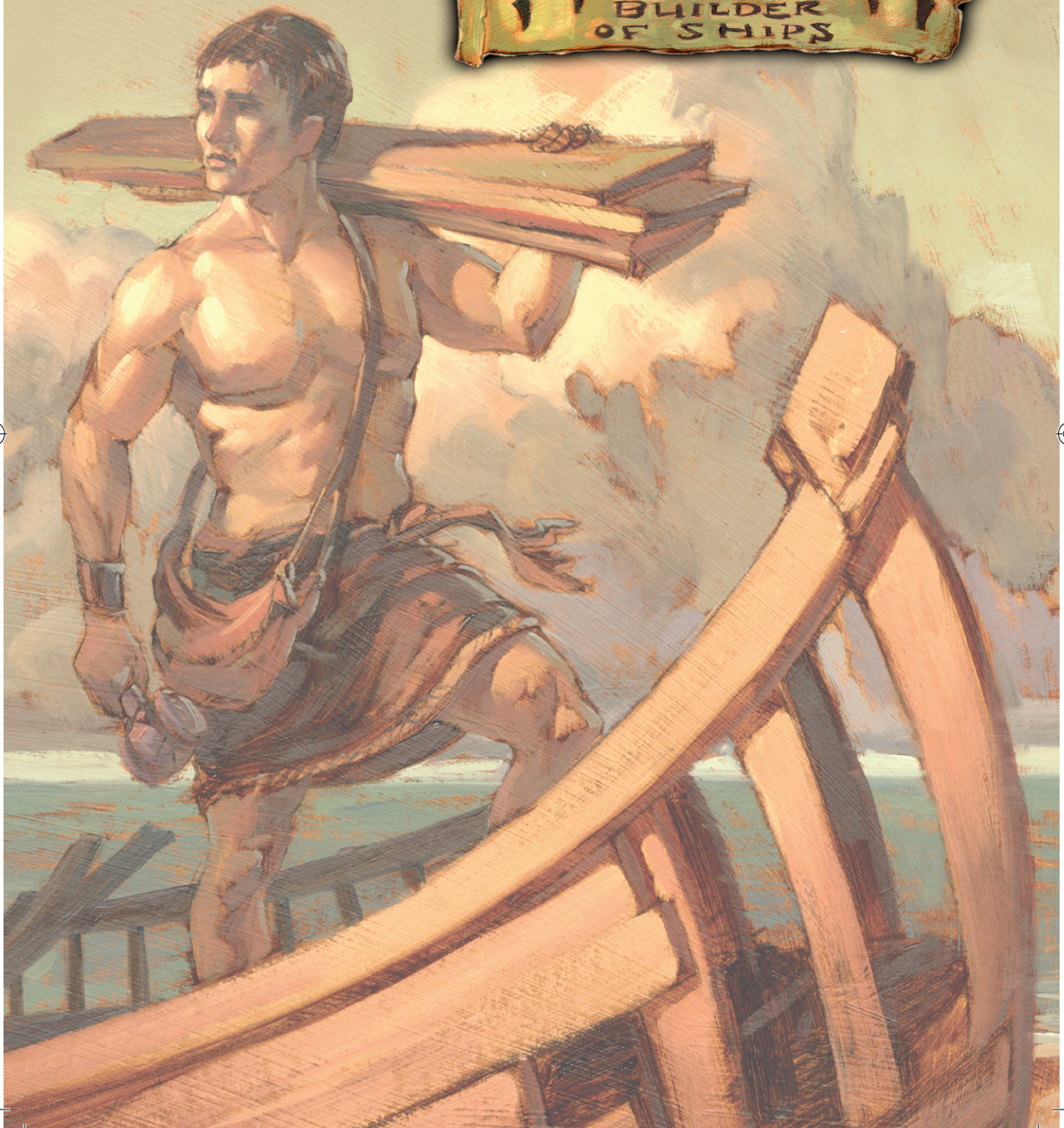




HAGOTH:

BUILDER
OF SHIPS



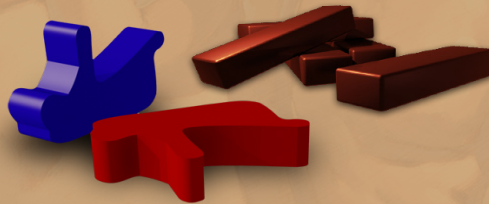


Hagoth: Builder of Ships

The quest for exploration has gripped the beautiful Land of Bountiful, creating an unprecedented boom in the shipbuilding industry. Under Master Shipbuilder Hagoth, apprentice craftsmen contend to design, build and sail the wisest combination of vessels for the audacious voyage to the uncharted Land Northward. Beware of sabotage as opportunistic rivals race for the prestigious title: Builder of Ships.

Components

- 1 Instruction Booklet
- 1 Game Board
- 1 Four-sided Die
- 4 Victory Point Markers
- 8 Ship Tokens
- 50 Wood Tokens
- 100 Playing Cards



Object and Scoring

Players compete to design, build, and sail ships from Bountiful to the Land Northward. Each time a new ship is launched in the Bountiful Harbor, the player immediately gains the number of victory points indicated in that harbor, earning additional victory points at the end of each successful voyage. The first player to accumulate 25 victory points wins the game!

Each player chooses a color and receives two corresponding ship tokens and one victory point marker. To choose first player, shake all victory point markers together and drop one at random. Play will proceed clockwise from first player. The board is positioned in the center of play and all victory point markers are placed at zero. Each player is dealt five cards and the remaining deck becomes the draw pile.





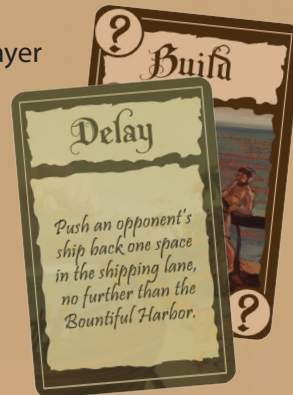
Game Play

During a turn, a player may Play Two Cards or Perform One Action without holding the necessary action card.

Play Two Cards

Selecting two cards from his or her hand, a player may:

- Begin a new ship design or add to an existing blueprint
- Go Wooding
- Build a completed blueprint
- Sail
- Attack an opponent
- Play one card and discard the other



At the end of a turn, a player must draw two cards, bringing the total back to five. When the draw pile is exhausted, the discard pile is turned over and shuffled. Cards may never be drawn from the discard pile.

Perform an Action

A player may opt to play no cards and choose one of three actions:

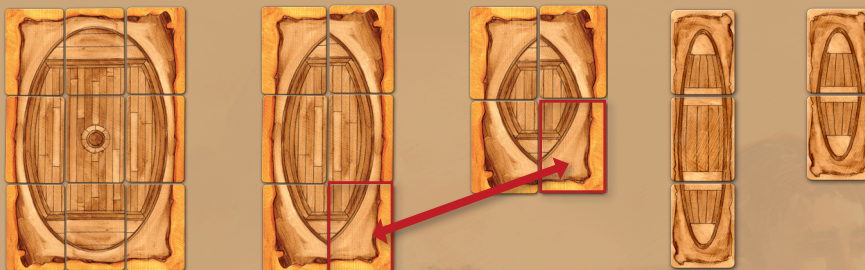
- Go Wooding
- Build one segment of a completed blueprint using previously stockpiled wood
- Sail a ship token one space closer to the Land Northward

At the end of the turn no cards may be discarded.





Designing Ships



Ship segment cards can be arranged to complete five different blueprints, but no player may produce more than two ships at any one time. Once a design segment has been laid on the table, it may not be removed except by an opponent's remove card. However, it may be rearranged within the design, or moved back and forth between two designs, even if it leaves one design empty or does not touch another card. Once a ship's blueprint is complete, the player may build the ship.

A player may move a blueprint segment between designs.

Building Ships

To build a ship, players must first collect wood by taking the Go Wooding action, rolling the four-sided die and receiving the number of wood tokens indicated by the number at the top peak. A player may begin building a completed blueprint before stockpiling all the wood necessary to finish. Using Build cards or by choosing the build action, one wood token must be placed on each segment of a ship's blueprint.



Launching Ships

Once every segment is "built" of wood, the player's ship token is immediately lowered into the Bountiful Harbor in the blueprint's corresponding shipping lane. The player immediately advances the number of victory points indicated by that harbor. Once a ship is in the harbor, its entire blueprint is placed in the discard pile, and its wood tokens returned to stock.

A ship is fully built when each segment contains a piece of wood.





Sailing Ships

Each of the five shipping lanes from Bountiful to the Land Northward corresponds to a specific ship. The markers along each shipping lane designate the number of increments each ship must sail before arriving in the Land Northward.

Each Sail card or sail action advances a ship token one increment closer to the Land Northward. If two Sail cards are played, the movements may be used on one ship token or split between two. Multiple ship tokens may occupy any space on the board.

When a ship completes a voyage to the Land Northward, the player advances the number of victory points indicated in the final harbor, thereby gaining victory points for both the launching of a ship and at the end of a successful voyage. No single player may sail more than two ships at any one time.



Hint: The largest ship is worth 5 points at launch, and an additional 6 points upon arrival at the Land Northward. In contrast, the smallest ship is worth only 1 point at launch and only 1 additional point upon arrival because it completes the journey in a single sail. The key is to build the fastest combination of ships.





Playing Cards



Ship Segment

Seven separate segments combine to create five different blueprints.

Go Wooding

Roll the four-sided die and collect the number of wood tokens listed at the top peak, either for stock pile or immediate use with a build card.



Build

1 Build one blueprint segment out of wood.

2 Build two blueprint segments out of wood.

? Roll the four-sided die and build the number of blueprint segments indicated by the top peak, provided enough wood has been stockpiled.

Sail

Sail a ship token one space closer to the Land Northward.





Skip

Skip the next turn of one opponent.

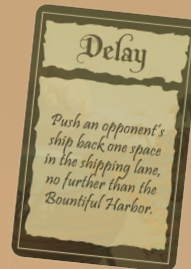


Remove

Remove and discard any segment from an opponent's blueprint as long as no part of it has been built out of wood.

Delay

Push one opponent's ship back one space in the shipping lane, no further than Bountiful Harbor.



Destroy

Remove one wood token from an opponent's partially built blueprint. Return to stock.

Variants

Speed

When opting to take an action rather than play two cards, players may choose to discard up to two cards and replace them from the draw pile. This will speed up the game, though players may choose to Go Wooding more often, depleting general stock more quickly.





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