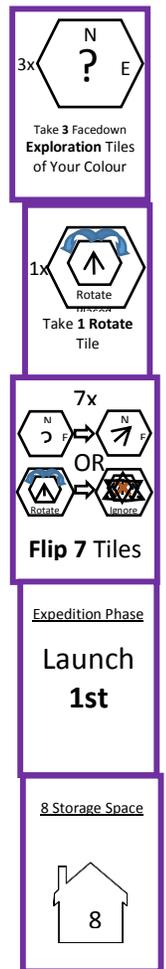
If a player has not used all his Tiles in the Expedition Phase he must store them in his Storage Space, or they are discarded. A player will have 0, 2, 4, or 8 Storage Spaces available.

Dummy Players

If you are playing with less than 4 players, then Dummy Players are used to increase the level of competition for the action spaces. If there are 3 players there is 1 Dummy Player and if there are 2 players there are 2 Dummy Players.

Setting Up the Dummy Player

At the start of the game, place the 5 Action Markers of each colour not used by a Player on the table as if a player were sitting there. The Dummy Player is counted as a player for taking a turn to place an Action Marker. Dummy Players also take their turn being Starting Player in a round.



Dummy Player Actions

Every Action Marker is numbered from 1 to 5 on one side. These numbers are not used by a human players, only dummy players. At the start of each Planning Phase, shuffle the Action Markers of each Dummy Player face down so the numbers are hidden. When it is the Dummy Player's turn to place an Action Marker, flip one of the Action Markers to reveal the number. The number revealed indicates which Action Space the Action Marker is placed on. 1 represents the Take Exploration Tiles Action, 2 represents the Take Change of Wind Tiles Action and so forth from top to bottom. The Dummy Players Action Markers are always placed in the right most available Action Space. The dummy players do not perform any actions.

4.2. The Expedition Phase

In the Expedition Phase, starting with the Player who took the Launch 1st Action Space, Players can move their ship around the board to discover Ocean, Key Locations, and building bases.

Your Base

You start your Expedition Phase with your ship on your Base and after your Expedition is Phase is finished your ship returns to your Base.

Moving

Players are limited in how far they can move their ship by the number of Tiles they have. Tiles represent the supplies you have for your journey. You may pay a Tile to move your ship 1 space on the board. Your movement is also restricted by Wind Direction and Unexplored Ocean.

Wind Direction

When you pay a Tile to move your ship, you must follow the direction of the wind to the Board Space it is pointing to, or to one of the two Board Spaces next to the one it is pointing to.

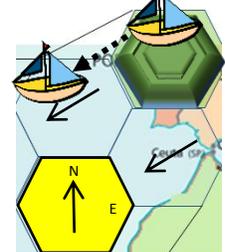
Change of Wind Tiles

Change of Wind Tiles have special abilities that allow you to get around unfavourable winds. There are 2 sides of a Change of Wind Tile:

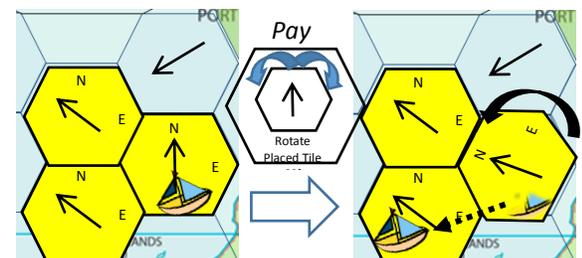
Rotate Wind

When you pay a Rotate Wind Tile to move, it allows you to Rotate the already placed Exploration Tile of the Board Space you are leaving. You may only Rotate the Wind Direction by 1 notch to the left or right. Remember, the Wind in this Board Space stays in its new location allowing your opponents to benefit from its new direction too.

Pay any 1 of these tiles to move

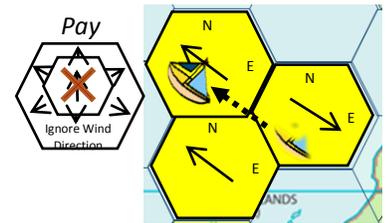


The 3 Directions this wind allows the ship to move to



Ignore Wind

When you pay an Ignore Wind Tile to move it allows you to move in any direction even against the Wind. This does not change the Wind Direction so it does not benefit your opponents.

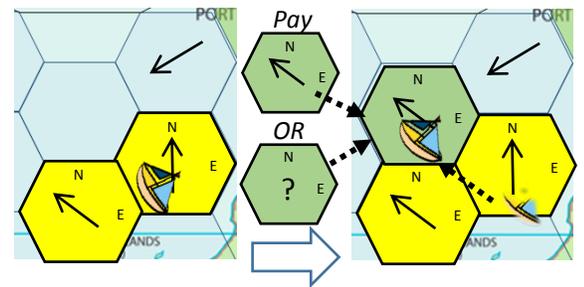


Unexplored Ocean

Unexplored Ocean Spaces are the Blue Spaces of the Board that do not yet have an Exploration Tile placed on them and hence their Wind Direction is unknown. Not every Tile allows you to Move into an Unexplored Ocean Space.

Exploration Tiles

To Move into an Unexplored Ocean Space you must pay an Exploration Tile, which immediately gets placed in that Ocean Space instead of being discarded. When you place an Exploration Tile, it must be placed so that the letter N faces North. The Exploration Tile you pay may be either Revealed or Unrevealed. Each Exploration Tile of your Colour placed on the board is worth 1 Prestige Point at the end of the game.



Unrevealed Exploration Tile

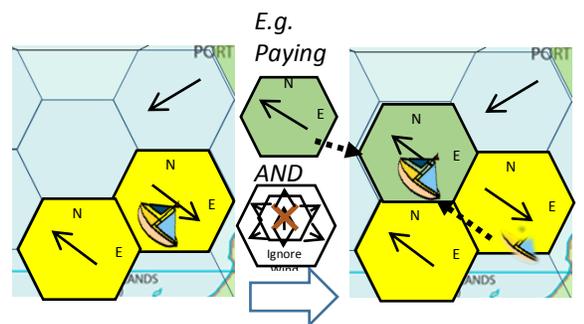
When you pay an Unrevealed Exploration Tile to move into Unexplored Ocean, you first choose which Unexplored Ocean Space to move into, then Reveal the Exploration Tile and place it there. You cannot change your mind about where to move after you Reveal the Tile.

Revealed Exploration Tile

When you pay a Revealed Exploration Tile to move into Unexplored Ocean, you simply have the advantage of planning in advance what the Wind Direction will be. You may even decide to use your Exploration Tiles with unfavourable winds for things other than movement into Unexplored Ocean so you don't have to face those winds.

Combining Tiles

Sometimes you might want to move into Unexplored Ocean and the Wind is pointing in the wrong direction. You may play both an Exploration Tile and a Change of Wind Tile at the same time combining their abilities to move. You could even combine an Exploration Tile with 2 or more Change of Wind Tiles if you wish. Though when combining tiles you still only move 1 space, so it is less efficient in terms of moves than using them separately.

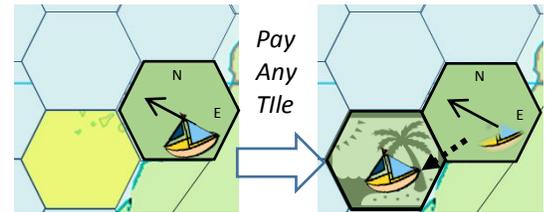


Key Locations

Key Locations are special Board Spaces that gain you extra Prestige Points for discovering them and are also strategic locations where you can build a base. Key location are the Yellow Board Spaces.

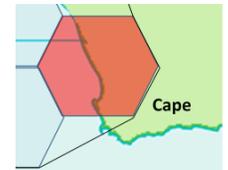
Discovering a Key Location

To move into a Key Location from an adjacent tile is the same as moving into an already Discovered Tile, you don't need to spend an Exploration Tile, even if the Key Location is Undiscovered. When you move into an Undiscovered Key Location, place one of your Key Location Discovery Markers and place it on that Key Location. Each Key Location you discover is worth 5 Prestige Points.



Discovering Cape

The Cape of South Africa is a special key location which is worth 10 Prestige Points instead of 5. Discovering Cape means this is the last round of the game (see End of Game for more details). Cape is the Red Board Space.

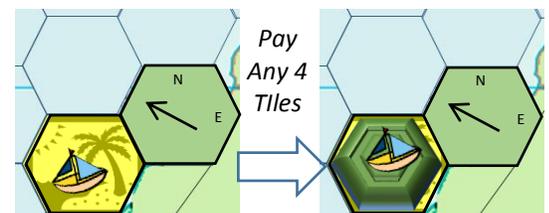


Moving Off a Key Location

When you Move off a Key Location, there is no Wind Direction so you may move any direction you wish. This also applies to your first move of an Expedition where you move off your base. You still have to pay a Tile to move though.

Building a Base

To build a Base on a Key Location, you must first move your ship there during the Expedition Phase. You must then pay 4 additional Tiles to build the base, where upon you move your Base marker there. In future Expedition Phases your Ship starts at your new base location.



You can build a base on any Key Location however you **cannot** build a Base on a Key Location in the same Expedition Phase in which you discovered it. You can, however, build a Base on a Key Location in the same Round in which your opponent discovered it. You can also build a Base in the same place where your opponent also has a base. You may continue moving your ship after building a base.

Ending Your Expedition Phase

Your Expedition Phase ends when you choose to end it, either when you run out of Tiles to move or when you simply wish to finish it, in order to save some of your Tiles for next Round. You may choose to do nothing in your Expedition Phase if you want. After your exploration phase, place your ship back at your base.

4.3. End of Round

The End of a Round consists of storing your Tiles in your Storage Space for next Round, taking your placed Action Markers off the Planning board, and passing on the Starting Player Marker.

Storage Space

You can only Store as many Tiles for next Round as the number indicated on the Storage Space Action Space your Action Marker is on. If you have more Tiles than you have Storage Space available, you must discard them! You may choose whichever Tiles you wish to be the ones you Discard.

Clean Up Planning Board

Take your Action Markers back from the Planning Board ready for the next Round.

Pass on the Starting Player Marker

The Starting Player Marker is now passed Anti-Clockwise (opposite to placing Action Markers). The player who receives the Starting Player Marker now begins the next Round (if this wasn't the last round).

5. Explorers

Each Player is given an Explorer at the start of the game. Each Explorer has their own Secret Mission, so don't let anyone know which Explorer you are. These Secret Missions gain a player bonus Prestige Points at the end of the game based on where they have placed Exploration Tiles of their Colour on the board. There are 4 different Explorers:

Fernando Po:

Gain 1 Prestige Point for each of your own Discovered Ocean Tiles that is next to any Key Location.

Pero Da Covilha

Gain 2 Prestige Points for each Separate Group of your Own Discovered Ocean Tiles

Henry The Navigator

Gain 2 Prestige Points for every 3 of your Own Discovered Ocean Tiles in your single Biggest Connected Group.

Dioga Cao

Gain 1 Point for each of your Own Discovered Ocean Tiles that are on the edge of the board

6. End of Game

If Cape is discovered in a players Expedition it is the last Round of the game. Players who have not yet conducted their Expedition Phase may still do so. Players who already had their Expedition Phase before Cape was discovered do not get another turn.

6.1. Scoring

After the game ends add your Prestige Points together, and whoever has the most wins!

You gain:

- 1 Prestige Point for each Ocean Tile you Discovered
- 5 Prestige Points for each Key Location you Discovered
 - 10 Prestige Points instead of 5 for discovering Cape
- Bonus Prestige Points according to your own Explorer Secret Mission