Mundus Novus

A game by Serge Laget and Bruno Cathala

Rulebook

A game for 2 to 6 players
Game length: 60 min
Ages 13 and up

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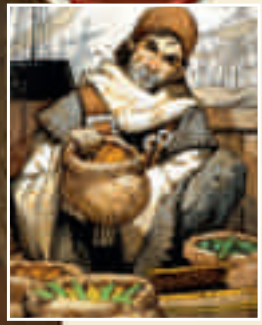
Graphics by Stéphane Gantiez
English translation by Gavin Wynford-Jones

Spain, 16th century. You are a powerful ship owner in search of wealth from the recently discovered «Mundus Novus» (New World). Your goal: Charter fleets of caravels to collect valuable goods (including the legendary Inca relics) and trade to form the best sets to expand your business empire and make your fortune.

Components



- A Trade Master token;
- Doubloon tokens: 30 tokens of value 10, 30 tokens of value 5 and 30 tokens of value 1,
- 120 Resource cards: 16 cocoa (1), 16 corn (2), 16 tobacco (3), 12 coffee (4), 12 cotton (5), 12 sugar cane (6), 8 potatoes (7), 8 indigo (8), 8 vanilla (9), 12 Inca relics,
- 44 Development cards providing specific benefits,
- 6 Event tokens,
- 1 Rules booklet and player aid.

Aim of the game

There are 3 ways to win:

- Possess 75 doubloons at the end of a round;
- Achieve a combination with 10 different resources (1-2-3-4-5-6-7-8-9-Incan relic)
- Have the most victory points when you cannot refill the development card queue.

Preparation

Place the Resource cards in the center of the table, after having carefully shuffled them, to form a face down draw pile. Turn 3 cards face up to form the market.

Remove all the cards from the Development deck whose number on the bottom right is greater than the number of players.



Thoroughly shuffle the remaining cards to form a face down draw pile. Turn over the top 5 cards of the deck to form a queue.

Make a stack with the Event tokens, placing the "no event" token on the top of the stack.

The youngest player takes the Trade Master token.

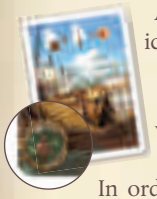


Playing the game

A game is played over a number of rounds, each divided into 4 steps:

- Event;
- Supply;
- Trade;
- Progression.

Event



At the beginning of each turn, check whether an event icon is present on the 1 st Development card in the queue.

If so, this icon defines the nature of the event which will apply to all for this turn (see box).

If not, there are no events in this round.

In order to clearly remember the nature of the event for this round, place the corresponding token on the top of the stack of Event tokens (if there is no event, place a "No event" token on the top of the stack.

Attention, regardless of the development card in position 1, there are no events in the first round.

Supply

Deal 5 Resource cards face down to each player (we recommend dealing them one by one).

Then turn face up in the middle of the table one card from the Resource deck for each caravel possessed by all the players combined.



The King's aid: during the progression step, players can acquire more than one Development card.



Indigenous people: during the progression step, combinations of different Resource cards will only earn one Doubloon per card instead of the usual value.



Storm: during the progression step, combinations of identical cards, regardless of their nature, only provide access to the first card in the development queue.



Fire: at the end of this round, all the players' warehouses are unusable.



Pirates: immediately after the supply stage, all players discard a resource card of their choice for each squadron of two caravels or more in their possession (single caravels are thus safe from pirates).

Note: in the first round, players therefore only receive their five face down cards and this will continue like that until a player owns a caravel.



To determine the order in which players will pick from the displayed resources, players must first calculate the value of their fleet: the value is equal to the sum of the values of the caravels forming the fleet. Then, starting with the lowest value fleet, each player chooses one card for each caravel in his fleet. In the event of a tie, the fleet with the lowest value caravel picks first.

Trade



The Trade Master announces the number of resources to be made available for trade by each player. This must be 2, 3 or 4 resources.

Each player secretly chooses the cards that he will offer for trade and places them face down in front of him. When everyone has chosen, the players simultaneously reveal their cards.

Add up the value of the cards offered by each player for trading: the one with the highest total becomes the new Trade Master (he takes the appropriate token). For the purposes of this calculation, the Inca relics are considered as having a value of 10. In the event of a tie, the current Trade Master keeps the title if it is one of those with the highest total, otherwise he chooses which player becomes the new Trade Master (among those with the highest total, of course).

Trading can begin.

The new Trade Master takes a card from another player (among those offered for trade). He has the choice to:

- Take the card directly into his hand, or
- Put it on the market, and add a card from the market to his hand.

The player whose card was chosen must in turn select one from among the other players' remaining face up cards, including from the player who took his card. He, too, then has the choice of putting it on the market and adding a different card from the market to his hand.

... This continues until all players have taken as many cards as they had offered.

Important: There cannot be more than two successive trades between the same players: if A takes from B who then takes from A, A cannot immediately take another card from B, he must choose a card from another player ***(except when playing with only two players, in which case this rule is ignored)***.

At the end of trading, two cases are possible:

- The last card is taken from the Trade Master and there is no particular adjustment to make because all the players have received as many cards as they had offered in trade.
- The last card is taken from a player other than the Trade Master in which case that player is minus a card compared to the Trade Master who received one more. The Trade Master therefore secretly gives him a card from his hand (even if it does not come from trade)

Special case: it may happen that one player (eg a player deemed too dangerous and that the players effectively excluded from trading) still has face up cards when all the other cards of the opponents have been exchanged. In this case, that player simply returns the cards into his hand. If that player is the Trade Master, the exchange is fair. Otherwise, he is short one card, and the Trade Master gives him one out of his own hand.



Progression



The Trade Master chooses the first player in this phase (and then the other players will follow in a clockwise direction).

During this step, the players must make combinations of cards that are either all the same or all different.

Combinations of the same resources are used to obtain new developments.

A player can only make one combination of identical resources in a single turn (unless the King's Aid event is active).

Reminder: Inca relics can be used as a wildcard for these combinations.

A combination will always enable a single Development card to be taken from those on display, but the number of cards (3, 4 or 5) in the combination and the scarcity of the resources used can provide a wider choice: take a first card, choose from among the first 3 or even among all those available.



	Common resources	Uncommon resources	Rare resources
	1, 2 or 3	4, 5 or 6	7, 8 or 9
3 cards	1st Development card in the queue	Select a Development card from the first 3 Any card	Any card
4 cards	Select a Development card among the first 3	Any card	
5 cards	Any card		

When a Development card is chosen, it is immediately replaced as follows:

- Slide the Development cards placed in the queue forward to plug the hole,
- There is therefore an empty slot in the 5th position,
- Take the first card from the deck and place it face up on the 5th slot.

Combinations of different resources can earn valuable Doubloons.
A player can only make one combination of different resources (no Inca relics) in the same turn.

- 4 cards ..... 5 Doubloons
- 5 cards ..... 7 Doubloons
- 6 cards ..... 10 Doubloons
- 7 cards ..... 15 Doubloons
- 8 cards ..... 20 Doubloons
- 9 cards ..... 25 Doubloons





Note, Inca relics have a somewhat special role.
They can be used:
- Either as a wildcard in combinations of the same resources,
- Or alone in order to earn Doubloons.

1 Inca relic	*3 Doubloons*
2 Inca relics	*7 Doubloons*
3 Inca relics	*12 Doubloons*
4 Inca relics	*18 Doubloons*
5 Inca relics	*25 Doubloons*

At the end of this phase, the players must discard all unused cards (unless they are placed in a warehouse). The players must therefore aim to make the best possible combinations with their cards in order to get the most Doubloons and the best Developments whilst trying to minimize the waste of cards.

End of the Game

The game ends at the end of a round if:
- A player has at least 75 Doubloons (if more than one player exceeds this limit, the richest wins)
- A player displays ***THE*** perfect combination: 9 different resources + 1 Inca relic. He automatically wins the game.

Note:
- it may require one or more merchants to achieve this combination.
- if (unlikely) more than one player achieves a perfect combination in the same round, the richest wins.
- if one or more opponents has at least 75 Doubloons in the same turn that this combination is completed, the player who achieves the combination wins.
- There aren't enough Development cards to form a line of 5 cards. In this case, the player with the most Doubloons wins.

Presentation of the various developments

As the game progresses, thanks to combinations of identical resources, players will be able to recruit merchants, build warehouses, shipyards or caravels, and enlist the services of famous characters.

Note: the developments that earn Doubloons each round do so from the moment they are played.





Merchants

Once per turn, during the progression step, a merchant can transform a commodity of any value into a commodity of type 1, 2 or 3, or 4, 5 or 6 or 7, 8 or 9 depending on the nature of the merchant.

Some merchants also provide 1 or 2 Doubloons per round.

Thanks to the merchant below, a player may, for example, take a Development card from among the first 3 in the queue using a combination of 5, 5, 1 (the merchant converts the 1 into a 5). He also earns a Doubloon each round.





Warehouses

Warehouses are valuable because they can store unused goods at the end of a round.

Some warehouses allow two cards to be stored. Others, only one card, but then they provide a Doubloon each round.



Shipyard

At the end of your progression step, for each shipyard in your possession, the bank gives you a Doubloon for each opponent with more caravels than you. Shipyards are more powerful with a greater number of players!



Caravel

Each caravel allows the owner to obtain an additional resource during each supply step.





Diego de Almagro

(Almagro 1480 - Cuzco 1538). He participated in the conquest of the Inca Empire in association with Francisco Pizarro, before entering into conflict with him, leading to his downfall.

He earns you 2 Doubloons per round.

When you win a development, instead of taking the one assigned to you by the type of completed combination, you can choose to take the first card from the Development deck instead.



Juan de la Cosa

(Santona 1460 - British Turbaco 1510). He is the owner and Master of the Santa Maria, flagship during the first voyage of Christopher Columbus. In 1499, he was the chief pilot of the Amerigo Vespucci expedition. He is the author of the first world map to show the areas of Mundus Novus.

He earns you 1 Doubloon per round.

Having Juan de la Cosa also means that you are not subject to events. They therefore only affect your opponents. This also applies to the positive event (the King's Aid), sorry...



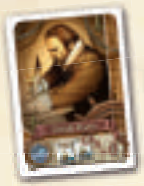
Bartolomé de la Casas

(Seville 1474 - Madrid 1566) is a Spanish Dominican priest, famous for exposing the practices of Spanish colonists and defending the rights of Native Americans.

He earns you 1 Doubloon per round.

Having Bartolomé de las Casas allows you to ignore the instructions of the Trade Master. You can therefore trade any number of cards from 0 to the number announced by the Trade Master.

If the Trade Master has Bartolomé, he may announce, for example, "4 cards" but is not bound by his own instruction.

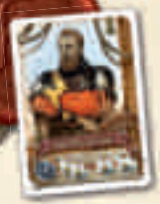


Gonzalo Pizarro

(Trujillo 1502 - Cusco 1548) This conquistador conquered the Inca Empire. In disagreement with Diego de Almagro over their attitude on the Inca continent they had just conquered, he arrested him and had him beheaded.

The highest value Caravel of the player with Gonzalo Pizarro is regarded as being of value 0.





Juan Ponce de Léon

(1460 - 1521) This conquistador was the first governor of Puerto Rico. He is considered the first European to explore Florida. The legend of the search for the fountain of youth is attached to this exploration.

Having Juan Ponce de Leon enables the player to separate his caravels into two fleets. Each fleet is considered independently in terms of the order of choice of additional cards, and for the Pirates event.



Pedro de Valdivia

(Villanueva de la Serena 1500 - Chile 1553) He is one of Pizarro's lieutenants. Despite limited resources and difficult terrain (the Atacama Desert, hostile natives), he explored the northern half of Chile and founded the future capital: Santiago.

He earns you 1 Doubloon per round.

During the trade phase when adding up the value of the resource cards offered by each player for trading, the player owning Pedro de Valdivia gains a bonus of 3 points to their score.



Francisco de Orellana

(1490 - 1545 in the Amazon) He named the Amazon River. In 1541, he left Quito on an expedition inland in search of cinnamon (which was then worth more than Gold in Europe). After losing 140 of the 220 Spaniards and 3000 out of the 4000 Indians on the expedition, and discovering only fake cinnamon trees, he fed his Indian guides to hungry dogs.

During the trade step, every time you exchange a card taken from an opponent with a card from the market, you immediately earn two Doubloons if the exchange results in the market having three identical Resources or 3 Resources with sequential numbers. This power can be applied several times during the same turn. It also applies if exchanging an opponent's resource with a resource of the same type already present in the market.





Francisco de Coronado

(Salamanca 1510 - Mexico City September 22, 1554) was a Spanish conquistador who traveled through New Mexico and the southwest of the current United States between 1540 and 1542.

After arriving in the Americas, Coronado was noted for his ability to calm and pacify the natives. He was therefore appointed governor of New Galicia (now Sinaloa and Nayarit in Mexico) in 1538. He was sent on a trip north to New Mexico where he met Marcos de Niza who told him about the fabulous wealth of a city called Cibola. This got Coronado's interest, and he decided to start looking for the city of gold. He left in 1540, accompanied by a force of 340 Spaniards, 300 native allies and a thousand Indian and African slaves.

At the beginning of each round, if the development card at the head of the queue has no event symbol, Francisco de Coronado may pay 2 Doubloons to trigger the event of his choice



Hernan Cortes

Medellín (a village of Extremadura) 1485 - Castilleja de la Cuesta (near Seville) December 2, 1547) was a Spanish conquistador who seized the Aztec Empire on behalf of Charles V , king of Castile and Holy Roman Emperor. This conquest was the founding act of New Spain and marked the start of the Spanish colonization of the Americas in the XVIth century.

He earns you 3 Doubloons per round.





Game round

- **Event :** determine if there is an event that affects the round.
- **Supply :** Resource cards are dealt out to the players.
- **Trade :** the players exchange cards.
- **Progression :** players earn points and acquire Development cards.

Progression

	Common resources	Uncommon resources	Rare resources
	1, 2 or 3	4, 5 or 6	7, 8 or 9
3 cards	1st Development card in the queue	Select a Development card from the first 3 Any card	Any card
4 cards	Select a Development card among the first 3	Any card	
5 cards	Any card		

Victory points

- 4 cards ..... 5 Doubloons
- 5 cards ..... 7 Doubloons
- 6 cards ..... 10 Doubloons
- 7 cards ..... 15 Doubloons
- 8 cards ..... 20 Doubloons
- 9 cards ..... 25 Doubloons



1 Inca relic	3 Doubloons
2 Inca relics	7 Doubloons
3 Inca relics	12 Doubloons
4 Inca relics	18 Doubloons
5 Inca relics	25 Doubloons

Events

The King's aid: during the progression step, players can acquire more than one Development card.

Indigenous people: during the progression step, combinations of different Resource cards will only earn one Doubloon per card instead of the usual value.

Storms: during the progression step, combinations of identical cards, regardless of their nature, only provide access to the first card in the development queue.

Fire: at the end of this round, all the players' warehouses are unusable.

Pirates: immediately after the supply stage, all players discard a resource card of their choice for each squadron of two caravels or more in their possession (single caravels are thus safe from pirates).

End of the game : 75 Doubloons or 9 different resources + 1 Inca relic