

The scoring

After the very last explorer card is auctioned and the players take the gold cards they are allowed, year III has ended and the scoring can begin.

The player, who bought the last explorer card, begins the scoring. He counts his victory points as follows: first, he sums the numbers on the crowns on the spaces where he has ships. With 2 or 3 ships on a space, all score the crown value. To this he adds the numbers on the crowns on the gold cards left in his hand. He marks this total on the score track with two of his ships. Then, the other players follow in clockwise order.

Red is the last to score

8x3=24
victory
points

5x2=10
victory
points

for the gold
card in his
hand=
1 victory point



For Marco Polo, red scores 0, for Vasco da Gama, red scores 1, and for the remaining cards in his hand, red scores 1. Red chose in this game to concentrate on Magellan. In year I, red bought 2 Magellan cards. Under the first, red placed a value 1 gold card and under the second, a value 2 gold card. In year II, red bought both Magellan cards and placed value 1 and 4 gold cards under them, respectively. In year III, red bought the single Magellan card and placed a value 5 gold card under it. Thus, Magellan earns red in total: 8x3=24 victory points + 5x2=10 victory points. Red earns a total of 36 victory points so far.

Now red scores Pizarro. He draws gold cards from the supply: first the 5, then the 6, and then the 2 (remember, he is counting the numbers on the gold bags). If he stops drawing now, he would score 13 victory points for these cards and reach a total of 36+13=49. However, blue has 52 victory points. In order to beat blue, red must draw another gold card. So red continues and draws an 8, giving him a total gold value of 21! As this is more than 20, red gets no victory points for Pizarro and his score remains at just 36 victory points and he finishes second.

red's victory points in detail:	
Marco Polo 0	Pizarro 0
Vasco da Gama 1	gold cards 1
Magellan 34	36 victory points

the scoring
for Pizarro=
0 victory
points



Set sail!

The author and publisher thank the many playtesters for their help with this game, especially: Dieter Hornung, Nathali Klingens, André Maack, Andreas Maszuhn, Karl-Heinz Schmiel, Schorsch, Andreas Trieb, Alex Weiß, Volker Weitzel, Hannes Wildner, and the testers of Tom Lehmann in the USA.



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Magellan

Tom Lehmann



rules

PIZARRO & C O. - a thrilling & tactical auction game for 3-6 players, aged 12 and up

We find ourselves back in the time of the great explorers: Francisco Pizarro, Marco Polo, Vasco da Gama, Christopher Columbus, Ferdinand Magellan, and James Cook. These men are the most famous explorers of all time. They discovered new lands and continents, changing our view of the world forever!

The players take the roles of the kings and queens who bid to hire the services of the best and most daring explorers. They do so by offering them the gold they need to finance their explorations. When a king or queen makes the highest offer, he or she pays the money and sends the explorer on his journey. By hiring Magellan, for example, a king or queen can earn victory points and a small return on his or her investment. Marco Polo can fill his benefactor's gold vaults, while Christopher Columbus can earn his king or queen important victory points that can lead to victory in the game. As the game progresses, competition for the explorers' services increases as each explorer has fewer and fewer expeditions available for investment. In the end, only one ship for each explorer will make the final trip and give the king or queen who invests in the journey the final reward for his or her support.

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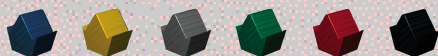
36 explorer cards, 6 of each explorer



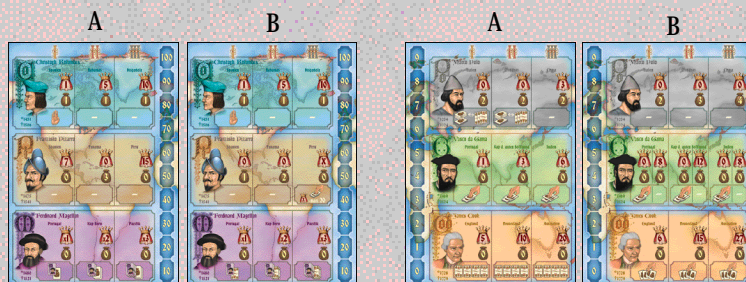
63 gold cards, 7 each with values 1 to 9



36 wooden ships, 6 each in 6 colors



2 two-sided game boards (4 possible combinations)



Marco Polo



side A (trade gold cards at the end of the year)

spaces 1 and 2: at the end of years I and II, a player with a ship on this space can, after all new gold cards are taken, trade for new cards. For each ship he has on the space, he can discard up to 3 gold cards from his hand and draw the same number of cards from the gold card supply, placing the new cards in his hand.

space 3: no abilities.

side B: no abilities.

Vasco da Gama (immediate draw of gold cards)



side A

space 1: when a player buys a da Gama card, he immediately draws 1 gold card from the supply and adds it to his hand.

spaces 2 and 3: the player immediately draws 2 or 3 (depending on the year) gold cards from the supply and adds them to his hand.

side B

spaces 1, 2, and 3: when a player buys a da Gama card, he must immediately decide whether to place his ship on the left or right side of the space. If he chooses the left side, he can immediately draw 1 (2 or 3, in later years) gold card from the supply, adding it to his hand. If he chooses the right side, he does nothing now, but may score the indicated victory points at the end of the game.



space 1: Red and blue both choose to place their ships on the left. Both immediately draw 1 gold card from the supply after winning the bid. Green chooses to place his ship on the right. He takes no gold cards, but will score 8 victory points at the end of the game, if his ship remains there.



space 2: Red and blue both choose to move their ships to the left side of space 2. Both draw 2 gold cards from the supply.



space 3: Blue buys the single da Gama card in year III. He moves his ship to the right side of space 3. He takes no gold cards from the supply.

During scoring, green and blue each score 8 victory points for their ships in da Gama. Red scores no victory points for his da Gama ship.

James Cook



side A (face-up gold cards)

spaces 1, 2, and 3: immediately after a player buys a Cook card, he must place all gold cards in his hand face-up in his court. Thus, he bids from an open hand for the rest of the year. If the player has no gold cards in his hand after he pays for Cook, he places no cards face-up. If he later buys da Gama and chooses to draw gold cards, he places these face-up as well. At the end of the year (before he draws new gold cards), he picks up his face-up gold cards from his court, returning them to his hand.

side B (lose an extra gold card from his hand)

spaces 1, 2, and 3: immediately after a player buys Cook, his left neighbor takes 1 gold card from his hand (without looking at the cards) and places it face-up in the discard stack. Thus, a player buying a Cook card pays an extra gold card for it and can only buy a Cook card, if he has at least 1 extra gold card in his hand (after paying the bid) to give for it.



The abilities

The abilities that a player may use are shown below. A player may use these abilities when he places or moves one of his ships to the space depicting the ability. Some abilities are used immediately and others may be used later. Some spaces offer no abilities. The abilities may be different on the two sides of the boards (A and B) as shown below:

Christopher Columbus



side A and B are identical

space 1 (veto): the Columbus cards for year I give their owners a veto in later auctions.

When a player buys a Columbus card at auction in year I, he places it face-up in his court. He may use its veto power anytime, in any year, when the auctioneer draws a new explorer card to auction in the following manner:

Before the first player to bid makes a bid or passes, the owner of a face-up year I Columbus card may veto the auction by saying, "Veto - this card must be auctioned later!" The auctioneer places the card face-down under the current year explorer card stack. The player turns his Columbus card face-down. He may not use it a second time! Now the auctioneer draws the next explorer card and the game continues as before. spaces 2 and 3: no abilities. The Columbus cards for years II and III give no veto.



Francisco Pizarro



side A: no abilities

side B:

spaces 2 and 3: no abilities

space 3 (extra victory points): this ability is used by the player during scoring.

First, the player scores all his other ships, then he counts the victory points on the gold cards in his hand, and finally scores his ship on Pizarro space 3. To score this ship, he shuffles the face-down gold card supply with the discards. Then, he draws cards from the new face-down supply one at a time, placing them face-up in his court. As he places them he counts the sum of the values on the gold bags - not the crowns! He can stop drawing at any time. When he stops, if the sum of values on the gold bags is 20 gold or less, he scores this sum as victory points. If the sum when he stops is greater than 20, he scores 0 victory points.



Ferdinand Magellan



side A (place gold card from his hand under the Magellan card)

space 1: when a player buys a Magellan card at auction, he places it face-up in his court. Then, he must immediately choose 1 gold card from his hand and place it face-down under the Magellan card (tip: a card with value 3 crown is best). Thus, Magellan costs 1 gold card more than the bid. If, after paying the bid, the player would have no gold cards left in his hand, he can not bid on Magellan.

spaces 2 and 3: the newly acquired Magellan card is placed face-up on previously placed Magellan cards. Then, the player must immediately choose 1 gold card from his hand and place it face-down under the set of face-up Magellan cards.

The gold cards under the Magellan cards score points during scoring equal to the sum of their crown values times the number on the crown where the player's ship is (see scoring, page 8 for more details). side B (place gold card from the bid under Magellan) spaces 1, 2, and 3: The scoring is as above. The difference from side A: the gold card placed by the player (now, face-up) comes from his bid instead of his hand. He must place one of the cards used in paying his bid face-up under the Magellan card. If he used more than 1 gold card to pay the bid, the rest go into the discard stack, as usual.



Yellow, blue, and black each placed 1 gold card under the Magellan cards they bought



Blue and black move their ships and place 1 more gold card under the 2 Magellan cards.



Black moves his ship to space 3 and places 1 more gold card under the 3 Magellan cards.

With side B, the gold cards are placed face-up!

Overview

The players take the roles of the kings and queens who use their gold to bid to hire the bravest and wisest explorers, who will sail the world under their flags. Columbus, Pizarro, and all the others sail for the king or queen that offers the most gold.

The game is played over 3 years. In year I, each explorer has 3 ships available in Europe. As sea travel and exploration into the unknown is full of danger, in year II, only 2 ships are available to each explorer. Similarly, in year III, each explorer has but 1 ship left for exploring. Each explorer has his own strengths and weaknesses, and brings his king or queen victory points, gold, and special abilities. The winner is the player who has the most victory points at the end of the game.

Preparation

The two game boards are placed next to each other. The players can use either side of both boards. For the first game, place the boards as shown on the right. In later games, the players decide before the game which sides of the boards they will use. In the following text, the two boards are referred to as "the board".

Each player takes:

6 ships in one color and 1 set of gold cards valued 1 to 9.

The players hold their gold cards secretly in their hands. Shuffle the remaining gold cards and place them face-down in a stack next to the board as the gold supply. The area in front of each player is his court.



Separate the explorer cards by the number on their backs (I, II and III), and shuffle each stack separately. Then, place the year III stack (6 cards) face-down on the table next to the board. Next, place the year II stack (12 cards) face-down on top of the year III stack as shown on the right. The players choose one player to be the auctioneer using any method they prefer. The auctioneer places the year I stack (18 cards) face-down on the table. During the game, the auctioneer auctions the cards one at a time, first from the year I stack, then, the year II stack, and, finally, the year III stack.

Playing the game

The game is played over 3 years (I, II, and III).

In each year, the following happens:

1. Draw the top-most explorer card and auction it (done by the auctioneer).
2. The winner of the auction, places 1 of his ships on the board (year I) or moves his ship on the board (years II and III) and uses the ability allowed by the space reached by the ship.
3. Repeat steps 1 and 2 as long as there are explorer cards remaining for this year in the stack by the board.
4. When the last explorer card for the year has been auctioned, the year ends and players get more gold cards from the gold supply.
5. The next year begins.

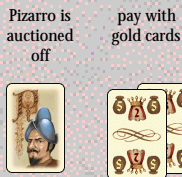
After the auction of the last explorer card in year III, the game ends and players score their victory points.

Details of the steps in playing the game:

1. Auctioning the explorer cards

The auctioneer draws the top-most explorer card from the deck and places it face-up on the table. He offers the player who bought the previous explorer card the opportunity to make the first bid (at least 1 gold) or to pass: "Anna, make your first bid for Pizarro". For the first card auctioned in year I, the auctioneer begins the bidding or passes. Bidding continues clockwise around the table with players bidding or passing in turn. Each bid must be higher than the previous. When a player passes, he may not bid again for this card. The auction continues until all but one player have passed. The auctioneer may bid just as any other player.

Players bid their gold cards. The value of a gold card is the number on the gold bag. The high bidder pays his bid with gold cards (see page 5) from his hand by placing the necessary cards face-up on the discard stack (next to the gold supply). The winning bidder places the explorer card face-down in his court (exception: see Columbus and Magellan). In this way, a player can check which cards he has bought. Then, the player places or moves one of his ships accordingly on the board to indicate the explorer he won. Important: in year I, each player can bid for each explorer card and take it with the highest bid (thus, a player could win all three cards of the same explorer). In year II, a player may bid on an explorer card only if that player has at least 1 card of this explorer from year I. In year III, a player may bid on an explorer card only if that player has at least 1 card of this explorer from year II. If no player bids on an explorer card, return it to the box (in this case, no ship is placed or moved and no ability used).



2. Placing or moving ships and using an ability

In year I, ships are placed on the board. In years II and III, only ships placed on the board in year I may be moved. After year I, ships not placed on the board are returned to the box.

When a player buys an explorer card in year I, he places one of his ships on the board in space 1 of that explorer. When a player buys an explorer card of the same explorer in year II, he moves his ship from space 1 to space 2 of that explorer. Similarly, in year III, he moves his ship from space 2 to space 3.

The explorer gives his king or queen special abilities. These abilities are shown graphically on the explorer spaces and described in "The abilities" below.

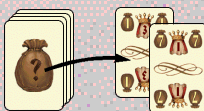


3. Repeating steps 1 and 2

Repeat steps 1 and 2 until all explorer cards for the year have been auctioned or discarded. In year I there are 18 cards, in year II, 12 cards, and in year III, 6 cards.

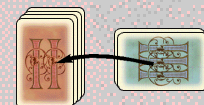
4. Getting new gold cards at the end of the year

At the end of years I and II, each player gets 2 more gold cards. First, the players shuffle the discarded gold cards together with the gold card supply to create a fresh face-down supply. From this fresh supply, each player draws two gold cards, adding them to his hand. Some players may have the ability to take additional gold cards (see pages 6 and 7).



5. Beginning the next year

The auctioneer takes the stack of explorer cards for the next year (II or III), places it next to the board, and draws the first card to auction. The game continues as described in the steps above.



Scoring at the end of the game

After auctioning the last explorer card in year III, the players tally their victory points to determine the winner (see "The scoring" below).

Below, the explorer cards, the gold cards, and the board with its gold bags, crowns, and abilities are explained in detail.

The explorer cards



Christopher Columbus



Francisco Pizarro



Ferdinand Magellan



Marco Polo



Vasco da Gama



James Cook

The card backs have the numbers I, II, and III. There are three of each explorer with I on the back, two of each with II on the back, and 1 of each with III on the back.

The gold cards



There are 63 gold cards, seven sets, each with the values 1 to 9. They are used to buy the explorer cards in the auctions. If a player has gold cards at the end of the game, they are worth victory points during scoring.

Each card shows a number from 1 to 9 on a gold bag in the four corners. Between the gold bags in the corners is a crown with a number from 1 to 3.

The number on the gold bag shows the card's value for bidding in the auctions. For example, if a player wins an auction for an explorer card with a bid of 7 gold, he can pay with 1 value 7 gold card, two gold cards valued 2 and 5, or with any other combination that adds to 7 gold. Similarly, if a player bids 13, he can pay with values 4 and 9 gold cards, or any other combination that adds to 13 gold. If a player does not have the exact value in gold cards, he can overpay, but does not get change back!

The number on the crown shows the card's value in victory points that a player can score for holding the card in his hand at the end of the game.

Note: the players get no new gold cards during the year (exception: see page 7, "Vasco da Gama"). Players get new gold cards only at the end of the year!



gold value

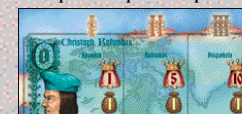


victory points

The board

Each single board shows 3 explorers and a number column for the scoring. There are 3 adjacent spaces for each explorer: the left-most for year I, the middle space for year II, and the right-most for year III. The players place and move their ships in these spaces. These spaces also display gold bags, crowns, and abilities.

year I year II year III
space 1 space 2 space 3



The gold bags

The number on the gold bag shows how many gold cards the player gets at the end of the year for each of his ships in the space. These gold cards are in addition to the 2 gold cards that all players get in years I and II. The players only take gold cards for ships on the space for the year just ended! The players do not get extra gold cards for ships on the spaces for earlier years.

The players take the cards from the gold card supply.



At the end of year II, yellow and green get 1 additional gold card each, and red gets no additional gold cards (his ship is on space 1).



At the end of year II, green gets 6 additional gold cards, and red gets no additional cards (his ship is on space 1).

The crown

The number on the crown shows the number of victory points a player gets for each ship on the space during scoring.



Red gets 1, yellow gets 5, and green gets 10 victory points during scoring.