

TERRA NOVA

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Quick Start Guide

OBJECT

A game for 2 – 4 players. The object of the game is to score the highest amount of points by making the most territories worth the highest value.

SETUP

Separate “Border Stones” amongst the players and give the proper amount of pioneers to each player. Place the colored scoring discs at 0 on the outside of the board. Players alternate placing their pioneers on the board, on any space desired, until all are placed.

GAME PLAY

Each turn consists of 3 actions. You must make these actions if possible.

1. You must begin by moving 1 pioneer as many spaces as desired in a straight or diagonal line.
2. Moves 2 & 3 can be any combination of moving the same, or different pioneers, or placing 1 or 2 border stones.
3. Border stones can ONLY be placed in a space adjacent to a pioneer moved on the same turn.

Border stones are common elements and will form territories. A valid territory is a closed area consisting of 3 or less terrain types.

SCORING

Only the player with the most pioneers inside the territory scores for that area. Count the number of open spaces (and spaces occupied by pioneers) in the territory and multiply by 3 if there is only 1 terrain type, multiply by 2 for 2 terrain types and multiply by 1 for 3 terrain types. Move your scoring marker accordingly around the track. In case of a tie, count points and divide by number of players tied (round down).

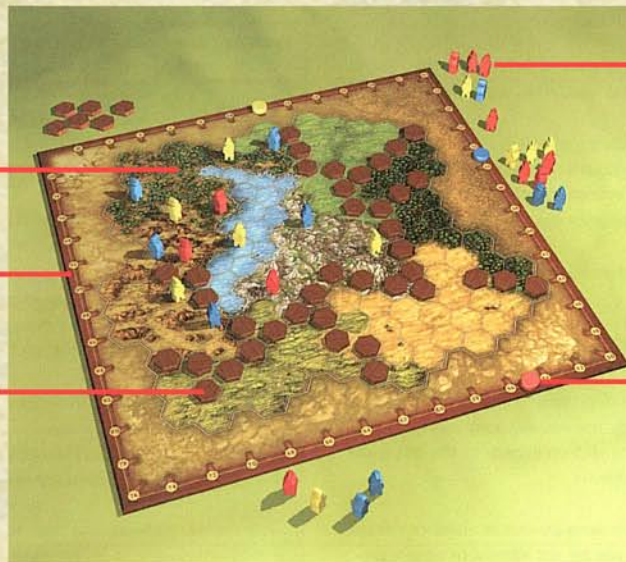
END

The game ends when all territories have been formed or when one player’s supply of pioneers has been depleted.

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

Scoring track

80 border “stones” (wood tokens)



44 wood Pioneers (in 4 colors)

4 wood scoring markers in 4 colors

