

N J Higgins

New Earth

*Rebuild your nation's economy...Develop your society...Expand your influence...
...on earth's last surviving continent...*

Rulebook

ERGO SUM GAMES

ESG

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COMPONENTS



Mining worker unit



Energy worker unit



Manufacturing worker unit



Machine worker unit



City markers (normal & storm-fortified)



Zone control centre markers
 (with Development Level indicators)



Consumer Good units 1s/5s/10s



Turn Marker & tracker mat



Player mats



Cash (millions)



Mining output unit 3s/1s



Energy output unit 3s/1s



Manufactured units 3s/1s



Manufacturing Plant



Leader pawn



Catastrophe affected zone marker



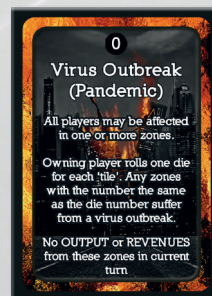
'Not in play zone' marker

Game tile



people
 /
 machine
 (limit indicator)

Catastrophe card



City card



NEW EARTH

INTRODUCTION

'New Earth' – just one continent remains home to civilisation after a cataclysmic event. Much of the human race has perished – from billions to a few million. The world as we knew it has gone. Those that survived are split into various 'factions'. Slowly but steadily the rebuilding and advancing of social order and economies has begun. However, these are still heavily agrarian in nature, as food and clothing production take the lion's share of resources. Political control has been established but it remains fragile and open to changing allegiance and, with it, resources. Each player assumes the role of a 'government' leader charged with recreating an existence on a par with that before the cataclysmic event took place. Fortunately, the surviving land mass contains parts of existing infrastructure that survived along with natural resources.

Players look to build their territories by developing existing resources and assets, and expending production in the form of consumption of goods and government cash on infrastructure. Each territory is split into zones. Progress is measured in terms of 'Society Levels' and the emergence of new cities. The higher the 'Society Level' the higher the value of each zone and thus value points. However, players will have their own designs of growing their individual nation. As much as each nation may want to trade with each other, political and economical control of land and resources will become ever more critical.

Against this backdrop, there is also the threat of the more extreme weather conditions created by the single land mass 'New Earth' as well as familiar catastrophes that have challenged the human race throughout its history. And then there's 'El Gigante' – a giant storm system that wreaks havoc every 12 years, setting great challenges to the advances made. As a nation, how much of your economy/society remains intact? Your time is now....

OVERVIEW

A game for 2-4 players, the basic version lasts 12 game turns and requires 1-2 hours depending on the players and the unfolding scenario. Players can agree longer game turn scenarios if they so wish.

At the centre of the game is the 'territory tile' representing an area of land comprised of six individual 'zones' that sustain the inhabiting population. At the start of the game, each zone provides 1 worker unit (representing the able bodied proportion of the population who are not in farming/domestic). Worker output can be increased by the use of machine units as well as releasing more workers from basic farming. The resulting output is used to produce more machines, manufacturing plants and, most importantly, consumer goods together with cash that are spent to develop each individual zone's Society Level.

Players can convert zones to City zones by trading in sets of City cards held within their card-hand. City cards provide players with options. They can also be used to negate Catastrophe effects as well as providing particular advantages in elections - each card can only be used for one option with few exceptions. City zones are important in that they double income players receive. There are also a number of neutral zones that the players can look to expand their territory through the election process as well as other player zones as part of their strategy.

The game turn is split into six phases to assist players as follows:

1. Catastrophe events
2. Raw materials & Goods production
3. Receiving income (treasury)
4. Consumption & City conversion
5. Elections
6. Leader movement & Resource re-allocation

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GAME OBJECTIVES

Each player looks to achieve three main objectives:

1. To populate his/her zones with workers and infrastructure, such as machines and manufacturing plants that increase production and create consumer goods.
2. Develop his/her zones by increasing Society Levels through expenditure on consumer goods and by creating cities and 'storm fortified' cities.
3. Expand his/her political control over other zones and their resources. Players also have to skilfully manage both the opportunities and challenges provided by the 'City' cards. The game involves both strategic and tactical aspects.

Winning the game is based on accumulating value points through controlling zones and increasing their Society Levels and associated infrastructure. This can be done through a variety of strategies and the player with the highest accumulated value points wins – subject to 'El Gigante' victory conditions.

At the end of game turn 12, players total the value of their zones and await 'El Gigante' – but in what guise? A violent storm, a super-storm or mega-storm?

A nominated player takes 2 cards from the top of the unused card deck and reveals their values, applying the combination criteria below. The player with the highest value total wins, given which storm scenario appears. (Alternatively, players may agree their preferred end-scenario at the start of the game).

Card values revealed	'El Gigante'	Value points
1&1 OR 1&2	Violent storm	Count all zone values
0&0 OR 0&1 OR 0&2	Super storm	Count all city and storm-fortified city zone values only
2&2	Mega storm	Count storm-fortified city zone values only

	Value points
Machine	1
Manufacturing plant	2
City zone	3
Storm-fortified city zone	4

	Society levels				
	1	2	3	4	5
Value points	1	2	3	5	8

Bonus scores:

(i) Any player that has all of their zones at the same Society Level at the end of the game receives 10 extra points (rewarding the 'balanced society principle').

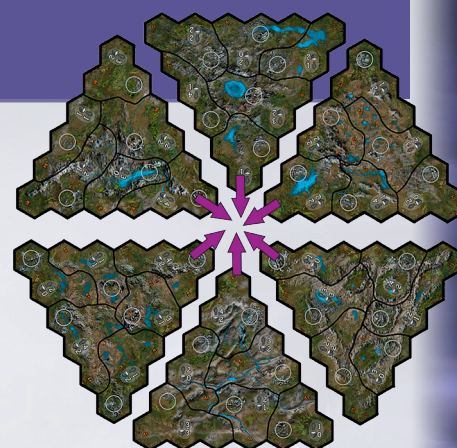
(ii) The player who controls the most zones at the end of the game receives a further 10 value points. NO points are awarded if more than one player has the most zones.

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SET-UP

Standard set-up

Players place the six 'tiles' together randomly to form a 'large hex' shape as shown:



2-players setup



Zone not in play token for 2 players setup

3-players setup



4-players setup



Standard quick set-up

Each player:

- Selects a 'territory tile' (for the standard game) and a production mat.
- Chooses 6 'SD' Level 1 markers (same colour as the mat) and places one on each of the control centre circles in each zone of his/her territory tile.
- Receives 3 mining worker units and 3 energy worker units and places them separately in each of the SIX zones of the player's territory tile (ONE per zone).

Note: Once a player places a worker mining unit in a zone it remains a mining zone for the duration of the game, and the same for an energy worker unit.

- Receives 1 manufacturing plant together with 1 manufacturing worker and places them in any one of the six occupied zones.
- Manufacturing plants can be placed in either mining or energy zones. (The associated Manufacturing resource cube(s) do count towards zone resource limits).
- Receives 1 stockpiled manufacturing unit which is placed in the respective box on the player's mat.
- Receives 10 Consumer Good units which are placed in the respective resource box on the production mat.
- Receives 6m Cash.
- Selects their respective coloured leader figure (matching their mat colour) and places it in one of his/her controlled zones.
- Receives 3 'City' cards initially from the deck that does not contain 'Catastrophe' cards.

The Catastrophe cards are added to the remaining City card pack which is then well shuffled and placed face down.

Advanced player option: Players can agree on the 'free set-up' where each player, in turn (which is rotated), places a control marker initially anywhere on the board. A player must then select a zone that is adjacent to zones already claimed (unless this stops any other player's only available option). This continues until each player occupies 6 connected zones.

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GAME TURN

Turn player order

Starting with the first game turn, player order ('initiative') is decided by the total value of 'City cards' in each player's hand with the highest going first, continuing in descending order. The players take the corresponding initiative order cards for the game turn.

If players find themselves with equal card value totals then the player with the least zones controlled ranks higher. If players are still equal then a roll of the die is used as the determining factor (in any fashion agreed).

Game turn One City cards

At the start of the game, each player receives THREE cards, face down. Players should keep these hidden from view. The Catastrophe cards are then added to the remaining deck which is well-shuffled and placed face down (see section 8 for more on City cards).

1 Receive City card/Catastrophe card phase

From game turn 2 onwards, all players receive ONE new 'City' card in turn order, at the start of the turn. However, players can hold a maximum of SEVEN cards at any one time - refer to 'City' card section for when/if this occurs. Any player holding a 'Catastrophe card' in his/her hand must play it in this phase, following the instructions on the card (see note below).

NOTE: In some instances a player may hold more than one 'Catastrophe card'. In this event the player can choose which card to play. Only one 'Catastrophe card' per player can be played per turn. 'Stock Depletion Catastrophe cards' cannot be played if the owning player does not have any stockpiled units to deplete. These cards are retained in the owning player's hand until such time that these can be played (though they can be negated by the playing of another 'City' card at any time).

2 Raw material & goods production phase

Each player calculates their respective output and places the equivalent output units in their production boxes located on the player's mat. Note: Only zones at Level 1 or greater can 'produce'. Calculating production output can be done simultaneously if players agree.

Example: BLUE player currently controls SIX zones, all at Level 1. BLUE has 3 mining workers, 3 energy workers and 1 manufacturing worker together with a machine unit (allocated to manufacturing). On his player mat, BLUE places 3 output units in mining (black), 3 output units in energy (red) and 2 output units in manufacturing (white).

Note: Where a zone contains a manufacturing worker and a mine/energy worker, machine units can be allocated to either output but not both (i.e. can only be counted once).

For example, a zone contains 2 energy workers, 2 manufacturing workers and a machine unit. In this instance, the player allocates the machine to the energy output meaning energy output is 3 (2+1) and manufacturing output is 2.

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Each player now decides what he/she wishes to 'produce' in terms of (i) consumer goods, (ii) machines/ machine automation and (iii) manufacturing plants, spending the resources and cash as required. Stocks and cash are reduced accordingly. Note: NO new resources can be placed in a zone which has been affected by a Catastrophe in the current game turn.

Players are allowed to trade/purchase stockpiled units & consumer goods (only) in any way they choose and to trade-in City cards for units/cash as directed by the individual card(s). The player with 1st turn initiative can initiate the first trade unless he/she chooses to pass up the opportunity. Turn order is then subsequently ignored during this phase. The phase is not over until all players have concluded their intended transactions.

Example: GREEN player decides to produce 4 machine units and 12 Consumer Good units. GREEN player refers to his/her production chart and reduces his related output stocks accordingly.

For the 10 Consumer goods, GREEN reduces his/her Mining stock (black) by 3; Energy stock (red) by 2 and Manufacturing stock (white) by 2. GREEN also expends 3m cash as required. GREEN places 10 Consumer Good units in his/her Consumer Goods box.

Note: Producing TEN Consumer Good units as opposed to FIVE has a slightly lower cost (through economies of scale). For the 4 machine units, GREEN reduces his/her metal stock (black) by 4, the energy stock (red) by 2 and manufacturing stock (white) by 2.

Machine placement:

Machines, once created, can be placed in any zone owned by their respective player subject to zone limits and placement rules.

With the expenditure of 1m, each machine can be immediately converted and replaced by a Worker cube (either mining or energy or manufacturing). This represents the 'release' of workers from the food sector through automation. A worker cube can be placed anywhere in the owning player's territory, subject to zone limits and placement restrictions (i.e. mining worker in a mining zone, energy worker in an energy zone).

NOTE: Machines and/or released worker cubes cannot be placed into a 'Catastrophe' affected zone.

3 Receiving income (treasury) phase

Players receive income by collecting from their worker resources. Through game turns 1-6, for each worker unit, each player receives 1m cash. In zones with Cities, the player receives 2m cash per worker unit. Machines do NOT count towards receiving income. From game turn 7 onwards, the income is halved, i.e. a player receives 1m cash for every 2 workers (rounded up) and 1m cash for each worker in a city zone.

4 Consumption & City card phase

Each player needs to expend Consumer Goods each turn on each zone to preserve or increase Society Levels (SLs), adjusting the respective Control Centre markers accordingly. Zones can only increase their Society Level by 1 per turn (but they may decrease by more than 1). Society levels can never be intentionally downgraded. A zone affected by a 'Catastrophe' still requires consumer goods expenditure to maintain the current level but it cannot be increased during the game turn that the zone is affected. An affected zone can, however, be downgraded (and by more than 1 Level). NOTE: Stockpiled consumer goods cannot exceed the number of consumer goods expended in the current turn.

In this phase players can trade in 'City' cards to convert zones to City zones (see section 8) and/or upgrade a City to a 'Storm Fortified' City zone.

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GAME TURN cont...

For example: YELLOW has FIVE zones at SL1 and expends ONE consumer good point per zone to maintain their status, totalling FIVE. YELLOW also has TWO zones at SL2 and expends TWO points per zone, totalling 4, to maintain their status (total so far $5+4=9$).

However, YELLOW decides to expend a further FIVE consumer good points to upgrade his/her FIVE SL1 zones to SL2. Similarly, he/she upgrades one SL2 zone to SL3 costing a further ONE consumer good point. This makes a total expenditure of 15 Consumer Goods [$9+5+1$].

5 Elections phase

Players look to expand their respective nations by acquiring new zones through political elections. A player can initiate up to TWO elections per game turn. There are two types of elections, UNCONTESTED and CONTESTED that can be undertaken on either neutral or player-owned zones.

On winning an election a player receives TWO City cards as well as any resources that are located in that zone. Go to section 10 for guidance on conducting elections.

A player can only initiate an election in a zone that is adjacent to the zone in which his/her leader is located (exception: use of a City card advantage). Note: A zone with a Leader figure located within it CANNOT be targeted for election in that turn. A zone can only be the subject of one election in any one turn.

6 Leader movement & resource reallocation

Each player is represented on the board with a Leader figure. A Leader figure can only occupy a zone in the owning player's territory. Leader figures have three prime functions:

- i. to enable a chosen election of a zone by occupying an adjacent zone
- ii. defending the zone they're located in through prohibiting an election
- iii. receiving a 'City' card through movement from one zone to another. Leaders can move one zone per turn and are allowed to move into or from a Catastrophe affected zone.

Players look to reallocate any worker and machine resources between adjacent zones, observing the limits. All Catastrophe markers are removed from their respective zones and The Game Turn marker is advanced.

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CITY CARDS

The City cards provide a variety of playing options for each player. At the start of the game, each player is dealt THREE cards. The Catastrophe cards are then added to the remaining pack which is then well shuffled and placed face down.

Starting with game turn 2 and each game turn thereafter, ONE card is immediately dealt to each player.

If a player already holds the maximum of SEVEN cards (of any type), he/she can either (a) pass on receiving a new card, or (b) receive a new card but immediately discard ONE from his/her hand which is placed face up on the discarded pile.

Note: Catastrophe cards CANNOT be discarded.

Each turn players have the opportunity to receive new cards as well as the opportunity to action cards in a variety of ways as shown below. Once the deck is exhausted, the discard pile is reshuffled and placed face down to form a new deck.

i. City cards as a means of building cities

A player can trade in FOUR cards to convert a zone into a CITY zone plus paying 3m in cash. However, TWO of these cards must at least be of value 2 on the individual card. Any traded set must contain FOUR different cards.

On trading the set, a player places a city marker on the zone control centre. Cities double the income raised per worker unit in the respective zone. The traded cards are placed on the discard pile. The player receives TWO new City cards. Certain City cards can also be played to upgrade City zones to Storm fortified City zones and in certain cases can be done on conversion.

ii. City cards as action cards

City cards provide the owning player with advantages that the player can choose if the respective card is played (and then placed on the discarded pile). Only ONE card can be played for the same effect at any one time. [Note: a card which is traded as a set for City conversion can still utilise its benefit if it relates to city conversion but not an upgrade (by itself) to storm fortification].

iii. City cards that negate 'Catastrophe' events

Certain cards provide the owning player with a way to negate effects of catastrophes by playing the respective card and placing on the discarded pile whilst removing the Catastrophe marker.

iv. City cards as election assets

All cards can provide election advantages to the owning player. In zones which contain up to ONE worker cube, ONE card can be played per player per election whether initiating or defending. In zones containing two or more worker cubes, up to TWO cards can be played per player per election. Played cards are placed on the discarded pile when used. Any player winning an election receives TWO new 'City' cards.

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CITY CARDS cont...

v. City cards as cash/stockpiled unit

Certain 'City' cards can be traded in at any time to produce an output unit or to raise cash (normally as a last resort option). During the production phase certain cards can be traded for ONE mining, energy or manufacturing stockpiled unit which is immediately placed. More than ONE card may be played at this time as directed by available cards in a player's hand. Once the transaction has taken place, the card is placed on the discarded pile. [Note: Catastrophe cards can never be traded for cash].

vi. Player card limit

Any player finding his/herself with more than SEVEN cards must immediately discard the excess card(s) on the discard pile. Catastrophe cards can never be discarded.

Card value

2

Title/Type

Urban Planning

Attribute of card
as an action

Reduces cash investment on
city conversion from 3m to
1m

Can negate all or
some of the effects
of a Catastrophe
card when played

Negates the effects of STATE
OF INDEPENDENCE if
played with UNIVERSITIES or
HOUSING & LAND USE

The card can be played to assist
in elections. There are two die
roll adjustments, one for the
initiating player, one for the
defending player.
(*) signifies no differential
available in this instance.

In



Def



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CATASTROPHE CARDS

The Catastrophe cards provide the players with a number of challenges, designed to test their resilience and strategy in dealing with unwelcome and random events. Catastrophes can effect more than one player.

A player beginning the game turn with a 'Catastrophe card' must play it in the Catastrophe phase. If a player holds more than one Catastrophe card then he/she chooses which one to play (unless directed by the individual card). All Catastrophe card effects can be negated by the playing of certain City cards. The owning player can always choose to play or not play a City card to negate a Catastrophe.

NOTE: In certain game turns more than one Catastrophe can happen. A zone can only be affected once no matter how many times a zone may incur a Catastrophe in the same turn.

Also, with all-player Catastrophes some neutral zones may be affected. Catastrophe markers are placed where appropriate and elections may NOT take place in these zones during the current game turn.

There is no output or tax revenues from any catastrophe affected zones in the current turn (unless negated).

i. CIVIL DISORDER

The owning player rolls one die for each tile. Zones with the number the same as the die number suffer from civil disorder. A Catastrophe marker is placed in each zone affected. Also 2m per zone is expended to quell unrest immediately.

ii. ANARCHISTS

The owning player selects ONE zone where a manufacturing plant is located. The Plant is put out of action for the current turn. Place a Catastrophe marker in zone.

iii. VIRUS OUTBREAK (LOCALISED)

In the localised outbreak, the owning player rolls one die per tile that he/she has controlled zones located. Zone(s) with the number the same as the die number suffer from the virus outbreak (only the owning player zones are affected, all other zones are ignored).

iv. VIRUS OUTBREAK (PANDEMIC)

For the pandemic outbreak, the owning player rolls a die for each tile. Any zones with the number the same as the die number suffer from the virus outbreak. All or some of the players may be affected. Place a Catastrophe marker(s) in each affected zone(s).

v. FLOODING & STORM DAMAGE (LOCALISED)

In the localised scenarios, only the owning player is affected, rolling one die per tile that he/she has controlled zones located. Zone(s) with the number the same as the die number are affected (owning player only). Place a Catastrophe marker(s) in owning player affected zone(s). Note: Storm-Fortified zones are unaffected by this type of Catastrophe.

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CATASTROPHE CARDS cont...

vi FLOODING & STORM DAMAGE (GENERAL)

For the general scenario, the owning player rolls a die for each tile. Any zones with the number the same as the die number suffer from flooding/storm damage. All or some of the players may be affected. Place a catastrophe marker(s) in all affected zone(s). Note Storm-Fortified zones are unaffected by this type of catastrophe.

vii STOCK LOSS (METAL/ENERGY/MANUFACTURING)

All respective stockpiled units of owning player are lost and removed from their resource box. At least one of metal or energy or manufacturing (as required) needs to be stockpiled for this card type to be played. In the event that a player cannot play this Catastrophe card, it can still be negated by another City card where applicable with both cards being discarded.

viii STATE OF INDEPENDENCE

Owning player selects ONE zone (least development rating), declares a 'state of independence' and immediately resolves election as the initiating player for an uncontrolled zone (see Elections section 11- 4 on page 15). If player does not re-gain control, then zone is downgraded to a neutral zone and the player loses control of any resources (which remain in the zone).

Card value

0

Title/Type

Virus Outbreak (Pandemic)

Number
of players
affected by
Catastrophe

All players may be affected
in one or more zones.

Procedure

Owning player rolls one die
for each 'tile'. Any zones
with the number the same
as the die number suffer
from a virus outbreak.

Effect of
Catastrophe

No OUTPUT or REVENUES
from these zones in current
turn

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ELECTIONS

i. Targeting elections

Each turn players can announce elections (up to a maximum of two) targeting a particular zone. There are TWO types of elections – contested and uncontested. These are undertaken on either NEUTRAL or PLAYER-OWNED zones. In order to announce an election the player's Leader figure must be located in a zone adjacent to the targeted election zone (exception: certain City cards may provide further options). Elections are announced in player order as determined by the game turn.

ii. Prohibited elections

A player cannot target (a) a zone which has a higher Society Level than his/her own adjacent zone, (b) any zone affected by a catastrophe in the current turn, (c) a zone within which a Leader figure is located., or (d) a zone which has already undergone an election in the current turn.

iii. Zone value

For the purposes of elections and cash commitments, neutral zones have a zero base value. Their value is increased through the Society Level. For each Society Level (SL), the zone value is as follows: Level 1 = 1m, Level 2 = 2m, Level 3 = 3m, Level 4 = 4m and Level 5 = 5m.

iv. Procedure

Though a number of elections may be conducted in the current turn only one election can be conducted in any ONE zone on any game turn (thus player turn order is important).

v. Basic Sequence (see examples overleaf)

Neutral zones

- In the case of a neutral (non-owned) zone, the base value of the zone is subtracted from the committed cash of the winning initiating player, called the 'excess cash'.
- In the case of a player-owned zone, the Defending player's committed cash is added to the zone value. Should there be no excess cash, the election is considered lost.
- The initiating player consults the Election Results Table using the correct 'excess cash' column and the die is rolled (adjusted for the net effect of City cards).
- Result is either a successful election 'Win' or 'Loss'.

Contested zones

1. Secret allocation of election campaign cash by players involved. Any cash committed is considered spent whatever the outcome.
2. Secret allocation of election strategy cards to modify the die roll. If the outcome is a 'NO ELECTION' these may go unused and returned to the respective player's hand.
3. Initiating Player(s) committed cash is revealed. Contesting players compare. The player with the largest committed cash continues with the election process.
4. The losing player curtails involvement. In the event of equal amounts being committed the winning player is decided by the highest committed City card die roll modifier (where applicable). In the event that there is still no definitive winner the election is cancelled.

Winning player

With NEUTRAL zones, the winning player immediately expends 2 Consumer Good units and 3m cash and places a Society Level (SL) 1 Control marker in the zone Control Centre space.

With player controlled zones, the winning player assumes ownership of the resources and current Social Development Level. The winning player, in either case, receives TWO new City cards (exception: State of Independence).

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ELECTIONS cont...

1 NEUTRAL ZONE WITH ONE PLAYER CONTESTING

The initiating player reveals his/her election cash commitment and consults the Election Result Table.

The player selects the appropriate 'excess cash column' and the die is rolled to provide an election outcome (WIN/LOSS).

The die roll result may be affected by an expended CITY card of the initiating player - in this case adding to the die roll.

A 'Win' result means the player has successfully won the zone election and becomes the controlling player.

He/she immediately expends TWO Consumer Good units and 3m cash on infrastructure. A Society Level (SL) 1 control marker is then placed.

The new owning player receives ONE new worker resource (choosing either mining or energy) and places it in the newly acquired zone.

The winning player receives TWO new City cards.

2 NEUTRAL ZONE WITH TWO OR MORE PLAYERS CONTESTING

The initiating players reveal their election cash commitment (each must commit at least 5m). The player with the greater amount wins the right to the election die roll.

If the player's remaining cash is greater than the base value ('excess cash') then the die is rolled and the Election Results Table is consulted using the appropriate 'excess cash column'; if it is less - then the election is cancelled at this point.

The die roll may also be affected by an expended City card of the initiating player (if one is committed). A 'Win' result means the player has successfully won the zone election and becomes the controlling player.

He/she immediately expends TWO Consumer Good units and 3m cash for infrastructure. A Level 1 control marker is then placed in the zone.

The new owning player receives ONE new worker resource (choosing either mining or energy) and places it in the newly acquired zone.

The winning player receives TWO new City cards.

Example

BLUE decides to initiate an election in a neutral zone that is adjacent to a zone where his/her Leader figure is located and commits 6m. BLUE rolls the die and cross references the '+6m or more' column noting that any number other than a one will secure a WIN, and in this case a THREE is rolled. (Note: BLUE could also have expended a CITY card to provide +1 on the die roll to ensure an automatic WIN).

BLUE spends 3m cash and TWO Consumer good units and places a BLUE Society Level 1 marker in the zone. BLUE chooses a Mining worker and places a black cube in the zone. BLUE receives TWO new 'City' cards.

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ELECTIONS cont...

3 *PLAYER-OWNED ZONE (DEFENDER) WITH ONE OR MORE PLAYERS CONTESTING*

All involved players choose their secret cash commitment. The contesting (Initiating) players must commit at least 5m cash (whereas the Defending player has no obligation to commit any). The contesting (initiating) players then reveal their election cash. The contesting player with the larger cash commitment wins the right to continue the election process.

In the event of equal amounts being committed the winning player is decided by the die roll.

The Defending player now reveals his/her cash commitment. If the defending player has committed cash equal to or greater than that of the remaining initiating player, then the election is over and the Defender (Owning) player retains the control of the zone.

All cash committed is considered spent in whatever scenario.

Where the initiating player has pledged the greatest amount of cash, he/she wins the right to an election.

The die is rolled and cross-referenced with the appropriate 'excess cash column' on the Election Results Table. The die roll may be affected by both initiating and defending players committing 'City' cards.

As noted, in zones which contain one worker cube, players may commit ONE City card each to the election. In zones containing two or more worker cubes, up to TWO cards may be committed by both players. Card commitment must be done secretly and simultaneously. The resulting net die modifier is applied.

A 'Win' result means the player has successfully won the zone election and becomes the controlling player with all worker, machine and plants located in this zone now under his/her ownership at the current Society Level (SL). Only if the current SL is ZERO will the new owing player need to expend TWO Consumer Good units and 3m cash for infrastructure. An SL1 control marker is then placed.

The winning player receives TWO new City cards.

4 *PLAYER-OWNED ZONE WITH ONE PLAYER CONTESTING (STATE OF INDEPENDENCE CATASTROPHE)*

This election scenario is due to the 'State of Independence' Catastrophe card, following the same process as that in 3 above with the owning player effectively contesting his/her own zone.

A player does NOT expend Consumer Goods or cash and he/she does NOT receive any new City cards. If the owning player does not regain control of his/her zone it is considered lost and the zone reverts to Neutral status. All worker, machine or plant resources located within it remain but are 'not owned' until the zone is won/regained through another election.

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GAME EXAMPLES

1 CITY CONVERSION

On game turn 4, RED holds the cards shown on the right:

RED decides to play Law & Order **1**, Urban Planning **2**, Universities **1** and Storm Defence **1** observing the rule to convert a zone to 'CITY' status, i.e. at least TWO 'core' cards of value **2**. The Urban Planning card enables RED to reduce the required cash spend from 3m to 1m and the Storm Defence card allows for the immediate conversion to Storm-fortified City. RED places a 'Storm-fortified City' marker with the SD Level 2 counter in zone [3-3].

RED retains the Technology Research card (which has the ability to upgrade a City to fortified status but not on City conversion) and picks up TWO new cards from the card deck, in this instance another 'Universities **1**' card and Storm Defence **2** card.



2 EXAMPLE GAME TURN TWO OUTPUT & OPTIONS

RED has a total of FOUR Mining, THREE Energy and TWO Manufacturing worker resources after game turn 1 with ONE Manufacturing plant.

RED also has ONE stockpiled Mining Unit and ONE Energy unit, FOUR Consumer Goods and 13m cash.

Thus, game turn 2 output is FOUR Mining, THREE Energy and TWO Manufacturing which get added to their respective stockpile boxes.

RED's first priority is Consumer Goods since he/she only has FOUR remaining but SIX zones to maintain.

Thus FIVE Consumer Goods are purchased along with ONE Machine unit for placement.

RED retains TWO Mining and TWO Energy stockpiled units together with 11m in cash.



NEW EARTH

GAME EXAMPLES (cont.)

3 PRODUCTION & PLACEMENT

OUTPUT:



"Purchases"



BLUE has 7m cash and ONE Energy stockpiled unit. In the current turn, zone [3-0] is affected by a FLOOD catastrophe and is unable to use the TWO Energy resources located within the zone (new resources cannot be placed either).

BLUE decides to use both Machines for Manufacturing output in the Mining zones. Thus, Raw Material output equals 6 Mining (2+2+2), 3 Energy (1+2+0) and 4 Manufacturing (2+2) units.

BLUE expends 3 Mining, 2 Energy, 2 Manufacturing and 3m cash to produce 10 Consumer Goods (leaving BLUE with 4 Mining, 3 Energy, 2 Manufacturing units and 4m cash). BLUE decides to invest in 2 more machines (costing 2 Mining, 2 Energy and 2 Manufacturing units), placing ONE in ENERGY zone [2-2] and ONE in MINING zone [3-1]. BLUE stockpiles 2 Mining and 1 Energy units and has 4m cash available..

4 CONSUMER GOOD & SOCIETY LEVELS

YELLOW currently has 15 Consumer Goods (CGs) stockpiled from production (other units not shown).

To maintain current Society Levels (SLs), YELLOW expends NINE CGs (=3+2+1+1+1+1).

YELLOW also decides to upgrade the four zones from Society Level 1 to Society Level 2 and thus expends a further 4 CGs (1+1+1+1), flipping the marker. Finally YELLOW, after deliberation, upgrades the zone from Society Level 2 to Society Level 3 and expends a further 1 CG (replacing marker).

Thus YELLOW now has TWO zones at Society Level 3 and FOUR zones at Society Level 2.

YELLOW retains and stockpiles the remaining 1 CG for the next turn.



NEW EARTH

HINTS & TIPS ON STRATEGY

MACHINE PRODUCTION AND UNIT ABILITY

Players need to increase the number of machines to multiply productive output and, more importantly, to enable the release of workers from the food sector into other production sectors. Players need to take advantage of the dual ability of machines in terms of output in any zone containing mine/energy and manufacturing workers from turn to turn. Machines have value, but remember they do not contribute to receiving income each turn.

MANUFACTURING PLANTS

Players need to construct plants as early as possible to boost manufacturing output or suffer consequences. Plants also have value.

CONSUMER GOOD UNITS AND SD LEVELS

Creating and expending Consumer Goods units (CGs) are vital for maintaining current zones, increasing the Society Levels (SLs) and in securing winning elections. Players need to keep the next production turn in mind with regard to cash in hand and resource allocation. Note, raising Society Levels too early risks hampering your other economy production. Players need to be reminded that they cannot hoard more consumer goods than they expend in any game turn.

STOCKPILING

Players should aim to minimise stock reserves through efficiency of production (there are also penalties in the form of Catastrophe cards). The game rewards players who balance expending and producing, the best.

TREASURY INCOME

Generating lots of cash is a prerequisite in terms of production and initiating/defending elections. Converting zones to cities doubles normal income each turn. But remember from game turn 7 onwards generating income is halved (representing the erosion of value over time).

CITY CARD USE

Hand management is key to maximising the opportunities and benefits open to players whether its trading in sets for City conversion, enabling their various benefits or negating Catastrophe effects. The key is selecting the appropriate trade-off for card use as a player can only benefit from one option when playing a card (exception: city conversion in terms of cash expenditure and storm fortification).

ELECTIONS

Critical to winning the game but watch your back. Initial player strategy may focus on the uncontrolled 'neutral' zones to expand his/her respective territories and resources. As the game develops, players have to be careful of losing zones, along with their resources. There is nothing to stop players trying to gain zones from others in the early rounds – it's higher risk but higher reward. Also City cards can play a vital role if used wisely. Elections essentially have their own 'strategy within a strategy' game, though they are relatively costly to conduct and players need to keep in mind the potential output value of each zone as the game goes on.

'CATASTROPHES'

Randomness happens. Players have to take it on the chin. However, careful use of 'City cards' can negate specific effects. Players should not forget that a number of Catastrophes can affect all players not just the player who plays the card.

STANDARD QUICK SET-UP

- Selects a 'territory tile' (for the standard game) and a production mat.

- Each zone has TWO indicators, 3 i.e. means that up to 3 Worker units and up to 3 machines can be allocated within that particular zone and thus a total output of $(3+3) = 6$ units in any one turn.



NEW EARTH

VALUE POINTS

	Value points
Machine	1
Manufacturing plant	2
City zone	3
Storm-fortified city zone	4

	1	2	3	4	5
Value points	1	2	3	5	8

Bonus scores:

(i) Any player that has all of their zones at the same Society Level at the end of the game receives **10** extra points (rewarding the 'balanced society principle').

(ii) The player who controls the most zones at the end of the game receives a further **10** value points. NO points are awarded if more than one player has the most zones.

WINNING THE GAME - CONDITIONS

A nominated player takes 2 cards from the top of the unused card deck and reveals their values, applying the combination criteria in the table to the right.

Each player adds up all the value points in their controlled zones in accordance with the winning scenario revealed.

Card values revealed	'El Gigante'	Value points
1&1 OR 1&2	Violent storm	Count all zone values
0&0 OR 0&1 OR 0&2	Super storm	Count all city and storm-fortified city zone values only
2&2	Mega storm	Count storm-fortified city zone values only

The player with the highest value total wins.

(As an alternative, players may choose to agree one of the scenarios at the start of the game).

ELECTION TABLE

Committed excess election cash					
Die roll	+1m/2m	+3m	+4m	+5m	+6m or more
The die roll result may be modified by either player playing a City card	Lose	Lose	Lose	Lose	Lose
	Lose	Lose	Lose	Lose	WIN
	Lose	Lose	Lose	WIN	WIN
	Lose	Lose	WIN	WIN	WIN
	Lose	WIN	WIN	WIN	WIN
	WIN	WIN	WIN	WIN	WIN