

One Master on Board

A Game by Pascal LOUVION



2 to 4 players



12 +



30 min / player



The players will embody the dominant European countries of the 18th century which competed in the race for the discovery of the New World and its wealth: to develop the trade for exotic goods, to discover unknown plant and animal species, to fight against the enemies or pirates roaming the area.

Players have 4 actions per turn to develop their strategy. They can navigate, but also for example buy/sell resources, improve or repair their ship, hire and train specialists as the navigator, the captain or the engineer to help them achieve their goals, corrupt the pirates to oppose the plans of the opponents, etc.



Main Strengths :

- Modular map built by the players at the beginning of each game
- Innovative mechanics for ships' moves according to wind
- A large choice of strategies to win the game: trade, scientific discoveries, naval battles, etc.
- Automatic management of pirates' turn in NPC mode

