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RACE TO THE NEW FOUND LAND



Z-MAN games™

Setup

1. Place the **game board** in the center of the table.

2. Randomly take one **player sheet** and place it in front of you. Your player sheet determines which nation you represent during the game.

After all players have taken a player sheet, take one of the unused ones and place it facedown near the board as the **discard sheet**. Return any remaining player sheets to the box.

RACE TO THE NEW FOUND LAND

60-90 min | 2-4 players
10 years and older

Components

1 Game Board
5 Player/Discard Sheets

Tiles:

11 Large Ships
17 Small Ships
(12 normal, 5 starting)
34 Island Tiles
18 Order Tiles
5 Milestone Markers
8 Compass Tiles
1 First Player Marker

Cards:

21 1x Cards
(5 Starting Cards,
6 Charter Ships;
10 Commodity Cards)
15 Goal Cards
5 Captain Cards
4 50/100 Cards

Wooden Pieces:

100 Markers
(4 colors, 25 of each)
4 Ship Score Markers
(4 colors, 1 of each)
15 Cloth Pieces
15 Word Pieces
12 Iron Pieces
12 Gold Pieces



13. Choose a color and take the **ship** and all **25 markers** of that color. Place your ship on the green space on the score track.

The player with the lowest number on his or her player sheet is the first player and takes the first player token.

The race to the new found land begins now!

Example 3-player setup:





Compass Tile



Back of Island Tiles

12. Shuffle the **island tiles** and place them facedown as a stack on the discovery space next to the telescope on the bottom of the game board.

Shuffle the compass tiles and reveal one for each player. For each revealed compass tile, draw one island tile and place it faceup on a space on the island shown on the compass tile so that the image on the tile lays on top of a matching image of your choice. If a drawn tile does not fit on the shown island, set it aside and draw another; continue doing so until you draw one that fits. Then shuffle all set-aside tiles back into the stack.

Then shuffle the compass tiles and place them facedown as a stack on the compass space on the board.









3. Take the starting **small ship** (indicated by an "S" on the back) that matches the flag on your player sheet. Place it in one of the shipyards on your player sheet.

Shuffle all the remaining small ships and place them facedown as a stack on the upper ship space at the top of the board. Then draw four ships from this stack and place one faceup on each of the sale spaces next to the stack.



4. Shuffle the large ships and place them facedown as a stack on the lower ship space at the top of the board. Then draw four ships from this stack and place one faceup on each of the sale spaces next to the stack.



5. Take the starting **1x card** (indicated by an "S" on the back) that matches the flag on your player sheet. Place the remaining starting cards on the discard sheet.

Shuffle the remaining 1x cards and place them facedown as a deck on the deck space on the board.



6. Sort the **50/100 cards** so that they are in descending order (with the "5" card on the top) and place them as a pile near the board.



7. Shuffle the order tiles and place them facedown as a stack on the order space on the board. Draw nine tiles from this stack and place one faceup on each of the order spaces.



10. Place the **commodities** near the board as a supply within reach of all players. Then place one of each commodity (Wood, Cloth, Iron and Gold) on the △ space on the board.

Each player takes one Iron from the supply.



8. Shuffle the goal cards into three facedown piles of five cards each. Place one pile on each of the □, ○ and ☆ spaces on the board.



11. Place the **milestone markers** on the 7, 15, 20, 25, and 35 spaces of the score track, as shown above.



9. Place the captain cards faceup on the ⬠ space on the board.

Introduction

In ***Race to the New Found Land*** you play as one of five European nations competing for the wealth and resources of North America's east coast in the age of discovery. Your efficiency and resourcefulness will be your greatest asset as you move settlers, sell valuable commodities, and discover new riches in the race to become the most influential power in this burgeoning new land.

Overview

The ***Race to the New Found Land*** takes place over four rounds.

Each round begins with the **land phase** (page 4), during which you **receive income**, **upgrade your port** (page 4), and **build ships** (page 5).

Then players move on to the **planning phase** (page 6), during which players plan for the round ahead and assign ships to the actions they will perform. The four possible actions are **1. Load** (page 7), **2. Settle** (page 8), **3. Deliver** (page 8), and **4. Discover** (page 9).

Next is the **action phase** (page 6), during which players perform their chosen actions.

Finally, the game moves into the **end phase** (page 10), during which new islands are charted, goals are achieved, and the first player token is passed clockwise.

After four rounds, the player with the most points wins.

Land Phase

If you are the first player, begin a round by taking your income. Take one cloth and one wood from the supply and place them on the storage area of your player sheet.

Then you can **upgrade your port** (below), after which you can **build ships** (next page). After you have completed these three steps, the next player clockwise from you performs all three steps in the same order.

This continues clockwise around the table until all players have performed all three steps, which completes the land phase.



Upgrade Your Port

Each player sheet has two upgrade options: one shipyard, and one unique upgrade.

The shipyard functions exactly like the three starting shipyards, but you must purchase it with your commodities before you can use it. To purchase the fourth shipyard, spend one cloth and one iron from your storage area, returning them to the supply. When you do, place one of your markers on the empty square by the shipyard to indicate that you have purchased it (see **build ships** on page 5 for more detail).



The other upgrade is unique to each player sheet. The exact effect of your player sheet's upgrade is explained in detail on page 2 of the supplementary sheet. The purchase cost of this upgrade is shown on the player sheet next to the upgrade. As with the fourth shipyard, you must pay the shown cost in commodities to purchase this upgrade. When you do so, place one of your markers on the empty square by the upgrade to indicate that you have purchased it.

When you purchase an upgrade, that upgrade is immediately available to you for the rest of the game, and you do not need to pay an upgrade's purchase cost again on later turns. You may purchase upgrades in any order, during the same or different land phases.

Build Ships



Next you have the opportunity to build new ships. The ships available for you to build are shown at the top of the game board. The upper row shows which **small ships** you can build, while the lower row shows which **large ships** you can build.

Each small ship costs **1 wood and 1 cloth** to build, as shown by the banner on the upper row. The build cost of a large ship is shown on the bottom of that ship's tile.

To build a ship, pay its cost using commodities from your storage area and place it in one of your empty shipyards.

Each shipyard can hold one ship. If you build a ship and do not have any empty shipyards, you can discard one of your ships by moving it to the discard sheet, replacing it with the newly built ship.

When you build a large ship, you immediately score three points. Advance your score marker three spaces along the score track.

You (the yellow player) purchase the shipyard upgrade by paying one cloth and one iron. You place a marker on the space to indicate your purchase.



Then you build one large ship from those on the sale spaces. You pay the cost shown on the ship (two wood and two iron) and place the ship in your new shipyard. Since you built a large ship, you also score three points.



You can build multiple ships during each land phase, but you must pay for each of them separately.

After you have completed building ships, refill the small and large ship sale spaces with tiles from their corresponding stacks. If there are not enough ship tiles to fill the large or small ship sale spaces, shuffle the corresponding ship tiles from the discard sheet to create a new stack.

Milestone Markers

The score track has several important points along it, indicated by the milestone markers.

When your score marker starts on, reaches, or passes a milestone marker, resolve the effect associated with that marker (shown on the game board). If you pass multiple milestone markers at once, resolve them one at a time in order.

After resolving a milestone marker's effect, move the marker you just resolved three spaces backward or until it arrives at a space with another milestone marker or score marker on it (whichever comes first). A milestone marker may never move past a space with another milestone marker or ship on it. Once all players' ships have advanced past a milestone marker, remove that marker from the score track and place it on top of its corresponding card pile.



You advanced to space 8 on the score track, passing the ☐ marker as you advanced.



You look at the cards under the ☐ symbol and chose one to add to your hand, then returned the rest to the board.

Then you move the ☐ marker three spaces backward. Because there are no other milestone markers or ships in any of those spaces, the ☐ marker is moved to space 4 of the score track.

To resolve the □, ⬠, ○, and ☆ markers' effect, take the pile of cards under that symbol from the game board. Choose one of the cards, add it to your hand (or place it next to your player sheet if it is a captain card), and return the remaining cards to the game board.

To resolve the △ marker's effect, take one of the commodities under the symbol and add it to your storage area.

Captain cards and commodities.



Planning Phase

Before you depart for the new world, you must plan how to use your fleet of ships to maximize your returns.

Each player is able to plan for the same four actions: **1. Load**, **2. Settle**, **3. Deliver**, and **4. Discover**. Though these actions are performed differently (and described in detail on page 7), they are each planned the same way.

If you are the first player, start by planning the **load** action. To do so, assign up to one of your ships to that action by moving it from its shipyard to the space below the **load** action on your player sheet.

If you do not wish to perform the **load** action, you do not need to assign a ship to its space.

You assign a small ship from your shipyard to the load action.

The number on the crate (3) indicates how well your ship will perform the load action.



After you have finished planning the **load** action, the next player clockwise from you plans the **load** action, assigning up to one ship. Continue clockwise until all players have planned the **load** action (assigning a ship or not).

Then repeat this process for each remaining action one at a time in order. When planning for the **settle**, **deliver**, and **discover** actions, you can assign more than one ship. The number of ships you can assign to each action is shown on your player sheet under the action's name.

Each ships' effectiveness with an action is determined by values on that ship tile:

- The **Settler** value corresponds with the **settle** action.
- The **Crate** value corresponds with the **load** and **deliver** actions.
- The **Spyglass** value corresponds with the **discover** action.

The higher a value is, the better a ship is at the corresponding action.

After all players have finished planning the **discover** action, the planning phase ends. If you have any ships still in a shipyard (not assigned to an action), that ship cannot be used this round.

Charter Ship: Instead of assigning a ship from one of your shipyards, you may assign a charter ship from your hand. A charter ship behaves exactly like a ship tile, except it is discarded during the end phase (instead of returning to your shipyard). Charter ships do not require shipyards, but they do count toward the maximum number of ships you can assign to an action each round.

The maximum number of ships that can be assigned to each action.



You assign a small ship from your shipyard to the settle action. You also assign a charter ship from your hand.

You can assign up to three ships to the settle action, but you choose to save your remaining ships for other actions.



Action Phase

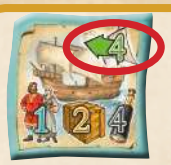
Starting with the **load** action, players take turns performing each action.

The number on the sail on each ship is that ship's speed. The larger the number, the faster that ship is. Compare the speed of the ship you assigned to the **load** action to the speed of the ship each other player to the **load** action. The player with the highest speed performs the **load** action first, then the player with the second-highest speed, and so on. Resolve ties in clockwise order starting with the first player.

After you have completed the **load** action, return each ship assigned to it to one of your empty shipyards. Any charter ships you assigned to it are instead discarded.

Repeat this process for the **settle**, **deliver**, and **discover** actions one at a time in order. For each of those actions, if you have multiple assigned ships, total your ships' speed when determining the turn order for that action; the player with the highest total goes first.

After each player has performed all of their planned actions, the action phase ends.



The speed of a ship is found at the top-right of each ship tile. The number on the sail determines turn order.



***You** assigned a ship with a speed of 2. The **red** player's ship also has a speed of 2, and the **blue** player's has a speed of 4. The **blue** player goes first. Because **you** have the first player marker, you will go next, then the **red** player.*



*The **red** player assigned three ships (one large ship, one small ship, and one charter ship) to the **settle** action, with a total speed of 9.*

*The **blue** player assigned only one ship to the **settle** action, with a speed of 3.*

***You** assigned no ships to the **settle** action.*

*The **red** player performs the **settle** action first, then the **blue** player. **You** do not perform the **settle** action.*

The actions in detail:

1. Load

When you perform the **load** action, your ship's crate value determines what you will receive. Take the indicated commodity from the supply and add it to your storage area. You can take a commodity corresponding to a smaller-numbered crate if you wish.

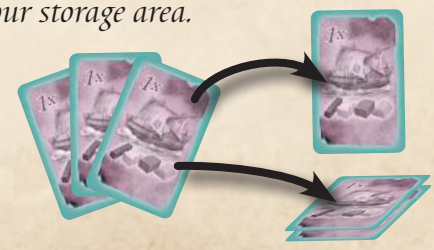
Then draw a number of 1x cards equal to your ship's crate value. Choose **one** drawn card to add to your hand, and discard the rest.

If the 1x card deck is empty, shuffle the 1x cards on the discard sheet to create a new deck.



***Your** ship has a crate value of 3. You may take an iron, a cloth, or a wood. You take a cloth from the supply and place it in your storage area.*

Then you draw three 1x cards. You add one to your hand and discard the other two.





2. Settle

When you perform the **settle** action, the settler value of each ship individually determines how many settlers you can place. **Do not** combine the settler values of the ships you assigned to the **settle** action.

Note: *Turn order for the settle action is still determined by the total speed of each player's ships.*

If your ship's settler value is 1, place up to **one** of your markers on an empty space of an island tile. An island space is empty if there are no other markers on it. When you place a marker on an island tile, take **either** of the bonuses shown on that tile.

If your ship's settler value is two, you can stack two of your markers on **one** empty space of an island tile. **Do not place a marker on each space**. Then take **either** of the bonuses shown on that tile. The extra marker is used when scoring islands and goal cards.



Your ship's settler value determines how many settlers it can transport.



Each island tile has two empty spaces for markers. Below them are the bonuses for that island tile.

Instead of placing a marker on an island space, you can use the settler value of that ship to instead settle New England. If you do, score points equal to the settler value of that ship (do not place any markers when settling New England).

You *assigned three ships to the* ***settle*** *action. You resolve each ship individually.*

The first ship has a settler value of 1. You place one marker on an empty island space and take one wood and one cloth from the supply.

The second ship has a settler value of 2. You place a stack of two markers on an empty island space and score three points.

The third ship is a charter ship with a settler value of 1. You place one marker on the second empty island space of the same tile and score another three points.

Then, you return your large ship and small ship to your shipyards, and discard the charter ship.



3. Deliver

When you perform the **deliver** action, each of your ships can deliver a number of commodities equal to their crate values. Multiple ships can work together to fulfill a single order, but each ship cannot split its crate value among multiple orders.

There are several orders on the game board, each in one of three cities. To fulfill an order, pay the commodities shown on that order tile from your storage area and move the ship or ships necessary to deliver that many commodities to one of your empty shipyards. You then score points as shown on the order you just completed and discard that order.

Orders on the game board.



Then place one of your markers on one of the empty spaces of the city the order was in. If a city has no empty spaces left, you can still fulfill orders in that city, but you cannot place your markers there.

After you have completed the **deliver** action, refill the order spaces with tiles from the order stack. If there are not enough order tiles to fill the empty spaces, shuffle the order tiles from the discard sheet to create a new stack.

*You assigned three ships to the **deliver** action.*

Your first ship has a crate value of 3, so it can deliver a maximum of three commodities. You use that ship to fulfill an order of two wood in Hamburg, and you score three points for doing so. Because there are no empty spaces under Hamburg, you cannot place a marker there.

Your two other ships each have a crate value of 2. You use both of them to fulfill an order of one wood, one cloth, and two iron in Stockholm, and you score 11 points for doing so. You then place one of your markers on the last empty space under Stockholm.

You move the three wood, one cloth, and two iron from your storage area to the supply. Then you move your three ships to your empty shipyards and discard the two orders you fulfilled.



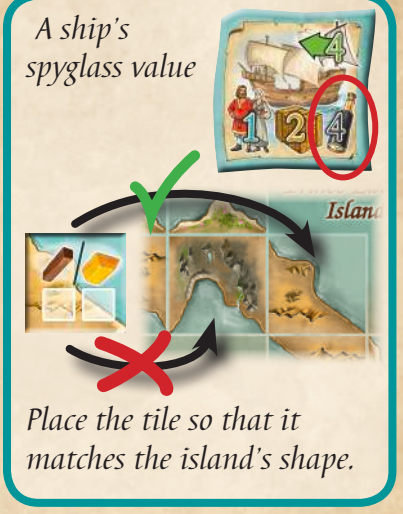
Instead of fulfilling an order, you can use one or more of your ships to deliver any number and combination of commodities to Antwerp. Score one point for each commodity you deliver to Antwerp.

4. Discover

When you perform the **discover** action, your ships' spyglass values determine how many island tiles you will discover. For each ship you have assigned to the **discover** action, draw a number of island tiles equal to that ship's spyglass value. If the island stack is empty, shuffle the island tiles from the discard sheet to create a new stack.

Then, for each ship you assigned to the **discover** action, place **one** of the drawn tiles faceup on any island so that the image on the tile lays on top of a matching image. You can always choose on which island to place each tile. When you place a tile, immediately place one of your markers in one of the empty spaces on that island tile. Then take **both** bonuses shown on that tile.

After you have placed one island tile for each of your ships, discard your remaining drawn tiles.



You assigned two ships to the discover action. Their total spyglass value is 5, so you draw five island tiles. From these, you choose two (one for each ship) to place. You place one of your markers on each tile you just placed.

Then you take both bonuses on each tile, for a total of one wood, two cloth, and one gold, and you score two points.

Then you discard the three remaining drawn tiles.



End Phase

After all players have finished the **action** phase, the **end** phase begins. Follow the steps below in order.

Cartography

Draw the top compass tile from the compass stack and place it faceup in the highest-numbered empty compass space. Then draw a number of island tiles as indicated by the chart below the compass stack. If you would draw more tiles than there are empty spaces on the shown island, instead draw up to the number of empty spaces.

Place each tile on an empty space of the shown island so that the image on the tile lays on top of a matching image. If you cannot place the tile on the shown island, discard that tile and draw a new one. Repeat this until you draw a tile you can place.

You draw the Nova Scotia compass tile and place it on the highest-numbered empty compass space (in this case, the "4" space).

Because this game has three players, the chart directs you to draw two island tiles. However, since Nova Scotia has only one empty space, you draw only one tile. The drawn tile matches the shape of the empty space, so you place it.



Score Islands

If any island has no empty island tile spaces **and** its victory point symbol is uncovered, score that island.

For each marker you have on that island, score one point. If among all players you have the most markers on that island, you score that island's primary bonus points. If among all players you have the second-most markers on that island, you score that island's secondary bonus points. You **cannot** score both the primary and secondary bonus points.

If two or more players are tied for having the most markers, all tied players score the island's secondary bonus points and **no one** scores the primary bonus points. If two or more players are tied for second place, **no one** scores the secondary bonus points.

After an island has been scored, cover that island's victory point symbol with a commodity from the supply.

Markers on scored islands remain in place for the rest of the game.

Important: Do not advance your score marker for each island scored. Keep track of all the points you score during this step and total them. Starting with the first player and going clockwise, take turns advancing your score marker at the end of island scoring.

All of Nova Scotia's island spaces have a tile on them and its victory point symbol is uncovered, so you score Nova Scotia.

The red and blue players each have five markers on the island, but you have only three. Because the red and blue players are tied for the primary bonus points, you do not score any bonus points.

The red player scores 9 points (4 for the island's secondary bonus points, plus 5 for having five markers on the island). Then you score 3 points (for having three markers on the island). Finally, the blue player scores 9 points (4 for the island's secondary bonus points, plus 5 for having five markers on the island).

Then, you cover Nova Scotia's victory point symbol with a commodity from the supply.



Score Cities

If any city has no empty marker spaces **and** its victory point symbol is uncovered, score that city.

For each marker you have on that city, score one point. If among all players you have the most markers on that city, you score that city's primary bonus points. If among all players you have the second-most markers on that city, you score that city's secondary bonus points. You **cannot** score both the primary and secondary bonus points.

If two or more players are tied for having the most markers, all tied players score the city's secondary bonus points and **no one** scores the primary bonus points. If two or more players are tied for second place, **no one** scores the secondary bonus points.

After a city has been scored, cover that city's victory point symbol with a commodity from the supply.

Markers on scored cities remain in place for the rest of the game.

Important: Do not advance your score marker for each city scored. Keep track of all the points you score during this step and total them. Starting with the first player and going clockwise, take turns advancing your score marker at the end of city scoring.

Stockholm has no empty marker spaces and its victory point symbol is uncovered, so you score Stockholm.



You have three markers in the city, while the red and blue players each have only one. Because the red and blue players are tied for the secondary bonus points, both players score no bonus points.

The red player scores 1 point (for having one marker in the city). You score 11 points (8 for the primary bonus points, plus 3 for having three markers in the city). The blue player scores 1 point (for having one marker in the city).

Then you cover Stockholm's victory point symbol with a commodity from the supply.

50/100 Cards

When you pass the "50" space on the score track, take the top 50/100 card and place it in front of you, "50" side up, and continue tracking your score from the green space. If you pass the "50" space again, flip your card to the "100" side.



While advancing your score marker along the score track, if you encounter a milestone marker that you have already resolved, it has no effect.

Complete Goals

Starting with the first player and proceeding clockwise around the table, each player can complete one goal card each round at no cost. To do so, reveal your goal card to all players. If you meet the conditions on the left of the card, you score the points on the right.

Each additional goal this round costs two commodities to complete.

When you complete a goal card, discard that card.

Goal cards are explained in detail on page 1 of the supplementary sheet.

You complete this goal card. You have two iron in your storage area, so you score five points.



You want to complete another goal card, so you pay two wood to reveal another goal card.

You have nine markers on one island, so you score ten points.



Pass First Player Marker

Pass the first player marker to the player to your left, then proceed to the next round. If the fourth round just ended, proceed to final scoring.

End of the Game

Final Scoring

After the fourth round, the game ends. For final scoring you score additional points for the following:

- Score one point for each marker you have on any unscored islands or cities.
- Score the bonus points shown on your 50/100 card.
- Score 2 points for each 1x card and goal card in your hand.

Players then compare point totals, and the player with the most points wins!

If there is a tie, the tied players compare how many commodities they have in their storage areas. The tied player with the most commodities wins. If there is still a tie, the tied players share victory.



Unscored islands and cities



50/100 card



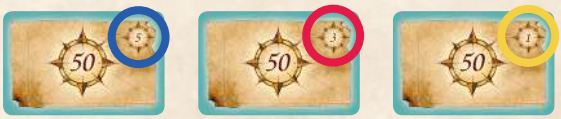
Remaining cards

*Each player scores one point for each marker on an unscored island or city. **You** score 4 points, the **red** player scores 2 points, and the **blue** player scores no points.*





*Then players score the points on the 50/100 cards. The **blue** player scores 5 points, the **red** player scores 3 points, and **you** score 1 point.*



*Finally, players score points for cards still in hand. **you** score 2 points for one incomplete goal card. The **red** player scores 4 points for two unused 1x cards. The **blue** player has no cards in hand, and scores no points.*



Variant

To make the game more challenging, you can place the milestone markers farther along the score track during setup.

Component Limitations

There is an unlimited number of commodities in the supply and markers in each player color; if you run out of either, use a substitute.

2-Player Rules

During the cartography step of the **end** phase, place one marker of an unused player color on each island tile you place.

When scoring an island, you must account for these markers when determining which player has the most markers on an island.

Credits

Game Design: Martin Kallenborn & Jochen Scherer
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