

TERRA NOVA

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Players: 2 – 4

Ages: Teen to Adult

Length: 45+ minutes

Introduction

Across the leagues of a vast ocean, a new world has been discovered: Terra Nova. Your liege has sent you to Terra Nova with an important mission: claim as much of the new world as possible. The opportunity awaits, but you will not be alone in your pursuits. Rival pioneers (your opponents) have the same goal. In order for you to succeed, you have

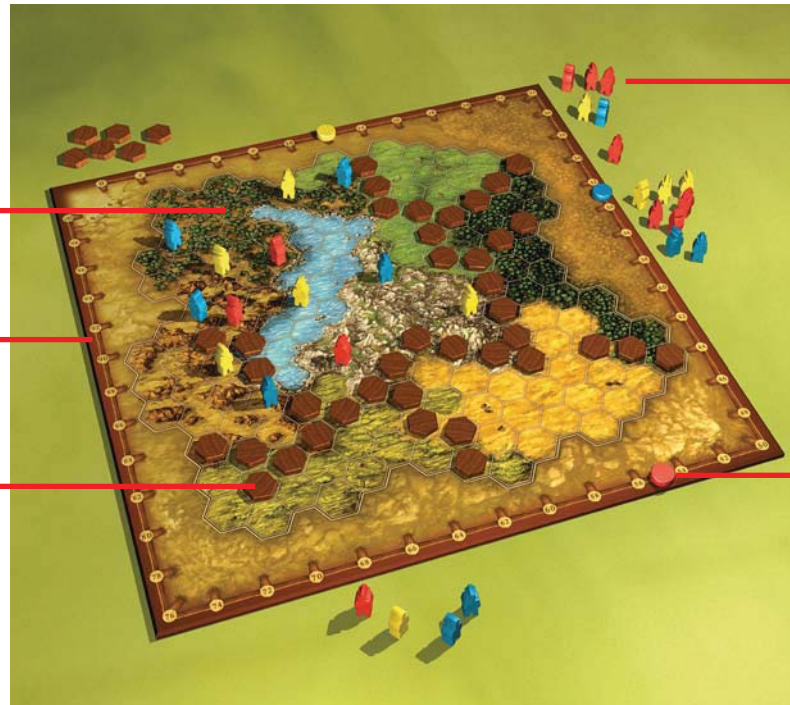
to place your pioneers in the best locations, move them cleverly and lay your border stones with tactical planning. Then, close the border at the right moment, before an opponent takes over the territory that you thought would be yours.

Contents

1 game board showing the map of Terra Nova and a scoring track (different shades divide the game board into 8 landscapes)

Scoring track

80 border "stones" (wood tokens)



52 wood Pioneers (13 each in four colors)

4 wood scoring markers in four colors

Set-Up

Place the gameboard in the middle of the table and put the border stones next to it. Each player chooses a color and takes the corresponding pioneers and scoring marker.

In a two-player game: 13 pioneers

In a three-player game: 10 pioneers

In a four-player game: 8 pioneers

The scoring markers are placed on the "0" of the scoring track that goes around the perimeter of the gameboard. Choose a starting player.

Initial Placement of Pioneers:

In turn, each player places one of his pioneers on any empty space of the gameboard (including on any lake spaces); then each player places a second pioneer, and so on, until all pioneers are placed on the board.

Summary of Play

Players take turns, in clockwise rotation. You move your pioneers and place border stones in order to divide the land in such a way as to seal off as large and valuable an area as possible for yourself. The player who has the most pioneers within a territory gets the points.

On Your Turn

On your turn, you **must perform three actions**. Only if a second or third action is not possible are you allowed to forfeit an action. You do not have to choose a first action that guarantees additional actions are possible.

Your first action must always be to move one of your pioneers. Your remaining two actions can be any combination of moving pioneers and playing a border stone(s).

If you are unable to move any pioneers in your first action, you must **pass**, and the next player goes.

1. Moving your pioneers:

You may move in one of six possible directions, in a straight line, as far as you want (but at least one space). You may not jump over pioneers or border stones; your pioneer has to stop on or prior to the last space before another pioneer or border stone.

You may make several moves with the same pioneer or divide the moves among different pioneers. However, you are not allowed to move a pioneer back to the place from which it started. That means that when each action has been completed, either your pioneer has ended up on another

space or a border stone has been added.

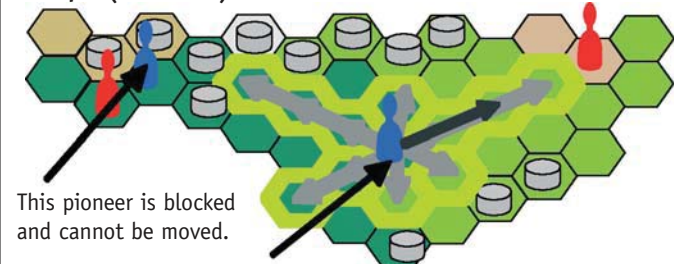
If one of your pioneers is blocked at the beginning of your turn, you have to choose another pioneer for your first move, if possible.

Moves:

Straight ahead, in one of six directions

As far as you want, but without jumping pioneers or border stones.

Example (Movement)



This pioneer is blocked and cannot be moved.

The blue pioneer may go onto one of the green-bordered spaces. Blue chooses to do the movement shown by the black arrow.

2. Placing a border stone:

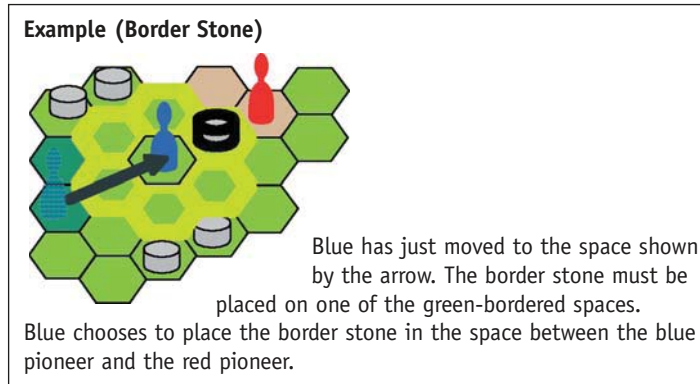
You may only place a border stone after moving a pioneer. You must put it on one of the empty spaces adjacent to a pioneer you just moved.

If you move two pioneers, and then, for your third action, place a border stone, the stone may be adjacent to either the first or second pioneer you moved. If you only

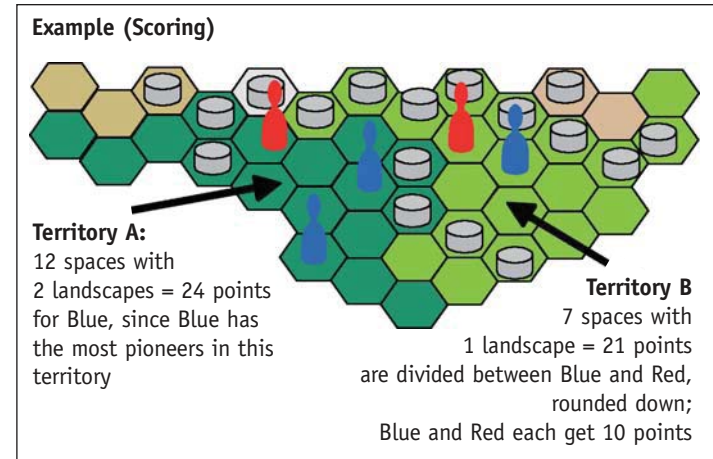
Border stones:

Adjacent to a just-moved pioneer onto an empty space

move 1 pioneer and place two border stones, both must be adjacent to the pioneer you moved.



They are permanently out of the game. If more than one territory is formed in one turn, all are scored.



Scoring

Territories

A territory is formed as soon as a part of the island, consisting of not more than three different landscapes has been enclosed. When a player forms a territory by placing a border stone, scoring is calculated immediately.

The points are to be allocated as follows:

- Territory with 3 different landscapes
= the number of spaces in the territory
- Territory with 2 different landscapes
= 2x the number of spaces in the territory
- Territory with only 1 landscape
= 3x the number of spaces in the territory

The player with the **most pioneers** in this territory gets the points. In case of a tie, the points are divided, rounded down if necessary.

Record the points by moving your scoring marker along the scoring track. After that, remove the pioneers from the territory just scored.

Territory:
Maximum 3 different
landscapes

Points:
3 landscapes –
spaces
2 landscapes –
spaces x 2
1 landscape –
spaces x 3

Majority:
One with most
pioneers scores

Ties:
Divide points,
round down

End of the Game

The game ends when: 1) All land is completely divided into territories or, 2) When only one player is able to move or, 3) When one player's supply of pioneers has been depleted.

All territories that have been completed in the last turn are still scored.

The player with the most points wins.