Sail to India

A game for 3-4 players by Hisashi Hayashi. Condensed rules by Eric Postpischil, https://edp.org.

Introduction

Take actions to move ships, claim goods, buy buildings, sell goods, and acquire technology.

Sail to new ports for victory points (VP), to reveal new goods and buildings, and to end the game.

A cube represents:

- a banker when counting coins,
- a historian when counting VP,
- a ship when in the "sea" below a coastal town card,
- a scientist when in a technology space or reserve,
- a shipbuilder when when in a ship-speed space,
- a trade good when on a trade good icon (circle) of a coastal town card, and
- building ownership when on a building (rectangle) of a coastal town card.

Counting money and VP:

- Money and VP are counted on player cards using cubes in positions 1-5.
- To count more than 5 money or VP, a player must use multiple cubes, reducing cubes available for other uses.
- If a cube is not available, surplus coins or VP are lost.

The scientists and shipbuilders are permanent roles. Any other cube may be returned to Lisboa at any time.

Setup

Give each player 3 cards: 1 historian (VP), 1 domain (coins, ship speed, technology cube pool), and 1 reference.

Display the 3 technology cards on the table.

Place the Lisboa card face-up at one end of the table.

First game: Put the coastal town cards numbered 1-3 in bottom left face-up right of Lisboa.

Later games: Put 3 random coastal town cards face-up right of Lisboa.

Deal the 9 remaining coastal town cards randomly facedown right of the previous cards.

The last card represents India and is worth an extra point for discovering but is not otherwise distinguished.

With 3 players, reveal the 3 rightmost cards and remove them from the game.

The player who most recently sailed on a boat is the start player.

Each player has 13 markers in one color and:

- puts 1 on Lisboa,
- puts 1 on their 1 ship speed space,
- puts 3 on their technology cube pool,
- puts 1 on their 2/2/3/4 coin space according to being player 1/2/3/4, and
- puts the remaining 7 aside as a supply.

Sail to India

Play
Take turns clockwise until India (the last card) is discovered or two or more players have no cubes in their supplies. After the player who triggered game end completes their turn, give each other player 1 final turn.
On each turn, perform any 2 actions (may repeat, any order).
Employ Maker
Pay 1 coin to move 1 cube from your supply to Lisboa (1 per action).
Move Ships
Launch as many ships as you desire by moving cubes from Lisboa to below Lisboa or below a stronghold you own. You may move each of your ships any number of sea spaces (cards) up to your ship speed, in either direction.
- Per turn, you may move only 1 ship to an undiscovered (facedown) coastal town card, and it must stop there.
If you discovered a new town, turn the card face-up and gain 1 VP. If it is the last card, India, gain another 1 VP.
You may convert each ship to a trade good by moving it onto an empty trade good icon in the town above it.
Sell Trade Goods
Sell 1/2/3/4/5/6 types of goods to receive 1/2/3/4/5/6 coins and 0/0/1/1/2/4 VP.
- Goods may be from trade good icons or from marketplaces. At least 1 must be from a trade good icon.
- Return cubes on trade good icons to Lisboa. Keep cubes on marketplaces in place.
Build Building
Pay 2 coins to move a cube on or below a coastal town card onto an empty building of that town, taking ownership.
- (You may move a cube from one building of the town to another. The 2 coins is paid again, with no refund.)
Owning a building provides effects:
- A stronghold provides a launching point for ships, per Move Ships above.
- A marketplace provides a specific type of trade good that may be sold repeatedly.
- A church provides an extra VP (2 instead of 1 for other buildings) at game end.
Acquire Technology
Pay a new technology's cost to acquire it exclusively. (Only 1 player may acquire each technology.)
- Move 1 cube from your pool to the technology. (Hence you may acquire only 3 technologies during the game.)
Increase Ship Speed
Pay 2 coins to increase your ship speed from 1 to 2 or 4 coins to increase from 2 to 3 (only 1 step per action).

Game End
Add:
- VP counted by historians,
- 1 VP for each marketplace and each stronghold,
- 2 VP for each church,
- VP from technology (Renaissance, Mission Church, Guild, and Eastern Indian Incorporated).
Break ties in favor of the player who discovered India, then the wealthiest player, then the most historian VP.
Further ties are shared.

Technologies
Metallurgy, 0 coins: Pay 1 less coin when acquiring a technology.
Geography, 1 coin: Once per turn, you may move cubes from trade goods and buildings to sea (becoming ships).
Printing Press, 1 coin: Once per turn, when you gain a technology, including this one, gain 1 VP.
Harbor Maintenance, 2 coins: Once per turn, when you move ships, gain 1 VP for every 3 ships you launch.
- "Once per turn" is reported to be a recommendation by the designer, Hisashi Hayashi, no official source known.
Architecture, 2 coins: Once per turn, after moving ships, build 1 building without spending an action point.
Map, 2 coins: When you discover a new coastal town, pay 1 coin to gain 1 additional VP.
Bank System, 3 coins: Once per turn, pay 2 coins to gain 1 VP.
Factory, 3 coins: When you sell trade goods, gain 1 additional coin.
Renaissance, 4 coins: At game end, gain 3 VP.
Mission Church, 4 coins: At game end, gain 2 additional VP for each church you own.
Guild, 4 coins: At game end, gain 2 additional VP for each marketplace you own.
Eastern India Incorporated, 4 coins: At game end, gain 2 additional VP for each stronghold you own.

Note
A house rule to mitigate a "race to India" strategy (discover new towns to gain points and end the game quickly) is that a ship that discovers a new town must be converted to a trade good in the new town.