

### 1. Market

Here the prices for sugar, gold, and spices are marked with a wooden cube. All three prices start in the fourth line from above, which is a little lighter than the others. To the right are the revenues from using factories which receive no marking.

### 2. Players

Each player starts with 2 ships of his color in the sea region "Portugal", 3 workers in Lisboa (the piece marks the field "3"), and his octagonal game stone on the rondel. The starting equipment of red is illustrated below.

In addition each player receives 200 Cruzados, a King's privilege and his other 5 ships into his personal supply, together with his player sheet, which contains 1 starting factory (orange), 1 shipyard (brown), and 1 church (grey). This is illustrated to the right.



### 3. Colonies

The colony tokens for sugar (9x), gold (11x), and spices (13x) are turned over with their prices down, shuffled well, and distributed on 12 hidden stacks depicted on the game board. Each position on the board shows whether the stack should contain 1, 2, 3, or 4 colony tokens. 1 token of each type remains; they remain hidden and are taken out of the game. The illustration below shows the stack of Timor, containing 2 hidden spice colony tokens.



### 4. Gallery

Every arch inside the gallery receives one respective privilege.

### 5. Regions with extra loss of ships

A token indicating that 2 ships are lost is placed at Nagasaki, and with only 2 or 3 players in Macau as well.

### 6. Explorers

All 12 sea regions except Portugal receive an explorer (round wooden disk) on their compass rose. The example for Macau is depicted to the left.

### 7. Buildings

The buildings yet to be built are placed on the game board. The 3 lines above each contain 6 factories for sugar, gold, and spices. The 2 lines below contain the remaining shipyards and churches. As they are placed from left to right, the most expensive positions are not covered in case of more than 2 players (Example for 4 players).

### Scoring track

The scoring track running around the game board is used for the final calculation of victory points. The game ends after either Nagasaki has been explored, or the last building has been built.

### Game Phase

After a red borderline has been crossed for the first time, the game enters its next game phase. Beginning with the next turn after exploring Cabo da Boa Esperança, the ships of all players may sail up to 2 regions wide, and additional workers & ships will cost 200 Cruzados each. In addition, with every new game phase the number of privileges at the gallery is replenished. The new number of privileges depends on the number of players and is depicted inside the small chart to the right of the gallery.



### Rondel

Players choose their actions by moving their octagonal game stone in clockwise direction around the rondel. On every turn, one of the next 3 fields can be chosen free of charge. Moving further costs 1 ship per additional field. The first position on the rondel is chosen freely.

### Navegador

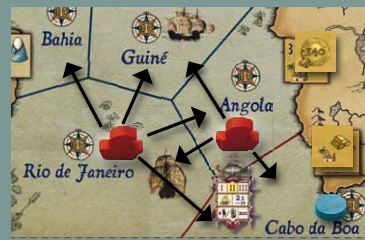
After a starting player has been allotted, the last player receives the playing card "Navegador". This card entitles the holder to conduct an extra sailing action immediately before his turn, and is then passed to his neighbor sitting to the right.



# NAVEGADOR



The game is in phase I, the possible movements of ships are shown with arrows. The sea region "Cabo da..." still contains an explorer (round disk), where only a joint fleet of 2 ships can enter. If both ships enter that region, one ship is lost. In return the player receives the explorer onto his player sheet and a bonus amounting to the price of the cheapest detected colony.



Red has two churches



pays 100



receives two additional workers



The player has 8 workers and builds a church (250) and a sugar factory (100). He places them on his player sheet and pays 350 Cruzados to the bank. (8 workers would not be enough for example to build a church and a shipyard at the same time.)

All own ships may sail  
1 region in phase I,  
up to 2 regions in phase II,  
up to 3 regions in phase III.

Build new buildings,  
pay the price from their chart.

Exploring:  
Receive bonus

Necessary workers:  
3 per factory,  
4 per shipyard,  
5 per church.

Recruiting workers:  
1 worker per church for 50 each,  
more workers each cost  
100 in phase I,  
200 in phase II,  
300 in phase III.

Every type of goods is either sold with colonies or processed with factories.



Player:  
2 factories:  
wildcard (orange) sugar (white)  
3 colonies:  
1x sugar  
2x gold

The player processes 2 sugar with his factories for 50 each and sells 2 gold with his colonies for 70 each, in summary he receives 240 Cruzados from the bank.

## Quick intro

This page explains the main features of the separate actions on the rondel. Above you find a description how to set up the game, and which elements exist on the game board. Most of the game rules are explained here, however we recommend studying the game rules as well.

Have fun with Navegador!  
[www.pd-verlag.de/navegador](http://www.pd-verlag.de/navegador)



Each new colony requires to own 2 workers in Lisboa and 1 ship in the same region



Red has 6 workers. He may found 1 colony in Guiné and 1 in Angola paying a sum of 230 Cruzados. It is not possible to found a third colony because a ship in Guiné is missing. If for instance he had only 3 workers, he could found only 1 colony.

Building ships:  
1 ship per shipyard for 50 each,  
more ships each cost 100 in phase I,  
200 in phase II,  
300 in phase III.

Pay 1 worker and take 1 privilege.

Bonus: Newly covered coin inside player sheet multiplied by the number of achievements.



Red has one shipyard pays 50



places a new ship in Portugal



The player pays 1 worker, takes the privilege for explorers and places it on the topmost free position inside its column. As he has 3 explorers on his player sheet he receives 3x30 Cruzados out of the bank. If he had taken the privilege for shipyards (brown), he would receive 1x50 Cruzados.