



Christopher Columbus

Welcome to the swashbuckling year 1492 where adventure abounds and the whole world is set for discovery. You are about to become an explorer on both the high seas and land as you try to find new lands and civilisations.

RULES FOR PLAY

SETTING UP THE GAME

Take out the four pieces of the playing board and put them together on a flat surface.

Give to each player a clear plastic stand and a playing piece. Put the player in the stand and place at the start point of Palos.

Now shuffle the 'Mainland' set of cards and place on the appropriate square on the board. Then shuffle the 'Sea Cards' and place them on their square.

Shuffle the Discovery Cards and deal out all the cards so that everybody has the same number. If there are some left over place them on their own square on the board.

Finally, each player throws the dice and the highest goes first. Play then moves to the player on the left.

DISCOVERY CARDS

Each player looks at their Discovery Cards which give the destinations you must reach in order to win the game. There are two types of destinations – those on land and those at sea.

AIM OF THE GAME

The aim of the game is to travel across sea and land to reach all the destinations on your Discovery Cards. Once done you must then be the first player back to America.

FIRST MOVE

Decide how you are going to reach all the destinations. If you have both Sea and Land destinations, you can tackle them in whichever order you wish.

If you go to sea, you travel on the blue sea area stepping across the squares in any order you choose. You cannot move diagonally, nor can you go back on a square you travelled on, on your previous move.

Once you complete your exploring at sea, you must return to America before going on your land exploration.

When you travel on the land, place your playing piece at Palos on the Mainland starting point. Again, you can only move as per the Sea instructions. Once you complete your land exploration, return to America.

REACHING A DESTINATION

When you reach a destination you do not need the exact throw, so long as the throw is equal to or greater than the number required.

When you land at the Destination, show everybody the appropriate Discovery Card and then place on the card pile on the board.

SEA AND MAINLAND CARDS

If you land on a 'S' square at sea, or a 'M' square on land, you must pick up either the Sea card or Mainland card. These cards can bring you both good or bad fortune.

When you land on the square, pick up the top card and read the instructions out loud. Follow the instructions and then place the card at the bottom of the pile.

WINNING THE GAME

To win the game you must be the first player to reach all your destinations and arrive back at America.