

THESE NEW WORLDS - RULES

These New Worlds is a card game of galactic conquest for 2 humans in which players take on the roles of fledgling galactic emperors who compete to colonize the newly discovered Galaxy X. But they're not alone. A large empire known as *The Collective* also wants a piece of the action.

SETUP:

Give each player a Homeworld card and a colony dome token. Players should place the Homeworld in front of them. This will be the start of their new Empire.

Next, shuffle the Planet Deck and place it between you and your opponent. Then turn over the top two cards in the Planet Deck and place them face-up to the right of the deck. These planets form The Collective.

Cards in The Collective have already been colonized and may not be claimed by either player.

Keep the Action Deck and the dice within easy reach. Also place all red (military), yellow (government), green (goods), and blue (science) resource tokens into a central stash within easy reach of both players.

GAMEPLAY:

These New Worlds is played over a series of two to six rounds. During each round, players will take turns playing cards from the Action Deck to a discard pile in the center of the table in order to gain resources. Resources will be spent at the end of the round to colonize a planet.

The steps outlined below describe round setup, how to play cards, collect and spend resources, engage in combat, and colonize planets.

1. ROUND SETUP:

At the start of each round, reveal the top card of the Planet Deck, placing it face-up on top of the deck. Then roll the red, yellow, blue, and green dice and place them next to the Planet card. - These dice represent the resource costs to colonize the planet.

Next, shuffle the 18 card Action Deck, randomly set two cards aside, and deal the remaining 16 cards evenly between both players, forming two 8 card hands.

2. PLAY ACTION CARDS:

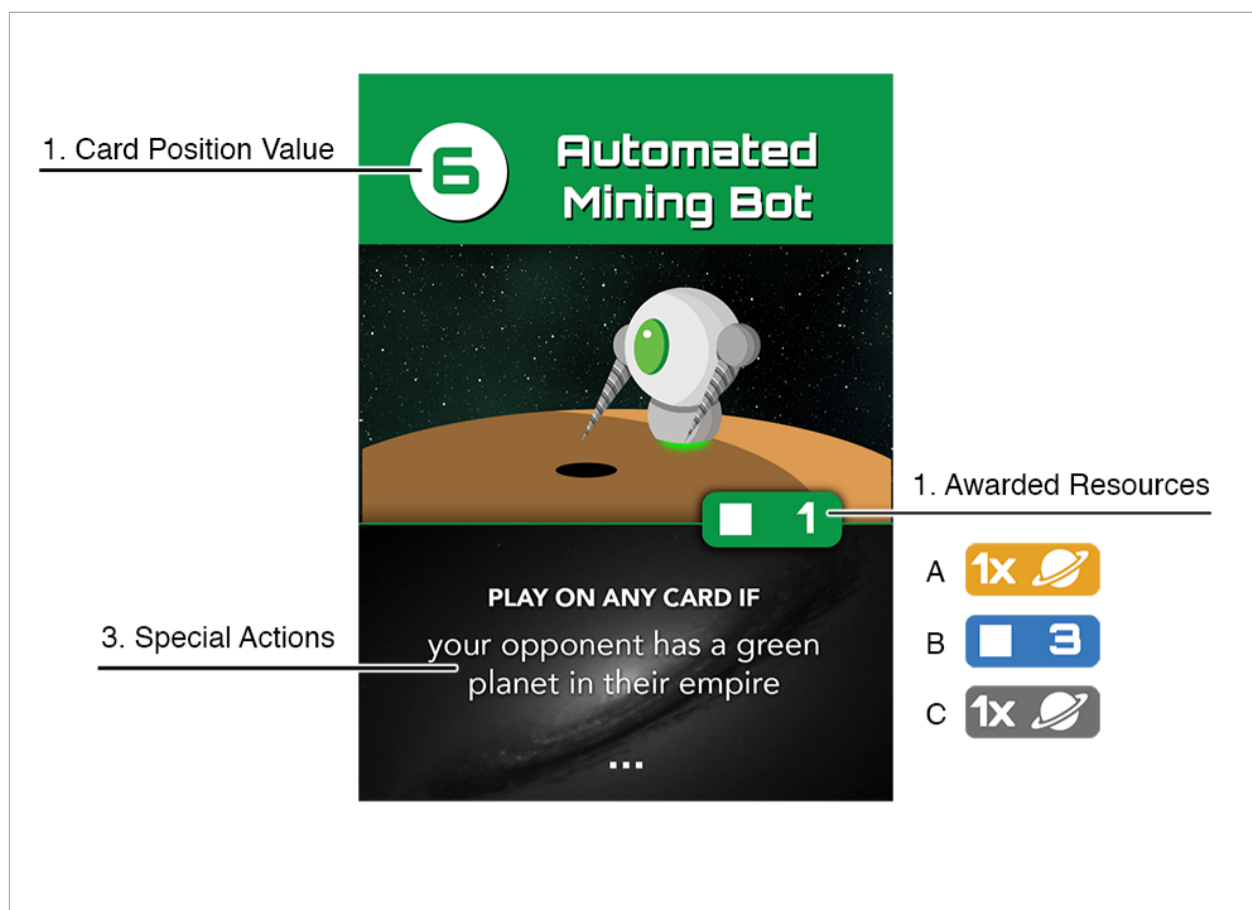


Fig. 1: Action Card

Players take turns playing Action Cards from their hand to the a central discard pile, with the player opposite from the dealer going first.

Note the number in the top left corner of each card (Item 1 in Figure 1). This is the card's Position Value. When playing a card to the table, you may only play a card with a higher Position Value than the current top card of the discard pile. **Some cards have conditions that will allow you to break this rule if certain requirements are met.**

For example, in Item 3 of Figure 1 above, the card's Special Action text indicates that you may play the card at any time, regardless of the current Position Value, if the top card of the discard pile is also green. - This is not your only option for playing this card (it may still be played on cards with a Position Value of 0 to 5, normally), but rather, an *extra* option for playing it.

Wild Cards: There are two wild cards in the deck. The first allows you to collect resources of any one color from The Collective. The second allows you to steal resources from your opponent. Wild cards may be played at any time and have a Position Value of 0 for cards played on top of them. **Wild cards are the only exception to the "if you can play, you must" rule.** You may choose to hold onto a wild card and not play it, even if doing so ends the round.

Play continues back and forth until all cards have been played, or no more cards are able to be played. During your turn, **if you are able to play a card, you must do so.** If not, play passes back to your opponent.

3. COLLECT RESOURCES

After playing a card, collect its resources, as indicated by the Awarded Resources icons (Item 2 in Figure 1).

Cards always give resources of their color. For instance, in the above example, upon playing the card, the player would receive 1 green resource token.

Other examples are show, items A-C.

- **A** - Gather 1 yellow resource token for every yellow planet in your empire, as explained in the card's Special Action text.
- **B** - Gather 3 blue resource tokens.
- **C** - Gather 1 resource of your chosen color from each planet of that color in The Collective, as described in the card's Special Action text.

ABOUT THE HOMEWORLDS:

Your homeworld card is considered to be a planet of every color, for the purpose of gathering resources only. Therefore, whenever you collect resources from your empire, you should always collect one for your home world. The homeworld may not be used to satisfy any conditional card play rules.

4. COLONIZING THE PLANET

At any time during the card play phase of the round, once you have accumulated enough resource tokens to pay two of the four rolled resource costs for the Planet Card, you may return those tokens to the central stash and place your colony dome (a spaceship in some print & play copies) on the card, indicating your intent to colonize it.

At the end of the card play phase, if only one colony dome is on the Planet Card, the player who owns that dome adds the world to their Empire by placing it face up next to their Homeworld.

If neither player has a colony dome on the Planet Card, then that planet is not colonized and it is instead moved to and becomes part of The Collective.

If both players have their ship on the planet, space combat ensues!

5. SPACE COMBAT

To perform a Space Combat action, players each roll two dice, adding the result together. This number is the player's Base Combat Score. Players may then modify their Base Combat Score by spending their remaining resource tokens from the card play phase as follows:

2 Red Tokens	Add 1 to your Combat Roll
2 Blue Tokens	Subtract 1 from your opponent's Combat Roll
2 Green Tokens	Reroll 1 of your dice
2 Yellow Tokens	Act as 1 token of any other color

Once both players have finished spending all resource tokens they wish to spend, the player with the highest total Combat Score wins the planet, adding it to their Empire.

In the event of a tie, the planet is not colonized and the Planet Card is moved to The Collective

6. CLEANUP

Once the planet has been colonized, return all resource tokens to the central stash and return the two unused Action Cards to the Action Deck before beginning the next round. Deal then passes to the other player.

END GAME SCORING:

At the end of the game, the player with the most planets in their empire wins. If The Collective reaches four planets, the game ends immediately and neither player wins.

Colorblind? No problem! Note the white dots on the bottom middle of each Action and Planet card. 1 Dot = Red, 2 Dots = Yellow, 3 Dots = Green, 4 Dots = Blue, 5 Dots = Wild