**New Earth**

Designed by Ira Fay (ira@irafay.com)

Players: 2-5

Length: 15 minutes per player

**Materials**

Planet tiles (some with alien bases on them)

R&D cards (black sleeves)

4 alien cards (blue sleeves)

Positive alien result cards (green sleeves)

Negative alien result cards (orange sleeves)

7 bases of each color (clear, red, yellow, blue, lime)

5 towns of each color

3 cities of each color

Technology and voting cubes of each color

Vote value covering tokens (or for this prototype, a custom 6-sided die)

**Story**

You are a group of space explorers who have recently discovered a planet with one large continent. Even your most basic technology is sufficient to produce whatever food and material resources you need, so you are free to develop whatever additional technology you desire. There are current residents on the planet and you’ll need to decide how to interact with them. Since your material needs are solved, beauty is more important than raw resources. Of course, what’s most beautiful is up to you!

**Setup**

Each player chooses a color and takes the matching player board. Start with the lowest level of each technology and alien attitude at neutral.

Randomly take an alien card and reveal it. The remaining alien cards won’t be used this game.

From the starting planet tiles, find the one with an alien base on it and place it face up in the middle of the table. Depending on the number of players, reveal additional starting tiles as follows:

2 players = 2 additional tiles forming a line

3 players = 4 additional tiles forming a plus sign

4 players = 6 additional tiles forming a 3x3 square with 2 corners missing (diagonal)

5 players = 8 additional tiles forming a 3x3 square

Alien bases look like this: {image of a 3-eyed alien face}

Any remaining starting tiles won't be used this game. Take the non-starting tiles and place them nearby to form the supply of terraforming tiles.

Shuffle the R&D deck and place it near the playing area.

Shuffle the positive result cards and negative result cards, and lay out a row of 3 of each nearby the alien card. One positive result and one negative result will be revealed after each scoring session.

Place the scoring track and voting board nearby the play area. Randomly cover voting values depending on the number of players as follows:

2 players = Cover 3 random voting values for each terrain

3 players = Cover 2 random voting values for each terrain

4 players = Cover 1 random voting values for each terrain

5 players = Do not cover any voting values

Note to IndieCade judges: in the final version, we'll have special, small tiles with the terrain icon on one side and -2 through 3 on the other side, which can be used to randomly cover the correct voting values. For now, I've included the custom die. Roll for each terrain type until you have 3 unique values covered.

**Gameplay**

The player who has most recently explored somewhere new goes first, and play proceeds clockwise.

A player does the following three things each turn, in order:

1. Advance one technology
2. Take one action
3. Place one vote marker

These actions are explained in detail below.

**Advance One Technology**

The player picks one technology to advance and denotes the advancement by adding a cube to that technology. In most cases, this will make a new action available to the player. When taking an action (see below), players may use any action that they have unlocked, not just the most advanced action.

**Take One Action**

The available actions are determined by a player's technology level. Each action is described in detail below:

**Construction**

**1) Build 1 Base, ☹**

Place a base (the smallest piece, 1x1) on any unoccupied location. Then shift your alien attitude track down one.

**2) Unlocked: Construct on Water**

From now on, you may construct or teleport on water locations.

**3) Grow 1 Base to a Town, ☹**

Replace a base with a town (the medium piece, 2x1).

**4) Grow 1 Base and Town into City, ☹**

Replace a base and a town with a city (the largest piece, 2x2). The city occupies 4 adjacent locations in a 2x2 square (not diagonal, but it may span tiles). 3 of the locations must be where the base and town were. Then shift your alien attitude track down one.

**5) Build 2 Bases, ☹**

Place a base (the smallest piece, 1x1) on any unoccupied location, then do that again. Then shift your alien attitude track down one.

**6) Grow 1 Town to a City, ☹**

Replace a town with a city (the largest piece, 2x2). The city occupies 4 adjacent locations in a 2x2 square (not diagonal, but it may span tiles). 2 of the locations must be where the town was. Then shift your alien attitude track down one.

General guidelines for construction:

* When building bases, only unoccupied locations may be used. (Alien bases are occupied locations, so you may not build over them.)
* When growing to towns or cities, the new settlement must include the same location(s) as the previous settlement(s).
* Players may only build and grow on locations; unexplored area isn't playable.
* Towns and cities cannot be placed diagonally.
* Towns and cities may span multiple planet tiles.
* Players are limited to the Bases, Towns, and Cities in their supply.
* If you need to shift your alien attitude track down one and it's already at the bottom, lose 1 VP instead.

**Terraforming**

**1) Terraform 1**

Draw a tile and then:

1. Add it to the existing continent
2. Replace an unoccupied tile with the new tile
3. Discard it and do nothing

If you placed a tile and it has a benefit (1VP or ☺), gain the benefit.

**2) Terraform 2, Keep 1**

Same as Terraform 1, except draw 2 tiles and pick one to use. You do not get any benefits from the tile you discard.

**3) Terraform 3, Keep 1**

Same as Terraform 1, except draw 3 tiles and pick one to use. You do not get any benefits from the tiles you discard.

**4) Terraform 1, then other action**

Same as Terraform 1. After you complete the terraforming action, you may then take a non-terraforming action.

**5) Terraform 2, Keep 1, then other action**

Same as Terraform 2. After you complete the terraforming action, you may then take a non-terraforming action.

**6) Terraform 3, Keep 1, then other action**

Same as Terraform 3. After you complete the terraforming action, you may then take a non-terraforming action.

General guidelines for terraforming:

* Many terraforming tiles provide a reward when placed. This reward is shown in the center of the tile in a small font. (either 1 VP or ☺)
* Many terraforming tiles have double terrain in one location; that location counts double for that terrain type during scoring (see the Scoring section).
* If you run out of tiles, shuffle the discards and reuse them.
* Tiles must share at least one edge with an existing tile.
* Tiles must be placed in alignment with the grid, and may not be offset by a half-tile.
* When replacing a tile, the tile being replaced must be unoccupied.
* For purposes of cards that care about terrain type, alien bases may be treated as any terrain type of the player's choice.

**R&D**

**1) Draw 1**

Draw an R&D card and keep it. Cards may be played at any time on your turn and during scoring sessions.

**2) Draw 2, Keep 1**

Draw 2 R&D cards and keep 1.

**3) Draw 2, Keep 1, Teleport 1 Base**

Draw 2 R&D cards and keep 1. Then, you may optionally teleport 1 of your bases.

**4) Draw 2, Keep 1, Teleport 1 Town**

Draw 2 R&D cards and keep 1. Then, you may optionally teleport 1 of your towns.

**5) Draw 3, Keep 1, Teleport 1 City**

Draw 3 R&D cards and keep 1. Then, you may optionally teleport 1 of your cities. You may instead teleport a town or a base if you prefer.

**6) Draw 4, Keep 1, Teleport 1 City**

Draw 4 R&D cards and keep 1. Then, you may optionally teleport 1 of your cities. You may instead teleport a town or a base if you prefer.

General guidelines for R&D cards:

* Unless the card says otherwise, it is played once and then discarded.
* It does not take an action to play cards.
* You may play as many cards as you want on your turn and during scoring sessions.
* You may keep cards secret until the end of the game and reveal them only during the final scoring session.
* Unplayed cards are worth no points at the end of the game.
* For purposes of cards that care about terrain type, alien bases may be treated as any terrain type of the player's choice.

General guidelines for teleportation:

* You may only teleport onto unoccupied locations.
* You may onlywQ teleport onto water if you have Construction 2+.
* Alien bases may not be teleported.

**Alien Communication**

**1) Look 1**

Look at 1 positive or negative alien result card. You may look at a result for the current or future scoring session.

**2) Look 1, ☺**

Same as Level 1, and also shift your alien attitude track up one.

**3) Look 2, ☺**

Same as Level 2, but look at 2 alien result cards.

**4) Look 2, Build 1 Base next to Aliens**

Same as Level 3, but instead of shifting your alien attitude track up by one, build a base next to an alien base (not diagonal).

**5) Look 2, ☺☺**

Same as Level 3, but shift your alien attitude track up by one twice.

**6) Look 2, Build 1 Base next to Aliens, ☺**

Same as Level 4, and also shift your alien attitude track up one.

General guidelines for Alien Communication:

* When looking at cards, only look at Alien Result cards (green and orange sleeves), not the R&D cards (black sleeves).
* If you need to shift your alien attitude track up one and it's already at the top, gain 1 VP instead.

**Place One Vote Marker**

After advancing a technology and taking one action, a player must place one vote marker. The vote eliminates one scoring value for a given terrain type. The various choices are -2, -1, 0, 1, 2, 3 for each of the four terrains (mountains, forests, deserts, and lakes). A player may never cover up the last open value for a given terrain (e.g. if only the 2 remains for the forests, a player may not cover that up.)

**Scoring**

A scoring session occurs after each player has placed four vote markers, at which time only 1 value for each terrain type will be visible. Scoring occurs as follows:

1. Players secretly pick up to two of their settlements (base, town, or city).
	1. If a player picks two settlements, those two settlements must be adjacent to each other (not diagonal).
	2. If a player is adjacent to an alien base, he or she may pick the alien base as one of his or her two settlements.
2. Players score their settlements based on the terrain that those settlements cover and the voting values.
	1. For example, a City covering two forests, a mountain, and a desert would score forest points twice, and mountain and desert points once. If forests were worth 3, mountains 2, and deserts -1, the player would score 7 points.
	2. If a player picked an alien base, he or she gains no points for it, and instead gains one**☺**immediately.
3. Reveal one Positive and one Negative result card.
	1. If a player has a positive alien attitude, the player gains the benefit of the positive card only.
	2. If a player has a negative alien attitude, the player suffers the consequences of the negative card only.
	3. If a player has an exactly neutral alien attitude, the player gets neither the positive nor the negative result.
	4. It's impossible for one player to simultaneously get a positive and negative result in a single scoring session.
4. Return 4 vote markers to each player
	1. In a 2 player game, also cover 3 random voting values for each terrain.
	2. In a 3 player game, also cover 2 random voting values for each terrain.
	3. In a 4 player game, also cover 1 random voting value for each terrain.

There are three scoring sessions and then the game ends.

**Alien Tiles**

There are some tiles with alien bases already present. Players may not place bases, towns, or cities on this location (since the alien base is already present). Alien bases are just like any other base, except that they may be **treated as any terrain**.

**End of Game**

After the third scoring session, players have one last chance to play any R&D cards from their hands, and then the game ends. Whoever has the most points wins. In case of a tie, the player with most positive alien attitude wins. If there is still a tie, the player with the most unused R&D cards wins. If there is still a tie, the players share the victory.

**Glossary**

**Tiles** or **Planet Tiles**

The continent is made up of tiles. When players terraform, they add tiles to the continent. A tile contains 4 locations.

**Location**

Tiles contain 4 locations. A location has a terrain type (lake, forest, mountain, desert). A location may be empty, or it may contain a settlement.

**Terrain**

There are 4 terrain types: Lakes (water icon), Forests (tree icon), Mountains (tilted I icon (metal for mining)), and Deserts (sun icon).

**Settlement**

A base, town, or city (belonging to a player or aliens).

**Base**

The smallest settlement, which takes up 1 location.

**Town**

The medium size settlement, which takes up 2 adjacent locations in a 2x1 area.

**City**

The largest settlement, which takes up 4 adjacent locations in a 2x2 area.

**Turn Summary**

1. Advance one technology
2. Take one action (any action that has been unlocked via technology)
	1. Construction
	2. R&D
	3. Terraform
	4. Alien Communication
3. Place one vote marker

**Scoring Summary**

When all vote markers have been placed and only one value for each terrain type remains, score as follows:

1. Players secretly pick up to two of their settlements (base, town, or city).
	1. If a player picks two settlements, those two settlements must be adjacent to each other (not diagonal).
	2. If a player is adjacent to an alien base, he or she may pick the alien base as one of his or her two settlements.
2. Players score their settlements based on the terrain that those settlements cover and the voting values.
	1. If a player picked an alien base, he or she gains no points for it, and instead gains one**☺**immediately.
3. Reveal one Positive and one Negative result card.
	1. If a player has a positive alien attitude, the player gains the benefit of the positive card only.
	2. If a player has a negative alien attitude, the player suffers the consequences of the negative card only.
	3. If a player has an exactly neutral alien attitude, the player gets neither the positive nor the negative result.
4. Return 4 vote markers to each player
	1. In a 2 player game, also cover 3 random voting values for each terrain.
	2. In a 3 player game, also cover 2 random voting values for each terrain.
	3. In a 4 player game, also cover 1 random voting value for each terrain.
	4. Advance one technology
5. Take one action (any action that has been unlocked via technology)
	1. Construction
	2. R&D
	3. Terraform
	4. Alien Communication
6. Place one vote marker

At any time on your turn or during scoring sessions: Play an R&D card from your hand.

**FAQ**

**Q)** May I grow 3 bases into a city?

**A)** No.

**Q)** If a player has a high level of a technology and wants to use a weaker version of that technology, is that OK?

**A)** Yes. The player may choose any action that has been unlocked.

**Q)** May I demolish a settlement I don't want any more?

**A)** No.

**Q)** May I downgrade a town into 2 bases or a city into smaller settlements?

**A)** No.

**Q)** When I grow a base and a town into a city, if I have an extra base in the spot where I want to place the city, may I remove that extra base and still grow the city?

**A)** Yes.

**Q)** If I have a base and a town in a L shape prepared to grow to a city, and then another player builds or teleports a base into the open spot, does that stop me from building a city there?

**A)** Yes, but you can always teleport your settlements elsewhere or build elsewhere.

**Q)** If I have two towns in a 2x2 shape, may I grow them into a city?

**A)** Yes.

**Q)** If I have two towns next to each other but offset one location so they're not in a 2x2 area, may I grow them into a city?

**A)** No.

**Q)** If I have one base and two towns that cover a 2x2 area plus one extra location, may I remove them all and build a city in the 2x2 area?

**A)** Yes.

**Q)** If I have one base and two towns that cover a 2x2 area plus one extra location, may I downgrade one of the towns to a base and then build a city in the 2x2 area?

**A)** No.

**Q)** Does “contiguous” or “next to” include diagonals?

**A)** No, just horizontal and vertical.

**Q)** If I use a construction action to build on water, do I anger the aliens?

**A)** Yes.

**Q)** Does “contiguous” or “next to” include diagonals?

**A)** No, just horizontal and vertical.

**Q)** What if I have a question that's not covered here?

**A)** Please e-mail ira@irafay.com or call (650) 438-4387 for live support!