COLOMBUS 1492

INTRODUCTION

Columbus 1492 is the first game on a system using the WAW engine and dedicated to exploration and colonisation in a solo mode. Other land or sea explorers will be put forward later. It allows to retrace the exceptional and tragic story of the discoverer of America, Christopher Colombus, during the course of his four voyages from Spain to America. The player must attempt to discover and colonize the islands in the seas nearing Central America, and even attempt to land on the Continent, in search for gold and glory. But the opposition will be varied, from storms to mutinies, or natives to Portuguese, not counting the multiple pitfalls and traps that the system will play against him during his quest for glory...

Difficulties are countly, should they come from weather accidents, hostile tribes, sneaky courtiers back home or the Portuguese in their competition with Spain to grab land in the new world...

Columbus starts his venture in Spain and set sail to the West with his three caravels. Politics, diplomacy, colonial conquests will be admiral Colombus worries, as to create colonies, hire conquistadors and charter new ships, gold shall be brought back to Queen Isabella... in ever increasing quantities**...**

The game event cards allow full replay ability thanks to the numerous various situations that their create on the diplomatic, military, political or economical fields.

GAME DURATION

Average Duration: 3h00
Favored Side: None
Most Difficult Side to Play: Spain

Colombus 1492 lasts 36 turns, each reprsenting 4 months between May 1492 and April 1504.

The Opposition (managed by the AI) plays first, followed by the **Spanish player**.

The Opposition (played by AI) controles the **native Caribbean and Continent (brown/tan)** units, as well as the Portuguse (green) units.

The **Spanish player** controls the **Spanish (yellow)** units.

MAPBOARD

The map represent the islands near Central America and the seas around them (Caribbean Sea) and a portion of the Continent, as well as some part of the Atlantic Ocean.

A few areas can be distinguished:
On the top part, the 4 Bahamas islands.
Below, the large island of Cuba
In the center, Hispaniola (current Haiti) and the attached island of Jamaica.
Bottom right the Carribean islands (West Indies), finally in the south, portions of the American continent.

The Atlantic Ocean is shown with a darker blue colour. Each of its regions costs 2 MP to cross. Spain is at the bottom left, with the port of Cadix where Colombus leaves from (actually Palos, but simplified here).

VICTORY

IMMEDIATE VICTORY
The **Spanish player** must accumulate as many Victory Points as he can in order to do better than the historical Christopher Colombus.

The Opposition wins if it gains 20 VP or if Columbus is killed, or if Columbus Exhaustion level reaches 0.

Player and Opposition alike win if they reach 20 VP.

END GAME VICTORY
Otherwise, the side with most victory points at the end of the scenario wins the game.
The **Spanish player** earns 1 VP at the end of the game for each region he owns in the New World.

SPECIAL RULES

ECONOMIC PHASE
There are no economic phases until Turn 4, included. Then they will occur ever even turn.

Cost of units and cards:
- Logistical unit / Infantry (except the ones below): $1
- Cavalry / Artillery / Fleet / extra card: $3
- All others: $2

COLUMBUS EXHAUSTION LEVEL
This level simulates the fatigue and health of Christopher Columbus.
It starts at 20.
It goes down due to card play of the Oopposition.
The **Spanish player** may attempt to raise it a bit through some event cards.

If it drops to 0 or less, Christopher Columbus is too exhausted to continue his explorations and the game ends.

SUPLLY SOURCES
There is no supply phase (and thus no sources) in this scenario.

GOLD
The **Spanish player** can find gold during his explorations.
In general, a Gold unit is placed at random in each of the main areas of the map (Continent, Bahamas, Hispaniola, Cuba, Caribbeans).
Some event cards may add extra Gold.

Those gold units are fragile and may disappear in shipwrecks or following native attacks.

Gold is essential to allow continued colonisation by the **Spanish player**. the very first thing to do, once the first gold is acquired, is to bring it back to Spain with Christopher Columbus. This will allow the **Spanish player** to play the «Royal Reception» card, allowing the Catholic Kings to celebrate the great discovery of Columbus.

The more Gold units pile up in Spain, the more shiphandlers, sailors and conquistadors will join the service of the Admiral of the Great Ocean (i.e. Columbus).

HOSTILE TRIBES
In the same way as Gold units, the game will distribute at random hostile tribes.
You may well land in the midst of dangerous places…