

TERRA NOVA

For 2–4 players
12 years and up

GOAL OF THE GAME

Expand on the map with your faction. But before you can build on different Landscapes, you have to make them habitable for your faction. Set different action priorities in the individual rounds and gain points steadily. At the end of the game the biggest contiguous area awards bonus points.

Use the abilities of your faction in a clever way. Gain the most points and dominate Terra Nova! In each game you can choose between 10 different factions with their own abilities. Adapt your strategy to your faction and the goals for each round.

COMPONENTS

1 double-sided game board
(Back for the 2-player variants)



5 double-sided faction mats



8 bonus tiles



8 round scoring tiles



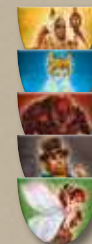
back

for the dropout turn order variant

1 turn order
mat



5 faction
tiles



103 money tokens
(73 × 1, 30 × 5)



40 double-sided
terrain tiles



5 80-point tiles
(If at any time during the game
you have more than 80 points,
take one of these tiles.)



2 action
overviews



1 start player
token



10 X-tokens



40 power tokens



1 palace tile
(for the Sand cats faction)



Components per faction color (black, blue, green, red, yellow)

5 × 8 houses



5 × 4 trading posts



5 × 2 palaces



5 × 2 faction tokens



5 × 3 bridges



5 × 4 town tiles



5 × 1 faction overview



SETUP

GENERAL SETUP

- Place the **game board** with the icon for 2 to 4 players (lower left corner) in the center of the table.
- Shuffle the **round scoring tiles** and place 1 each face-up on the 5 round-number spaces at the bottom of the game board. Return the others to the box. You won't need them in this game.

1st game: For your first game we recommend the fixed setup that is detailed in boxes like this one.

For this step, use the following round scoring tiles in the order depicted:



SETUP (CONTINUED)

GENERAL SETUP (CONTINUED)

- 3 Place 1 **X-token** next to each of the 6 power actions on the left side of the game board. Pile the others nearby.
- 4 Pile the **money** and the **terrain tiles** next to the game board.
- 5 Shuffle the **bonus tiles** and place 3 face up next to the game board. Add 1 more for each player. Return the others to the box. You won't need them in this game.

1st game: With 4 players use the bonus tiles A–G shown in the setup below. With 3 players use the bonus tiles A–F and with 2 players the tiles A–E.

- 6 Determine a starting player at random and give this player the **start player token**.
- 7 In turn order (beginning with the starting player and then in clockwise order), choose a **faction mat** and take the **faction components** corresponding to the background color of the faction mat. Return the other player boards and faction components to the box. You won't need them in this game.

1st game: Use the following factions:

4 players: **Fairies**, **Golems**, **Leprechauns**, **Water Sprites**

3 players: **Golems**, **Sun Worshipers**, **Water Sprites**

2 players: **Fairies**, **Leprechauns**



- 8 Each player: Place 1 **faction token** on space 0 of the **point track** on the board.
- 9 Now do your **personal setup** (page 3).
- 10 Each player: Place 2 of your **houses** on free spaces of your **home terrain** as follows. Take the houses from left to right from your faction mat. The starting player places 1 house, followed by the other players in turn order. When all players placed their 1st house, proceed with the 2nd house in reverse turn order (the starting player places their 2nd house last). If you have the Sun Worshipers, place your 3rd house now. *Tip: It is helpful to place at least 1 house adjacent to the house of a different faction.*

1st game: Place your houses as depicted on this page. The left setup is for 4 players. The house setups for 2 and 3 players is shown on the right.

- 11 In reverse turn order choose 1 **bonus tile** and place it next to your faction mat. Place 1 coin on each of the remaining bonus tiles.

1st game: Take the bonus tile listed here for your faction:

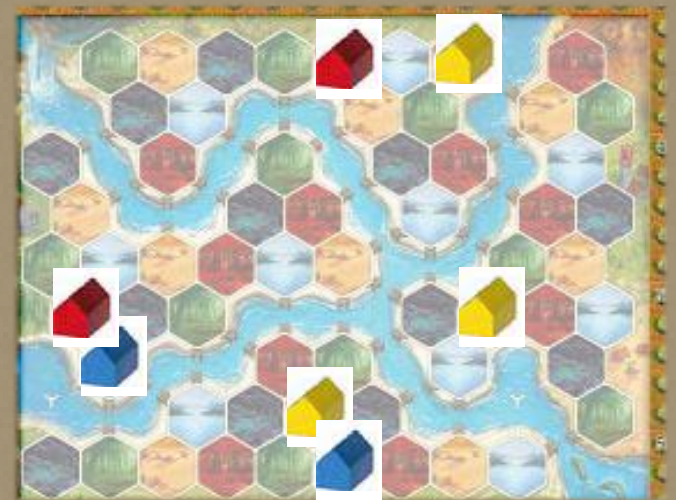
4 players: **Fairies** G, **Golems** F, **Leprechauns** A, **Water Sprites** B

3 players: **Golems** A, **Sun Worshipers** D, **Water Sprites** C

2 players: **Fairies** C, **Leprechauns** E

- 12 **Now start** the game with Phase 1: Income. Afterwards the starting player takes their first action and begins Phase 2 of the first round.

Starting house setup for the 1st game with 3 players



Starting house setup for the 1st game with 2 players



THE FACTION MAT

- A** This is the **terrain circle**. It shows all terrain types (in the example here, in clockwise order starting at the top: lake, forest, wasteland, desert, swamp). The **home terrain** of your faction is the upper, bigger terrain. It has the same color as your faction components and the background of your faction mat. The terrain circle shows the cost you need to pay to make a terrain habitable for your faction. For more on this see *Make Habitable and Build* action on page 5.
- B** The **book** at the top shows the special **ability** of your **faction**. Your faction has this ability for the whole game. The faction abilities are explained in detail on page 11.
- C** Beneath your faction ability is the **sailing track**. It shows your range over river spaces and thus which terrains are within reach. For more on this see the box *Adjacency and in Reach* on page 5.
- D** On the upper right is the **power cycle**. It consists of 3 different power bowls in which your power is charged. You need power to take power actions (page 8 *Power Actions*) or to gain money. How the power cycle works is explained in the box *The Power Cycle* on page 4.
- E** On these 3 rows you place your **buildings**. The big scrolls on the left of the rows shows the type of building and the cost you must pay to place a building of this type on the board. Each of the scrolls to the right of it holds 1 building. On the far left of each row are 1, 2, or 3 emblems. They indicate the **town value** of each building. The top two buildings, your palaces, each have a special ability that becomes active once you build the associated palace. More on this later in the *Upgrade Buildings* action on page 6.
- F** This shows the cost of the **Build a Bridge** action. For more see page 8.




PERSONAL SETUP

- 1** Choose one side of your **faction mat** and place it with this side up before you. The A next to the book indicates an easier faction, which we recommend for your first plays.
- 2** Take the amount of **money** depicted on the left of your mat beneath your faction name. Place it in your personal supply next to your faction mat.
- 3** Take 8 **power tokens**. Place 2 of them in power bowl I, 2 in power bowl II and 4 in power bowl III. You can see these starting numbers in the middle of the bowls. They have no significance for the rest of the game.
- 4** Place your 2nd **faction token** on space 0 of your sailing track.
- 5** Place your 8 **houses** on the 8 small scrolls in the house row.
- 6** Place your 4 **trading posts** on the 4 small scrolls in the trading post row.
- 7** Place your 2 **palaces** on the indicated outlines on the 2 wide scrolls in the palace row. If you have the Sand Cats faction, take the corresponding palace tile and place it on the scroll of the left palace.
- 8** Place your 3 **bridges** next to your faction mat in your personal supply.
- 9** Place your 4 **town tiles** next to your faction mat in your personal supply.
- 10** Place the **player aid** in your faction color next to your faction mat. It serves as a reminder of the different abilities of your faction. The game also contains 2 action overviews. Have these ready so that everyone can access them if necessary.

GAMEPLAY

The game has 5 rounds. Each round consists of 3 different phases: Phase 1: Income, Phase 2: Actions and Phase 3: Round end. During the action phase, different actions are rewarded with points in each round (more on this in the box *The Round Scoring* on page 5).

PHASE 1: INCOME

In phase 1 you all gain money and / or power **income**. Income is always depicted by an **open hand**  beneath it. How much income you gain depends on your **built buildings** and on your **bonus tile** in this round. From your bonus tile you gain everything shown above a hand. From your faction mat you gain everything that is shown above a hand and visible. In this case, visible means that you only gain the income on a scroll if you have already built the associated building, thus revealing the income that was beneath it. Some buildings don't give income. If you have the Fairies faction, you additionally gain the income from your faction ability. In any case, place money you gain into your personal supply next to your faction mat. Gained power is never placed in your personal supply. You record it by moving power tokens in your power cycle (see box *The Power Cycle* to the right).

Example: Your income is 16 money and 5 power, as follows:

- 1) Your bonus tile gives you 3 money and 3 power.
- 2) Your faction mat gives you 13 money and 2 power.



CREDITS

Designer: Andreas Faul, based on the game Terra Mystica by Helge Ostertag and Jens Drögemöller

Designer Andreas Faul, born in 1958, lives near Stuttgart, Germany. Playing games has always occupied a large part of his free time and there have only been a few game-free phases. Terra Nova is Andreas Faul's first game publication.

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THE POWER CYCLE

The power cycle consists of 3 bowls that hold your power. Bowl I holds the spent power, bowl II holds the power you are currently charging and bowl III contains the fully charged power that you can use.

Power you gain is shown by a **white clockwise arrow** to the left over a power token. If you need to **spend power**, this is depicted by a **black clockwise arrow** to the right over a power token. The amount of power you gain or must spend is shown as a number in the power token.

Gaining and spending power always follows these specific rules:

GAIN POWER

Each time you gain power (e.g. through income), you may move power tokens by the corresponding number of steps along the **white arrows** between the power bowls. 1 step is moving 1 power token to the next higher bowl.

- However, you must **always** move all power from bowl I to bowl II **first**.
- Only when bowl I contains **no more** power, you may move power from bowl II to bowl III. Imagine that you first collect all your power before you gradually charge it up completely.
- If all the power tokens are already in bowl III (bowl I and bowl II are empty) and you would gain power, then you don't move anything. The gained power goes to waste. Try to plan ahead and use the *Additional Option: Power Exchange* (see p.9) to avoid this.

SPEND POWER

You can only spend power that is in **bowl III** to perform power actions or to exchange it for money (see *Additional Option: Power Exchange* p.9). Power you spend is moved along the **black arrow** from bowl III back to bowl I. It has been consumed and must be recharged.

You don't have to have all your power in bowl III for you to use charged power.

Example: You get 3 power. First you have to move the 2 power from bowl I into bowl II (1). Since bowl I is empty after that, you may move 1 more power into bowl III (2). Now you can spend up to 5 power from bowl III.



PHASE 2: ACTIONS

In clockwise order, beginning with the person with the start player token, take turns either taking 1 action or dropping out as an action, until everyone has dropped out. On your turn, you can choose from 7 different actions. You may also perform the same action more than once in a round (over several turns).

The Different Actions in Brief

● MAKE HABITABLE AND BUILD

Build a house on a hex of your home terrain in reach or make a different terrain in reach habitable for your faction and immediately build a house on it (if you wish). Most houses give you income in phase 1.

● UPGRADE BUILDINGS

With this action, you upgrade houses to trading posts or trading posts to palaces. Trading posts give you income in phase 1, while each palace gives you a special ability. Some palaces also give you income in phase 1.

● INCREASE SAILING

Your sailing value indicates your reach across the river, to make new terrains available. With this action you can increase it.

● BUILD A BRIDGE

With this action, you can build a bridge across the river.

● POWER ACTIONS

Spend charged power from bowl III to perform power actions of your choice. Each power action can only be taken once per turn.

● SPECIAL ACTIONS

Special actions are actions that are only available to your faction and have no cost. You can take them only once per round.

● DROP OUT

If you can't or don't want to take any more actions, you drop out of the current round. Return your bonus tile and choose a new one for the next round.

● ADDITIONAL OPTION: POWER EXCHANGE

With this **additional option**, you may trade power for money at certain times.

THE ROUND SCORING

Each round has its own scoring. The round scoring tile shows what you get points for in phase 2, the action phase of the current round. In this round, whenever you do what is depicted e.g. build a house, you will gain points. A detailed explanation of the individual round scoring tiles can be found on p. 10.

Example: In this round you gain 2 points each time you build a house.



ADJACENCY AND IN REACH

Adjacency

Terrain hexes and buildings are considered **adjacent** if they directly border each other via a hex side of the landscapes or are connected by a bridge.

In Reach

All terrains adjacent to one of your buildings and terrains that are accessible to you by sailing across the river are considered to be within reach. Your sailing value indicates the maximum number of river spaces that may lie between the terrain with your building and the terrain within reach.

Example: All terrains marked with a check mark are considered adjacent for you. (The lower wasteland because of your bridge.)

Your sailing value is 2. All terrains marked with a ship are additionally within reach for you, since they can be reached from your house via up to 2 river spaces.



The Different Actions in Detail

● MAKE HABITABLE AND BUILD

When taking this action, perform one of the two following options:

- Build a house on an unoccupied hex of your home terrain in reach.
- Make 1 unoccupied terrain hex in reach habitable for your faction. You may immediately build 1 house on it.

a) Build 1 house on an unoccupied hex of your home terrain in reach.

Build 1 house on an unoccupied hex (hex without a building) of your home terrain in reach of one of your buildings (for the definition of in reach see the top box *Adjacency and In Reach*). Pay the house cost of **4 money**, take the left-most house from your faction mat and place it on the chosen hex. If you have no more houses on your faction mat, you can't take this action.

Note: Each time you build a house adjacent to buildings of other players, they gain power. More in the box *Gain Power Thanks to Others* on page 7.



If this is the current round scoring tile, gain 2 points each time you build a house.

MAKE HABITABLE AND BUILD (CONTINUED)

b) Make 1 unoccupied terrain hex in reach habitable for your faction.

You may immediately build 1 house on it.

To transform a terrain into your home terrain, you always need 1 or 2 shovels. How many shovels you need is shown by the **terrain circle** on your faction mat: Count the shovels between the terrain you want to transform and your home terrain. **Each shovel** costs you **6 money**. Once you have paid the required costs, you immediately place a **terrain tile** with your home terrain on the transformed terrain.

Then you may immediately build a house on it. Pay 4 money as the cost of the house and place the leftmost house from your faction mat on the terrain.

Certain power actions (on the game board and the ability of the Fairy faction's left palace) and the special action on a bonus tile allow you to perform this action with 1 or 2 free shovels. For more information, see the power actions on p. 8 or the explanation of the bonus tile (p. 11) and the faction abilities (p. 11 f.).

Note: If you build a house next to other players' buildings, they will gain power. For more information, see the box *Gain Power Thanks to Others* in the lower left corner of p. 7.



If this is the current round scoring tile, gain 2 points each time you build a house.



If this is the current round scoring tile, gain 2 points for each shovel you use.

Example: Your faction is the **Water Sprites**. You want to make the **wasteland** next to your house habitable for you. For the corresponding transformation you need 2 shovels. For these 2 shovels you pay 12 money.

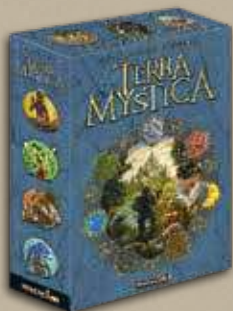
(1) You place a **lake** terrain tile (your home terrain) on the space and may immediately build a house there for 4 money. (2) After you paid the cost, you take the leftmost house from your faction mat and place it on the terrain.



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UPGRADE BUILDINGS

With the *Upgrade Buildings* action you exchange one of your houses for a trading post or one of your trading posts for any palace. Palaces cannot be upgraded.

When upgrading a building perform the following steps:

1. Choose a **building** to upgrade.
2. Pay the **cost** for the new building. Since the terrain is already habitable for you, you don't have to pay any cost to make it habitable.




If you upgrade a **house to a trading post**, the cost depends on whether the upgraded house is adjacent to at least one building of another faction (see *Adjacency and In Reach* on p. 5).

- a) If **no building** of another faction is **adjacent**, the upgrade cost is **10 money**.
- b) If at least one **building** of another faction is **adjacent**, the upgrade cost is **7 money**.

Example: Upgrading house 1 would cost you 10 money because no one else has a building adjacent to it. Upgrading house 2 would only cost you 7 money, because the red palace is adjacent to it.



If you upgrade a **trading post to a palace**, the upgrade cost is **14 money**.

3. Take the **old building** from the game board and place it on your faction mat on the **rightmost unoccupied scroll** in the corresponding row.
4. Take a **building** of the **new type** from your faction mat and place it on the freed up terrain space:
 - a) If you upgrade a house to a **trading post**, always take the **leftmost** trading post from your faction mat.
 - b) If you upgrade a trading post to a **palace**, you may **choose** which of your two palaces you bring into play with this upgrade. A palace gives you an additional **palace ability** immediately after it is built. Each palace grants a different ability. Think carefully about which ability you need first. The left palace ability is different for all factions. The right palace ability is the same for the simpler factions (side A) and different for the advanced factions (side B).
If the palace ability shows an orange octagon , it is a personal power action or special action (more on *Power Actions* on p. 8 and on *Special Actions* on p. 9). Take 1 X-token and place it next to the orange octagon. You may take this action once per turn, starting on your next turn. After you have performed it, cover it with the X-token.

5. If the current round scoring rewards the construction of the building you just placed, you will receive the corresponding points (more about this on p. 5 at *The Round Scoring*).

Note: If you upgrade a building next to other players' buildings, they will gain power. For more information, see the box *Gain Power Thanks to Others* in the lower-left corner of p. 7.

Note: The upgrade will change your income for the next round. You will no longer receive the income of the old building, but you will receive the income of the new building.



If this is the current round scoring tile, gain 3 points each time you upgrade to a trading post.



If this is the current round scoring tile, gain 5 points each time you upgrade to a palace.

Example: One of your houses is on the lake. You upgrade it to a trading post.

1. You pay the cost. This is 7 money since buildings of other factions are adjacent to the house.
2. You take the house from the game board and place it on the rightmost unoccupied scroll in the house row of your faction mat. Next round, you will no longer gain the income of 3 money that you just covered again.
3. You take the leftmost trading post from your faction mat and place it on the terrain space. By upgrading, you have unlocked additional income of 1 power and 3 money for the next round.



GAIN POWER THANKS TO OTHERS



When you build a house or upgrade a building, everyone else who has buildings adjacent to your new building gains power. They receive 1 power for each building they own that is adjacent to your new building and may move power tokens accordingly (see *The Power Cycle* on p. 4). You yourself never gain power by building / upgrading your own buildings, even if they are adjacent to each other.

Example above: Blue upgraded the house on the lake to a trading post. Therefore, all factions with adjacent buildings gain power. Yellow has 2 adjacent buildings to the upgraded trading post and gains 2 power, while Black gains only 1 power for 1 adjacent building.

FOUNDING A TOWN



In the course of the game, you will found one or more towns. The founding of a town happens **automatically** and is not an action. Each of your buildings has a **town value**, which is represented by the number of **emblems** to the left of the corresponding building cost on your faction board. Each house has town value 1, each trading post town value 2 and each palace town value 3.

If you have after your action at least **4 own adjacent buildings** (buildings connected by bridges are also adjacent) whose **town values total** at least **7**, then you immediately found a town.

As a **reward**, choose a **town tile** from your supply. Immediately take the bonus shown on it, and then place the tile under one of the buildings belonging to the town, to indicate that from now on these adjacent buildings belong to a town. For each town tile you always get a certain number of points and usually another bonus. You may only use each town tile once. Town tiles are explained individually on p. 11.

Note the following details about towns:

- Each building can only be part of **one** town.
- If you build a building adjacent to a town that has already been founded by you, you expand that town. This means that the new building becomes part of the already founded town and therefore cannot become part of a new town.
- If you connect two towns by constructing a building, this has no disadvantage for you. Both towns keep their town tiles.

Tip: Once you have founded a town, try to continue building on other settlement areas to achieve more town foundations.



If this is the current round scoring tile, gain 5 points each time you found a town.

Example: You build a bridge and now have 4 adjacent buildings with a total town value of 7. So you automatically found a town. You choose from the town tiles in your supply the tile with 6 money and 5 points, which you get immediately. Then you place the town tile under one of the buildings of the new town to indicate that the adjacent buildings belong to a town.



INCREASE SAILING

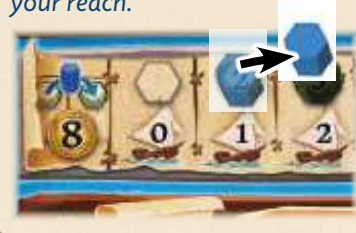
Pay **8 money** and advance your faction token on the sailing track **1 space** to the right. You immediately gain the points shown on the new space.

The sailing value indicates which terrain spaces are **within reach** for you to make habitable and build on via river spaces (see *Neighborhood and In Reach* on p. 5). The starting point must always be one of your buildings.



If this is the current round scoring tile, gain 2 points each time you increase your sailing value.

Example: You pay 8 money and advance 1 space on the sailing track. For this you gain 3 points. Terrain spaces that are connected to one of your buildings by up to 2 river spaces are now considered to be in your reach.



BUILD A BRIDGE

Pay **10 money** to build **1 bridge**.

Take a bridge from your supply and place it on an unoccupied bridge space (represented by 2 directly opposite bridgeheads) adjacent to a terrain space that has one of your buildings in it. If no bridge is indicated at a point on the river between two terrain spaces, then you cannot build a bridge there.

Example: These are unoccupied bridge spaces. Since the top and the middle one are adjacent to your house, you can build a bridge there.



POWER ACTIONS

You can find power actions on the game board as well as on some of the faction mats. They are depicted on a hanging wooden plank and show an orange octagon. For all of them you have to **spend power** (move power from bowl III to bowl I following the black arrow) to execute them. You may perform a power action only if the orange octagon is **not covered** and you can spend the required power. How much power you must spend is indicated on the action. Once you have performed the action, cover the orange octagon with the **X-token** next to it. This indicates that it cannot be used again in this round. This is because each power action may only be used **once per turn**. Power actions on a faction mat may only be used by the faction itself.

The different power actions are:



Build a Bridge

Spend 3 or 4 power respectively to build a bridge without paying money for it.

These power actions work in the same way as the *Build a Bridge* action above. However, here you spend power instead of paying money. These power actions (like all power actions) are only available once per turn. The *Build a Bridge* action, on the other hand, may be performed several times per round (in several turns).



Increase Sailing

Spend 4 power to increase your sailing value by 1 without paying money for it. Advance your faction token 1 space and immediately gain the points shown on the new space.

These power actions work in the same way as the *Increase Sailing* action to the left. However, here you spend power instead of paying money. This power action (like all power actions) is only available once per turn. The *Increase Sailing* action, on the other hand, may be performed several times per round (in several turns).



If this is the current round scoring tile, gain 2 points each time you increase your sailing value.



7 money

Spend 4 power and immediately gain 7 money.



Make Habitable and Build with 1 free shovel

Spend 4 power to perform a complete *Make Habitable and Build* action (see p. 5 f.) with one free shovel. The usual rules of the *Make Habitable and Build* action apply (including any points scored by the round scoring tile).

If you want to transform a terrain for which you need 2 shovels, you may buy the second shovel with money.



Make Habitable and Build with 2 free shovels

Spend 6 power to perform a complete *Make Habitable and Build* action (see p. 5 f.) with 2 free shovels.

With this you can:

- Make **1 terrain space** habitable for which you need 1 or 2 shovels.
- Make **2 terrain spaces** habitable, for each of which you need 1 shovel. Both landscapes must be in reach of a **previously built building**.

You cannot buy any additional shovels. You must immediately place a terrain tile with your home terrain on the transformed terrain(s) as usual. You may only immediately build 1 house on 1 of these landscapes at the normal cost.

Otherwise the usual rules of the *Make Habitable and Build* action apply (including any points scored by the round scoring tile).

Note: The following apply to both *Make Habitable and Build with free shovels* power actions:




If this is the current round scoring tile, gain 2 points each time you build a house.



If this is the current round scoring tile, gain 2 points for each used shovel.

SPECIAL ACTIONS

You can find special actions on one **bonus tile** and as **palace abilities**. Like power actions they show an orange octagon , but unlike power actions you don't have to spend power on them. Special actions may also only be performed once per round. If you have performed a special action, place an X-token on the orange octagon. Special actions on a faction mat may only be used by the faction itself. Details of the special actions are listed with the corresponding factions (p. 11 f.) and the bonus tiles (p. 11).

Example: You have the Water Sprites faction and you already built the left palace. Its ability, in addition to earning 2 power in phase 1, is a special action. On your turn, you take this special action as your action, and then place the X-token on it to indicate that you have already used it this round.



DROP OUT

If you can't or don't want to perform any other action in this round, then you drop out of the current round. After you complete your Drop Out action, you are skipped in player order until the end of phase 2. However, you can still gain power when others build or upgrade adjacent to one of your buildings (see *Gain Power Thanks to Others* on p. 7).

When dropping out, perform the following steps:

1. If you are the first to drop out this round, take the **start player token**. You will take the first action in the next round.
2. Check to see if there is a **When dropping out condition** (represented by a closed scroll) on your bonus tile, your faction ability, or on one of your active Palace abilities. If so, gain the corresponding bonus now.
3. Then choose one of the available **bonus tiles** next to the game board and **exchange** it for your old bonus tile. You cannot keep your bonus tile from this round. You are welcome to choose a bonus tile that someone else has already put back this round. If the new bonus tile has money on it, add it to your supply.
4. **Flip** your new **bonus tile** to the backside. This is a reminder to the other players that you already dropped out this round.
5. If you are the **last player** to drop out this round, Phase 3: *End of Round* starts now.



Example: You have the shown bonus tile and drop out. You have 2 trading posts on the game board and thus gain 4 points. You choose a new bonus tile and exchange your old bonus tile for the new one.

ADDITIONAL OPTION: POWER EXCHANGE

With this additional option you can **spend** as much **power** as you want from bowl III to get money. You gain **1 money per power** you spend.

You may perform this additional option at these times:

- **Phase 2:** At any point during your turn, **before** or **after** your **action**, even when the action is *Drop Out*. This is in addition to your action!
- In **Phase 3** (End of Round).
- At the **end of the game**.

Strategic tip: Consider a *Power Exchange* when you *Drop Out* or at the end of the round, particularly if you expect income, but most of your power tokens are already in bowl III. (For details on the power cycle, see *The Power Cycle* on p. 4.)

PHASE 3: END OF ROUND

As soon as all players have dropped out, phase 3 begins. This is a preparation for the next round. Therefore, you can skip it in round 5, the last round.

Before starting the next round:

- Remove all **X-tokens** from power and special actions and place the tokens next to them.
- **Place 1 money** on each **bonus tile** next to the game board, even if there is already money on it.
- Flip the **round scoring tile** of the current round, so that only the round scoring tiles of the upcoming rounds are face up. This also helps you keep track of the rounds.

END OF GAME

The game ends in round 5, as soon as everyone has dropped out in the action phase (phase 2). Now the **final scoring** follows. This consists of the **money scoring** and the **territory scoring**. If you have the most points after the final scoring, you win this game of **Terra Nova**.

MONEY SCORING

Exchange each power in bowl III into 1 money each using the additional *Power Exchange* option (see above). Then gain 1 point for every 3 money in your supply.

TERRITORY SCORING

Count the number of buildings in your biggest group of buildings connected by your reach (see *Adjacency and In Reach* on p. 5).

Score points depending on your ranking:

1. If you have the most connected buildings, you gain 12 points.
2. If you have the second most connected buildings, you gain 8 points.
3. If you have the third most connected buildings, you gain 4 points.
4. If you have the fourth most connected buildings, you don't gain points.

You can find an example on the next page.

If several of you tie, then add the points of the achieved ranking and the rankings below it (depending on the number of tied players) and divide it by the number of tied players. Each tied player thus gets the same number of points.

Example: All players have a sailing value of 2. The biggest group of buildings for **Blue** and **Red** is 10 buildings.

Yellow has only 5 buildings in their biggest group. **Blue** and **Red** share the reward for 1st and 2nd place, which gives them 10 points each. ($12 + 8 = 20 \rightarrow 20 \div 2 = 10$).

Yellow gains only 4 points for 3rd place.



❧ DROPOUT TURN ORDER VARIANT ❧

Instead of taking your turns clockwise, you can also play in the order in which you dropped out of Phase 2 in the previous round. In a 2-player game this variant does not differ from a normal game.

❧ SETUP CHANGES ❧

- 1 In step 1) of the general setup, lay out the game board as usual and place the turn order mat next to it.
- 7 Add to step 7) of the general setup (choosing a faction) as follows: Immediately when you chose a faction, place the corresponding faction tile on the topmost empty space of the left column of the turn order mat.

❧ GAMEPLAY CHANGES ❧

PHASE 2: ACTIONS

Don't take your turns in clockwise order. Instead play in the turn order that is shown on the turn order mat from top to bottom.

For the 1st, 3rd, and 5th round the turn order will be shown in the left column of the turn order mat, whereas for the 2nd and 4th round the turn order will be shown in the right column. The numbers above the columns serve as a reminder.

ACTION *DROP OUT*

If you decide to use the *Drop Out* action, move your faction tile to the topmost empty space in the other column on the turn order mat. Perform the steps of the *Drop Out* action as usual. In the next round, play according to the new order as indicated on the turn order mat.


Example: You have the *Water Sprites* faction. On your turn you decide to perform the *Drop Out* action. You move your faction tile to the topmost empty space of the right column. Since you are the first to *Drop Out* in this round, you will perform the first action of phase 2 in the next round.





❧ VARIANTS FOR 2 PLAYERS ❧

If you are familiar with the normal game and are playing a 2-player game, then we recommend these variants for a more challenging game. Choose between a more strategic variant (*Planner*) and a more luck-based variant (*Lucky Digger*). In both variants neutral houses come into play.

❧ RULES FOR BOTH VARIANTS ❧


- During setup, use the side of the **game board** with the icon for 2 players in the lower left edge of the board. 
- The houses of the neutral faction count as houses of a different faction when paying the cost for a trading post.
- The placement of a neutral house does not trigger any effects (neither power gain for adjacent buildings nor faction abilities).

❧ RULES FOR THE PLANNER VARIANT ❧

- After placing the game board, but before performing other steps of the setup, randomly designate one faction color as the **neutral faction**. Each of you takes 1 house of this color and places it on an unoccupied space marked with a house at the bottom of the corresponding home terrain (there are 4 spaces to which this applies). Then continue with the setup. You cannot choose the neutral faction as your faction. 
- In **Phase 3** of the **third round** (and only then), you also place 1 neutral-faction house on the other two marked home terrains of the neutral faction, if they are still available. 

❧ RULES FOR THE LUCKY DIGGER VARIANT ❧

Before the Income Phase of **each round** (including the first round): 

1. The starting player takes 1 house of each of the 3 faction colors not chosen by you and draws 1 at random from it. They place the house on an unoccupied hex marked with a house at the bottom of the corresponding home terrain. If there is no matching hex, discard it. 
2. The other player draws 1 random house from the remaining 2 houses and places it on an unoccupied hex marked with a house at the bottom of the corresponding home terrain. If there is no matching hex, discard it. Discard the remaining house.

APPENDIX

Here you will find explanations of the round scoring tiles, town tiles, bonus tiles, and the different factions.

ROUND SCORING TILES

The round scoring tiles indicate for what you will get points in the action phase of the current round. Here they are in detail:



Each time you build a house in this round, you score 2 points.



Each time you upgrade a house into a trading post in this round, you score 3 points.



Each time you upgrade a trading post into a palace in this round, you score 5 points.



Each time you found a town in this round, you score additional 5 points.



Each time you advance your faction token on the sailing track in this round, you gain 2 points (in addition to the points for the new space on the track). It doesn't matter how you get the increase in sailing.



Gain 2 points per shovel you use in this round to make a terrain habitable. It doesn't matter if you pay for the shovels as usual or if they are free shovels e.g. through power actions.

TOWN TILES

You can use these town tiles when you found a town. Their bonuses are:



Gain 6 money and 5 points.



Gain 8 power and 6 points.



Gain 9 points.



Increase your sailing value by 1 and gain 4 points (in addition to the points of the new sailing track space).

Shovel round scoring tile example: This round, the round scoring tile is 2 points per shovel you use this round. You use the power action *Make Habitable* and *Build* with 1 free shovel and pay 6 money for another shovel. With these 2 shovels, you transform an adjacent desert into a lake. Since you used 2 shovels, you gain 4 points for the round scoring.

BONUS TILES

Your bonus tile is only valid for 1 round. It always gives you extra income in phase 1. Some also give you points when dropping out, or some other advantage.



In phase 1: Income gain 6 money.



In phase 1: Income gain 3 money and 3 power.



In phase 1: Income gain 3 power.

In phase 2: Actions, your sailing value is considered as 1 higher. This does not apply to the final scoring. (Do not move the token on your sailing track! Add 1 to your value when checking if a terrain is in reach.)



In phase 1: Income gain 2 money.

In phase 2: Actions, you may take a full *Make Habitable* and *Build* action with 1 free shovel as a special action. The usual rules of the *Make Habitable* and *Build* action apply (including any points scored by the turn scoring tile). If you want to make a terrain habitable for which you need 2 shovels, you may buy the second shovel for 6 money.



In phase 1: Income gain 2 money.

In phase 2: Actions, when you drop out, gain 1 point for each house you have on the game board.



In phase 1: Income gain 2 power.

In phase 2: Actions, when you drop out, gain 2 points for each trading post you have on the game board.



In phase 1: Income gain 4 power.

In phase 2: Actions, when you drop out, gain 4 points for each palace you have on the game board.



In phase 1: Income gain 3 power.

In phase 2: Actions, when you drop out, gain 3 points per step of progress on your sailing track (i.e. your sailing value x3).

FACTIONS

WATER SPRITES

Faction ability

Each time you found a town, gain 4 additional points.

Left Palace

Once built, gain 2 power in each income phase.

In addition, you now have a personal special action. With this you may build 1 house on any lake space for free once per round. This lake space does not have to be adjacent or within reach. The special action counts as building a house. You cannot spend shovels to build the house on non-home terrain during this action.

Right Palace

Once built, you can found a town with a value of 6, rather than 7. However, the town must still consist of at least 4 buildings. **Note:** Constructing this palace could immediately cause you to found one or more towns.

SEA DOGS

Faction ability

You may found cities spanning one river space without connecting the buildings with a bridge. It is up to you if and when you use this ability.

Whenever you found a town in this way, you place the town tile on the river space, to make the connection clear. You can still also build bridges.

Left Palace

Once built, gain 4 power in each income phase.

When you build this palace, you once and immediately increase your sailing value by 1 for free. As usual, you get the points for the new track space and, if applicable, for the round scoring tile.

Right Palace

Once built, you may upgrade 1 house to 1 trading post for free once per round as a special action.

GOLEMS



Faction ability

When you drop out, gain points for your own trading posts on the game board. For 1 or 2 trading posts gain 2 points, for 3 trading posts 3 points, and for 4 trading posts 4 points.

Left Palace

Once built, gain 4 power in each income phase.

For each transformation of a terrain that costs 2 shovels, you only need 1 shovel.

Right Palace

Once built, you can found a town with a value of 6, rather than 7. However, the town must still consist of at least 4 buildings. **Note:** Constructing this palace could immediately cause you to found one or more towns.

FIRE SPRITES



Faction ability

Each power action costs you 1 power less. This does not apply to the additional *Power Exchange* option (spend power for money, see p. 9).

Left Palace

Once built, gain 4 power in each income phase.

When you build this palace, you may once and immediately make any one unoccupied terrain at the edge of the game board habitable for you for free and build a house there for free. It does not have to be within reach for you. This does not count as using shovels, but it does count as building a house.

Right Palace

Once built, when you drop out, gain 1 point for each of your settlements that has at least 1 building at the edge of the game board. A settlement is considered to be several of your own adjacent buildings, or a solitary building of yours. A town counts as a settlement.

Example: You have 3 settlements at the edge.



LEPRECHAUNS



Faction ability

Gain 2 power for each shovel you use to make a terrain habitable. Free shovels count.

Left Palace

Once built, gain 2 power and 5 money in each income phase.

When you build this palace, you once and immediately gain 6 power.

Right Palace

Once built, you can found a town with a value of 6, rather than 7. However, the town must still consist of at least 4 buildings. **Note:** Constructing this palace could immediately cause you to found one or more towns.

INVENTORS



Faction ability

Each time another faction builds a house (no matter where), you gain power. When playing with 2 players, gain 2 power. When playing with 3 or 4 players gain 1 power.

Left Palace

Once built, gain 2 power in each income phase.

In addition, you now have a new personal action. With this action, you may spend 6 power to make a terrain in reach habitable for free and immediately build a trading post for free on this terrain. This does not count as using shovels, but it counts as an upgrade to a trading post. You may perform this action multiple times per round.

Right Palace

Each time you build a house, gain 2 points.

FAIRIES



Faction ability

Gain 2 additional power in each income phase.

Left Palace

Once built, gain 3 power and 2 money in each income phase.

In addition, you now have a personal power action. With this, once per round, you may spend 2 power to perform a complete **Make Habitable and Build with 1 free shovel** action. The usual rules of the *Make Habitable and Build* action apply (including any points scored by the round scoring tile). If you want to transform a terrain for which you need 2 shovels, you may buy the second shovel with money. If you immediately build a house, you have to pay the normal building cost (4 money).

Right Palace

Once built, you can found a town with a value of 6, rather than 7. However, the town must still consist of at least 4 buildings. **Note:** Constructing this palace could immediately cause you to found one or more towns.

DRUIDS



Faction ability

You have an additional trade possibility with the additional *Power Exchange* option. You may spend 3 power from bowl III as many times as you like to gain 2 points. You may use this at the same times as the normal additional *Power Exchange* option (spend power for money, see p. 9).

Left Palace

Once built, gain 4 power in each income phase.

In addition, when you drop out, gain 2 power for each of your settlements. A settlement is considered to be several of your own adjacent buildings, or a solitary building of yours. A town counts as a settlement. (For an example about settlements see the *Fire Sprites* to the left.)

Right Palace

Once built, gain 3 points each time you upgrade a house into a trading post.

SUN WORSHIPPERS



Faction ability

Begin the game with 3 houses. Place your 3rd house after all players placed their 2 starting houses.

Left Palace

Once built, gain 2 power in each income phase.

In addition, you now have a personal special action. With this, once per round, you may make an adjacent terrain space on the same continent habitable for your faction. You may immediately build a house there for the normal cost. This does not count as using shovels, but it counts as building a house.

Right Palace

Once built, you can found a town with a value of 6, rather than 7. However, the town must still consist of at least 4 buildings. **Note:** Constructing this palace could immediately cause you to found one or more towns.

SAND CATS



Faction ability

Each time another faction upgrades a building, you gain money. When playing with 2 players, gain 2 money. When playing with 3 or 4 players gain 1 money.

Left Palace

Once built, gain 2 power in each income phase.

In addition, when upgrading into a trading post, you pay only 5 money (with adjacency of the building to another faction) or 7 money (without adjacency of the building to another faction). Use the palace tile to cover the normal cost of the trading posts on your faction mat.

Right Palace

Once built, when you drop out, gain 1 point for each of your buildings on the board that is not adjacent to the river.