RÜDIGER DORN

GOA

Artwork: Naiade

RULEBOOK



In the early 16th century, ***Goa*** *stood at the crossroads of global trade. Situated on India's western coast, the city quickly grew into one of the most* ***important commercial hubs of the Indian Ocean world.*** *Merchants from India, Arabia, Africa, and Europe converged here to exchange spices, textiles, precious goods, and knowledge.*

Following its capture by the Portuguese in 1510, Goa became the administrative and economic heart of Portuguese India and earned the nickname ***"the Rome of the East."*** *Its wealth did not come from conquest alone, but from its role as a* ***meeting point of cultures, skills, and trade networks*** *that stretched from East Africa to Southeast Asia.*

This game presents ***Goa*** *as a vibrant center of commerce and exchange. Players step into the roles of influential trading houses, competing to expand their reach, secure valuable contracts, develop infrastructure, and profit from the flow of goods that defined the Age of Exploration. While inspired by real historical conditions, the game approaches this era in an abstract way, focusing on economic strategy rather than on specific historical events.*

Components

1 Game Board



4 Player Boards



4 Player aids



29 Market Tiles (Day)



Front *Back*

29 Market Tiles (Night)



Front *Back*

8 Bonanza Tiles



Front *Back*

18 Outposts



Front *Back*

50 Pardau Cards



20x *12x* *10x* *8x*

18 Ship Cards



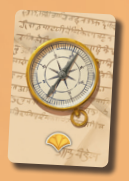
12x *6x*

18 Contract Cards



12x *6x*

10 Compass Cards



30 Exploration Cards



Front *Back*

1 Scorepad

60 Goods



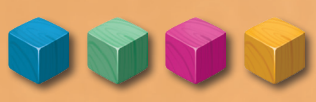
12x Coir *12x Pepper* *12x Turmeric*

12x Silk *12x Dried fish*

1 Nazar Stone



20 Progress Markers



5x *5x* *5x* *5x*

20 Auction Markers



1 Round Marker



Special Components

1 Solo Board



Front *Back*

1 Solo Campaign Board



48 Solo Auction Cards



24 x Day *24x Night*

16 Solo Action Cards



8x Day *8x Night*

3 Solo Bank Cards



Front *Back*

1 Solo Scoring Card



Front *Back*

1 Campaign Marker



8 Campaign Goals



Front *Back*

1 Solo Player Aid

4 Player Board Overlays



See Page 12

Credits

Game Design: Rüdiger Dorn
Solo game design: Pedro André Oliveira Correia
Artwork: Naïade
Art Direction and Graphic Design: Rafaël Theunis
Project Managers: Rafaël Theunis, Arno Quispel
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Game Setup



A Place the **Game Board** in the center of the table.

B When playing with the **Bonanza variant** *(see page 19)*, shuffle the Bonanza tiles and place 4 of them, face down, randomly in each of the 4 corner spaces of the *Market Grid* on the Game Board. Keep the remaining 4 Bonanza tiles next to the Game Board for later use.

C Shuffle the **Day Market Tiles**. Randomly remove 4 tiles and place the remaining 25 face up on the *Market Grid*. Reveal the removed tiles. If more than 2 are Depots, replace Depots with randomly drawn Day Market Tiles until no more than 2 Depots remain among the removed tiles.

D Shuffle the **29 Night Market Tiles** separately. Place them in a face-down deck next to the Game Board.

E Place the **Round marker** on the leftmost Sun spot of the **Round track**

F Place all the **Goods** next to the Game Board to form a supply.

G Sort the **Outposts** by type. Place them in four separate face-up stacks on their designated spaces.

H Sort the **Contract Cards** and **Ship Cards** by type. Place them in two separate face-up stacks on their designated spaces.

I Place the **Compass Cards** on their designated space.

J Sort the **Pardau Cards** by type. Place them in four separate face-up stacks on their designated spaces.

K Shuffle the **Exploration Cards** and place them as a face down draw pile on their designated space.

Player Setup



1. Each player takes a **Player Board, Auction Markers, Progress Markers,** and **Player Aid**, in a color of their choice.

2. Each player places their **Auction Markers** in the matching spaces in the top right corner of their Player Board.
   - In a 2-player game, use only the markers numbered 1–3.
   - In a 3-player game, use only the markers numbered 1–4.
   - In a 4-player game, use all Auction Markers.

3. Each player places their **Progress Markers** on the topmost space of each of their five *Action Tracks*.

4. Each Player receives **2 Contracts** and **4 Ships.**

5. The youngest player draws the top Exploration Card. The other players then do the same in clockwise order until a player reveals a card with the Elephant (🐘) symbol. That player becomes the **starting player.** They take the **Nazar Stone** and **5 Pardaos**. All other players receive 10 Pardaos each. *Note: Players should keep their Pardau Cards hidden from the other players throughout the entire game.*

6. All revealed Exploration Cards are placed face up on the discard pile.

About the Game

Goa is a strategic eurogame focused on auctions, resource management, and long-term planning.

Over the course of the game, players develop their trading operations by acquiring ships, securing merchant contracts, expanding Depots, and advancing along several progress tracks. Each round, players participate in auctions to gain access to powerful actions, forcing them to carefully balance short-term needs against long-term growth.

Success in Goa comes from timing your investments, adapting to changing market opportunities, and building an efficient economic engine. Multiple paths to victory are available, rewarding flexible strategies and thoughtful planning rather than tactical luck.

In *Goa*, your fortune depends on shrewd bidding, reading your rivals, and making the most of every opportunity that comes your way. At the end, only the most accomplished merchant will stand above the rest.

Game Overview

A game of Goa is divided into **day and night cycles**, each of which consists of **4 rounds**. **After the day cycle**, remove all tiles from the playing area and **repeat setup step C** (see page 4) using the **night tiles** (remember to remove 4 tiles, making sure no more than 2 Depots are removed this way). At the end of the night cycle, the game ends and the player with the most points is declared the winner.

Each round consists of 3 phases:

1. Place Auction Markers
2. Tile Auctions
3. Actions

1. Place Auction Markers

A round begins with the starting player placing the Nazar Stone on the Game Board, **with their "1" Auction Marker** on top of it. The Nazar Stone must be placed on **any empty space** of the Market Grid, or on an **edge of the Market Grid** that is vertically or horizontally adjacent to a tile.



The Nazar Stone can be placed in any of these indicated spaces.

Then, going in clockwise order, the next player must place their "2" marker on a **tile adjacent (= diagonally or orthogonally)** to the Nazar Stone. The next player must place their "3" on a tile adjacent to the "2," and so on, until the starting player has placed their **second** marker on the board (in a 2-player game, this will be marker "3." In 3- and 4-player games, these will be markers "4" and "5," respectively.).



Green can place their "2" Auction Marker on the indicated empty tiles.

Only **one** Auction Marker can be placed on a tile. If you cannot place an Auction Marker (typically due to a lack of open adjacent tiles), you may place your marker on **any empty Market tile.** Subsequent players **must then follow adjacency rules** according to this new placement. It is possible for multiple new placements to be required.

Example



Ravi places the Nazar Stone together with his "1" Auction Marker on the edge of the Market Grid.

Anjali then places her "2" Auction Marker on an adjacent tile.

Arjun follows by placing his "3" Auction Marker on an adjacent tile.

Priya is next, and she really doesn't have any choice left but to place it on the tile in the corner here.



Finally, Ravi places his "5" Auction Marker. Since there are no empty Market tiles adjacent to Priya's "4" marker, he may place it on any empty Market tile instead.

2. Tile Auctions

An auction begins once the starting player has placed their second Auction Marker. Players use their Pardaos to place bids.

Start by auctioning the Nazar Stone, with the starting player acting as the **auctioneer.** The player to their left must either bid **at least 1 Pardau** or **pass.** Proceed clockwise, with each player having **one** opportunity to raise the bid or pass. Bids may only be increased, never decreased. The auctioneer always has the final decision.

When bidding ends, one of the following occurs:

1. **No bids were placed** (high bid = 0): The auctioneer takes the tile for free.
2. **The auctioneer accepts the highest bid:** The highest bidder pays their bid to the auctioneer and takes the auctioned tile.
3. **The auctioneer buys the tile:** The auctioneer pays the bank an amount equal to **one less than the highest bid** and takes the tile instead (for example, if the highest bid is 5, the auctioneer pays 4 Pardaos to the bank).

In all cases, return the Auction Marker to its owner's Player Board. The player who wins the Nazar Stone **also receives a Compass Card**.

The next player clockwise becomes the auctioneer and auctions the tile under their "2" Auction Marker. Tile auctions follow the same procedure, except that winning a tile does not grant an Compass card. Continue clockwise until **all marked tiles have been auctioned.**

Here is an overview of the different types of Tiles you can obtain in the game, and what to do when you get them:



When you gain a **Depot**, place it face up in an empty upper space on your Player Board. Each Depot shows 1 to 3 fields. Immediately fill these fields with the matching Goods from the supply.

Some Depots include a wild Goods storage icon. In this case, you may freely choose which Goods to place on those fields.

If you already have four Depots on your board, you must first discard one Depot (along with any Goods on it) before placing the new one.

If the discarded Depot shows a VP symbol, keep it face down in your play area. It is worth 1 Victory Point at the end of the game.



Teal tiles grant **immediate bonuses**. Take the indicated items right away, then discard the tile to the appropriate Day or Night space on the board.



Blue tiles are placed face up in your play area. Each tile may be used **once per round** during the Action Phase. It can be used before, during, or after your action. After using a Blue tile, flip it face down for the remainder of the round. At the start of the next round, turn all Blue tiles face up again.



Yellow tiles are placed face up in your play area. Each tile may be used only **once per game.** After use, discard the tile to the appropriate Day or Night discard pile.



Purple tiles grant **Victory Points** at the end of the game. Some provide points based on specific conditions, while others simply award a fixed number of Victory Points.



Bonanza tiles function exactly like Teal tiles: they grant **immediate bonuses**, which you take right away, after which the tile is discarded from the game.

Example



Ravi auctions the Nazar Stone. Anjali really wants to have this, so she bids 6 Pardaos.

Arjun is a bit low on cash, so he decides to pass. Reluctantly.

Priya is the final one to make a bid, and she overbids by offering a whopping 8 Pardaos. Ravi accepts her offer, so Priya gets the Nazar Stone and a Compass Card, and pays 8 Pardaos to Ravi.



Anjali auctions a Depot that can hold 2 Pepper Goods.

Arjun bids 3 Pardaos.

Priya raises the bid to 5 Pardaos.

Ravi passes.

Instead of accepting the highest bid, Anjali decides to buy the tile herself. Since the highest bid is 5, she pays 4 Pardaos to the bank (one less than the highest bid) and takes the tile.



She places the Depot on her Player Board and immediately fills it with 2 Pepper Goods from the supply.



Arjun auctions a Teal tile.

Priya, Ravi and Anjali all pass.

Since no one placed a bid, Arjun takes the tile for free. He immediately gains 1 Contract, 1 Compass, and 1 Ship, as indicated on the tile.

He then discards the tile to the Day Market discard pile.

3. Actions

Each player takes three actions per round. Starting with the First Player (the player with the Nazar Stone), players take turns clockwise, one action at a time, until all players have taken **three actions.**

After all players have completed their three actions, players may (or must) play **Compass Cards**, depending on how many they hold. Starting with the First Player and proceeding clockwise, each player may either:

- Play 1 Compass Card to take an additional action, or
- Pass for the remainder of the round.

A player may have at most **1 Compass Card at the end of a round.** If you hold more than 1 Compass Card, you must play Compass Cards until only 1 or none remain. Return all played Compass Cards to the supply.

The round ends once all players have passed.

Players can choose among the following actions:

A. Progress on your Player Board

B. Build ships

C. Produce

D. Collect Taxes

E. Explore

F. Establish an Outpost

A. Progress

Progressing on your Player Board is one of the most important actions in the game, as it permanently improves your future actions.

When you take this action, move **one** of your Progress Markers down one space. However, progress comes at a cost: to move a Progress Marker, you must **pay 1 to 4 Goods**, as shown below your Progress Marker. These Goods may come from your Depots and/or Outposts (see pages 16-17). For each good paid, you must also pay **1 Ship.** Return all paid Goods and Ships to the supply.

Example



Priya wants to move her Progress Marker in the "Collect Taxes" column from row 2 to row 3. She pays the required cost shown below her Progress Marker: 1 Pepper, 1 Silk, and 2 Ships (1). She returns these Goods and Ships to the supply (2), then moves her Progress Marker down one space (3).





Progress on your Development board unlocks additional bonuses:

1. The first player to reach rows 4 and 5 in any column gains 1 Exploration Card (each bonus only once per game).
2. In addition, whenever all of your Progress Markers reach at least rows 2, 3, 4, or 5, you gain 1 Compass Card each time.

B. Build Ships

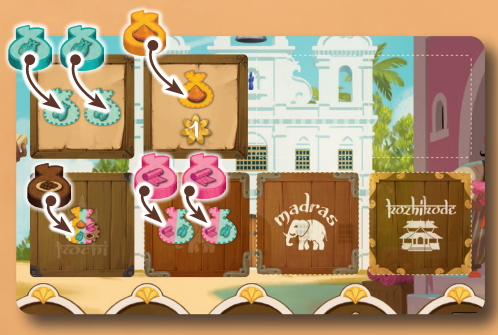
When you take the Build Ships action, take **ships** from the supply equal to the position of the "Ships" Progress Marker on your Player Board.



C. Produce

When you take the Produce action, take any combination of Goods from the supply equal to the position of your "Goods" Progress Marker. Place these Goods on empty fields in your Depots and/or Outposts. **You cannot take more Goods** than you have room for in your Depots and Outposts.





D. Collect Taxes

When you take the Collect Taxes action, take Pardaos from the supply equal to the position of your "Collect Taxes" Progress Marker.

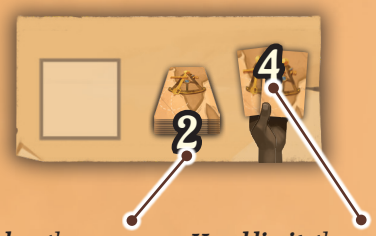


E. Explore



When you take the Exploration action, draw Exploration Cards from the supply equal to the current position of your Exploration Progress Marker.

Each Exploration space on your Player Board shows two values:



Draw value: *the number of Exploration Cards you may draw.*

Hand limit: *the maximum number of Exploration Cards you may hold in your hand while resolving this action.*

Exploration Cards may be played during the game and/or kept for end-game scoring.

Each Exploration Card has three elements:

Ability: *the card's gameplay effect.*

Contract icons: *the Contracts gained when you later establish an Outpost (see further).*



Island Symbol: *used only for final scoring if the card is kept until the end of the game (there are six different symbols).*

Playing Exploration Cards:

You may play **one** Exploration Card **per action.** This may be done before, during, or after your action (or extra action).

There are two types of Exploration Cards:

1. **Action cards** (marked with). These may only be played when performing the **matching action.**
2. **Instant cards.** These may be played at **any time** on your turn.

After resolving a card, discard it to the Exploration discard pile on the Game Board.

You may discard any number of Exploration Cards from your hand at any time.

> ***Important: Playing an Exploration Card does not count as taking an action.***
>
> ***Important: The hand limit applies only when resolving the Exploration action. If you gain Exploration Cards through other effects, you may temporarily exceed your hand limit.***

All Exploration Cards are explained on page 16.

Example



Ravi has 2 Exploration Cards in his hand. He takes the Exploration action, and his Progress Marker allows him to draw 2 cards (1), which would bring him to 4 cards, exceeding his hand limit (2).

Ravi therefore immediately plays one Exploration Card to stay within the limit. (3). He could have discarded a card instead, but playing it is usually the better option. Alternatively, he could have chosen to draw only 1 card in the first place.



F. Establish an Outpost



When you take the Establish an Outpost action, you attempt to Establish one Outpost. Your success is not guaranteed. To do so, you must recruit a minimum number of Contracts.



Outpost	Contracts Required
Kollam	6
Kochi	8
Madras	10
Kozhikode	12

This is also indicated on the Game Board:



To Establish an Outpost:

1. First, choose one of the four Outposts. You may not choose an Outpost you have already Established. For example, if you have already Established Madras, you cannot choose it again.
2. Gather the required Contracts. Contracts may come from:
   - Contracts gained from Exploration: draw 2 Exploration Cards and add together the Contracts shown in the bottom-left corner of those cards.



   - The number of Contracts shown in the corresponding row of your Player Board.



3. If you still do not have enough Contracts, you may play additional Contract Cards from your hand to make up the difference.
   - If you reach the required number of Contracts, you **successfully Establish** the Outpost.
   - If you cannot (or choose not to) provide enough Contracts, **the attempt fails. Take 1 Contract Card** from the supply instead.

In both cases, discard the Exploration Cards drawn during this attempt.

Placing the Outpost:

When you successfully Establish an Outpost, place the corresponding Outpost on the matching space of your personal board.



There are five different tiles for both Kollam and Madras, each showing a **different combination of Goods.** When Establishing Kollam or Madras, **choose** any available tile of that type. The tiles for Kochi and Kozhikode are identical.

After placing the tile, **immediately fill it with the indicated Goods from the supply.** Kollam or Madras each allow you to choose between two Goods, while Kochi and Kozhikode allow you to choose from any of the five Goods.



Example



Anjali attempts to Establish an Outpost in Madras, which requires 10 Contracts (1). She first draws 2 Exploration Cards, gaining 3 Contracts (2). She then adds the 5 Contracts shown in the row of her Player Board where her Progress Marker is located, for a total of 8.



Since she is still 2 Contracts short, Anjali plays 2 Contract Cards from her hand (3), bringing her total to 10 and successfully establishing the Outpost.

She chooses one Madras Tile from those remaining on the board (4) and places it on the designated space of her Player Board. She then decides to place 1 Coir and 1 Dried Fish Goods on that Outpost (5).







If you prefer a version with less randomness than the base game, see page 12 for the Planned Expansion Variant.

You may notice that there is no action that directly grants Contracts. Contracts can only be gained by purchasing certain tiles during auctions or through specific Exploration Cards.

End of the Round

At the end of each round, advance the **Round Marker** one space on the Round Track.

After Round 4, the Day Cycle ends. Remove all tiles from the Market Grid, then repeat Setup Step C (see page 4) using the **Night tiles** (remember to remove 4 tiles, ensuring that no more than 2 Depots are removed). If you are playing with the **Bonanza variant**, place 1 Bonanza tile face down beneath each of the four corner tiles of the Market Grid.

After the Night Cycle ends, the game concludes. Proceed to **Final Scoring** to determine the winner.

Final Scoring

Each player now keeps track of their score. Please use the scorepad to keep track of everyone's score:

1. Progress Markers

Each of your Progress Markers now scores between 0 and 10 VP as indicated on the left of your Player Board:



2. Outposts

You score between 1 and 10 VP for your established Outposts:

# of Established Outposts	VP
1	1
2	3
3	6
4	10

3. Island Symbols

Score Victory Points for each set of identical Island symbols shown on the Exploration Cards still in your hand (/ / / / /): Each symbol type scores between 1 and 15 VP, depending on how many matching symbols you collected.

# of identical Island Symbols	VP
1	1
2	3
3	6
4	10
5	15

4. Richest player



The player with the most Pardaos scores 3 VP. In case of a tie for the most Pardaos, all tied players score 3 VP each.

5. Single Depots





Each single-slot Depot scores **1 VP (or 3 VP** If you have the **Foreman** tile, see page 18). Score only the tiles that hold exactly 1 good type (for example, a 1-slot Pepper tile). This also includes any single-slot Depots of that type that you discarded earlier in the game to make room for new Depots.

6. End Game Tiles





Each End Game tile now awards Victory Points to its owner, as indicated on the tile.

Be careful with the **Duty** tile (see page 18): it only grants its listed 5 VP if you successfully fulfilled its requirement during the game. To do so, you must have sacrificed a total of 6 Goods over the course of the game. If this condition was not met, the Duty tile scores 0 VP.

Example

- *Arjun scores 6 + 10 + 3 + 3 + 10 = 32 VP from his Progress Markers.*
- *He Established 3 Outposts, earning 6 VP.*
- *He has 3 Exploration Cards remaining: 3 with a symbol and 1 with a symbol, scoring 6 + 1 = 7 VP.*
- *He ends the game with fewer Pardaos than Ravi, so he scores 0 VP for Pardau.*
- *He has 1 single-slot Depot, earning 1 VP.*
- *Finally, he completed a Duty tile, gaining 5 VP.*

This gives Arjun a grand total of 51 Victory Points!

Planned Expansion Variant

This variant reduces the luck factor when Establishing Outposts by replacing Exploration Card draws with fixed Contract values based on your Progress Marker. This makes Outpost access more predictable while still allowing players to push ahead earlier by investing additional Contracts.

Setup

Before the game begins, make the following adjustments:

- Remove all **"d"** Exploration Cards from the game, as they are no longer used with this variant.
- Each player places the **special Outpost Variant overlay** on their Player Board. This overlay shows the new Contract values and serves as a reminder of how this variant works.

Gameplay

When using this variant, players **no longer draw Exploration Cards** when attempting to Establish an Outpost.

Instead, you Automatically receive a fixed number of Contracts based on the row of your Progress Marker:

- Row 1: 4 Contracts
- Row 2: 6 Contracts
- Row 3: 8 Contracts
- Row 4: 10 Contracts
- Final Row: 12 Contracts



You may still **add extra Contracts** by playing Exploration Cards from your hand, exactly as in the base game.

Because these Contract values are fixed, reaching certain Progress rows effectively **guarantees access** to specific Outposts:

- At Row 2, you are guaranteed access to Kollam.
- At Row 3, you are guaranteed access to Kochi.
- At Row 4, you are guaranteed access to Madras.
- At the Final Row, you are guaranteed access to Kozhikode.

You may, of course, Establish an Outpost earlier than these thresholds, as long as you provide enough additional Contracts to meet the required amount.

This variant removes the randomness of drawing Contracts while preserving meaningful player choice and timing decisions.

Solo Mode

In Solo Mode, you face a virtual opponent: **Lakshmi**, a clever merchant competing with you for dominance in the spice trade. Expand Depots, establish Outposts, and build your fortune while adapting to her relentless pressure.

Play standalone sessions or embark on a campaign. With Lakshmi challenging every auction, success depends on careful planning and sharp timing.



Solo Setup

A Remove the *Espionage* Tile from the B Tiles.

B Place the Solo Board next to your Player Board, with the Day Phase side face up.

C Choose the difficulty level for Lakshmi (I, II, or III). Based on your choice, take the indicated number of Pardau Cards, shuffle them, and place them face down as Lakshmi's Pardau Deck in the designated space on the Solo Board.

D Place the 1, 2, and 3 Auction Tokens (all in a color not used by the player) above the corresponding columns of the Solo Board.

E Shuffle each of the three Solo Auction Card (Day) decks separately, as well as the Solo Action Card (Day) deck. Place all four decks face down on the Solo Board.

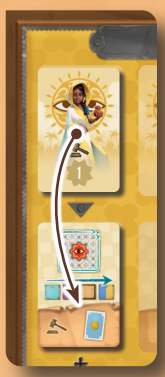
Solo Gameplay

- You always place the Nazar Stone first in Round 1.
- Play proceeds as in the multiplayer game, except whenever it is Lakshmi's turn, follow the rules below.

1. Place Auction Markers

When it is Lakshmi's turn to place an Auction Token (1, 2, or 3):

- Draw the matching Solo Auction Card and place it on the Solo Board.
- Then place the corresponding Auction Token on the Market Grid following the instructions on the card:



  - » The **Tile Priority** determines which type of tile Lakshmi attempts to target first.



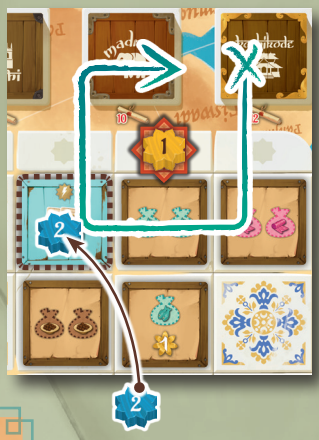
  - » From the indicated starting location, follow the specified direction (clockwise or counterclockwise) along the edge of the grid until you reach a tile of the required type. Ignore gaps and continue until a valid tile is found.
  - » **Level 1:** Lakshmi starts from the location indicated on the card. She places the Nazar Stone, then a Level 1 auction Token on the same space.



  - » **Further Levels:** For further levels (Level 2+), start from the previous auction marker. If a valid tile is found in any adjacent space (8 surrounding squares), apply the direction rules from there. If not, continue the search in the indicated direction along an expanding path around the marker until a valid tile is found.



Example





It's Lakshmi's turn to place her "2" Auction Marker. You draw the following card (1). As indicated by the card, you start in the top right corner of where the Nazar Stone is located, and proceed clockwise (2) until you encounter a Teal tile (3). You place Lakshmi's "2" Auction Marker on this tile (4).

2. Tile Auctions

A. Player is the Auctioneer

Lakshmi draws:

- 1 matching Solo Auction Card
- 1 Pardau Card

The combined value is Lakshmi's bid.

If you pay **that value minus 1**, you win the auction. Discard Lakshmi's Pardau Card.

Otherwise, Lakshmi wins the auction and gives you her Pardau Card.

If the Nazar Stone was auctioned, place it in its indicated space on the Solo Board. If a Tile was auctioned, return that Tile to the box.

Example



It is your turn to auction a tile (1). Draw the corresponding Solo Auction Card (2) and place it face up in its indicated space (2).

Then draw the top Pardau Card from the draw pile and place it beneath the Solo Auction Card (3).



Lakshmi's total bid is now 7 Pardaos (2 from the Auction Card and 5 from the Pardau Card) (3).

That is a strong offer, so you accept it. You take the 5 Pardaos Pardau Card (5) and add it to your hand. The auctioned tile is then removed from the game.

B. Lakshmi is the Auctioneer

You make your bid as normal.

Lakshmi uses:

- The **Pardau value** shown on her Auction Card
- plus **1 Pardau Card**

If this total equals or exceeds your bid (minus 1), Lakshmi wins the auction and pays the Pardau Card to the bank.

If Lakshmi wins and the Nazar Stone was auctioned, place it in its indicated space on the Solo Board. If a Tile was auctioned, return that Tile to the box.

If Lakshmi's total is insufficient, she discards her Pardau Card to her Discard Pile. You win the auction and pay your bid to **Lakshmi's Discard Pile.**

> ***Important: Always give Lakshmi the smallest number of Pardau Cards possible. If necessary, exchange with the bank. For example, if you need to pay her 6 Pardaos, give her a 5-Pardaos card and a 1-Pardau card.***

3. Actions

When it is time for Lakshmi to perform an action, draw the top Solo Action Card and resolve the following effects:

	If Lakshmi currently holds the Nazar Stone, place the indicated Pardau Card on Lakshmi's Pardau Discard Pile
	If Lakshmi currently doesn't hold the Nazar Stone, place the indicated Pardau Card on Lakshmi's Pardau Discard Pile
	If Lakshmi currently doesn't hold the Nazar Stone, she doesn't get the Pardau Card
	If Lakshmi currently holds the Nazar Stone, discard 2 random Kollam Outposts.
	If Lakshmi currently holds the Nazar Stone, discard 2 random Madras Outposts.

Example



It's Lakshmi's turn to perform an Action. You reveal the topmost Solo Action Card (1). She holds the Nazar Stone (2), so she receives a 5 Pardaos card, and adds it to her Discard pile (3).

End of Day Phase

- Prepare the Night Market Tiles as usual.
- Flip the Solo Board to its Night phase side
- Remove all the Day Auction and Action cards, and replace them by the Night Auction and Action Cards.
- Take all of Lakshmi's Pardau Cards, Shuffle the Pardau Deck and form a new draw pile. If it ever runs out during play, immediately reshuffle the discard pile to form a new deck.



Final Scoring

Score the game as normal.

Compare your Pardau with Lakshmi's to determine the 3 Victory Points.

Then compare your final score to the table below:

Score	Merchant Rank
> 55 VP	Rich
46-55 VP	Savvy
36-45 VP	Average
25-35 VP	Struggling
< 25 VP	Poor



Solo Campaign Mode

Campaign Mode challenges you to complete three consecutive Solo sessions, tracking your progress across games as you strive to carry your Goods from Goa to Lisbon.

Your overall success is measured by how much Cargo you accumulate and how many Campaign Goals you achieve.

Campaign Setup

Set up a Solo game as normal. Then:

A Place the Campaign Board next to your play area and put the Campaign Marker on space 1.

B Shuffle all 9 Campaign Goals and randomly place 6 of them face up on the Campaign Board. These Goals remain available for the entire campaign.



Campaign Gameplay

Each Solo session is played normally, with two additional objectives:

- Score as many Victory Points as possible.
- Fulfil at least one Campaign Goal.

At the end of each session:

1. Convert your Victory Points into Cargo by dividing your final score by 10 (round up).
2. Place that many Goods onto your Cargo Hold, stacking them from bottom to top (the type is irrelevant).

Example: 33 VP becomes 4 Goods.



Campaign Progress

After each session, check how many Campaign Goals you have fulfilled:

- **0 Goals fulfilled:** Campaign lost.
- **1 Goal fulfilled:** Advance to the next session.
- **2 Goals fulfilled:** Advance and gain 1 additional Good in your Cargo Hold.



After Sessions 1 and 2, you also receive setup bonuses based on how many different Goals you have completed so far:

Choose one of the following per Goal achieved (each bonus may only be chosen once):

- +2 Contracts
- +2 Ships
- +5 Pardaots



Apply these bonuses during setup of the next session.

Campaign Goals

You may fulfill multiple Goals during a single session.

Progress-track Goals may share the same secondary track (for example, *Collect Taxes* and *Explore* may both use the same third completed track).

Available Goals include:

A. Reach 10 VP on the *Collect Taxes* track and any other Progress Track.

B. Reach 10 VP on the *Build Ships* track and any other Progress Track.

C. Reach 10 VP on the *Explore* track and any other Progress track.

D. Reach 10 VP on the *Produce* track and any other Progress Track.

E. Reach 10 VP on the *Establish an Outpost* track and any other Progress Track.

F. Finish the game with all 4 Outposts.

G. Finish the game with at least 10 VP from Exploration Cards.

H. Finish the game with 4 Depots totaling at least 9 Goods spaces.

I. Finish the game with at least 30 unspent Pardaos.

Final Ranking

After completing all three sessions, check your total Cargo.

Try to achieve Level 5!

Cargo Row filled	Campaign Rank
5	Fleetmaster
4	Seasoned Trader
3	Wayfarer
2	Drifter
1	Castaway



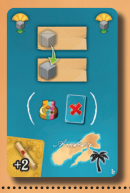
Appendix

The following pages explain all the Cards and Tile effects in more detail.

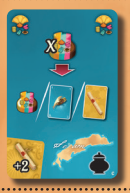
Exploration Cards



a. When performing the **Progress action**, you only need to pay the Ships, you can ignore the Goods costs.



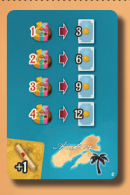
b. When performing the **Progress action**, you only need to pay the Goods, you can ignore the Ship costs.



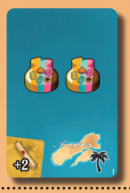
c. When performing the **Produce action**, you may take any combination of Goods, Ships, and/or Contracts instead of only Goods.



d. When performing the **Establish an Outpost action**, you may draw one extra Exploration Card and add its Contracts to your total. You may play this card after revealing the first 2 cards.



e. You may spend 1/2/3/4 Goods to gain 3/6/9/12 Pardaos.



f. Gain 2 Goods.



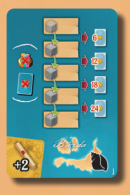
g. Gain 2 Contracts



h. Gain 2 Ships



i. Gain 5 Pardaos.



j. Spend 6/12/18/24 Pardaos to advance a Progress Marker of your choice to the 2nd/3rd/4th/5th row.

Depots

When you gain a **Depot**, place it face up in an empty upper space on your Player Board. Immediately fill these fields with the matching Goods from the supply.

If you already have four Depots on your board, you must first discard one Depot (along with any Goods on it) before placing the new one. If the discarded Depot shows a VP symbol, keep it face down in your play area. It is worth 1 Victory Point at the end of the game.



This tile allows you to store 1 Good of any type.



This tile allows you to store 1 Good of the indicated type and is worth 1 VP at the end of the game.



This tile allows you to store 2 Goods of the indicated type.



This tile allows you to store 3 Goods of the indicated type.