REWORLD

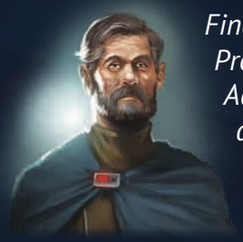
A boardgame in two chapters by **Wolfgang Kramer** *and* **Michael Kiesling**
for 2 to 4 players, aged 12 and up



Development: **Viktor Kobilke**

Illustrations: **Michael Menzel**





Finally! ExoFox5 has finished analyzing the planet Eurybia and has confirmed that it is our best shot for Project Reworld. We simply cannot wait any longer. Time is running out!

Admiral, your mission is to prepare Eurybia so that the population fleet that follows you will come upon a habitable planet.

We plan to found several cities in different climate zones, and to build a planet-spanning defense network.

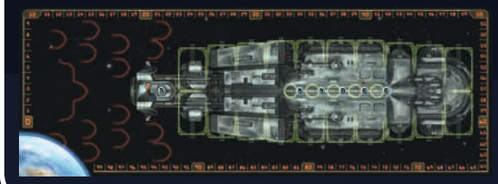
Here at Colossus Station, you must first acquire modules of terrabots, shuttles, satellites and builder units and dock them to your state-of-the-art carrier.

Then, you must travel to Eurybia, in deep hibernation. Once you have swung into Eurybia's orbit, things will have to move quickly. Your energy reserves will be scarce. There won't be much room for changes, so the more foresight you employ when docking your modules to your 5 docking bases the more effective the buildup of our new home world will be.

Be aware, though, that you are not the only one assigned to this mission. But if you give it your best, it surely will be your name that forever is associated with the salvation of mankind. Good luck!

COMPONENTS

1 game board



4 carriers

1 per player

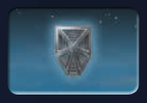
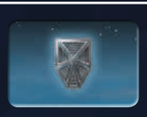


4 score markers

1 per player

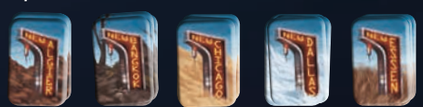


100 module tiles

	front: ***module***	*back:* ***settlement***
16 satellites		
20 shuttles		
25 terrabots		
39 builder units		

20 city signs

4 of each type of terrain, and each with a unique name



30 officer cards

6 each of:



14 population ships



1 round marker



1 bag



1 final population ship



1 starting player marker

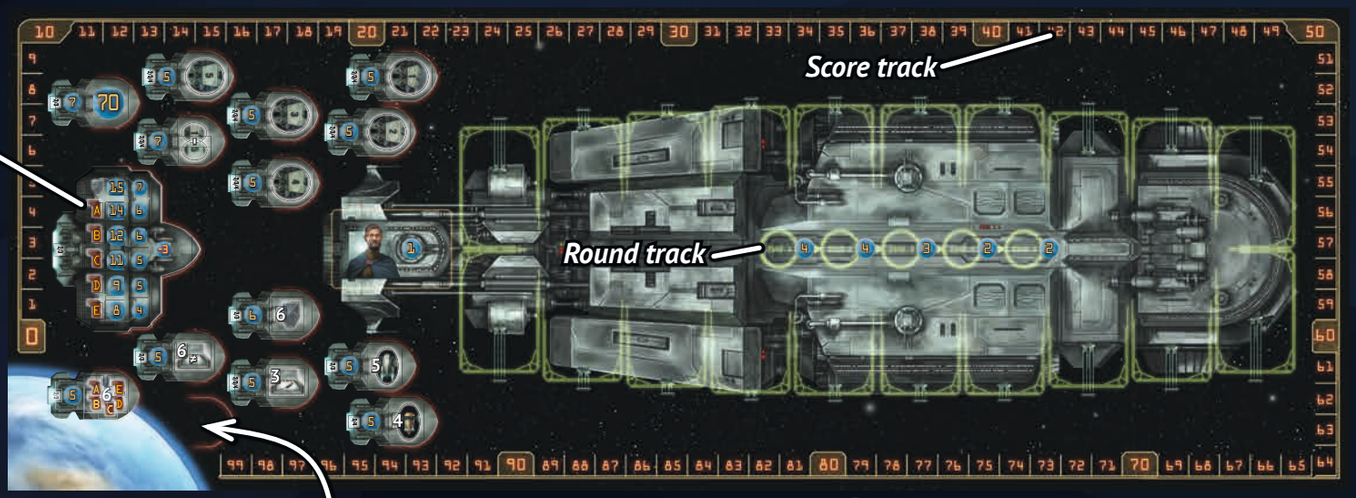


INITIAL SETUP

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

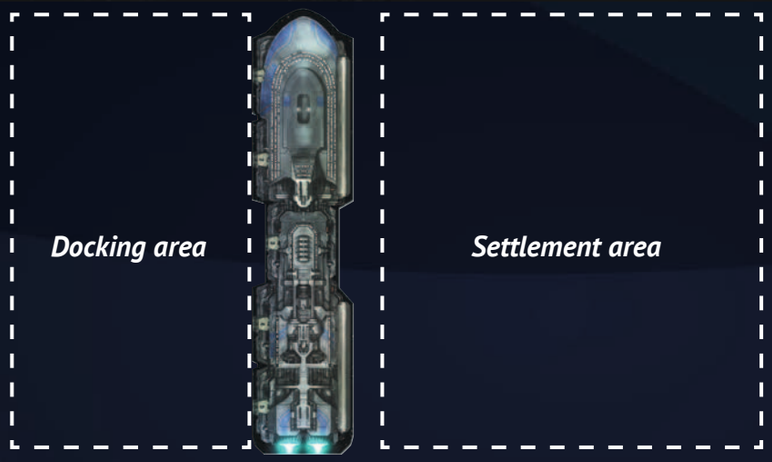
2 Place the ***final population ship*** onto the indicated space on the game board, showing the side for your player count (indicated at the tail of the ship).





3 Place the 14 ***population ships*** in any order onto the indicated spaces on the game board. Some ships must have a specific side up. This depends on the player count and is indicated at the tail of each ship.





4 Each player chooses a ***carrier*** and places it in front of her, so that its nose is pointing away from her. To the left and right of each carrier there should be as much room as possible (since several rows of tiles will be placed there during the game). The area to the left of the carrier is called the *docking area*, the area to the right is called the *settlement area*.

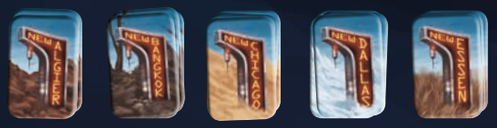
5 Each player takes the ***score marker*** of her carrier's color and places it onto space 0 of the *score track*.



6 Take the 100 ***module tiles***, put them into the ***bag*** and mix them thoroughly. Place the bag next to the game board for later use.



7 Sort the 20 ***city signs*** by type. There are 5 types. Each type is recognizable by its background terrain and by the letter its city name starts with (A, B, C, D or E). Form a supply of each type (4 tiles each) and place them next to the game board.



8 Place the ***round marker*** onto the leftmost space of the *round track*.



9 Place the 30 ***officer cards*** next to the game board for later use.



10 Determine a starting player and give her the ***starting player marker***, which she places onto her carrier.



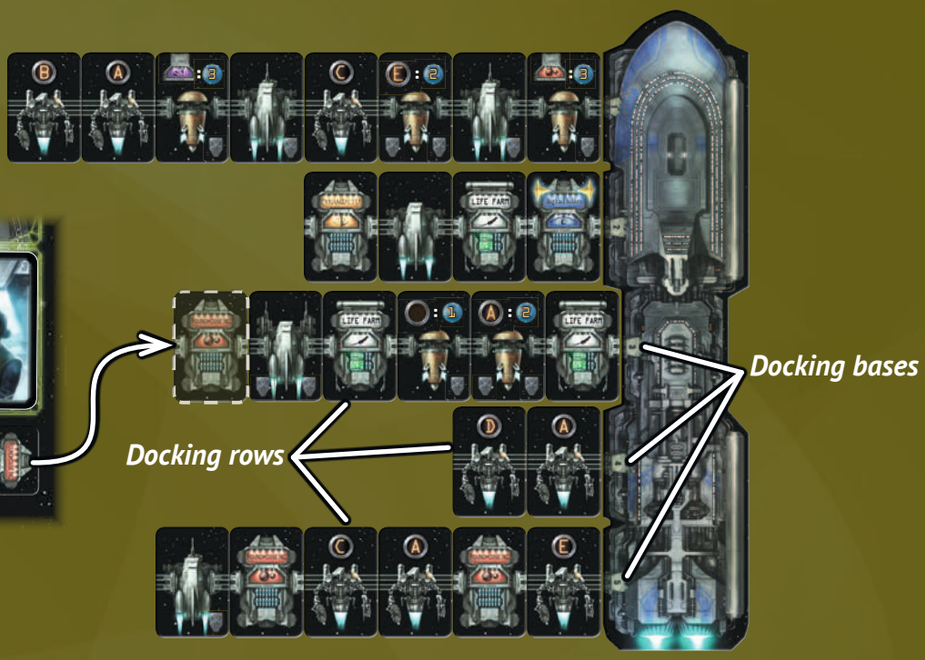
THE CONCEPT

Reworld is an unusual game, as it is divided in two very distinctive chapters. The following overview is intended as an introduction to the game's overall concept and can help when you explain it to other players.
The comprehensive rules for playing the game start on page 6.

CHAPTER ONE: COLOSSUS STATION







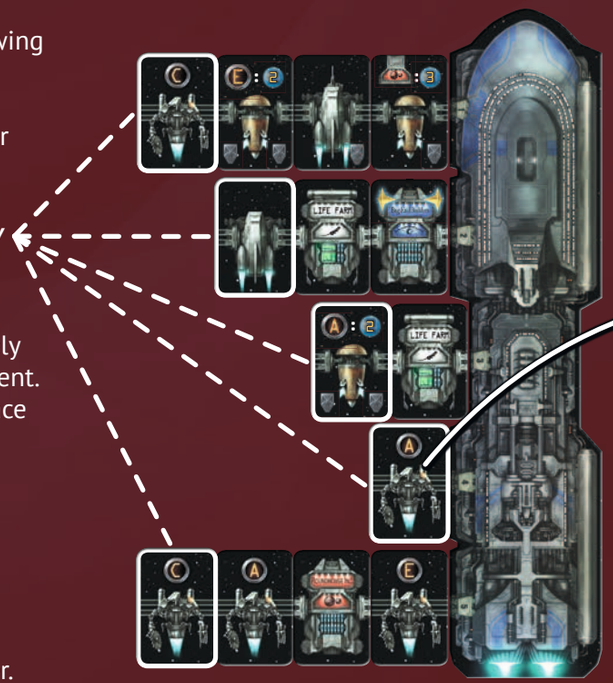
The first chapter is set in Earth orbit, at *Colossus Station*, where each player's carrier lies at anchor. Here, you deploy ***officer cards*** to acquire ***modules*** which you'll later use to make Eurybia habitable: terrabots, satellites, shuttles and builder units.

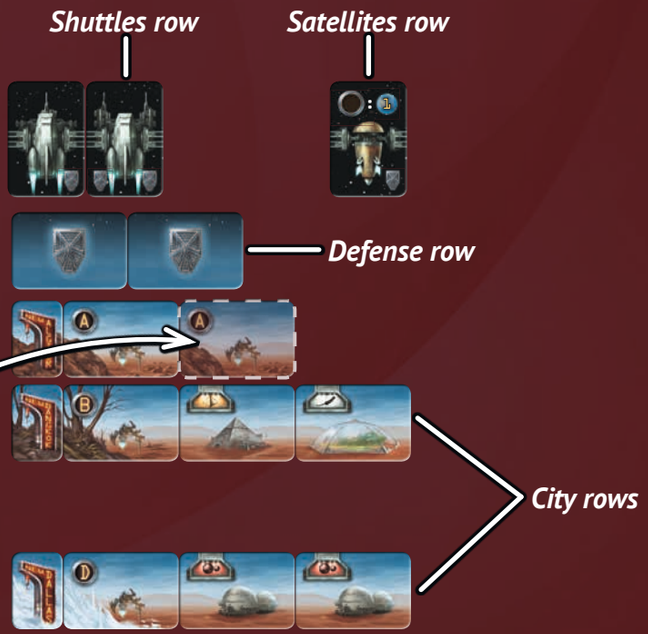
Any module that you acquire must be docked immediately to the open end of one of your 5 *docking rows* to the left of your carrier. In this way, the *docking rows* grow longer and longer during Chapter One.

After the 5th round, Chapter One ends and you leave Earth for Eurybia. But since everybody spends the flight in hibernation, the journey passes unnoticed.

CHAPTER TWO: SETTLEMENT

Chapter Two takes place as the carriers swing into orbit around Eurybia.
Now you and your opponents take turns launching one module at a time from your carriers to make Eurybia habitable.
However, you can only launch a module that is **at the end of a *docking row*** of your carrier.





Any module that you launch is immediately used in a specific way to advance settlement. Usually this means that you flip it and place it in your *settlement area*.

This way:
- up to 5 *city rows*
- a *defense row*
- a *shuttles row* and
- a *satellites row*

may gradually grow in front of each player.

Briefly, the modules are used in the following ways:

Terrabots are for founding cities (by preparing the ground of Eurybia).
There are 5 types of terrabots (A to E), one for each type of terrain. You can found just one city in each type of terrain.



Shuttles transport builder units to cities (because builder units cannot fly on their own).



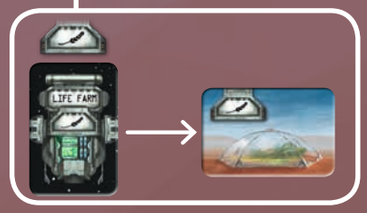
Alternatively, satellites and most shuttles can expand the defense network with shields.



Builder units expand cities.
They belong to 5 different **construction companies** and to 1 **farming company**.



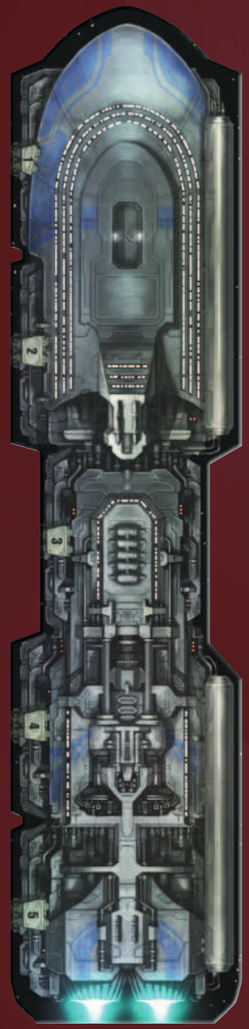
You can't use more than one construction company in any of your cities, nor may any construction company exist in more than one of your cities.



Farming company units can be used in **all** of your cities.

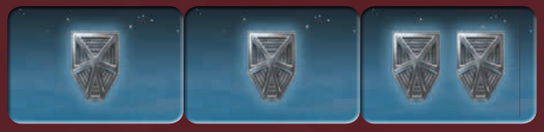
Satellites immediately give you points depending on how well their **unique task** has been met when they are launched.



















While you work, the population fleet approaches Eurybia. Each population ship has a requirement. The first player to meet each ship's requirement takes that ship from the game board and gains its points.





Once all module tiles have been moved to their *settlement areas*, the final population ship arrives and gives points to those who contributed the most shields to the defense network, as well as to those who built the longest *city rows* in each type of terrain.

Then the game ends and the player with the most points wins.

Tip: If you don't have enough space to add tiles to a *city row*, let the tiles overlap, so that the left part of each tile is still visible.

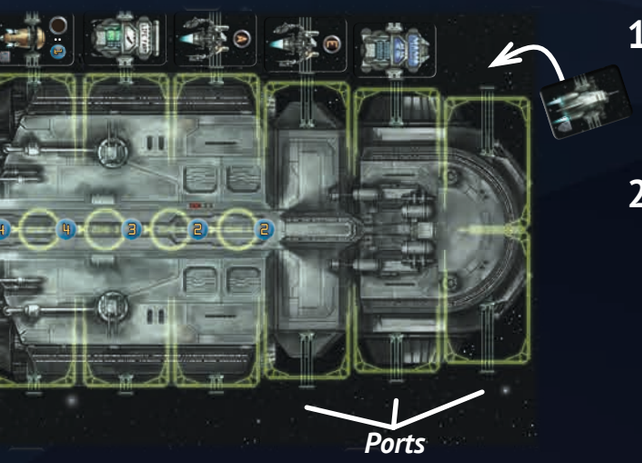


PLAYING THE GAME

CHAPTER ONE: COLOSSUS STATION

Chapter One is played over 5 rounds. Each round starts with the following setup:

Setup at the beginning of each round



1 Draw ***module tiles*** from the ***bag*** - one by one - and place one at each *port* of Colossus Station on the game board. First fill the upper row of *ports* from left to right. Then fill the lower row from left to right. Make sure that each tile is placed **face up** so that it shows its module. Once all 20 *ports* have received one module each, put the bag aside.

2 Shuffle the 30 ***officer cards*** face down and deal each player a hand:

With 2 players, deal each player 13 cards.
With 3 players, deal each player 9 cards.
With 4 players, deal each player 7 cards.



Place the remaining cards (4 cards with 2 players, 3 cards with 3 players, 2 cards with 4 players) as a face-down *discard pile* next to the game board. Keep your hand concealed from your opponents.

Playing the round

The player with the starting player marker takes the first turn of the round. Play then proceeds clockwise.

On your turn, you must play 1 or more officer cards from your hand into a card slot of Colossus Station to either:

A) acquire 1 module or

B) acquire the starting player marker (if still available).

Then it is the player to your left's turn.

If, on your turn, you cannot or do not want to acquire anything, you must:

C) discard any remaining officer cards from your hand and drop out of the current round.

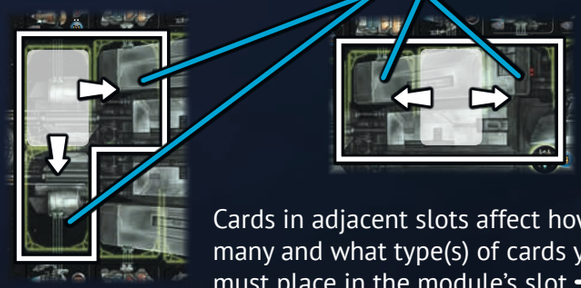
Once all players have dropped out, the round ends. Then the next round is set up by placing new modules at Colossus Station and re-dealing the officer cards to the players.

A) *Acquire 1 module*



Each module is connected to its own *card slot*. To acquire a module, you must place one or more officer cards from your hand **face up** in its slot, complying with the following rules.

► Each card slot has exactly **2 adjacent** card slots.



Cards in adjacent slots affect how many and what type(s) of cards you must place in the module's slot.

► If there are **no cards adjacent**, you can place **any** 1 card in the module's slot.



Attention: The *starting player space* is not considered a card slot and so does not interact with them.



If **one** of the adjacent slots has one or more cards, you must place in the module's slot either:

a) 1 card of the **same type** as the top card of that adjacent slot or



b) **any 2 cards**.



If you choose option b), it is up to you which of these 2 cards you put **on top** of the other as only the top card is relevant in the following.



If **both** adjacent slots have cards, you have to match both adjacent top cards. Again, you may place any 2 cards in place of a required card:

If the top cards of the two adjacent slots are **identical**, you must place either:

a) 1 card of the **same type** as these adjacent top cards or

b) **any 2 cards**.



If the top cards of the two adjacent slots are **different**, you must place either:



c) **2 cards** - each of which matches a different one of the adjacent top cards - or

d) **3 cards** - of which at least one matches an adjacent top card - or

e) **any 4 cards**.

Again: Whenever you place more than one card in a slot, you decide which to put on top.

The officer on the top card you placed in the module's slot determines at which *docking base* (1 to 5) of your carrier you must place the module. Take the module from the game board and place it at that *docking base*. If there is already a row of one or more modules at that *docking base*, place the module at the open end of that *docking row*.





Attention: Whenever you acquire a **terrabot**, immediately gain on the score track as many **points** as shown by the round marker in the middle of the game board:
in rounds 1 and 2 = 4 points, in round 3 = 3 points, in rounds 4 and 5 = 2 points.



B) *Acquire the starting player marker*

If the *starting player space* on Colossus Station is empty, place **any 1 card** from your hand **face down** onto it. Immediately gain **1 point** on the score track and place the starting player marker onto your carrier.



C) *Dropping out of the current round*

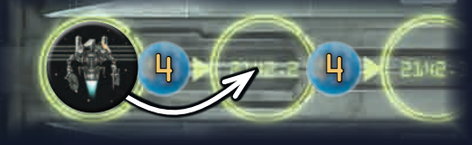
If it is your turn and you cannot or do want to place any officer cards, you **must** drop out of the current round. If you still have any officer cards left in your hand, gain **1 point for each**. Then **discard** them face down onto the *discard pile* next to the game board. For the rest of the current round, your turn is skipped.



End of the round

Once all players have dropped out of the round, the round ends. Then carry out the following steps:

- Remove any leftover modules from the game board and return them to the box.
- Gather all officer cards from the game board and add them to the *discard pile*.
- Move the round marker 1 space to the right and set up the next round.



After the 5th round (the round marker won't be able to move any farther right and the bag will be empty), Chapter One ends. Now, continue with Chapter Two.

CHAPTER TWO: SETTLEMENT

Chapter Two begins with the turn of the player with the starting player marker and then proceeds clockwise.

On your turn, you must:

A) undock exactly 1 module from one of your docking rows and use it immediately according to its purpose,

B) then check if you have fulfilled the requirements of one or more population ships.

Then it is the player to your left's turn.

If, on your turn, you have no module left to undock, your turn is skipped for the rest of the game.

As soon as all carriers have no modules left, the final population ship arrives and the game ends.

A) *Undock 1 module*

Choose the **leftmost module** of any of your *docking rows* and use it immediately. The options for each type of module are described below.

Terrabots

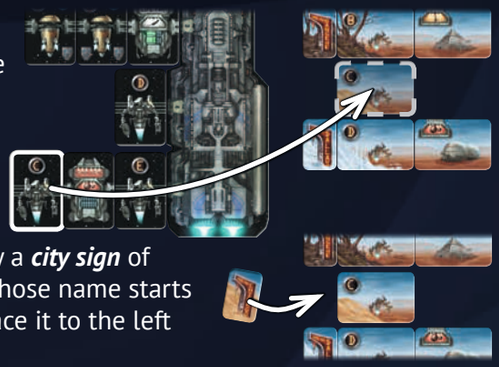
Terrabots are for founding cities by preparing the ground of Eurybia.
There are 5 types (lettered A through E), each of which can clear a certain type of terrain.



If you undock a terrabot, immediately **flip it** and place it in your ***settlement area***:

- If it is the **first** terrabot of its type (i.e. letter) that you have undocked, you automatically found a new city. Thus you must start a new *city row* with the flipped tile.

  Then choose from the supply a ***city sign*** of the **corresponding terrain** (whose name starts with the same letter) and place it to the left of that flipped terrabot.



- If the terrabot's letter is of a *city row* you have already started, add the flipped terrabot to the end of that row. (You can start only one row of each letter.)



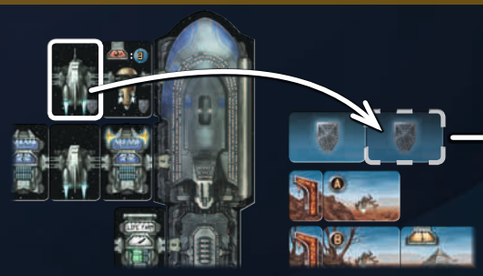
Shuttles

Shuttles are used to **either** a) expand the defense network
or b) transport builder units to your cities.

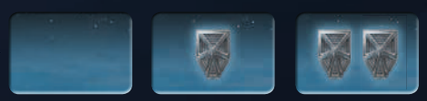


a) Expanding the defense network

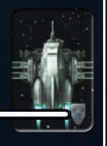
If you undock a shuttle and decide to use it to expand the defense network, immediately **flip** it and place it in the *defense row* of your *settlement area*.
(If it is your first tile used for defense, place it above your *city rows* to start your *defense row*.)



Each shuttle shows either 0, 1 or 2 shields on its back.



How many shields a shuttle has on its back is shown at the bottom of its front.

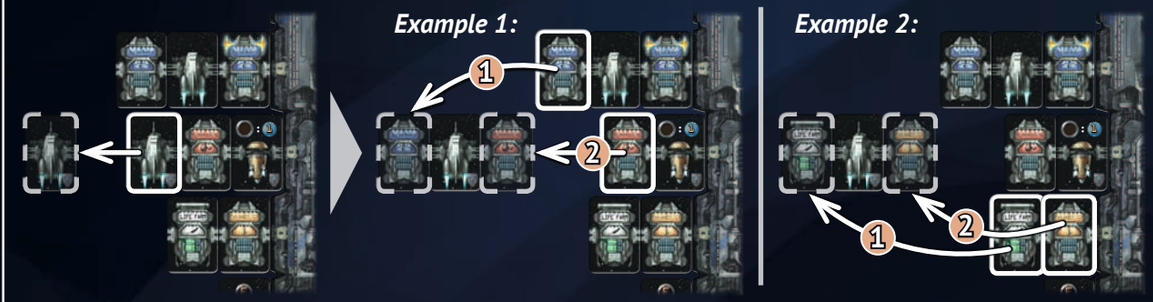


Attention: The shuttle that shows 0 shields can **never** be used to expand the defense network. It can only be used for transportation (*see next page*).

b) Transporting builder units

A shuttle can transport up to 2 builder units by coupling them to its docking arms. 

If you undock a shuttle and decide to use it to transport builder units, first perform up to 2 *docking maneuvers*. With each *docking maneuver* you can couple one builder unit to one of the shuttle's *docking arms*. It does not matter which of your *docking rows* that builder unit comes from, as long as it is the leftmost tile in its *docking row*:



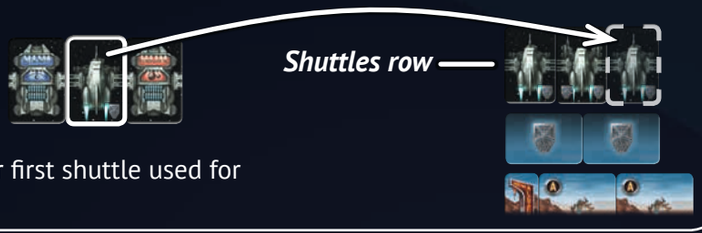
1 = *First docking maneuver* 2 = *Second docking maneuver*

Special case: Usually, you can only undock a module if it is the leftmost tile of its *docking row*. However, there is one exception: You can undock a **shuttle** that has a builder unit to its left if this builder unit is the leftmost tile of its *docking row* and will be transported on that shuttle. (The builder unit is already coupled to the shuttle so the first *docking maneuver* is already completed.)



Once you have coupled up to 2 builder units to your shuttle (it can be only one or even none), place the shuttle and its builder units in your *settlement area*:

- Add the **builder units** (**in any order**) to your *city rows* following the rules described below in the "Builder units" section.
- Then add the shuttle **face up** to the *shuttles row* in your *settlement area*. (If it was your first shuttle used for transportation, start your *shuttles row* at the top of your *settlement area*.)



Builder units

Builder units are used to expand your *city rows*. They belong to 5 different ***construction companies***  and to 1 ***farming company***. 

Attention: Builder units cannot fly on their own.
They must be transported to the *settlement area* by shuttles as described in the section above.

Place you transported builder units as follows:



If it is a builder unit of the **farming company**, flip it and add it to the end of **any** of your *city rows*.





If it is a builder unit of a **construction company**, flip it and use it according to the following rules:

- If it is your **first** unit of that company, add it to the end of any of your *city rows* that does **not** yet have a tile of any construction company in it.



- If you already have a *city row* that contains one or more tiles of that company, add it to that row.



- If there is no *city row* in which you can place the tile, discard it to the box.

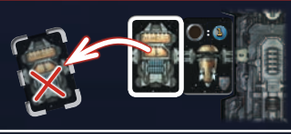


Attention: Each **construction company** has one special builder unit with yellow marks ( ). When you add such a tile to a *city row*, immediately gain **1 point per tile in that row**, including the city sign and that special tile.

Example:



If you have a builder unit at the end of a *docking row* which you cannot or do not want to transport, you must sacrifice it at some point. Therefore, on your turn, **instead** of undocking another module, you may undock 1 builder unit from the end of a *docking row* and return it to the box.



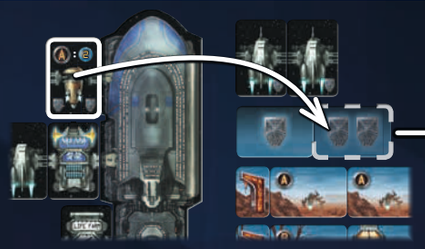
Satellites

Satellites are used to **either** a) expand the defense network
or b) gain points for their unique tasks.



a) Expanding the defense network

If you undock a satellite and decide to use it to expand the defense network, immediately **flip** it and place it in the *defense row* of your *settlement area*.
(If it is your first tile used for defense, place it above your *city rows* to start your *defense row*.)



Each satellite shows either 1 or 2 shields on its back.



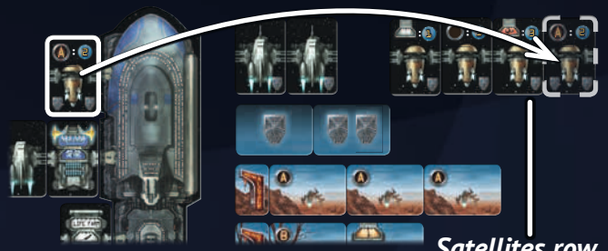
How many shields a satellite has on its back is shown on the bottom of its front.



b) Gaining points for the satellite's unique task

If you undock a satellite and decide to fulfill its unique task, immediately gain on the score track that task's points (*see right*).
Then add the shuttle **face up** to the *satellites row* in your *settlement area*. (If it is the first satellite you have launched for points, start your *satellites row* at the top of your *settlement area*.)

Each satellite's task relates to the progress you have made in your *settlement area*.
Usually, it gives you points for a certain type of element: the more tiles of that element you have currently placed in your *settlement area*, the more points you get.
An overview of all satellites can be found on page 12.



Example: *Upon undocking the A:2 - satellite, Marie decides to fulfill its unique task instead of using it for the defense network. The satellite poses the following task: "For **each** A-symbol in your settlement area, gain 2 points". Since there are currently 3 tiles with the A-symbol in Marie's settlement area, she immediately gains 6 points. Then she adds the satellite face up to her satellites row.*

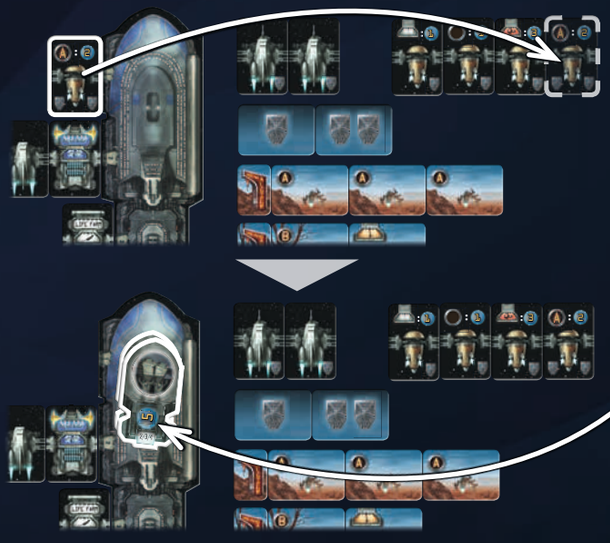
B) *Check if you have fulfilled the requirements of any population ships*

Each population ship on the game board poses a requirement that you can meet during settlement. At the end of each of your turns, after you have undocked and used a module, check if you meet one or more of these requirements.

Take each ship whose requirements you meet, gain its points and place it onto your carrier. Note that only the first player to meet the requirement of any population ship gains that ship and its points.
An overview of all population ships can be found on page 12.

Note: Population ships whose requirements are not fulfilled by any player during the game remain on the game board.

Example continued: *After Marie has undocked the satellite from docking row "1" and gained its points, she has met the requirements of the following two population ships:*



She is the first player to empty docking row "1"



and she is the first player to have four satellites in her satellites row.



Therefore, she takes these two population ships from the game board and gains a total of 10 points for them. Then she places them onto her carrier.
Afterwards, it is the next player's turn.

If you have emptied all of your *docking rows* (and thus have no modules left in your *docking area*), your turn is skipped for the rest of the game.

END OF THE GAME

The game ends as soon as all *docking areas* are empty.

The final population ship now arrives at Eurybia. Take it from the game board and go through its six **categories**:

= Biggest contribution to the defense network

= Largest city in terrain "A"

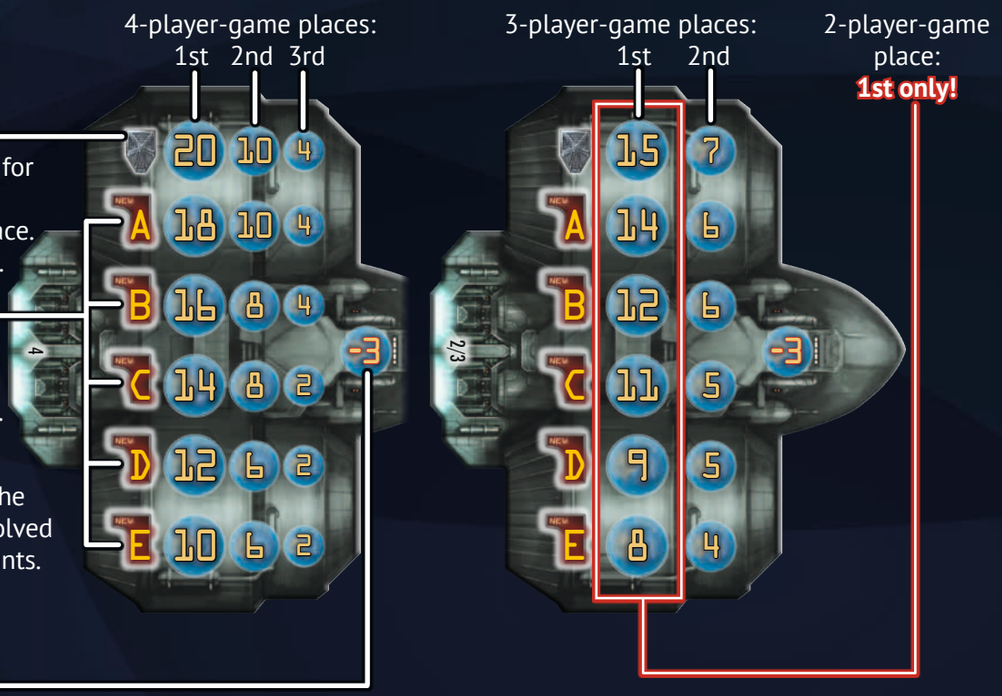
= Largest city in terrain "B"

= Largest city in terrain "C"

= Largest city in terrain "D"

= Largest city in terrain "E"

In each category, award the points to the players according to their positions.
In a 4-player game, award points to 1st, 2nd and 3rd places.
In a 3-player game, award points to 1st and 2nd places.
In a 2-player game, award points only to 1st place!



Biggest contribution to the defense network:

- The player with the most **shields** in her *defense row* gains the points for 1st place.
- The player with the second most shields gains the points for 2nd place.
- The player with the third most shields gains the points for 3rd place.

Largest city in each of the 5 terrains:

- For each terrain letter, the player with the most **tiles** in her city of that letter gains the points for 1st place.
- The player with the second most tiles gains the points for 2nd place.
- The player with the third most tiles gains the points for 3rd place.

In the case of a tie, the tied players **share** the relevant places. Thus, **sum** the points of all shared places and divide them by the number of players involved in that tie. Each tied player gains the result (rounded down) as victory points. (*See examples below for clarification.*)

Attention: For each category that you **do not participate** in (because you do not have a single tile in that row), lose **3 points**.

Examples of ties in a 4-player game:



Marie:
Jimi:
Lew:

Henri has no shield at all.

Marie gains **20 points** *for 1st place.*

Jimi and Lew share 2nd and 3rd place and thus gain **7 points** *each, as the points for 2nd and 3rd place are summed and then divided by 2: (10 + 4) / 2 = 7.*

Henri **loses 3 points**.



Lew:
Henri:
Jimi:
Marie:

Lew and Henri share 1st and 2nd place and thus gain **14 points** *each, as the points for 1st and 2nd place are summed an then divided by 2: (18 + 10) / 2 = 14.*

Jimi and Marie share 3rd place and thus gain **2 points** *each, as the points for 3rd place are divided by 2: 4 / 2 = 2.*



Lew:
Henri:
Jimi:
Marie:

Lew, Henri and Jimi share 1st, 2nd and 3rd place and thus gain **9 points** *each, as the points for 1st, 2nd and 3rd place are summed an then divided by 3: (16 + 8 + 4) / 3 = 9 (rounded down).*

Marie gets nothing.

After the points of the 6 categories have been awarded, the player with the most points on the score track wins the game.
In the case of a tie, the tied player who has the most population ships on her carrier wins.
If there is still a tie, the victory is shared.

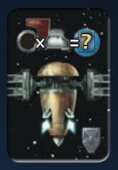
SATELLITE OVERVIEW



Gain 2 points per terrabot in your *settlement area* that shows the letter-symbol depicted. (*See page 10 for an example.*)



Gain 2 points per different **company** (farming and construction) represented by the builder units in your settlement area.



Choose **one** of your *city rows*. Multiply the number of terrabots in that row by the number of builder units in that row and gain that many points.



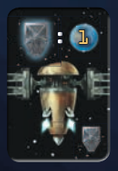
Choose **one** of your *city rows*. Gain 1 point per **tile** in that row (including the city sign).



Gain 3 points per builder unit in your *settlement area* that belongs to the construction company depicted.



Gain 1 point per terrabot in your *settlement area*.



Gain 1 point per shield in your *defense row*.



Gain 1 point per builder unit in your *settlement area* (farming and construction companies).

POPULATION SHIP OVERVIEW



Take this ship if you are the first to have no modules left in *docking row "1"* of your carrier.



Take this ship if you are the first to have no modules left in *docking row "2"* of your carrier.



Take this ship if you are the first to have no modules left in *docking row "3"* of your carrier.



Take this ship if you are the first to have no modules left in *docking row "4"* of your carrier.



Take this ship if you are the first to have no modules left in *docking row "5"* of your carrier.

Note: *You can also win the above ships if you didn't place any tiles in that docking row. You may still only take them at the end of your turn in Chapter Two.*



Take this ship if you are the first to have no modules left in your *docking area*.



Take this ship if you are the first to have at least 8 tiles in **one** of your *city rows* (including the city sign).



Take this ship if you are the first to have at least 6 (5) shields in your *defense row*.



Take this ship if you are the first to have at least 5 (4) shuttles in your *shuttles row*.



Take this ship if you are the first to have at least 5 (4) satellites in your *satellites row*.



Take this ship if you are the first to have at least 3 builder units of the **farming company** in your *settlement area*.



Take this ship if you are the first to have builder units of 6 (5) **different** companies in your *settlement area* (farming and construction companies).



Take this ship if you are the first to have started all your 5 *city rows* and your *defense row*. In a 4-player game, take it if you are the first to have started any 5 of those rows.



Take this ship if you are the first to reach or pass the 70 (60) **point mark** on the score track. You may even take it right after you have reached that mark by gaining points for other population ships.

Credits

Game design: Wolfgang Kramer, Michael Kiesling
Illustrations: Michael Menzel
Development, rule book and layout: Viktor Kobilke
Rule book revision: Neil Crowley

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