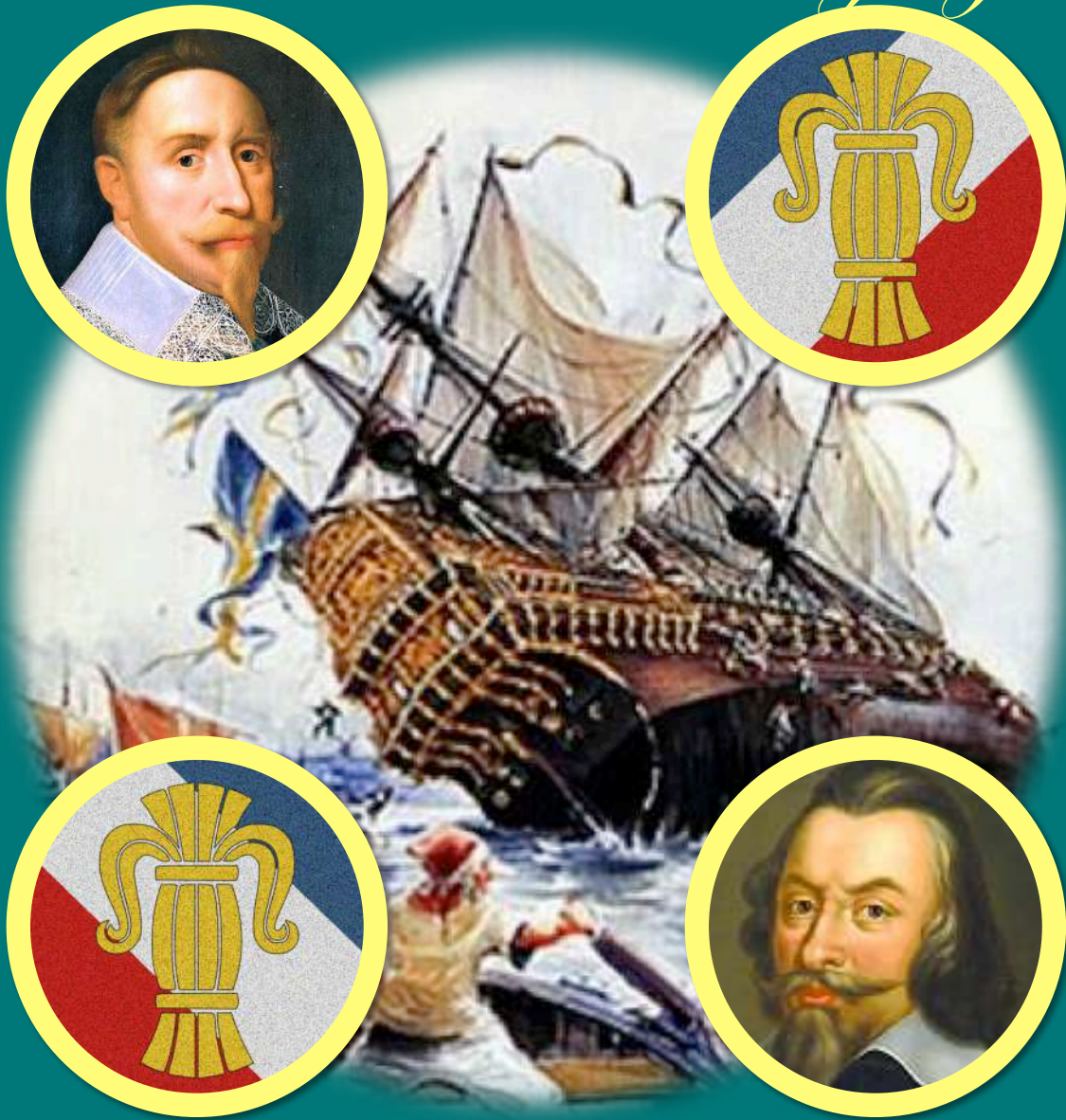


Vasa Regalis *The Maiden Voyage*®



A game of the building and launching
of the Vasa ship 1625-1629

for 3-5 players (playing time 30 minutes)

by Nicholas Hjelmberg
Nova Suecia Games
<http://www.novasuecia.se>
Version 1.1

1. Introduction

Sweden has risen to the most dominant power around the Baltic Sea but is clear that the light single-decker ships of the Swedish navy cannot give Sweden the necessary control. King Gustavus II Adolphus has turned to you and ordered the building of the heaviest and most splendid ship of the time - Vasa Regalis. The King trusts your shipyard to do a good job and will reward you accordingly. However, if the ship founders, you will go the same way.

2. Game Components

The game consists of the following components:

- 4 rule cards
- 5 ship cards; 1 per player
- 1 shipyard leader card
- 8 role cards; wood procurer, sculpture procurer, cloth procurer, iron procurer, craftsman, tailor/blacksmith, admiral and king
- 20 wood markers; 10 of value 1, 5 of value 2 and 5 of value 3
- 20 cloth markers; 10 of value 1, 5 of value 2 and 5 of value 3
- 20 iron markers; 10 of value 1, 5 of value 2 and 5 of value 3
- 20 sculpture markers; 10 of value 1, 5 of value 2 and 5 of value 3

3. Game Preparation

When Vasa was ordered 1625, the shipyard was led by Henrik Hybertson and his brother Arendt Hybertson. After Henrik's death 1627, the supervision was given to his assistant Henrik Jacobsson.

Each player takes 1 ship card, 1 wood value 1, 1 cloth value 1, 1 sculpture value 1 and 1 iron value 1. Place the role cards face up. Goods are limited so for 3 and 4 players, remove the following:

- **3 players:** Remove 4 of each good of value 1, 2 of each good of value 2 and 2 of each good of value 3 (thus keeping 6 of each good of value 1, 3 of each good of value 2 and 3 of each good of value 3)
- **4 players:** Remove 2 of each good of value 1, 1 of each good of value 2 and 1 of each good of value 3 (thus keeping 8 of each good of value 1, 4 of each good of value 2 and 4 of each good of value 3)

4. Object of the Game



The object of the game is to procure and prepare ship materials for the building of Vasa Regalis. The ship needs **wood** for the boards to manage the sea, **cloth** for the sails to manage the storms, **iron** for the cannons to manage the enemy and **sculptures** to impress on friends. At the same time, the players want to put away as much as possible in their pockets. If the ships sails, the player with the **most valuable goods saved** is the winner, but if the ship fails, the player with the **most valuable goods**

spent is the winner (or, rather, will be spared the King's wrath).

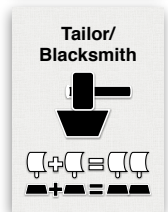
Ship



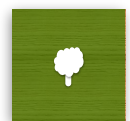
Leader



Roles



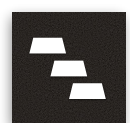
Wood



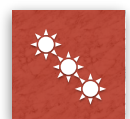
Cloth



Iron



Sculpture



5. Course of the Game

The players represent shipyard leaders, responsible for the building of the Vasa ship.

The player who last built something takes the **shipyard leader card** and starts the first round. A round consists of the following steps:



1. Choose a role card and take the actions of that role. Some roles let other players take actions as well.
 - a) **Procurer:** Procure 2 goods. (Each other player except the last in turn procures 1 good).
 - b) **Craftsman/Tailor/Blacksmith:** Exchange 2 pairs of goods for a higher value. (Each other player except the last in turn exchanges 1 pair of goods.)
 - c) **Admiral:** Procure 1 good and replace 1 good on your ship.
 - d) **King:** Procure 1 good and order the replacement of 1 good on another ship.
2. **Inventory (advanced rules):** Exchange goods with each other.
3. **Building:** Choose to place 1 good on your ship.
4. **Inspection:** Look at 1 good on another ship.



A player may not pass. After the round, the roles cards are returned and the player to the left of the shipyard leader takes the shipyard leader card and starts the next game round. The game ends immediately when all goods have been placed on all parts of the ships.

At all times, a players' goods are kept face down and may only be viewed by that player. They are only shown to the other players when exchanged for higher values or in the actions Inventory and Inspection.



5.1 Wood Procurer

Take turns to procure 1 **wood** of value 1. The player choosing the role may procure 2 wood of value 1 in his or her turn and the last player in turn none. This reflects suppliers selling wood to the boards.

Oak was used for shipbuilding and all oak trees in Sweden were royal property. The punishment for logging was a fine at the two first offenses and death at the third. A ship required 2 000 oak trees.



5.2 Cloth Procurer

Take turns to procure 1 **cloth** of value 1. The player choosing the role may procure 2 cloth of value 1 in his or her turn and the last player in turn none. This reflects suppliers selling cloth to the sails.

The Vasa ship was richly decorated to glorify the King and mock the enemy. Influenced by the Renaissance, Mediterranean mythology dominated the motives.



5.3 Iron Procurer

Take turns to procure 1 **iron** of value 1. The player choosing the role may procure 2 iron of value 1 in his or her turn and the last player in turn none. This reflects suppliers selling iron to the cannons.



5.4 Sculpture Procurer

Take turns to procure 1 **sculpture** of value 1. The player choosing the role may procure 2 sculpture of value 1 in his or her turn and the last player in turn none. This reflects suppliers selling material to the sculptures.

Sweden did not have a large cloth industry so material was ordered from France, Germany and the Low Countries.

5.5 Craftsman



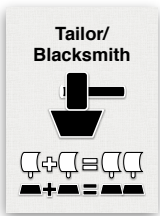
Take turns to exchange 1 pair of **wood** or 1 pair of **sculpture** for 1 equivalent good of higher value:

- 1 good of value 1 + 1 good of value 1 = 1 good of value 2
- 1 good of value 1 + 1 good of value 2 = 1 good of value 3

The player choosing the role may exchange 2 pairs of wood and/or sculpture and the last player none. This reflects workers using the raw material to produce boards and sculptures.

5.6 Tailor/Blacksmith

Take turns to exchange 1 pair of **cloth** or 1 pair of **iron** for 1 equivalent good of higher value:



- 1 good of value 1 + 1 good of value 1 = 1 good of value 2
- 1 good of value 1 + 1 good of value 2 = 1 good of value 3

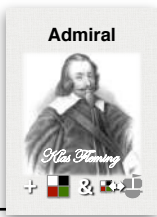
The player choosing the role may exchange 2 pairs of cloth and/or iron and the last player none. This reflects workers using the raw material to produce sails and cannons.

What made the Vasa ship the most powerful of the time was the combined weight of shot that could be fired from one side: 267 kg.

Example: In a 4 player game, player 1 starts and selects wood procurer, player 2 selects cloth procurer, player 3 selects iron procurer and player 4 selects tailor/ blacksmith. Adding 1 good of each type they received at start, their actions have the following results:

	Start	Player 1 Wood procurer	Player 2 Cloth procurer	Player 3 Iron procurer	Player 4 Tailor/Blacksmith
Player 1	1 wood of value 1 1 cloth of value 1 1 iron of value 1 1 sculpture of value 1	Procure 2 wood of value 1	<i>May not procure</i>	Procure 1 iron of value 1	Use 2 cloth of value 1 to craft 1 cloth of value 2
Player 2	1 wood of value 1 1 cloth of value 1 1 iron of value 1 1 sculpture of value 1	Procure 1 wood of value 1	Procure 2 cloth of value 1	<i>May not procure</i>	Use 2 cloth of value 1 to craft 1 cloth of value 2
Player 3	1 wood of value 1 1 cloth of value 1 1 iron of value 1 1 sculpture of value 1	Procure 1 wood of value 1	Procure 1 cloth of value 1	Procure 2 iron of value 1	<i>May not craft</i>
Player 4	1 wood of value 1 1 cloth of value 1 1 iron of value 1 1 sculpture of value 1	<i>May not procure</i>	Procure 1 cloth of value 1	Procure 1 iron of value 1	Use 2 cloth and 2 iron of value 1 to craft 1 cloth and 1 iron of value 2

5.7 Admiral



When the **admiral** role is selected, the player selecting it **only** may procure 1 good of any type **and** replace 1 good that he or she previously placed on the ship. The player may fake a replacement and return the same good to the ship. This reflects the admiral proposing changes to the ship.

Example: Player 1 has in the previous game turn placed a wood of value 1 on the ship. In the current game turn, she chooses the admiral role. She replaces the wood of value 1 with a wood of value 2. In addition, she procures 1 wood of value 1. The other players have no actions during her role.

Gustavus II Adolphus visited the shipyard in 1628. Later that year, Vice Admiral Klas Fleming stopped a test fearing that the ship would capsize. However, the King, at that time in Germany, insisted that the ship was put to sea as soon as possible.

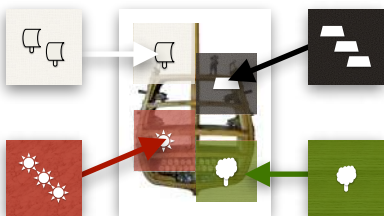
5.8 King



When the **king** role is selected, the player selecting it **only** may procure 1 good of any type **and** order another player to replace 1 good that he or she previously placed on the ship (if possible). The player may not return the same good to the ship. This reflects the king ordering changes to the ship.

Example: Continuing the admiral example, player 2 remembers that player 1 has only wood of value 2. She chooses the king role and forces player 1 to remove her wood of value 2 from the ship and replace it with a wood of value 1. In addition, she procures 1 sculpture of value 1.

5.9 Building



On each player's ship card, there are four good squares, one of each good type. Each player may only place good on his or her own ship and only 1 good in each good square. The good must be placed face down without being disclosed to the other players. This reflects the ship parts being assembled.

When the building action is played, the shipyard leader **may** choose to place 1 good of any type on her ship. If the shipyard leader passes, the next player in clockwise order is given the choice. If a player chooses to place a good, all players **must** place a good of the same type on their ships.

Only a good type where **at least** 1 good of value 3 is in play may be chosen in the building action. If there is no such good type, the building action **may not** take place. If **all** goods of value 3 are in play, the building action **must** take place for that good type. Each good type may only be built once.

Example: In a 4 player game, there is no wood of value 3 left. In the building action, the players **must** place wood on the ship. Next game turn, there is only 3 cloth left (out of the original 4). In the building action, a player **may** choose to place cloth on the ship.

5.10 Inspection

If, and only if, the building action is played, each player may look at 1, and only 1, placed good on another player's ship, starting with the last player to build and continuing in counter-clockwise order. This reflects the ship being inspected.

6. End of Game

The game ends when each of the four parts of the ship is completed, that is when all the players' ship cards are completed with wood, cloth, iron and sculptures. All players turn their goods face up. This reflects the Vasa Regalis being launched!

For each part of the ship, count the total value of goods placed by all players. To be operational, each part needs goods of the following total value:

- 3 players: Goods of total value 7 or more.
- 4 players: Goods of total value 9 or more.
- 5 players: Goods of total value 11 or more.

Missing wood causes the ship to sink, missing cloth to be lost at sea, missing iron to be lost in battle and missing sculptures to be disgraced. Determine the winner as follows:

- If **no part is operational**, no shipyard leader escapes the King's wrath and all players **lose**.
- If **all parts are operational**, the player having the most goods of value 3 **on hand** wins. This reflects the shipyard leader having successfully kept material for himself or herself.
- If **1-3 parts are not operational**, the player having the most goods of value 3 **on those parts** wins. In the event of a tie, the player having the most goods of value 3 **on all parts of the ship** wins. This reflects the shipyard leader being freed at court.

If a tie remains, count first goods of value 2 on hand (if the ship was operational) or on the ship (if the ship was not operational) and then goods of value 1. If a tie still remains, the shipyard leader wins.

The Vasa ship sank on its maiden voyage 1628 after only 1300 meters. The failure was followed by an inquiry, which pointed out the lack of stability as the cause. However, no individual was held responsible. After all, the King himself had approved the construction.

	Wood	Cloth	Iron	Sculp.	Hand (3/2/1)
Player 1	3	2	3	2	1/0/2
Player 2	2	3	2	2	1/1/2
Player 3	2	1	2	2	1/2/1
Player 4	2	3	2	3	1/0/2
	9	9	9	9	

Example: A 4 player game ends with the builds to the left.

Each part needs a total value of 9 so the game ends with the Vasa Regalis sailing.

Player 1 has built the most overall but the winner is player 3, who has managed to keep most for herself (as many goods of value 3 as the other players but more goods of value 2).

	Wood	Cloth	Iron	Sculp.	Hand (3/2/1)
Player 1	3	2	3	2	1/0/2
Player 2	2	2	2	2	1/1/2
Player 3	2	1	2	2	1/2/1
Player 4	2	3	2	3	1/0/2
	9	8	9	9	

Example: Modifying the previous 4 player game example, player 2 has now only built 2 cloth.

The game ends with the Vasa Regalis failing due to too low cloth value.

This time, player 4 is the winner, since she has built the most cloth of value 3.

	Wood	Cloth	Iron	Sculp.	Hand (3/2/1)
Player 1	3	2	3	2	1/0/2
Player 2	1	3	1	2	1/1/2
Player 3	2	1	2	2	1/2/1
Player 4	2	3	2	3	1/0/2
	8	9	8	9	

Example: Modifying the first 4 player game differently, player 2 has only built 1 wood and 1 iron.

The game ends with the Vasa Regalis failing due to too low wood value **and** too low iron value.

This time, player 1 is the winner, since she has built the most wood and iron of value 3.

7. Advanced Rules

7.1 Inventory

Before the building action, there is an inventory action. When the inventory action is played, all players **may** simultaneously exchange goods with each other. The players are free to agree on exchange conditions and may not hand over other goods than agreed. A player must always keep enough goods to be able to take the Building action, e.g. she cannot exchange her last wood if she has not placed wood on her ship yet. This reflects reallocation of material on the shipyard.

Example: Player 1 has 2 wood of value 3 but still only sculpture of value 1. She agrees to give player 2 1 wood of value 3 in exchange for 2 sculpture of value 2.

Credits

Game design: Nicholas Hjelmberg
Artwork: Nicholas Hjelmberg
Production: The Game Crafter
Game testers: Magnus Anderlund, Samuel Hägg, Kristoffer Johansson, Stefan Malmquist, Henrik Strinning
Special thanks: My wife Su-San Oh for having to listen to my endless historical and game-technical considerations
