

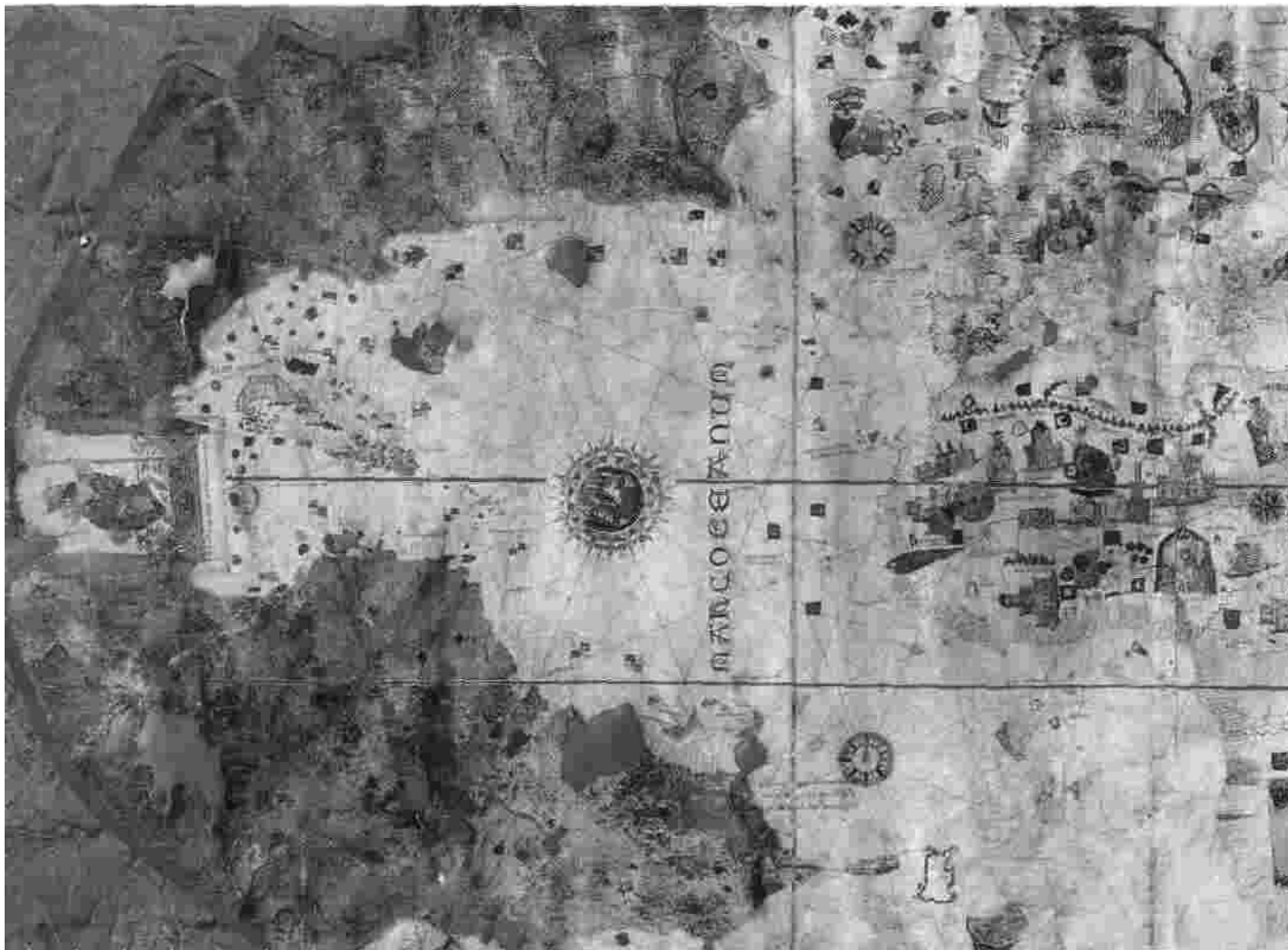
COLUMBUS

A game for courageous sailors



Wolfgang Kramer

Ravensburger



The first sea chart with the "new world" was drawn by Juan of Cosa in about the year 1500. Cosa accompanied Columbus on his second voyage. A large reproduction of this chart is printed on the back of the game board.

Thanks to the Museo Naval, of Madrid, for graciously authorizing its reproduction.

COLUMBUS

A game for courageous sailors

by Wolfgang Kramer
for 2 to 6 players

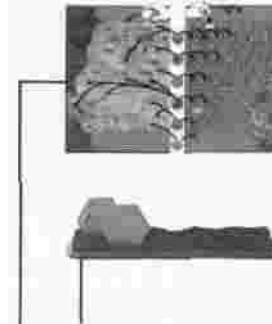
Photo : Barbara Bräuninger / Becker Studios

Design : Thomas Thiemeyer / Atelier Ravensburger / Felix Seeberger

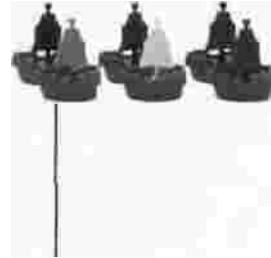
Text : Andreas Gesierich



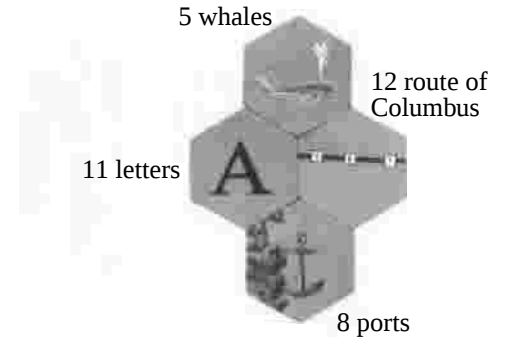
Gameboard



6 Tile Stands
3 Rules Summary Cards



6 Sailing Ships
(Caravels)



7 Ships in Full Sail

4 Jokers (with C. Columbus)

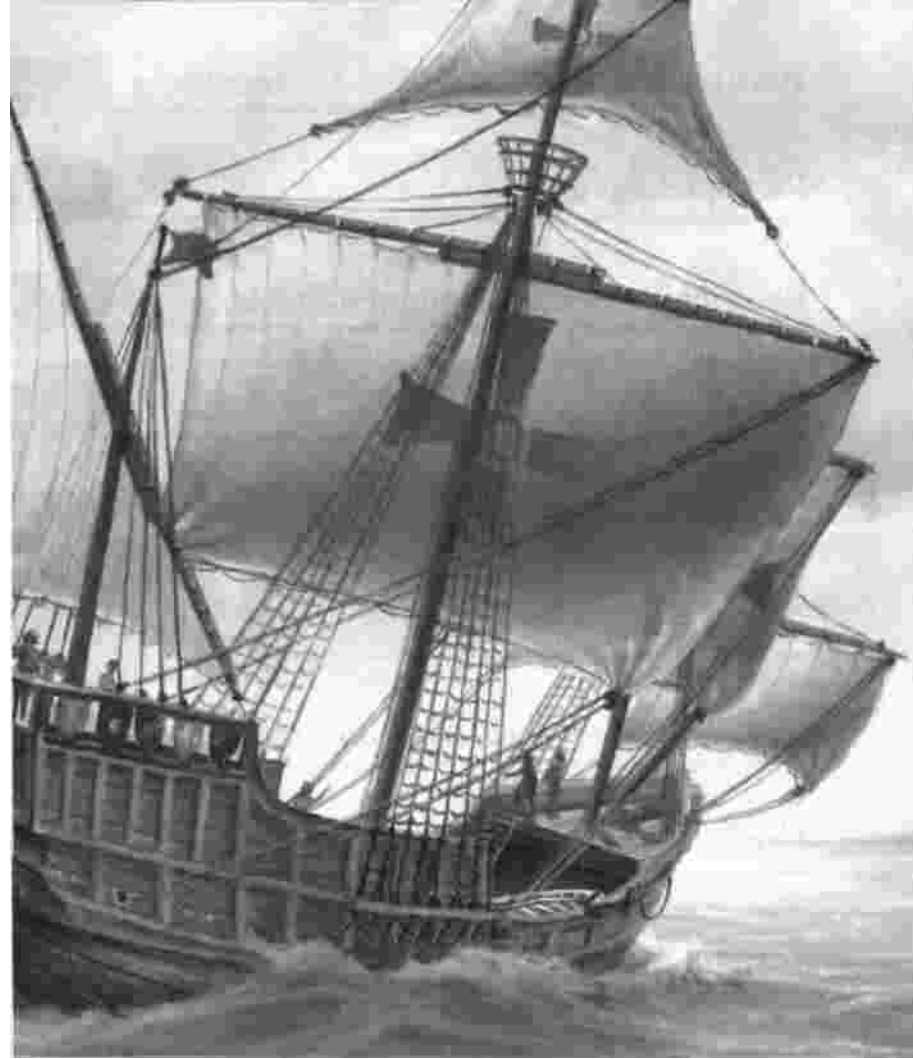
54 Water Tiles



12 Hurricanes

4 Shipwrecks

7 Ships in Calm Seas



† Foreword

Be Honest! Who wouldn't have slipped gladly into the role of Christopher Columbus ? Even for just an evening of exciting game play. Who wouldn't have gladly gone on a journey of adventure in order to prove oneself against the raging sea ?

Today, you have the chance to captain a ship of discovery.

And like Columbus, 500 years before, the captains in this game don't know if they will reach their goal either.

Who will be the first to reach the Americas and return home to announce his victory.

Thus, launch your boat, raise the sails and set off for adventure...

The Armada (fleet) of Columbus set sail on 3 August 1492 from the port of Palos (southern Spain) heading for the Canary Islands, and from there, on 8 September 1492, toward the west.

There were three ships: the Santa Maria, the Niña and the Pinta.

The goal of the game is to sail the Atlantic with a Caravel, then, after landing in the Americas, be the first to return to your home port.

1. Detach all the tiles from the frames and place them face down in the box lid. Mix the tiles well.
2. Each player takes 10 tiles and places them on his tile stand. Be careful not to let the other captains see your tiles!
3. Each player chooses a ship and places it on a port space on the right edge of the board. Each port space may hold only one ship. The prow of the ship is turned towards America.
4. The three rules summaries are placed within reach of all players.



¹ The red line shows the route followed by Christopher Columbus. The numbers indicate his daily progress.

² Caravel: Small trading vessel approximately 16 meters long, displacing 60 tons of water, and manned by a crew approximately 30 men.

† The game turn

The game board shows the sea between Europe on the right and America on the left. The captains try to create a path by placing tiles on the map. The ships can move only on the tiles. It is not important which player placed the tile.

The youngest player starts, and play continues clockwise. In his turn, a player carries out the following actions in order:

1. Place tiles
2. Sail
3. Draw new tiles until he has 10 on his tile stand. (If the player forgets to draw his tiles immediately, he may draw them later).



As captains are curious by nature, you should arrange you tiles as shown in the illustration, and conceal them from unfriendly eyes.

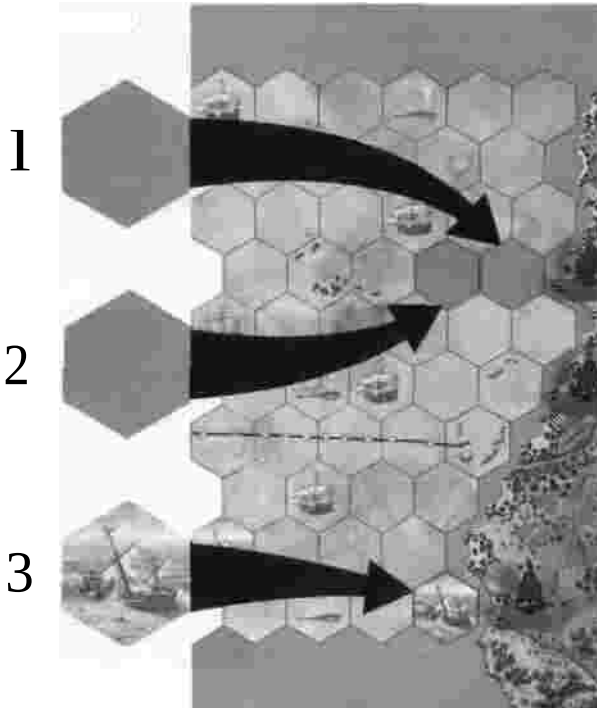


Example of a game turn

(The red player starts)

Place Tiles :

1. Water tile
2. Water tile
3. Shipwreck tile, to block the other Captain's ship (the other Captain must, in his next turn, move to the next free port along the coast).



Sail:

Since he starts at a port, the red player may advance up to 3 spaces. In this case, however, he can only move 2 spaces.

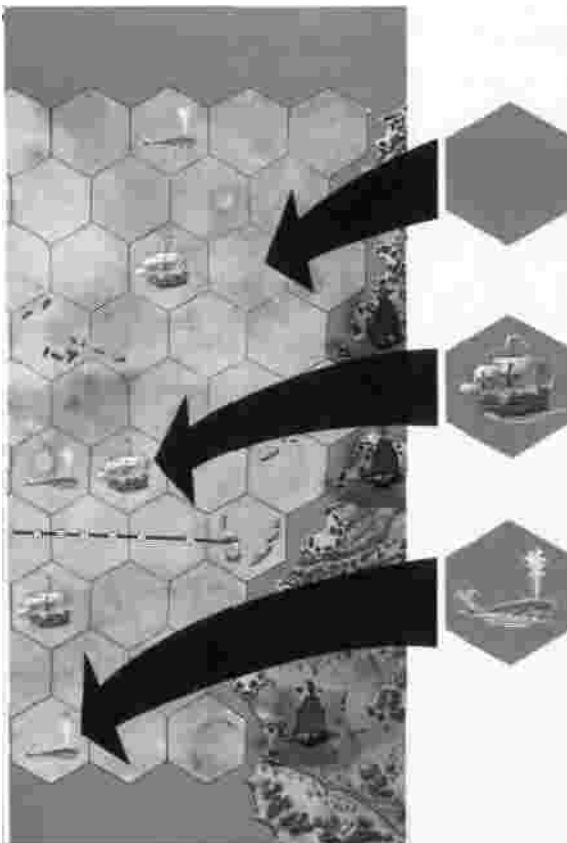
Draw New Tiles: The red player draws 3 face down tiles from the box lid.





† Placing tiles

When placing tiles on the board, the following rules must be observed: Each player must place 3 tiles in his turn, or 2 tiles if there are 5 or 6 players. It does not matter where the tiles are placed. The tiles can be placed for future navigation, in an area far away from all the ships, or to create obstacles for the other captains by placing tiles in front of their ships. The tiles must be placed.

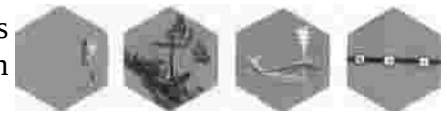




· Ship in full sail:
On all spaces with the same illustration, and on spaces without illustrations (water spaces)



· Letter, islands, coastal area, whales, Coumbus's route tiles : Only on spaces with the same illustration on the board.



· Water:
On all spaces without an illustration



· Joker (Christopher Columbus): On all spaces EXCEPT the sinking ship. The joker replaces the illustration in the space.



· Ship in calm seas :
On all spaces with the same illustration, and on all spaces without illustrations (water spaces)

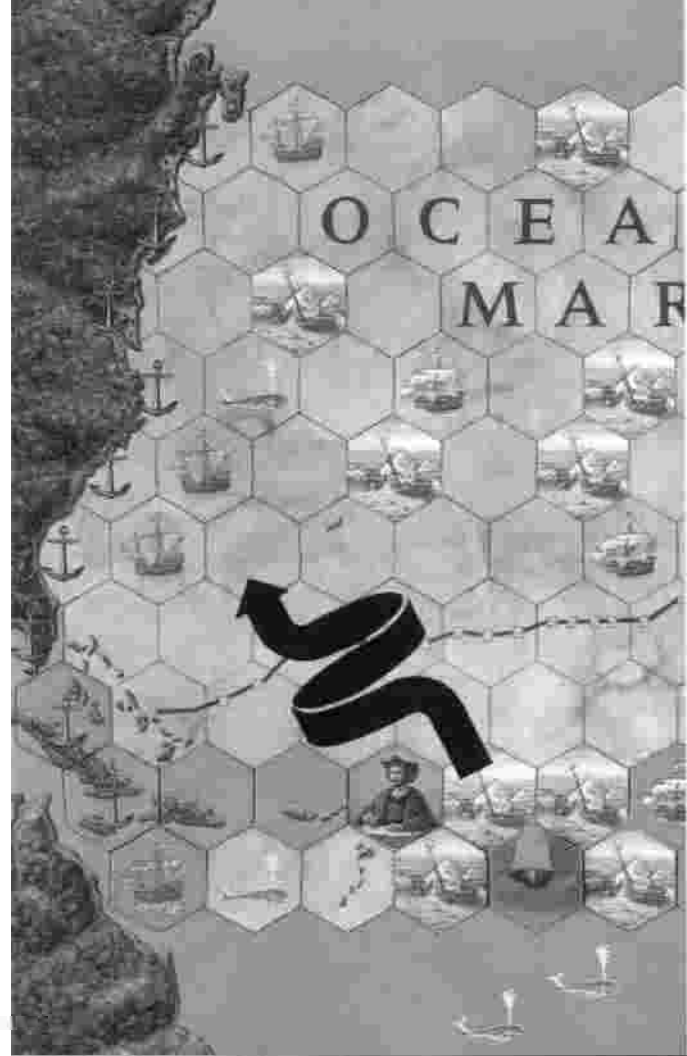


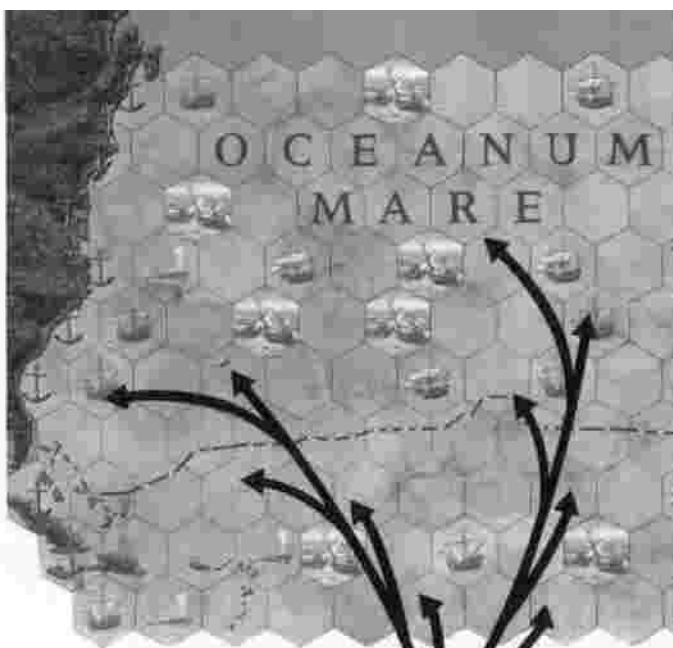
· Sinking ship:
Only on water spaces

The Hurricane

When a hurricane is played, it is placed next to the game board. The player playing the hurricane may then move an unoccupied tile to another space on the board. He may move unfavorable tiles (shipwreck, ship in calm seas) farther from his ship, or he may move favorable tiles (ship with full sails, water, whale, joker) closer to his ship. A hurricane tile may be played only once, after which it is placed in the box, out of play.

Example: A shipwreck is in front of a player's ship. He places a hurricane from his tile stand next to the board and moves the shipwreck in front of the boat of the player in the lead.





The Joker (Christopher Columbus)

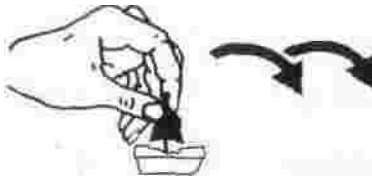
The joker may replace any tile (including a port on the American coast), EXCEPT the shipwreck.

A joker already placed may be exchanged for the tile which it replaces. It may then be immediately re-used, in which case it counts as a played tile.

It may also be exchanged and retained on the player's tile stand, in which case it does not count as a played tile.

A joker may also be used as a hurricane tile. In this case it is placed beside the board, like a hurricane tile, and the player may move a tile on the board. A joker used as a hurricane is placed back in the box, out of play.





† Sailing

The distance which a ship can move depends on the space it occupies at the beginning of its move:

Ship in Calm Seas

A boat which reaches a space containing a “ship in calm seas” must stop, and loses all remaining unused movement. The boat will be able to move out of the space on the players next turn. A boat which starts in a space containing a “ship in calm seas” may move only one space on its turn.

Shipwreck

An absolute obstacle! You may neither enter nor pass over a space containing a “shipwreck.” A “shipwreck” is thus particularly useful when you wish to block the advance of another captain’s ship.

Starting tile

Distance

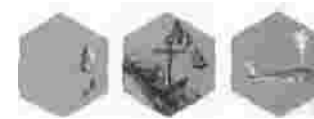
Ship with Full Sails

4 spaces



Route of Columbus, Islands, Letter, Whale, Start and Goal Ports

3 spaces



Water

2 spaces



Joker (Christopher Columbus)

2 spaces



Ship in Calm Seas

1 space



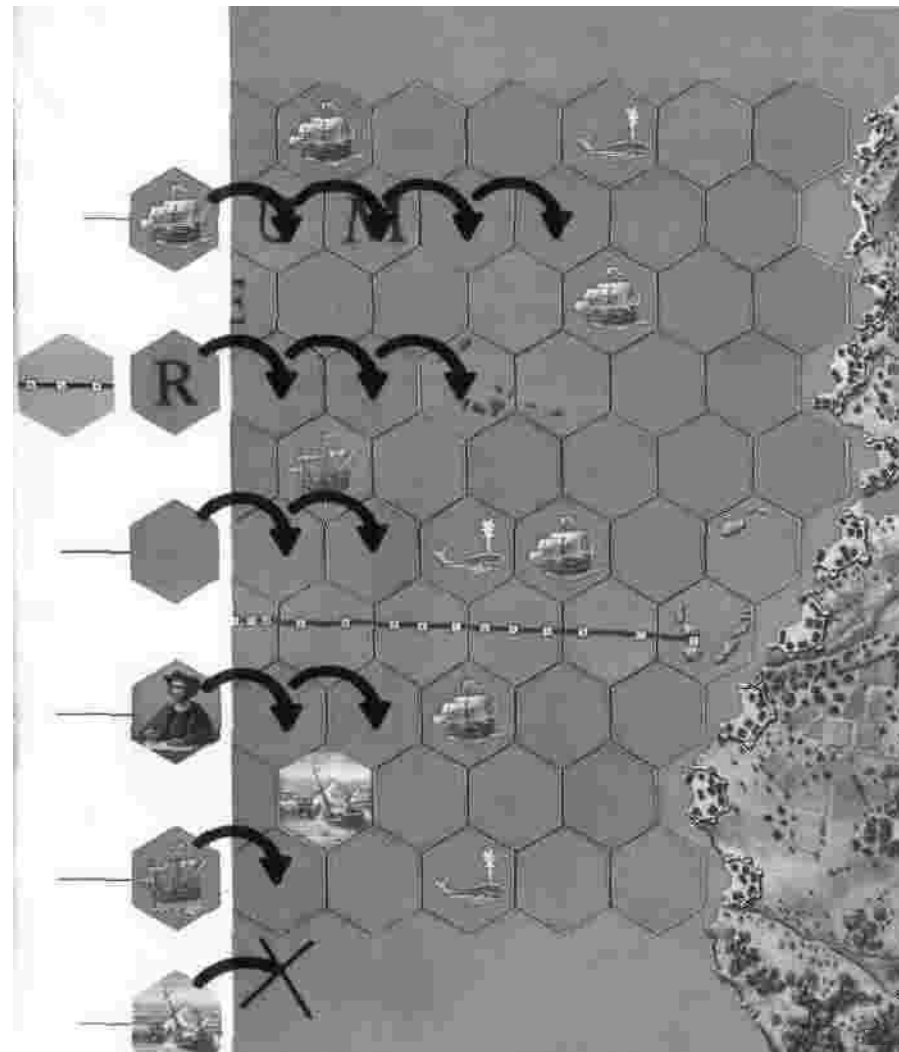
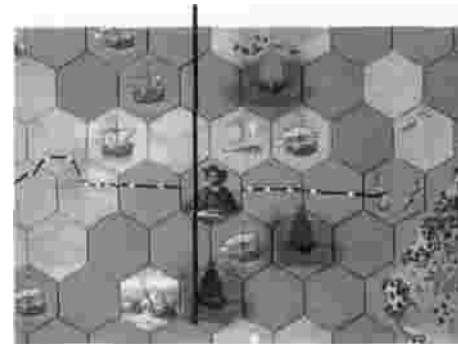
Shipwreck

0 space



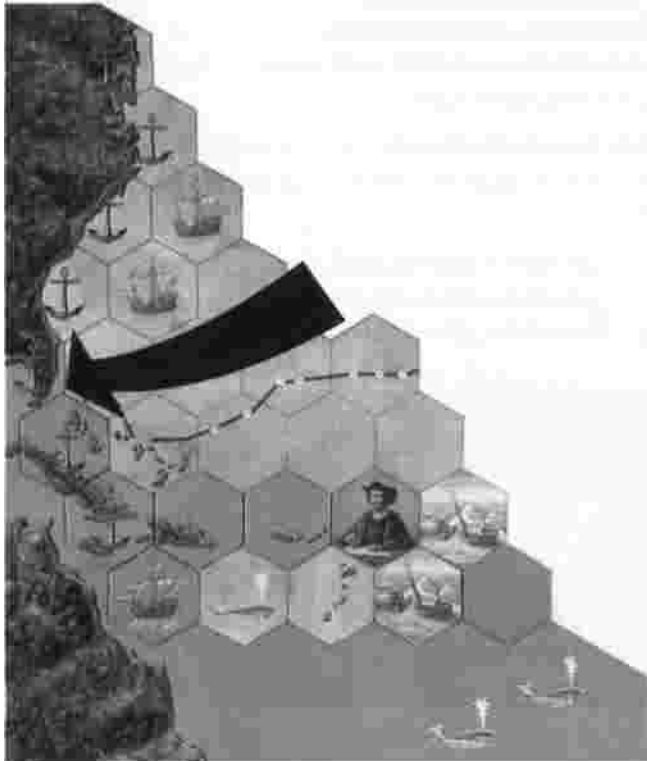
Rules on sailing

1. Each space may be occupied by only one ship. You may, however, move through spaces containing other ships (the spaces count normally). Each player may sail in the direction he chooses.
2. Each player may use all, some or none of the movement he is allowed, as he chooses. A player may remain in place and only place tiles. A ship may even sail backwards.
3. At the beginning of the game, a ship may sail from starting port to starting port, counting each port as a space. The ships initial port remains the port in which it started the game, however.
4. The ship in last position may move one space more than usually allowed by the tile at that ship's starting location. If several ships are tied for last place, no one gets the extra movement.



IMPORTANT NOTE:

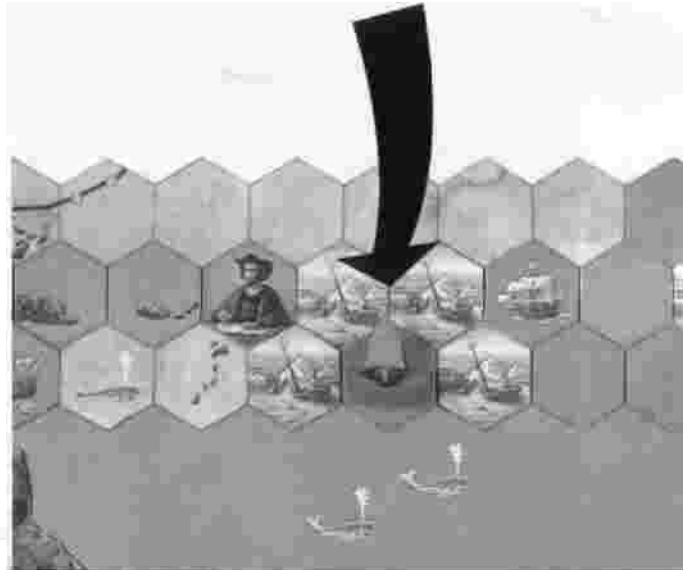
Captains who don't have coastal tiles may always arrive in the New World at the port in Florida.



Total blocked ships

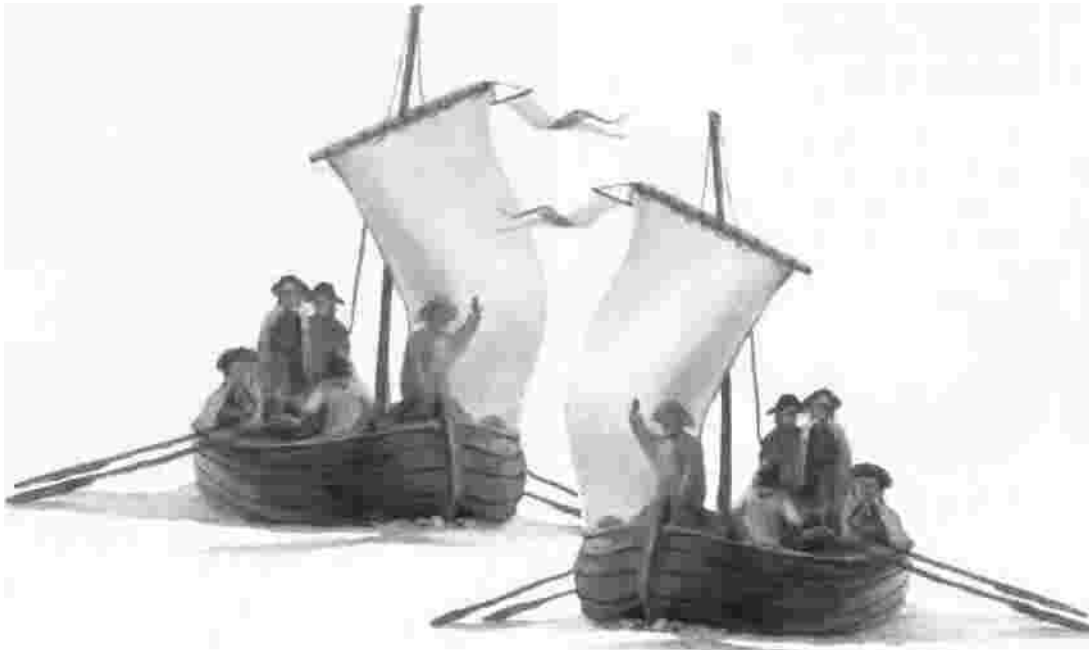
A captain whose ship is completely blocked, announces "blocked" and passes his turn. He must still, however, continue to place tiles and to draw replacements. He may thus be able to break the blockade. If not, the unfortunate captain may, after having missed three turns, move the tile of his choice, just as if he had played a hurricane. He then takes his turn normally.

To indicate the number of turns he has passed, the captain places one of the tiles in his tile stand face down on the table for every turn he passes.



Deals

Arrangements and alliances between the players are permitted, as long as they are not contrary to the spirit of play. For example, you should not block a player arbitrarily, but rather the player in the lead.



Landing in America

On Friday October 12, 1492, Christopher Columbus, after 34 days at sea (from the Canaries) landed in what is now The Bahamas. He was convinced that he had found and traveled a sea route towards China and Asia.

If a player reaches one of the ports on the American coast (any remaining movement is lost), he turns his ship around and, on his next turn, may start sailing back to his home port.



The following rules modifications now take effect immediately, and for all players :

1. Players may place between 1 and 3 tiles in their turn (even if there are more than 4 players).
2. The tiles showing a ship ("ship with full sails", "ship in calm seas" and "shipwreck") may be placed on an already placed tile. There can be, at most, two tiles in a single space, however. You may not place a tile in a space containing another ship or a joker.
3. The turn order "place tiles, sail" need not be followed. A captain may now sail before he places tiles, if desired. He may even sail between placing tiles (i.e. place tiles, sail, place again)



End of the Game

On March 14, 1493, after approximately 8 months, Christopher Columbus returned to Palos, his port of departure.

If all the tiles are used, players no longer draw tiles to fill up their tile stands.

If a player runs out of tiles, he may only sail.

The player who (to the applause of the assembled crowd) first returns to his home port wins the race and the game. Congratulations! The other captains continue the race to establish a finishing order.

Only one ship can enter each home port, so there may still be fierce competition on the seas...

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Design: Thomas Thiemeyer/Atelier Ravensburger/Felix Seeberger

Text: Andreas Gesierich

Ravensburger Spiele® N° 01 223 7

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Based on a translation of Shyam Kumar (6/9/2003)

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