



# How to Play Teaching Guides:

## #40 Goa

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #40 of The How to Play Podcast available at [www.howtoplaypodcast.com](http://www.howtoplaypodcast.com)

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### The Hook - What the Game is About

*"Welcome to Goa.. You are a Portuguese merchant trying to profit on the colonies of India. In this game we will play eight rounds divided into two major parts; an auction phase and an action phase.*

*In the auction phase you will attempt to win auctions to purchase tiles that will give you the major resources of spices, ships, colonists as well as special abilities. Then in the action phase we will take turns playing an action. Actions involve players choosing either to collect resources or spending resources to advance on one of five progress tracks. In each round you will get three actions.*

*Advancing on progress tracks is one of the major goals of the game as it will allow you to collect resources faster as well as score you victory points at the end of the game. So a round involves a set of auctions, and then each player taking 3 actions one at a time by collecting resources OR using their resources to advance on the progress tracks.*

*After 8 of these rounds the players score most of their points based on the amount of progress made on their five tracks as well as for a few other categories. Then the player with the most points will win the game.*

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### The Meat - How to Play the Game

#### Preparing for the Auction

1. The 5 x 5 Grid, Flag Tile and Auction tokens
  - 1.1 Show a sample of how auction tiles may be placed
  - 1.2 Where you place your auction tile is what you are auctioning
  - 1.3 You bid last, players pay you if they win
2. Placement Rules; diagonal is ok, flag placement, jump anywhere if stuck
3. Phase A, Rounds 1-4; Phase B, Rounds 5-8, B tiles become stronger

## **Auction Rules**

1. Auctions go in numbered order starting with the flag
2. Flag auction gives start player, placement of flag and extra action card
3. Whoever's colored auction tile is the auctioneer
  - 3.1 Auctioneer is considered to have a bid of 0, if no one bids its free!
  - 3.2 Bids go clockwise around the table from auctioneer
  - 3.3 Players must bid higher or pass, but only will get to bid once
  - 3.4 Auctioneer may collect highest bid or buy item for high bid - 1
4. Three types of tiles
  - 4.1 Brown Plantations - spice storage, fill with spice bags immediately
  - 4.2 Blue Bonuses - One time collection of resources or effect
  - 4.3 Orange Income Tiles - Pay resources every round

## **Taking Actions**

1. Starting with Flag we will go around clockwise and take an action
2. Go around 3 times then round is over
3. Action is to Upgrade Action OR Activate the Action
  - 3.1 THE FIVE ACTIONS
    - 3.1.1 Take Ships - ships are needed for upgrades
    - 3.1.2 Refill Spices - spices are needed for upgrades
    - 3.1.3 Take Money - money is needed for auctions
    - 3.1.4 Take Expedition Cards - special abilities or endgame pts
    - 3.1.5 Found a Colony - colonies give plantations and endgame pts
  - 3.2 UPGRADE pay required spices/ships and move down one space
4. About Expedition Cards
  - 4.1 Usually get them from tiles & expedition card action
  - 4.2 Play one per action, before, during or after & is NOT an action
  - 4.3 If it has an "A" it is used with your action
  - 4.4 Hand limit enforced ONLY when you take card action
  - 4.5 Three Parts of Cards; Ability of card is on top

## 5. Founding Colonies

5.1 Why? - Need Plantations for Spices and Endgame Points

5.2 Choose a difficulty level; 6,8,10,12 (may only do each once)

5.3 To found; Free Colonists + random (2-6) + colonists paid from hand

5.4 If you cannot/choose not to found take one colonist

5.5 If you succeed take tile and load with spices (go over different types)

## 6. Progress Bonuses

6.1 Specialization Bonus - Exp. Card, FIRST to fourth and fifth level

6.2 Balance Bonus - Action Card, ANYONE to advance all 5 tracks

## 7. Extra Actions

7.1 Get from flag auction, tile reward, balance bonus

7.2 After 3rd action round players take turns choosing to use them

7.3 Can only carry over a max on 1 Extra action card



## **Game Structure and Final Scoring**

### 1. Game Structure

1.1 Two phases A and B of four rounds each

1.2 Each Round has the following steps

1.2.1 Place Auction Tokens

1.2.2 Tile Auctions

1.2.3 Three Action Rounds

1.2.4 Extra Action Rounds

1.3 After round 4 reset Auction Board with B Tiles

1.4 After round 8 calculate final scores

### 2. Final Scoring

2.1 Track Progress Points for each track (0,1,3,6,10)

2.2 # of Colonies (0,1,3,6,10)

2.3 Expedition Card Symbols with matching symbols (0,1,3,6,10,15)

2.4 Most ducats bonus - 3 pts

2.5 VPs on tiles

2.6 Most points wins! (Ducats is tiebreaker)

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## The Hamster - How to Win the Game

1. Placing Auction Tiles - Place on what the other players want
2. Bidding the right number
  - 2.1 What order in the auctions are you bidding
  - 2.2 How much do you want this in comparison to the other players
  - 2.3 Bid to not let auctioneer steal the tile for free/cheap
  - 2.4 How many auctions can you win this turn?
  - 2.5 Value of an action about = to ducats you can receive in an action
3. Overarching strategies
  - 3.1 You have to have plantations - auction tiles or colonies
  - 3.2 How will you upgrade? (need spices and ships)
    - 3.2.1 Get Plantations and Upgrade spice and ship tracks
    - 3.2.2 Card Strategy - Get help from expedition cards
    - 3.2.3 Money Strategy - Dominate auctions with most money
4. Focus on major ways to get points
  - 4.1 Get to the end of tracks
  - 4.2 Get Colonies
  - 4.3 (Optionally) Get matching cards
5. Good Luck and Have Fun!

### Credits:

Game Design: Rudiger Dorn

Game Publisher: Rio Grande Games, Z-Man Games

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Teaching outline based upon How to Play Podcast Episode #40

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