

PLAYERS: 2-4
AGE: 8+
DURATION: 20 MIN.

NEW WORLDS

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IDEA OF THE GAME

Many mistakes were made that destroyed our planet: global warming, overexploitation, pandemics... We have learned the lesson and now we must create a new world. As world creators, our mission is to create a new habitable planet full of wild fauna, vegetation and beautiful landscapes. Who will be able to create the most well-balanced world?

In **New Worlds** every player must play the biome cards that can collect in their playing area in order to create their new world. At the end of the game, the player's scoring will depend on the biodiversity of their world, natural balance and type of biomes settled. The player that creates the most habitable planet will be the winner.

CONTENTS

64 biome cards (8 types), with values from 01 to 64



ocean coast jungle savannah desert alpine taiga arctic

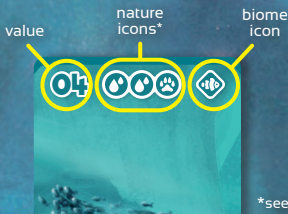
8 human settlement cards



1 universe board
(with values from 0 to 6)



Close-up of biome card:



*see Advanced Mode

1 scoring pad

Player	0	1	2	3	4	5	6
1							
2							
3							
4							

4 player's aid cards



GAME SETUP

Place the universe board in the middle of the table, within reach of all players.

Human settlement cards are left aside, they're only used for the **advanced mode**, explained at the end of this rules.

Shuffle the 64 biome cards and deal **4 cards to every player** as their first hand. Players can look at their cards, but they can't show them to other players.

The remaining cards are placed in a pile face down, in the space 1 on the board. This will be the **creation pile**.

Take the top card of the creation pile and place it face up in the space 0 on the board. This will be the discard pile. Take the first 5 cards from the creation pile and place them face up on the rest of empty spaces of the board (from 2 to 6).

Deal a **player's aid card** to each player. This card shows a summary of the player's actions and the scoring. The player who last planted something will start playing.

HOW TO PLAY

The game is played by turns, clockwise. Each player during their turn must make **one of the following actions**:

1. Play a card from the hand to draw **all visible cards** on the board of the **same biome** as the played card. The player places these cards in their playing area, in front of them. After that, they put their played card on the discard pile (space 0) face up.



Robert's hand



Example: Robert plays an ocean card and picks all the ocean cards in sight on the board: the cards on spaces 4 and 5, as well as the card on the discard pile (space 0). Then, he places them in his playing area and discards the played card on the discard pile, face up.

- Play a card from the hand to draw the cards from the board **corresponding to the two digits of the played card**. This includes the discard pile (space 0) or the creation pile (space 1), if the numbers of the card indicate it.

Numbers 7, 8 or 9 don't have any corresponding card, as the highest number on the board is the 6. Therefore, players will only take one card from the board if they play a card with one these digits. Also, only one card will be taken if the played card has a repeated number (for example, if a player plays card 55, they only take the card from space 5).

The player places these cards in their playing area and discards the played card face up.



Example: Alice has in her hand an alpine card with the value 42, she plays it and takes the cards from the board corresponding to spaces 4 and 2. If she had played the jungle card 18, she would have had to take the top card from the creation pile, but couldn't take a card for the 8, as there's no space number 8 on the board.

- Play a card from the hand and **place it directly in the playing area**.



Example: Noah plays the ocean card 02 from his hand and place it directly in his playing area, adding a new biome to his world.

Note: We recommend to organize the playing area (your world) placing the cards in columns, by biome type, and in ascending order: from the lowest to the highest and from the left to the right. This will make it easier for all players to see what each player's world is like and which cards have already been drawn.

After performing the chosen action, the player fills in the empty spaces on the board (if possible) with cards from the creation pile and draws the top card from that pile, to have 4 cards in hand again. Now it's next player's turn.

Note: If the creation pile is used up, take the discard pile, except for the top card that's left on space 0, and re-shuffle it. Turn it over and put it back in space 1 as the new creation pile to fill in the universe board or draw a card.

END OF THE GAME

When a player, at the end of their turn, cannot fill in all the empty spaces on the universe board, all players, **except the one who has just played**, take turns to place one last card from his hand in their playing area. The cards left in the hand are discarded. The game ends and players check the score of each world. The player with the most points wins the game. In case of a tie, the tied players count the nature icons of each world, starting with the sun (see order in Vital Capacity), until the tie is broken.

SCORING

BIODIVERSITY:

Each type of biome displayed is worth 1 point. The player with most different biomes receives 3 bonus points. In case of a tie, each tied player wins this bonus.

Example: 4 different types of biomes give 4 points.



DOMINANT BIOMES:

The player with most cards of a type of biome earns 2 points. Players check each type of biome. In case of a tie, the player with the highest value card of that biome wins.

Example: Robert has 3 ocean cards and Noah only 2 cards. Robert earns 2 points.



Robert

Noah

NATURAL BALANCE:

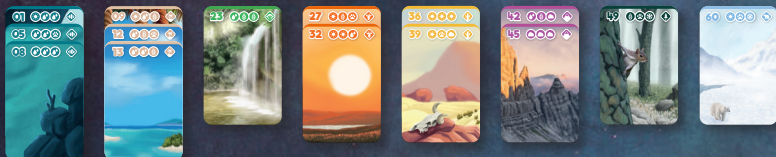
Each card with consecutive values (minimum 3 cards) within each biome is worth 1 point.

Example: 3 desert cards with consecutive numbers give 3 points.



Example of scoring:

Robert's world at the end of the game:



Alice's world at the end of the game:



And Noah's world at the end of the game:



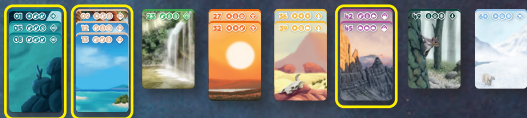
Biodiversity:

Robert has 8 different biomes in his world, Alice has 7 and Noah has 5. Robert gets the 3 bonus points for being the one with the most biomes, getting a total of 11 points.

Dominant Biomes:

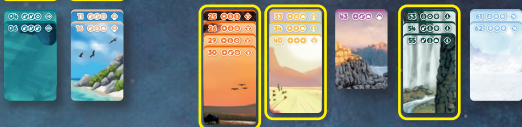
Robert is the one with the most cards of the ocean, coast and alpine biomes. He earns 6 points. Alice wins the majority in the savannah and desert biomes and Noah in the jungle and arctic biomes. There is a tie in the taiga biome, but Alice has the highest value in this biome (55), so she wins the points for this biome. Alice earns 6 points and Noah 4 points.

Robert



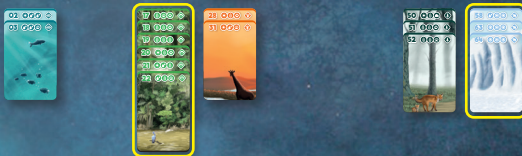
Total:
 $= 3 \times 2$ 6 points.

Alice



Total:
 $= 3 \times 2$ 6 points.

Noah



Total:
 $= 2 \times 2$ 4 points.

Natural Balance:

Robert has not reached the minimum of three cards with consecutive values, so he does not earn points on this scoring. Alice, on the other hand, gets 3 points for the three taiga cards with consecutive values and Noah earns 9 points, as he has six jungle cards with consecutive values and another three in the taiga biome.

Alice



Total:
 $= 3 \times 1$ 3 points.

Noah



$$= 9 \times 1$$

Total:
9 points.

Final score:

The final score in this example is as follows:

Robert: $11 + 6 + 0 = 16$ points

Alice: $7 + 6 + 3 = 16$ points

Noah: $5 + 4 + 9 = 18$ points

*Noah's world is
the most habitable!*

ADVANCED GAME RULES

The following advanced rules can be added together or separately to the basic game. The game rules remain the same, with the following modifications:

HUMAN SETTLEMENTS:

Add the 8 human settlement cards (one for each biome type) to the rest of the cards in the setup and shuffle them all together.



During the game, they can be used to draw the cards of the same biome on the universe board only (as these cards do not have a numerical value) or to place them directly in the playing area. If they are on the universe board, they can be drawn like any other card.

Once in the playing area, they work like a wild card: they **can represent the desired value**, within the values of that biome (even if that value is already in another player's playing area).

The human settlement **can change its value** within their biome, but **before the scoring** the player must decide which value it represents. **If there is a tie, the biome card value wins.**

GLOBAL NATURAL BALANCE:

When scoring the **Natural balance**, players can count the total of **consecutive values** (minimum of 3 cards) **between adjacent biomes**.

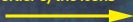
Example: 2 coast cards and 1 jungle card with consecutive numbers = 3 points.



VITAL CAPACITY:

A new scoring is added to the three existing ones. Each player counts each **nature icons**, at the top of their cards (see illustration), and the player with the **highest number of each icon earns 3 points**. If there is a tie, the card of the corresponding icon with the highest value wins.

order of the icons



Sun



Water



Plants



Animals



Minerals



Ice

Example: this taiga card has the one icon of sun, plants and minerals.



DISCORDANCE:

A penalty scoring is added. The player with the least **Biodiversity, Dominant Biomes and Vital Capacity** (if played with this variant) **lose 1 point for each minority**. That is, the player with the least variety of biomes, the one with the fewest cards of each of them and the one with the least amount of each of the nature icons lose one point. If there is a tie, each player lose one point. If all players are tied in a minority, the player with the **highest value card gets rid of the penalty**.

Icon for discordance scoring at the scoring pad.



Editorial note: This game reproduces examples of existing biomes on our planet, but both the species in them and the proposed human settlements may differ from reality (for example, in our planet polar bears do not coexist with penguins). If you use this game in the classroom you can plan activities around it to discover more about our planet.



Find how to play on our Youtube:
[mercuriodistribuciones](https://www.youtube.com/channel/UCmercuriodistribuciones)

If you have any question or suggestion,
please, contact us at:
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