

Oh, the mysteries of the sea! It's time for the Vikings to conquer the ocean in search for new land for their growing population! But the Atlantic is vast and uncharted, so your expedition needs brave sailors like you, to map what's coming ahead and open way for the main Drakkar.

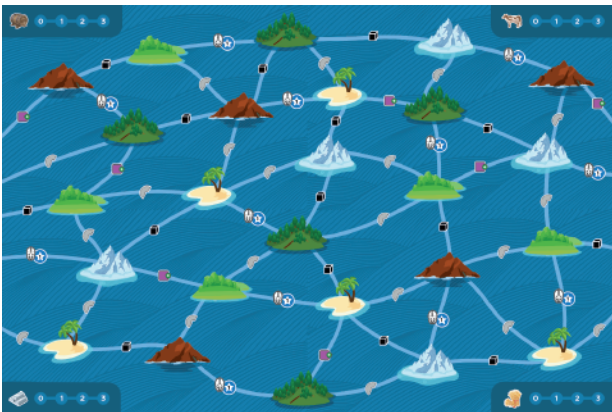
This will be a long journey. So long it can't be played in a single game! That's why SAIL is a campaign game.

On your first game, the expedition will go from Norway to the fertile plains of England. Next time, you'll depart from England and open the first envelope to reveal the new destination, and from this to the next, until you reach Canada. Each new destination brings a new rule to the game.

After you finish the campaign, you can play SAIL as much as you like, either in the basic mode (Norway to England) or by combining any origin and a destination to create the set of rules you like best.

**Components:**

1 central board



28 good tokens



4 good value markers



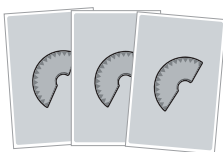
36 island cards



4 navigation cards



20 compass cards



8 wild tokens



1 helmet card



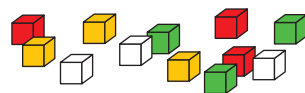
2 origin / destination tiles



1 Drakkar pawn



96 mapping cubes  
(24 per player)



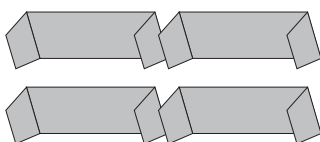
4 destination discs  
(1 per player)



24 vote cards  
(6 per player)



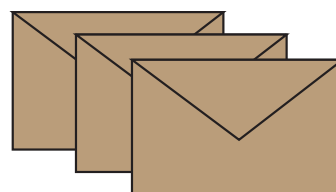
4 shields  
(1 per player)



20 victory point tokens



6 envelopes



## Setup:

**1.** Place the board in the centre of the table. Place the origin tile at the left of the board, and the destination tile at the right (in your first game, Noreg and England, respectively).

**2.** Place the 4 good value markers at the "0" spots in the 4 goods tracks at the corner of the board.

**3.** Place the Drakkar in the Origin tile.

**4.** Randomly place 1 good in each island.

**4.** Place the remaining 3 goods in the Destination tile.

**6.** Each player chooses a color and gets:

A) 1 destination disc	D) 1 island card
B) 6 vote cards	E) 2 wild tokens
C) All mapping cubes in their color	F) 1 shield

A) B) C) D) E) F)

**7.** Separate 10 island cards without seeing them-. Take the 4 navigation cards and shuffle them together with the remaining island cards. After that, take 3 of the separated island cards and place them over the deck. Take the remaining 7 island cards and place them below the deck.

} 3 island cards

} Island cards + 4 navigation cards

} 7 island cards

**8.** Place the compass cards in a deck nearby.

**9.** Place the victory point tokens nearby.

**10.** Determine the first player. Game will proceed clockwise. Give the last player the helmet card.

## Goal:

Your goal is to make the most victory points by influencing the Drakkar to travel through the routes with your mapping cubes and getting the most valuable goods in the islands you discover.

## How to play:

During the game, players will alternate mapping and navigation phases until the Drakkar reaches the Destination tile.

### Mapping phase:

During this phase players will place their mapping cubes on the board. Your turn consists of:

1. **Mapping a route**, then
2. **Getting bonuses**, then
3. **Taking a card**

#### 1. Mapping a route

Show your island card and place a mapping cube in a route (not an island) in the board following these rules:

The route must be connected either to another mapped route (by you or your opponents) or to the Drakkar.

Your card must be the same as one of the islands at the two ends of the route.

The route must be empty.

If your connecting to the Origin tile or the Destination tile (Noreg and England, on your first game), then there's only 1 possible island to connect.

Empty routes through which the Drakkar has already travelled are also valid. (see Navigation phase on p. 4)



You can also spend a wild token to ignore the card restriction. You only have 2 to spend in the whole game.

Example 1: after 2 rounds, it's yellow's turn to play. They have a "green fields" island card. The ✓ marks the routes where yellow can play: One of their ends matches the card played, and they are connected to the Drakkar or to another mapped route.

Example 2: after a couple more rounds (and the Drakkar has already moved - see Navigation phase on p. 4), red plays a "forest" island card. There are many options to play: routes adjacent either to the Drakkar, to the yellow cubes or to red's own cubes.


**Can't play?** In the rare case this happens, show your card to the other players. If there's no valid routes for you to place a cube, you may place it in any route. After that, discard the card and take another for the next round, as you normally would. Important: if you still have wild tokens, then you always have somewhere to play.

## 2. Getting bonuses

After you place a mapping cube, you will get 2 kinds of bonuses:

**A. Island bonus:** if you connect to an island with a good token, take it and place it behind your screen.


If you connect to the destination tile, you can take any of the goods still available there.



**1** If you place a cube on this route, take a cow from the mountain island.


**2** If you place a cube on this route, take a wheat from the other mountain island.

**B. Route bonus:** take the bonus shown in the route you placed the cube. There are 4 kinds of bonuses:




**Take 1 compass card.**

Use them to add to your vote when it's time to decide where the Drakkar will travel to (see Navigation phase below).




**Take the helmet card and also 1 VP token.**

Place the victory point token behind your screen. During the Navigation phase, the owner of the helmet decides where the Drakkar goes in case of a tie.



**Increase by 1 the value of a good in its track.**

Each kind of good has its own track in one corner of the board. They set how much each good scores at the end of the game.



**Add a cube to a route you have a cube on.**

With this you will eventually score more points during the Navigation phase.

You may decide not to increase the value of any goods.

There's no limit of cubes per route, but they must belong to the same player.

You don't take any bonus for placing one more cube in a route.

## 3. Taking a card

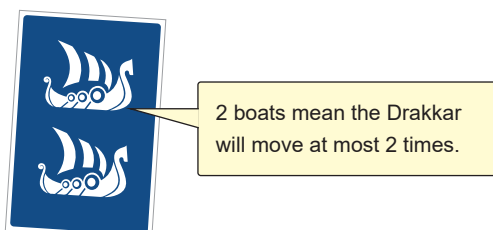
Take a card from the top of the deck. You must do this before the next player's turn.

The game continues clockwise, each player taking his turn until a navigation card is drawn. When that happens, the mapping phase ends, and a navigation phase will start.

### Navigation phase

During the navigation phase the Drakkar will travel through 1 or 2 routes mapped by the players, according to the number of boats depicted in the navigation card.

Check how many routes with mapping cubes there are around the Drakkar.



**A. No mapped routes around the Drakkar:** No navigation happens. Place the navigation card back in the deck. Insert it more or less in the middle of the deck (no need to be exact).

A new mapping phase starts. (see p. 3).



The 4 routes around the island where the Drakkar is have no cubes. In this case, the navigation doesn't happen, even though there might be other cubes nearby.

**B. Only 1 mapped route around the Drakkar:** The Drakkar travels through that route. The owner of the cubes in the route places them in the Destination tile. They will count for that player's score.



A navigation card with 2 boats was drawn. There's only 1 route the Drakkar can travel in this example. It will go to the mountain island and the yellow player will retrieve its cube.

For the second movement, there is still only 1 route available, so the ship will move to the palm tree island, and red will retrieve its cube.

If, after the first move, there's no possible second move, the ship stops and the navigation phase ends.

**C. 2 or more mapped routes around the Drakkar:** Players have to vote where the Drakkar will go.

1. Players place their destination discs in an island adjacent to the current position of the ship. There can be more than 1 player placing discs in the same island. All players must place their discs.



A navigation card with 2 boats was drawn. There are 4 out of 5 islands connected by mapped routes to the Drakkar, so they are all eligible for players to place their destination discs.

White has 2 cubes connected to the Drakkar. They choose to place their destination token in the forest island. If white wins the vote, the ship will move only once.

Yellow and Green both decide to play their destination disc on the iceberg island. If they win the vote the ship will go to the iceberg island, and then it will have only 1 option: go to the green fields island, retrieving 1 yellow and 1 green cube.

Red places his disc in the mountain island. If they win, there will be another vote when the ship reaches the mountain island, as there are 2 possible routes going out of it (mapped by a yellow cube and another red cube).

Players can place their destination tokens in any order and they may change their minds afterwards. They may also talk to each other and negotiate.

2. Players secretly choose 1 vote card and any number of compass cards they have. When all have chosen, all players reveal their votes at the same time.
3. Add up the votes to each route. Each compass card is worth 1 vote. Players who chose the same route add their votes together.
4. The route with most votes will be the one travelled by the Drakkar. In case of a tie, the player with the helmet card decides which of the tied routes will be travelled, even if they didn't participate in any of the tied routes.
5. All mapping cubes on the route travelled are taken from the board and placed in the Destination tile.
6. All vote cards are discarded face down, except the "1" vote cards. This card always return to its owner. Used compass cards go back to their own deck.
7. Players continue with the navigation phase until all movements are resolved.

All players reveal their votes:

**Yellow** plays a 4, and **Green** plays a 2. Since they chose the same route, they add their votes for a total of 6.

**Red** plays a 5 + 1 compass, for a total of 6 as well.

**White** plays only a 1.

As there was a tie, the player with the helmet card will choose which of the tied routes will be travelled. White has the helmet, and they choose the route with 2 red cubes.

The Drakkar goes to the mountain island. The 2 red cubes in the route go to the Destination tile.

Now another vote will be needed to decide between the red route and the yellow route.

**Before the vote:**

**After the vote:**

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The Drakkar can travel anywhere the mapped routes may take it. It can travel backwards, travel through routes that have been used before, and even travel back to the Origin tile.

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If the Drakkar reaches the Destination tile during the Navigation phase, the game ends immediately. See Game End and Scoring on p. 7.

**End of Navigation Phase:** After the navigation phase is completed, the player who triggered it draws a card to finish their turn.

A new mapping phase starts with next player in clockwise order.

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If another navigation card is drawn when the last player finishes his turn, a new navigation phase is triggered immediately.

### Last mapping phase

There are four navigation cards in the deck. After the fourth navigation phase is finished, the last mapping phase will start.

This phase will last until all island cards from the deck and from the players' hands have been played.


## Last Navigation phase

When the last mapping phase is completed, a special navigation phase will take place.

This time the Drakkar will go through as many routes as necessary until it arrives at the Destination tile.

As in the usual Navigation phases, everytime it reaches an island with 2 possible mapped routes going out of it, there will be a vote.

The ship can't reach a dead end though. It must go to the Destination tile. So mapped routes that do not connect to the Destination are not valid for the last navigation phase.



At the start of the last navigation phase, this is how the board looks like.

The Drakkar must go to England, but some mapping cubes lead to dead ends, so they are not valid routes.

The cubes in invalid routes at the start of the Navigation have a circle around them, and the valid routes are highlighted in green.

Notice, for example, that the red cube next to the Drakkar is a dead end, so there will be no vote before the first movement: the Drakkar must follow the route with a yellow cube.

The first vote will be only after the first 2 movements, when the green line splits.

In the rare case that the last mapping phase ends with no connection between the Drakkar and the Destination tile, shuffle all island cards again and continue playing the mapping phase. As soon as there is a connection, stop the mapping phase and start the last navigation phase.

## Game end and scoring

The game ends when the ship arrives in the Destination tile (in any of the Navigation phases). Reveal the goods tokens behind their shield and score your points:

- **Victory point tokens:** Each one collected scores 1 victory point.
- **Goods tokens:** Each good has a value between 0 and 3 victory points indicated in tracks at the corners of the board. Score all goods tokens you collected following those tracks.
- **Mapping cubes:** Each cube in the Destination tile scores 2 victory points.

Players add up their points and whoever has the most is the winner. In case of a tie, the tied player with most cubes in the Destination tile is the winner. If there is still a tie, the tied players win together.

## Campaign mode

If you're playing in the campaign mode, score your game at the back of your screen.

- If you are the sole winner, cross off 2 squares.
- If you were the 2nd place or tied up for the win, cross off 1 square.
- All players also cross off 1 square for each 10 points they scored in the game.
- Players return all resources they got during the game: compass cards, VP tokens, goods, etc.
- Used vote cards and mapping cubes can be used again in the next game.

After that, open the next envelope to reveal the new destination and the new rules that will apply.

At the end of the campaign, the player with most squares crossed is the winner. If there is a tie, the tied player with more points in the last game is the winner. If there is still a tie, both players win the campaign.

1. England	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5. Helluland	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2. Føroyar	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6. Markland	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3. Iceland	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	7. Vinland	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4. Grønland	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

If you were 2nd place with 31 points in your first game, cross off 4 squares behind your screen: 3 for each 10 points and 1 for the 2nd place.

## Regular mode

If you already played the campaign mode, you can now mix and match all Destination tiles! You might want to play an introductory game (Noreg to England, no extra rules), or use any of the other tiles to play with the combination of rules you prefer.