S·A·I·L

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2-4 | **45 min** | **10+**

1 Use cards to map routes in the board with cubes.

2 Collect a bonus from the route and the goods from the island.

NOREG

ENGLAND

3 When someone draws a navigation card, it's time for the Drakkar to sail!

4 Players vote for the routes they want the Drakkar to travel. Cubes in travelled routes are worth points.

5 Each next destination has it's own extra rule. It's 7 games until the Vikings reach Canada!

Overview:

Sail is a campaign gateway game in which players are Viking sailors on a journey to America! Each game is a step in that journey: first to England, then Iceland, Greenland and so on.

You'll discover new islands, acquire their goods, and most importantly, map routes in the ocean so that the main ship can sail safely through them. And if it uses the routes you have mapped, you'll score points!

Components:

1 main board, 56 tokens, 96 cubes (4 per player), 85 cards, 4 player shields, 1 wooden ship, 2 origin / destination tiles, 6 envelopes with extra content (including 6 other destination tiles)

Main mechanics:

Route building, voting/bidding

Video overview (5 min):

https://www.youtube.com/watch?v=fVEP_SrNztQ

Game highlights:

- **Movement phase:** when the Drakkar sails, players make secret bids to choose through which routes it will travel. This produces unexpected and highly interactive moments where all players are engaged.

- **Short simple turns, lots of rewards:** you have 1 card in your hand. Play it to place a cube in a route and get the bonuses.

- **Simple, thematic campaign:** for every game, there will be an origin and a destination tile. Each one determines the extra rules to be used in that game.

- **Replayable, modular game:** when the campaign ends, you can mix and match origins and destinations to play with a unique combination of rules.

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