

TERRA NOVA FAQ

Q: Move-move to old position-build? Is this allowed?

A: No

Q: Only one player able to move. This is an ending condition in the rules. Say it's a 3 player game. Player A goes, player B goes, and now only I have pieces left that can move. Can I take a final turn?

A: No. The game ends immediately when only 1 player is able to move.

Q: "Immediate" scoring...Does this really mean immediately after placing a stone or immediate at the end of your turn?

A: Immediately – not at the end of your turn.

Q: Move, Stone, Move? The translation here (something on the site, from an Italian version) enumerates the possibilities as move/move/move, move/move/stone, and move/stone/stone. However the rules in the game seem to allow for the possibility of move/stone/move (with the same piece). Is this allowed?

A: Yes – as long as the piece does not return to the space in which it started.

Q: If a territory is formed and in the middle of it there is a standalone stone (not touching any of the borders of the territory), do you count the space with the stone or not? This is relevant when you are stuck with one meeples in an almost-territory and someone else has two... your one meeples can go around placing stones to reduce the value of the territory before it can be closed. If you do not score the stone spaces, the value-reducing meeples can place stones just anywhere; if you do score the stone spaces, the stones would have to be placed along the edge of the territory, shrinking it.

A: If a space has a stone on it, it is NEVER counted in scoring the territory.

