



by Adam Thomas  
A game of exploration and transformation for 2-4 players  
Game length: 30 minutes per player

## THE PLOT

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The cutting edge technology designed to renew the environment of the Earth could not save the planet from the ravages of ecological degradation, so in the year 2237 the human race took to the stars in order to find new planets to call their own. In a happy accident, while the new technology could not repair the Earth's fragile ecosystems, it was able to transform the desolate wastes of other inhabitable planets. Scientists called this process "terraforming," and once its secrets were unlocked, it inevitably became big business. Competing terraforming companies rose to prominence, and in the fifty years since the Exodus, fifteen planets have undergone the terraforming process, many of them by several companies at the same time. The year is now 2291 and NE-16 has been discovered. Your company has just dropped you and your team on the barren landscape of this sixteenth new earth. But the competition has come as well.

## WINNING THE GAME

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Discover, terraform, and claim lands on NE-16 in order to earn credits. Make sure to advance your perk trees strategically to maximize new skills and higher earnings. And don't forget to watch out for the rapidly shifting weather, not to mention the volcano.

The game ends at the end of the round when a player takes the last credit chip from the supply. If the supply runs out of credits before all players have taken their final turns, note the number of credits earned in those last turns and add them to the players' credit total. The final total also includes credits earned by players who put a perk point in the final perk on one or more trees.

The winner is the player with the most credits.

If there is a tie, the tied players each take one more turn, and the one who scores the most points is the winner. If there is still a tie, both players win.

"Terra" is the Latin word for "earth."

Make sure to note who goes first so that when the last credit chip is taken, all players have a chance to take their last turns. For example, if the player who took the first turn of the game receives the last credit chip, then the second, third, and fourth players will still take their final turns, and then the game ends. However, if the fourth player takes the last credit chip, the game ends at the end of her turn, which is also the end of the round.

During a tiebreaking turn, players may not perk the final point in a tree.

See the back cover of the rules for a diagram of the pieces and initial setup.

For a shorter game, you may count out anywhere from 50 to 70 credit chips per player.

Natural lands have brown borders and a small "N" in the right corner.

Terraformed lands have green borders and a small "TF" in the right corner.

The game begins with no active weather card.

For a two-player game, choose *Barren Landscapes* on either side of the empty center one.

Through certain perks, action tokens can be reused and more can be earned to increase the number of actions taken per turn.

Players do not have to use all their actions each turn.

Note that only players who have put perk points in the starting space on the corresponding trees can take the Discover, Terraform, and Claim actions.

Lines from one perk to the next show the order in which they must be taken. Note that each tree splits and recombines. You can travel down either or both in order to reach the perks beneath.

## THE PIECES

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- 1 Game board
- 4 Player Boards
- 4 Player Markers
- 200 Perk points/Claim tokens (50 per color)
- 100 credit chips (50 five point chips, 50 one point chips)
- 57 Natural Land tiles
- 57 Terraformed Land tiles
- 21 Action tokens
- 24 Weather Cards
- 2 Bags for land tiles

## THE SETUP

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Distribute the player boards, player markers and perk points/claim tokens to each player. Distribute 3 action tokens to each player.

Count out 75 credit chips per player and gather them in a supply pile.

Take 5 *Barren Landscape* tiles that do not say "Weather" and set them aside. Sort the remaining land tiles and place them in the two bags, with the Natural lands in one and the Terraformed lands in the other.

Place the 5 *Barren Landscape* tiles on the five shaded spaces in the center of the game board.

Remove the "Volcanic Eruption" card from the weather cards and place it near the board. Shuffle the remaining weather cards and place them on the game board.

Place the player markers on the *Barren Landscapes*, leaving the center one empty.

Choose the first player by any means necessary. Play continues clockwise from the first player.

## THE PLAY

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Players begin the game with three action tokens. Each turn the active player takes all of her actions and then her turn is done. To signify an action token has been used, flip it over. There are six possible actions:

- *Perk* – add a perk token to the next branch of your perk tree.
- *Move* – move your player marker to an adjacent land space.
- *Discover* – select a Natural tile and place it on the board.
- *Terraform* – select a Terraformed tile and place it on the board.
- *Claim* – place a claim token on a Natural or Terraformed land.
- *Weather* – select a new active weather card.

### The Perk Action

The Perk action always happens as the first action of a turn and can be taken only once per turn. To take the Perk action, spend an action token to place a perk point on a free circle on one of the three perk trees. You must take perks in order; you cannot add a perk point to a tree without first placing points in all spaces along the line above it.

## **The Move Action**

To take the Move action, spend an action token to move your player marker to an adjacent space on the game board. Adjacent spaces share a side with one another, as opposed to diagonal spaces, which share a corner. Players may never move diagonally.

Only one player marker may occupy a space at a time. If a player wishes to move past another player marker, the player must go around.

## **The Discover Action**

To take the Discover action, a player must first have perked the starting point in the "Explorer" perk tree.

When your player marker is occupying an "undiscovered" land, you may spend an action token to discover it. Draw a random tile from the Natural land bag and place it underneath your player marker. If the land tile has effects that happen "when you discover" complete those effects now.

## **The Terraform Action**

To take the Terraform action, a player must first have perked the starting point in the "Terraformer" perk tree.

When your player marker is occupying a Natural land, you may spend an action token to terraform it. Draw a random tile from the Terraformed land bag and place it underneath your player marker and atop the Natural land tile which you terraformed over. If the land tile has effects that happen "when you terraform" complete those effects now.

## **The Claim Action**

To take the Claim action, a player must first have perked the starting point in the "Settler" perk tree.

To claim a land, spend an action token, and then place a claim token on the land tile. Until you have the perk that allows you to claim adjacent lands, you can only claim the land tile your player marker is occupying. Undiscovered lands can never be claimed.

Once a player has claimed a land, other players cannot terraform or claim it unless they have the necessary perks to allow them to do so. They can, however, move through claimed lands.

## **The Weather Action**

Immediately after moving to a land tile that says "Weather," you may spend an action token to change the current weather card. Flip over the top weather card from the draw stack onto the discard stack.

If you do this and then wish to take the Weather action to change the weather a second time this turn, you must move to another land tile that says "Weather" or move off the current tile and back on.

Each Move action allows you to move your marker one space.

Undiscovered lands are empty spaces on the game board.

It is possible for a Terraform action to fail (if, for example, you draw a *Farmland* when trying to terraform over a *Mountain*). In that case, return the *Farmland* to the bag and earn zero credits.

The Weather action can only be taken as your next action following a Move action.

(This is not advisable, as it will probably take your whole turn.)

About 25% of the land tiles say "Weather" on them.

If you are sifting land tiles, only the land tile you choose to play counts as the one you draw.

Notably, if you draw the "Gale Force Winds" card when you are terraforming a *Barren Landscape*, complete the terraforming event and place the new land atop the *Barren Landscape*. Until the weather card changes, the "Gale Force Winds" card prevents all other terraforming of *Barren Landscapes*.

Weather cards that make players spend additional actions to Discover, Terraform, and Claim take effect after the current land tile enters the game board. Thus, the player in the middle of action does not spend additional actions at that time.

## THE WEATHER

The weather on NE-16 is unpredictable, and while your terraforming company has some control over it, it can still change at a moment's notice. There are three ways to change the weather. The first is mentioned above with the Weather action. The second is a perk on the Explorer tree. The third is the most common and happens when players Discover and Terraform certain land tiles.

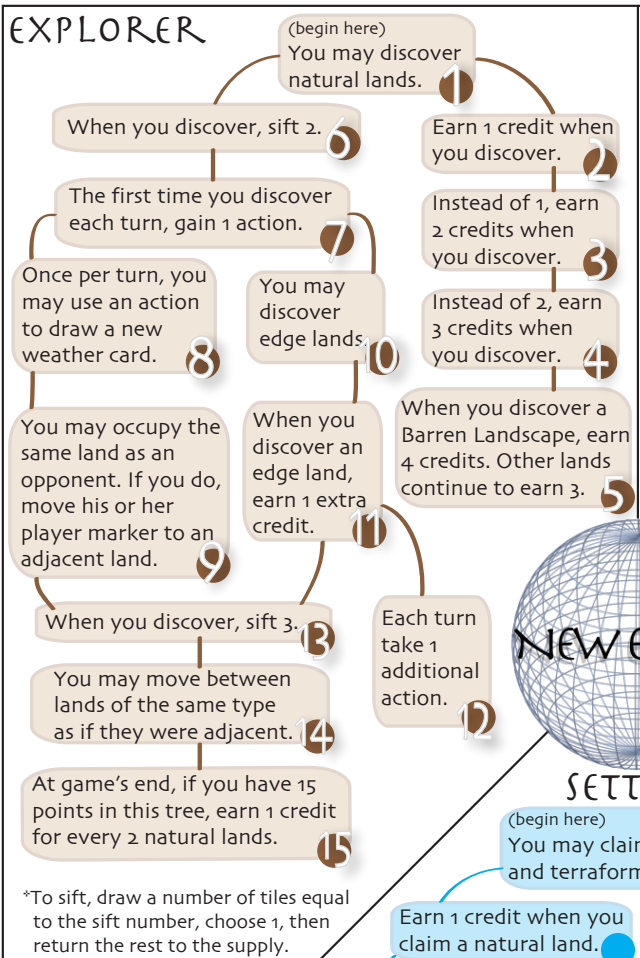
When you draw a land tile that says "Weather," immediately change the weather card by flipping over the top card from the draw stack onto the discard stack. The new weather card goes into effect **before** you place the land tile on the game board. Drawing a new weather card cannot prevent you from completing your discovering or terraforming action. It can make the action more or less valuable.

The active weather card is the top card on the discard stack. If the entire draw stack has been used when the weather changes, shuffle the discard stack and make a new draw pile, then flip the top card back into the discard stack.

## THE EDGE

The Edge Lands are the shaded spaces on the outer ring of the board. Until players have the necessary perks, Edge Lands cannot be discovered, terraformed, or claimed.

## EXPLORER



## THE PERK TREES

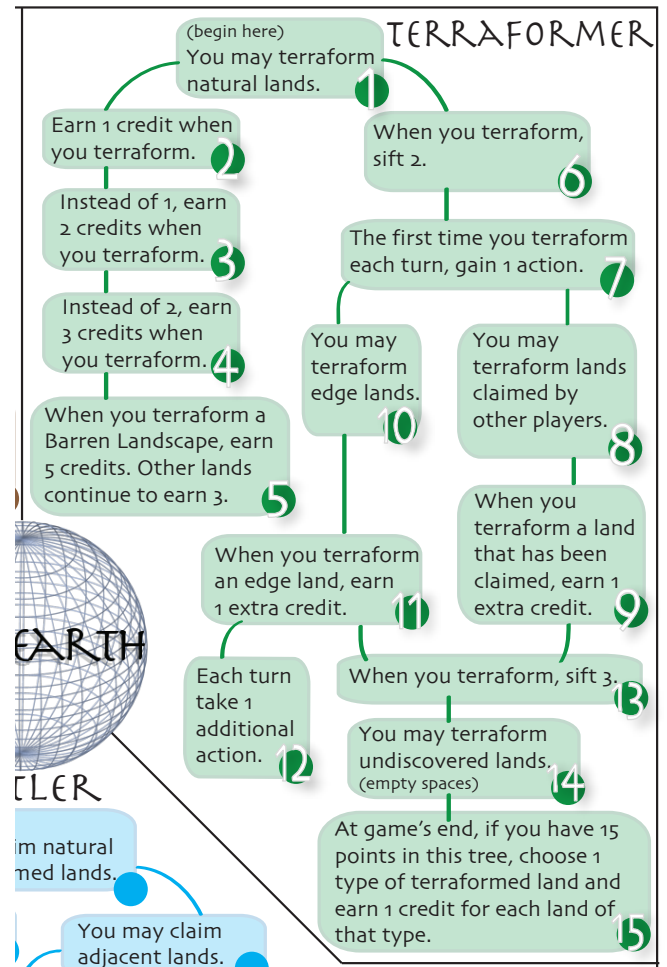
### The Explorer

- 1 Begin tree here, allows you to use the discover action.
- 2 Take 1 credit chip when you discover a natural land.
- 3-4 Increase earnings first to 2 credits, then 3.
- 5 Earn 3 credits for all lands except Barren Landscape, which now earns 4.
- 6 See the note on the bottom of the Explorer tree. The tile you choose is considered the one you drew.
- 7 To "gain 1 action" flip one of your used action tokens to the front side and use it again. Do this after you place the land tile on the game board and take your credits. You get this bonus once per turn.
- 8 You do not have to be on a land tile that says "Weather" to use this special action.
- 9 This perk overrides the rule about occupying the same land as another player.
- 10 Edge lands cannot be discovered until you have this.
- 11 This is on top of your normal earnings from perks 2-5.
- 12 Add a new action token to your supply by placing it facedown atop the token you spent to place this perk. The new action token will be available starting on your next turn.
- 14 Treat movement between lands of the same type as if they were adjacent.
- 15 These do not have to be lands you personally discovered. If there is an odd number, you do not earn half a credit.



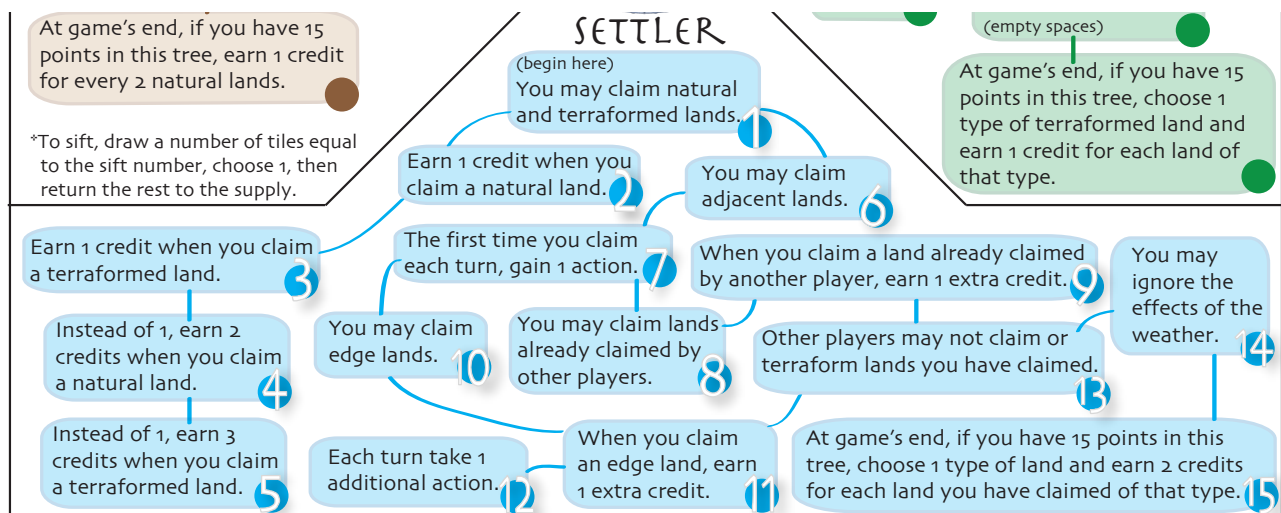
## The Terraformer

- 1 Begin tree here, allows you to use the terraform action.
- 2 Take 1 credit chip when you terraform a natural land.
- 3-4 Increase earnings first to 2 credits, then 3.
- 5 Earn 3 credits for all lands except when you terraform over a Barren Landscape, which now earns 5.
- 6 See the note on the bottom of the Explorer tree. The tile you choose is considered the one you drew.
- 7 (See Explorer 7) If your terraforming action fails, you do not gain an action.
- 8 This perk overrides the rule about not terraforming other players' claimed lands.
- 9 You get the extra credit whether the claimed land is your own or another player's. (see Explorer 11)
- 10 Edge lands cannot be terraformed until you have this.
- 11 (See Explorer 11)
- 12 (See Explorer 12)
- 14 This perk overrides the rule about terraforming only Natural lands. Now you can terraform directly on an empty space.
- 15 These lands do not have to be ones you personally terraformed.



## The Settler

- 1 Begin tree here, allows you to use the claim action.
- 2 Take 1 credit chip when you claim a Natural land.
- 3 Note that this perk switches to Terraformed land.
- 4 Then back to Natural for 2 credits.
- 5 Then back to Terraformed for 3 credits.
- 6 An adjacent land is any land that shares a side with the one you are occupying.
- 7 (See Explorer 7)
- 8 This perk overrides the rule about not claiming other players' claimed lands.
- 9 (See Explorer 11)
- 10 Edge lands cannot be claimed until you have this.
- 11 (See Explorer 11)
- 12 (See Explorer 12)
- 13 This rule overrides other players' perks that say they can claim or terraform your claimed lands.
- 14 The current weather card does not apply to you unless you want it to. This does not include the Volcanic Eruption, which affects all players.
- 15 The land type you choose can be either Natural or Terraformed.



# THE LAND TILES

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## THE NATURAL LANDS

### Barren Landscape

The basic Natural land tile. More of NE-16 is covered Barren Landscape than any other land type. (20 tiles)

### Desert

The second most common Natural land tile. Deserts are the foil for settlers, but don't get caught discovering one during certain weather conditions. (10 tiles)

### Mountain

The third most common Natural land tile. Mountains can impede the progress of terraformers. (8 tiles)

### Underground Cavern

The caverns of NE-16 are connected in a vast network; therefore, you can travel between them as if they were adjacent. (6 tiles)

### Primordial Marsh

If you have the first perk in the Settler perk tree, then you can claim the marsh when you discover it without using another action. Only players with the first Settler perk can take advantage of this bonus. (4 tiles)

### Mineral-Rich Canyon

Take a bonus credit when you discover this land. (4 tiles)

### Acid Lake

No one wants to discover the Acid Lake. Be careful if you are discovering without first taking the sifting perk. If you have no credits, ignore the effect. (4 tiles)

### Volcano

When you discover this land shuffle the "Volcanic Eruption" weather card into the weather draw stack. (1 tile)

## THE TERRAFORMED LANDS

### Forest

Forests want to be surrounded by more forests. Use the rules for adjacent lands to decide how many extra credits you earn. (14 tiles)

### Farmland

Be careful when terraforming over Mountains, Canyons, or Caverns because if you draw this your terraforming action will fail. (14 tiles)

### Pasture

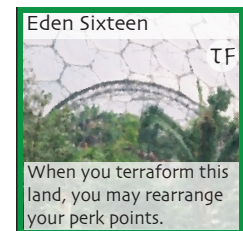
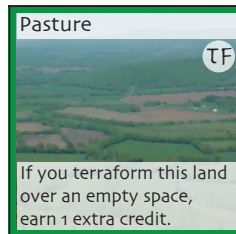
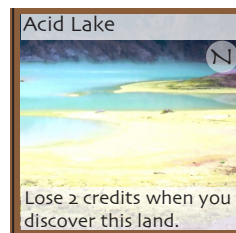
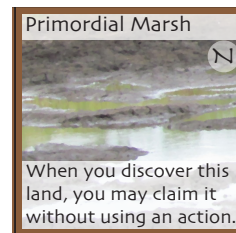
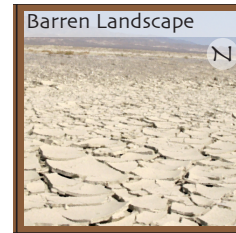
The Pasture rewards the player who takes the second to last perk in the terraformer tree. (14 tiles)

### Freshwater Lake

When you claim this land check for adjacent Farmlands. (14 tiles)

### Eden Sixteen

You still must follow the rules for taking perks when you rearrange; i.e., taking perks in descending order. (1 tile)



# THE WEATHER CARDS

There are 10 different types of weather card and 24 total weather cards in the game.

## Clear Skies

Diagonal lands share corners with the land you are occupying. (3 cards)

## Acid Rain Monsoon

Spend two action tokens for each Discover action. If you have only one action token left, you cannot Discover. (3 cards)

## Thunderstorm

The terraformed land still enters the game board, but the player earns zero credits, including extra ones earned from perks. (2 cards)

## Flash Flood

Players who Discover or Terraform the land types listed lose one action this turn. Signify this by flipping over an additional action token. If it happened during your last action of the turn, ignore the effect. (3 cards)

## Mostly Sunny

If you discover a Desert, you cannot Move, but you can take the rest of your actions as long as you can do them from the land you are occupying. (3 cards)

## Gale Force Winds

Spend two action tokens for each Terraform action. Barren Landscapes are off limits for terraforming and claiming. See note in rules for more. (2 cards)

## Tornado

If you start your turn in a land you have previously claimed, then you gain an action for that turn. This doesn't apply if you draw Tornado on your turn. (3 cards)

## Overcast

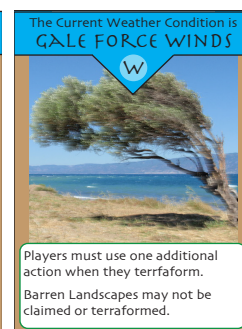
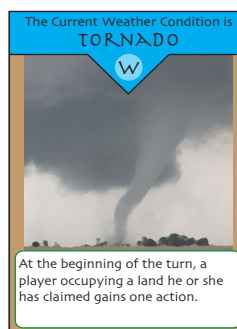
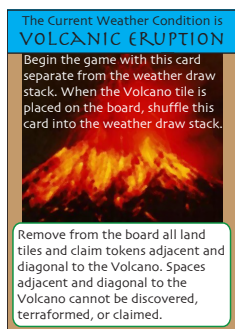
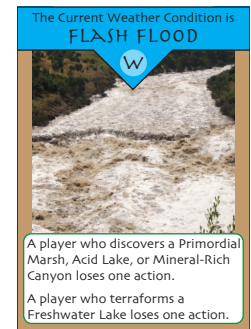
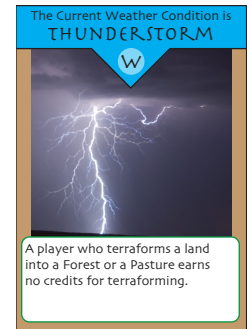
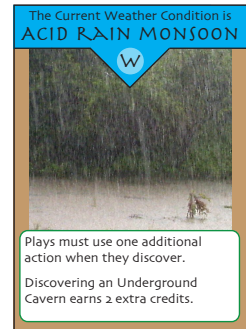
All players occupying undiscovered lands (empty spaces) earn a credit. This might include the player who drew the land tile that changed the weather because, if it's a Natural land, that player will still be on an empty space when the weather changes. (3 cards)

## Earthquake

Spend two action tokens for each Claim action. (1 card)

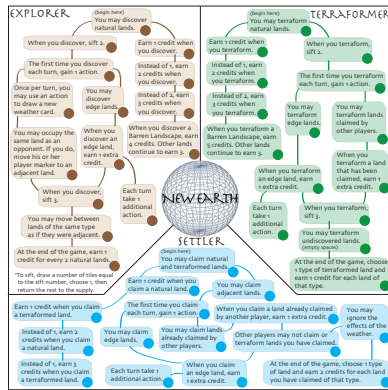
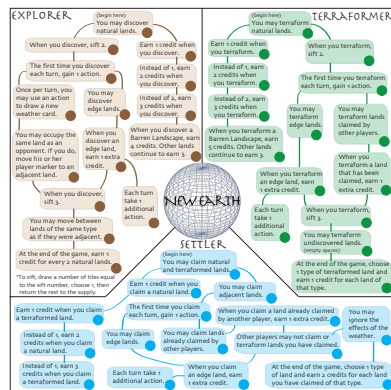
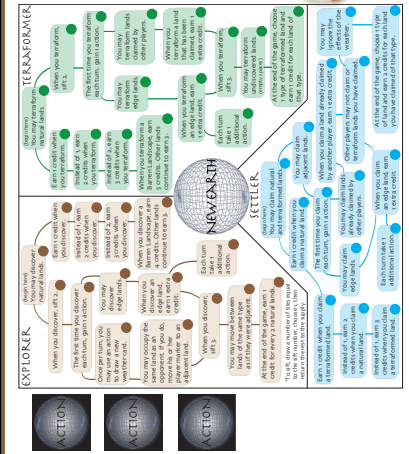
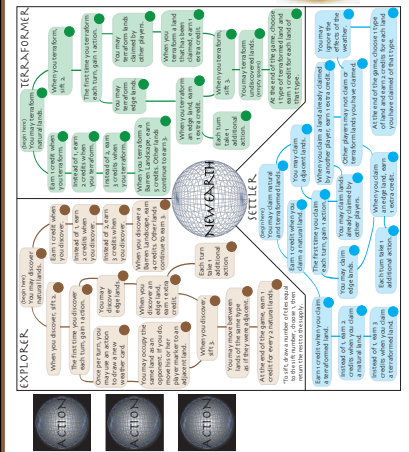
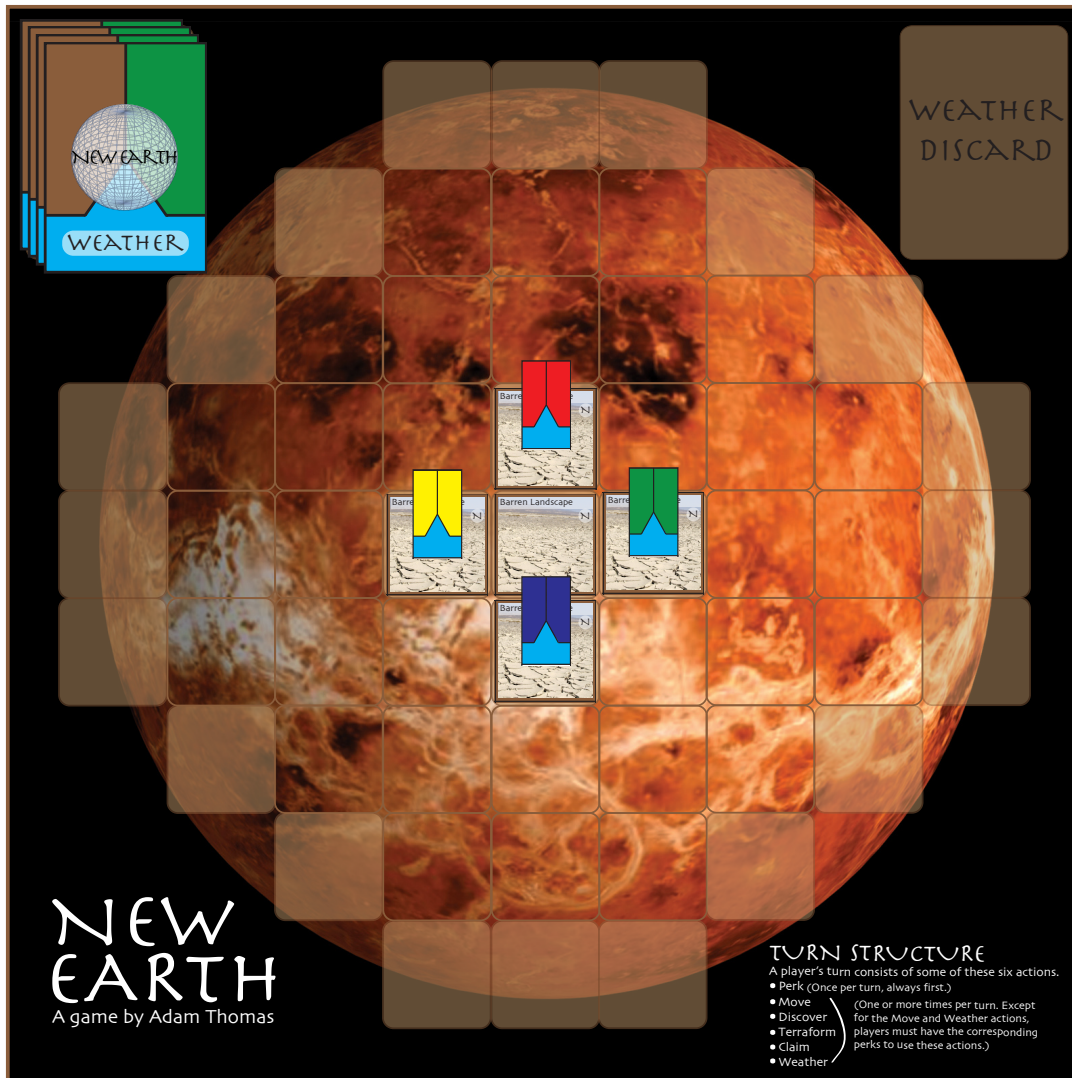
## Volcanic Eruption

Once the Volcano land tile has been placed on the game board, shuffle this card into the weather draw deck. When you draw it, remove the land tiles and claim tokens adjacent and diagonal to the Volcano (up to eight tiles) off the board. Those eight spaces are off limits for the rest of the game. You may want to signify this by placing unused action tokens face down on those spaces. (1 card)





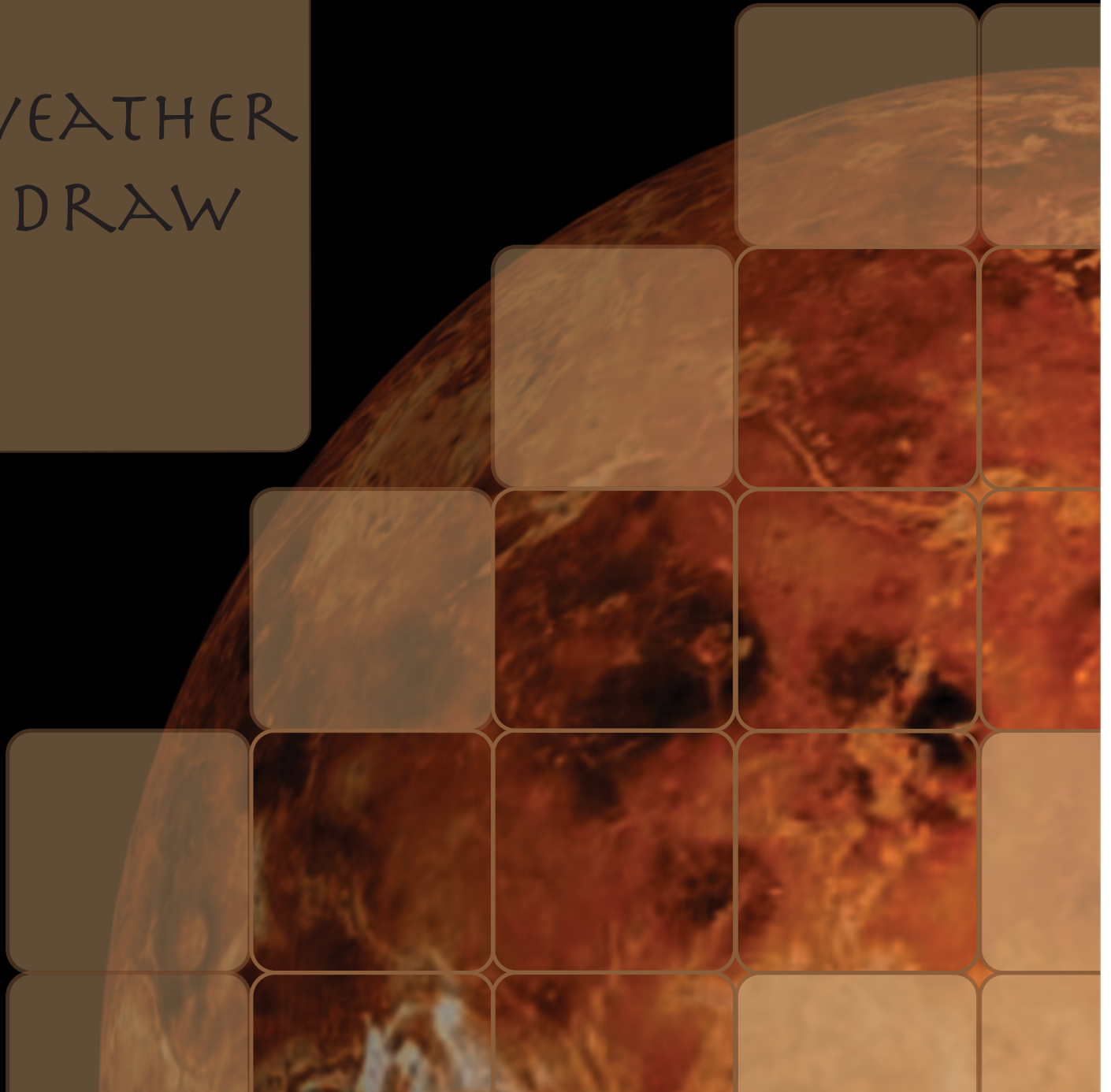
# INITIAL SETUP (4-PLAYER GAME)



(For a 2-player game, use the starting lands for the yellow and green players above. For a 3-player game, use all but the land of the red player.)

Land tiles in bags.

# WEATHER DRAW



The background of the page is a large, curved, orange-red planet, likely Mars, with a grid of semi-transparent squares overlaid on its surface. The squares are arranged in a staggered pattern, with some squares being more opaque than others, creating a layered effect. The planet's surface shows various textures, including craters and ridges. The overall color palette is dominated by shades of orange, red, and brown, with a dark brown background for the text area.

# WEATHER DISCARD





## TURN STRUCTURE

A player's turn consists of some of these six actions.



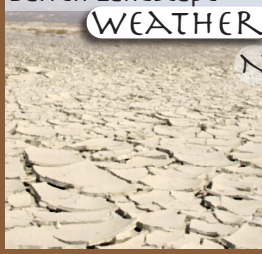




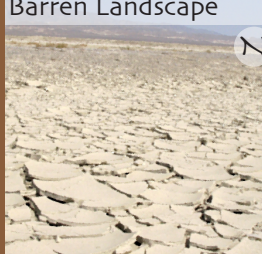












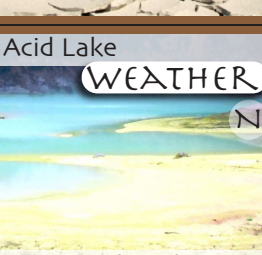




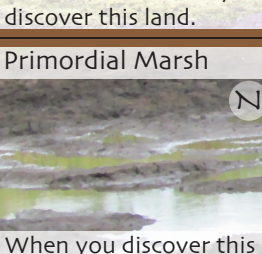
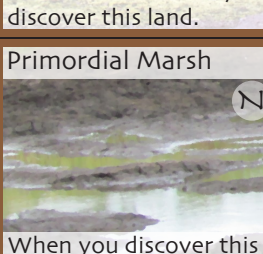
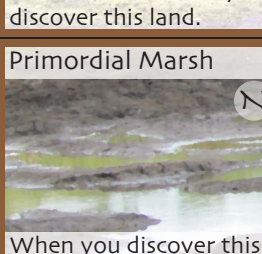
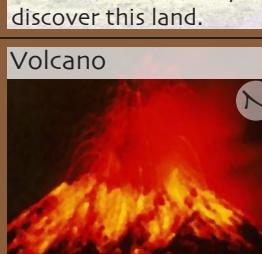
- Perk (Once per turn, always first.)
- Move
- Discover
- Terraform
- Claim
- Weather

(One or more times per turn. Except for the Move and Weather actions, players must have the corresponding perks to use these actions.)



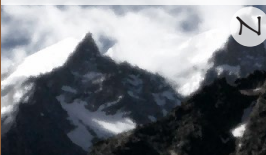
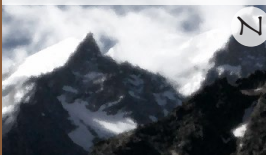
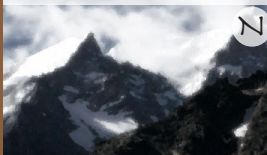
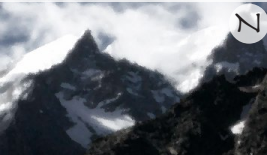
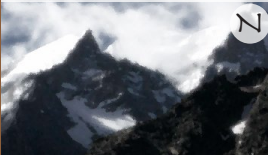
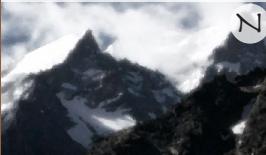







































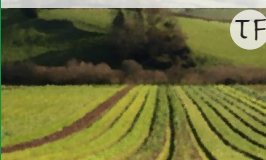
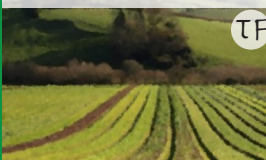
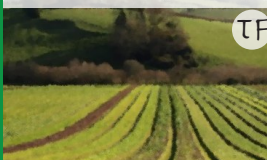
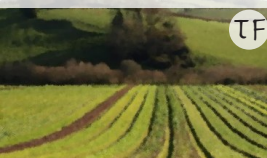
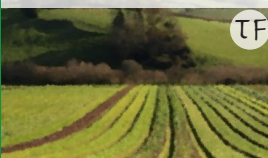
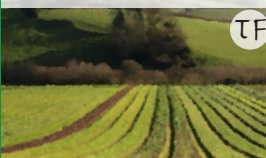
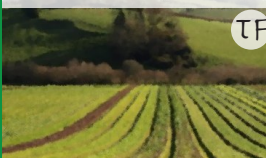
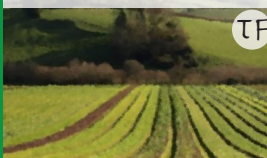
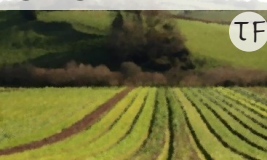
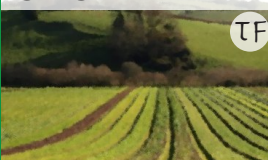
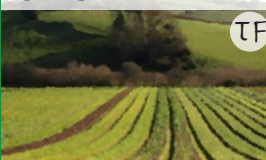
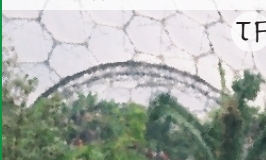
# NEW EARTH

A game by Adam Thomas

Barren Landscape <b>WEATHER</b> 	Barren Landscape <b>WEATHER</b> 	Barren Landscape <b>WEATHER</b> 	Barren Landscape <b>WEATHER</b> 	Barren Landscape <b>WEATHER</b> 
Barren Landscape <b>WEATHER</b> 	Barren Landscape 	Barren Landscape 	Barren Landscape 	Barren Landscape 
Barren Landscape 	Barren Landscape 	Barren Landscape 	Barren Landscape 	Barren Landscape 
Barren Landscape 	Barren Landscape 	Barren Landscape 	Barren Landscape 	Barren Landscape 
Acid Lake <b>WEATHER</b> 	Acid Lake 	Acid Lake 	Acid Lake 	Primordial Marsh <b>WEATHER</b> 
Lose 2 credits when you discover this land.	Lose 2 credits when you discover this land.	Lose 2 credits when you discover this land.	Lose 2 credits when you discover this land.	When you discover this land, you may claim it without using an action.
Primordial Marsh 	Primordial Marsh 	Primordial Marsh 	Volcano 	
When you discover this land, you may claim it without using an action.	When you discover this land, you may claim it without using an action.	When you discover this land, you may claim it without using an action.	This land can't be terraformed or claimed.	


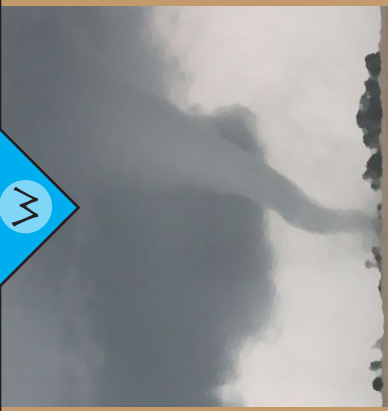








Mountain  Use 1 additional action to move to or terraform this land.	Mountain  Use 1 additional action to move to or terraform this land.	Mountain  Use 1 additional action to move to or terraform this land.	Mountain  Use 1 additional action to move to or terraform this land.	Mountain  Use 1 additional action to move to or terraform this land.
Mountain  Use 1 additional action to move to or terraform this land.	Mountain  Use 1 additional action to move to or terraform this land.	Mountain  Use 1 additional action to move to or terraform this land.	Desert  Claiming this land earns no credits.	Desert  Claiming this land earns no credits.
Desert  Claiming this land earns no credits.	Desert  Claiming this land earns no credits.	Desert  Claiming this land earns no credits.	Desert  Claiming this land earns no credits.	Desert  Claiming this land earns no credits.
Desert  Claiming this land earns no credits.	Desert  Claiming this land earns no credits.	Desert  Claiming this land earns no credits.	Mineral-Rich Canyon  Discovering this land earns 1 extra credit.	Mineral-Rich Canyon  Discovering this land earns 1 extra credit.
Mineral-Rich Canyon  Discovering this land earns 1 extra credit.	Mineral-Rich Canyon  Discovering this land earns 1 extra credit.	Underground Cavern  Treat movement between caverns as if they were adjacent.	Underground Cavern  Treat movement between caverns as if they were adjacent.	Underground Cavern  Treat movement between caverns as if they were adjacent.
Underground Cavern  Treat movement between caverns as if they were adjacent.	Underground Cavern  Treat movement between caverns as if they were adjacent.	Underground Cavern  Treat movement between caverns as if they were adjacent.		

<p>Forest</p> <p>WEATHER</p> <p>TF</p>  <p>When you terraform this land, earn 1 extra credit for each adjacent Forest.</p>	<p>Forest</p> <p>WEATHER</p> <p>TF</p>  <p>When you terraform this land, earn 1 extra credit for each adjacent Forest.</p>	<p>Forest</p> <p>WEATHER</p> <p>TF</p>  <p>When you terraform this land, earn 1 extra credit for each adjacent Forest.</p>	<p>Forest</p> <p>TF</p>  <p>When you terraform this land, earn 1 extra credit for each adjacent Forest.</p>	<p>Forest</p> <p>TF</p>  <p>When you terraform this land, earn 1 extra credit for each adjacent Forest.</p>
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<p>Farmland</p> <p>WEATHER</p> <p>TF</p>  <p>You may not terraform this land over a Mountain, Canyon, or Cavern.</p>	<p>Farmland</p> <p>WEATHER</p> <p>TF</p>  <p>You may not terraform this land over a Mountain, Canyon, or Cavern.</p>	<p>Farmland</p> <p>TF</p>  <p>You may not terraform this land over a Mountain, Canyon, or Cavern.</p>	<p>Farmland</p> <p>TF</p>  <p>You may not terraform this land over a Mountain, Canyon, or Cavern.</p>	<p>Farmland</p> <p>TF</p>  <p>You may not terraform this land over a Mountain, Canyon, or Cavern.</p>
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<p>Farmland</p> <p>TF</p>  <p>You may not terraform this land over a Mountain, Canyon, or Cavern.</p>	<p>Farmland</p> <p>TF</p>  <p>You may not terraform this land over a Mountain, Canyon, or Cavern.</p>	<p>Farmland</p> <p>TF</p>  <p>You may not terraform this land over a Mountain, Canyon, or Cavern.</p>	<p>Eden Sixteen</p> <p>TF</p>  <p>When you terraform this land, you may rearrange your perk points.</p>	

[illegible]



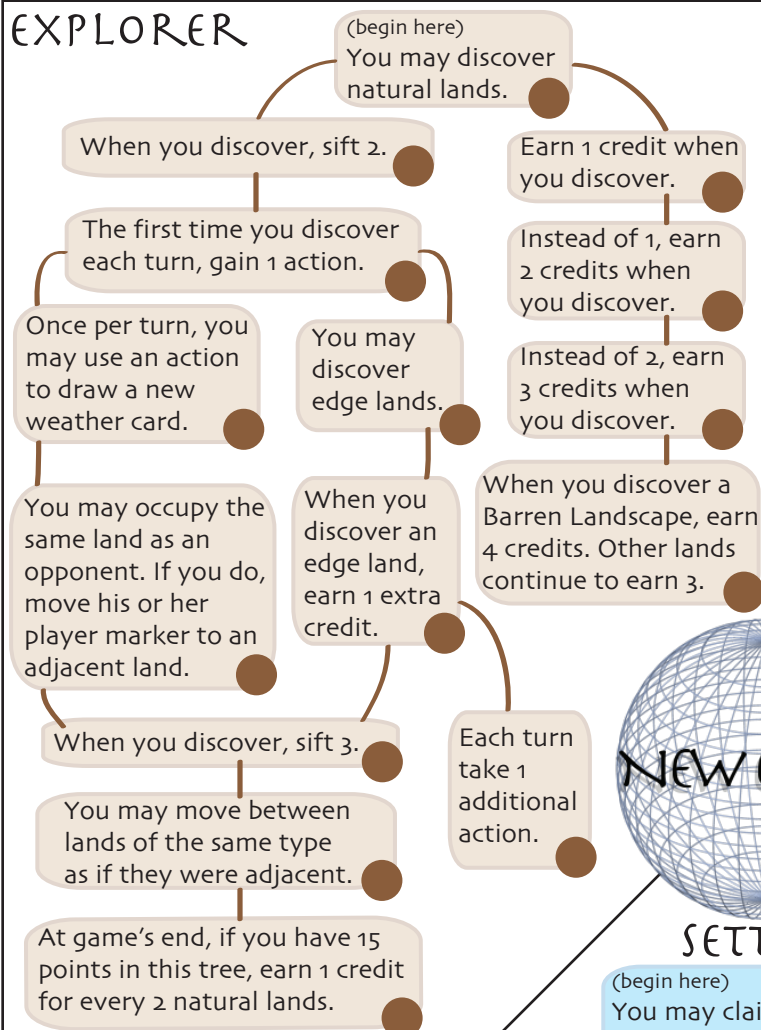
<p>The Current Weather Condition is</p> <p><b>TORNADO</b></p>  <p>At the beginning of the turn, a player occupying a land he or she has claimed gains one action.</p>	<p>The Current Weather Condition is</p> <p><b>TORNADO</b></p>  <p>At the beginning of the turn, a player occupying a land he or she has claimed gains one action.</p>	<p>The Current Weather Condition is</p> <p><b>TORNADO</b></p>  <p>At the beginning of the turn, a player occupying a land he or she has claimed gains one action.</p>	<p>The Current Weather Condition is</p> <p><b>EARTHQUAKE</b></p>  <p>Players must use one additional action when they claim.</p>
<p>The Current Weather Condition is</p> <p><b>OVERCAST</b></p>  <p>When this land card is drawn, each player occupying an undiscovered land earns 1 credit.</p>	<p>The Current Weather Condition is</p> <p><b>OVERCAST</b></p>  <p>When this land card is drawn, each player occupying an undiscovered land earns 1 credit.</p>	<p>The Current Weather Condition is</p> <p><b>OVERCAST</b></p>  <p>When this land card is drawn, each player occupying an undiscovered land earns 1 credit.</p>	<p>The Current Weather Condition is</p> <p><b>VOLCANIC ERUPTION</b></p>  <p>Begin the game with this card separate from the weather draw stack. When the Volcano tile is placed on the board, shuffle this card into the weather draw stack.</p> <p>Remove from the board all land tiles and claim tokens adjacent and diagonal to the Volcano. Spaces adjacent and diagonal to the Volcano cannot be discovered, terraformed, or claimed.</p>

<p>The Current Weather Condition is <b>FLASH FLOOD</b></p>  <p>A player who discovers a Primordial Marsh, Acid Lake, or Mineral-Rich Canyon loses one action. A player who terraforms a Freshwater Lake loses one action.</p>	<p>The Current Weather Condition is <b>FLASH FLOOD</b></p>  <p>A player who discovers a Primordial Marsh, Acid Lake, or Mineral-Rich Canyon loses one action. A player who terraforms a Freshwater Lake loses one action.</p>	<p>The Current Weather Condition is <b>FLASH FLOOD</b></p>  <p>A player who discovers a Primordial Marsh, Acid Lake, or Mineral-Rich Canyon loses one action. A player who terraforms a Freshwater Lake loses one action.</p>	<p>The Current Weather Condition is <b>GALE FORCE WINDS</b></p>  <p>Players must use one additional action when they terraform. Barren Landscapes may not be claimed or terraformed.</p>
<p>The Current Weather Condition is <b>MOSTLY SUNNY</b></p>  <p>Claiming a Farmland earns 1 extra credit. A player who discovers a Desert loses 1 credit and can't move any more this round.</p>	<p>The Current Weather Condition is <b>MOSTLY SUNNY</b></p>  <p>Claiming a Farmland earns 1 extra credit. A player who discovers a Desert loses 1 credit and can't move any more this round.</p>	<p>The Current Weather Condition is <b>MOSTLY SUNNY</b></p>  <p>Claiming a Farmland earns 1 extra credit. A player who discovers a Desert loses 1 credit and can't move any more this round.</p>	<p>The Current Weather Condition is <b>GALE FORCE WINDS</b></p>  <p>Players must use one additional action when they terraform. Barren Landscapes may not be claimed or terraformed.</p>



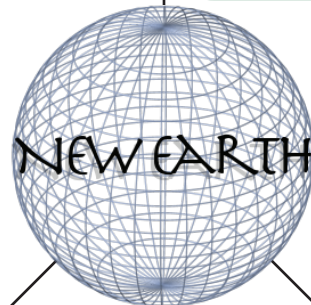
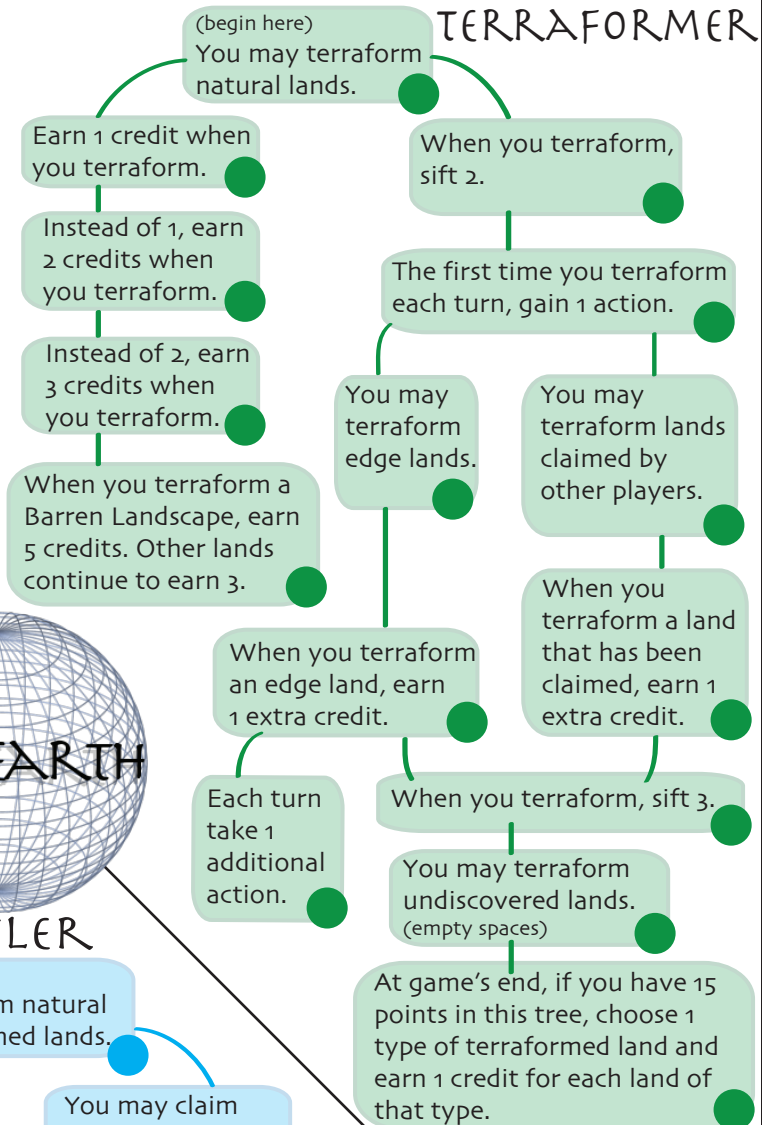
<p>The Current Weather Condition is <b>CLEAR SKIES</b></p>  <p>Moving to and terraforming Mountains use no additional actions. Players may claim diagonal lands.</p>	<p>The Current Weather Condition is <b>CLEAR SKIES</b></p>  <p>Moving to and terraforming Mountains use no additional actions. Players may claim diagonal lands.</p>	<p>The Current Weather Condition is <b>CLEAR SKIES</b></p>  <p>Moving to and terraforming Mountains use no additional actions. Players may claim diagonal lands.</p>	<p>The Current Weather Condition is <b>THUNDERSTORM</b></p>  <p>A player who terraforms a land into a Forest or a Pasture earns no credits for terraforming.</p>
<p>The Current Weather Condition is <b>ACID RAIN MONSOON</b></p>  <p>Plays must use one additional action when they discover. Discovering an Underground Cavern earns 2 extra credits.</p>	<p>The Current Weather Condition is <b>ACID RAIN MONSOON</b></p>  <p>Players must use one additional action when they discover. Discovering an Underground Cavern earns 2 extra credits.</p>	<p>The Current Weather Condition is <b>ACID RAIN MONSOON</b></p>  <p>Players must use one additional action when they discover. Discovering an Underground Cavern earns 2 extra credits.</p>	<p>The Current Weather Condition is <b>THUNDERSTORM</b></p>  <p>A player who terraforms a land into a Forest or a Pasture earns no credits for terraforming.</p>

## EXPLORER

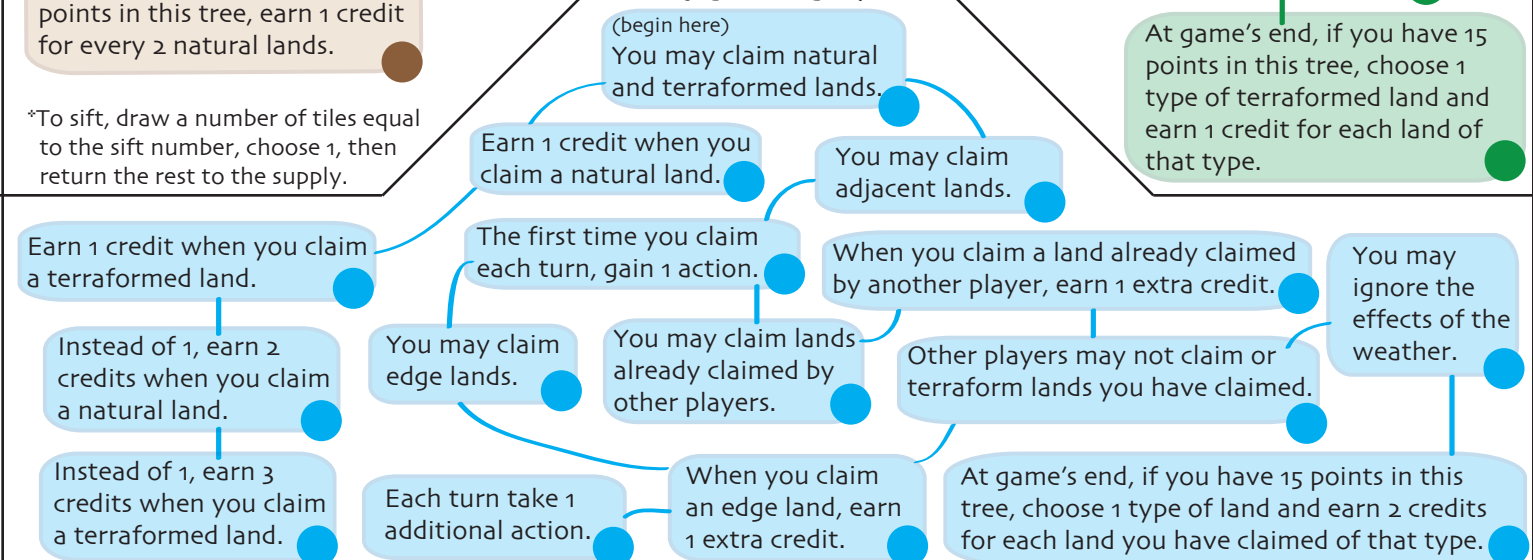


\*To sift, draw a number of tiles equal to the sift number, choose 1, then return the rest to the supply.

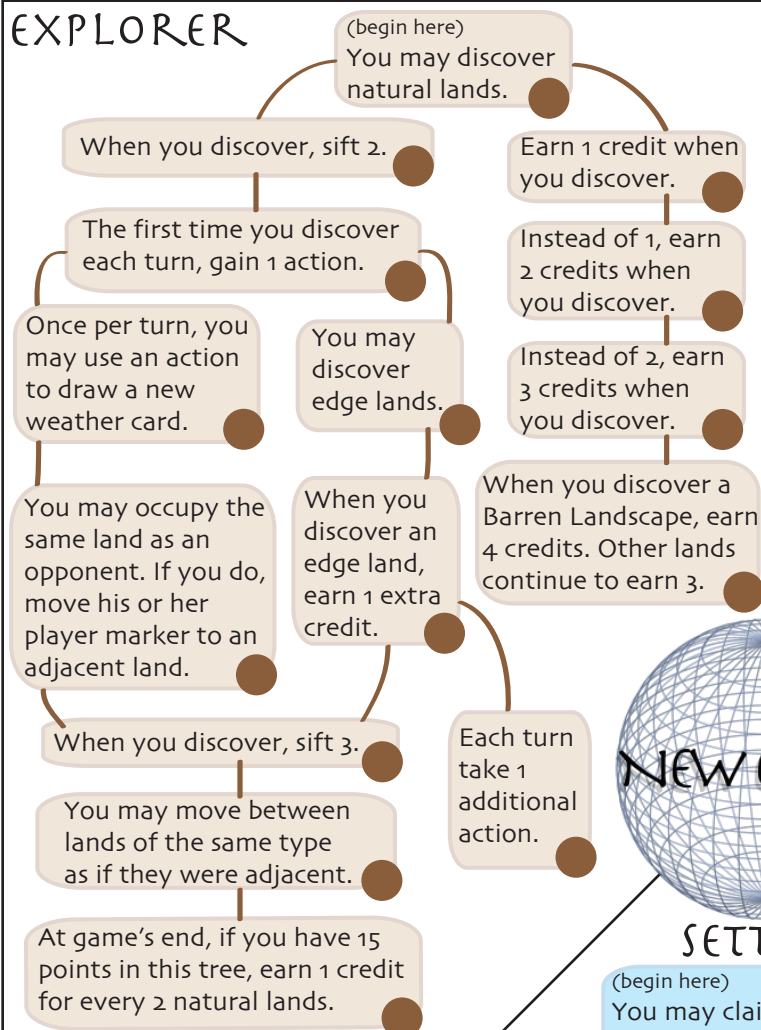
## TERRAFORMER



## SETTLER

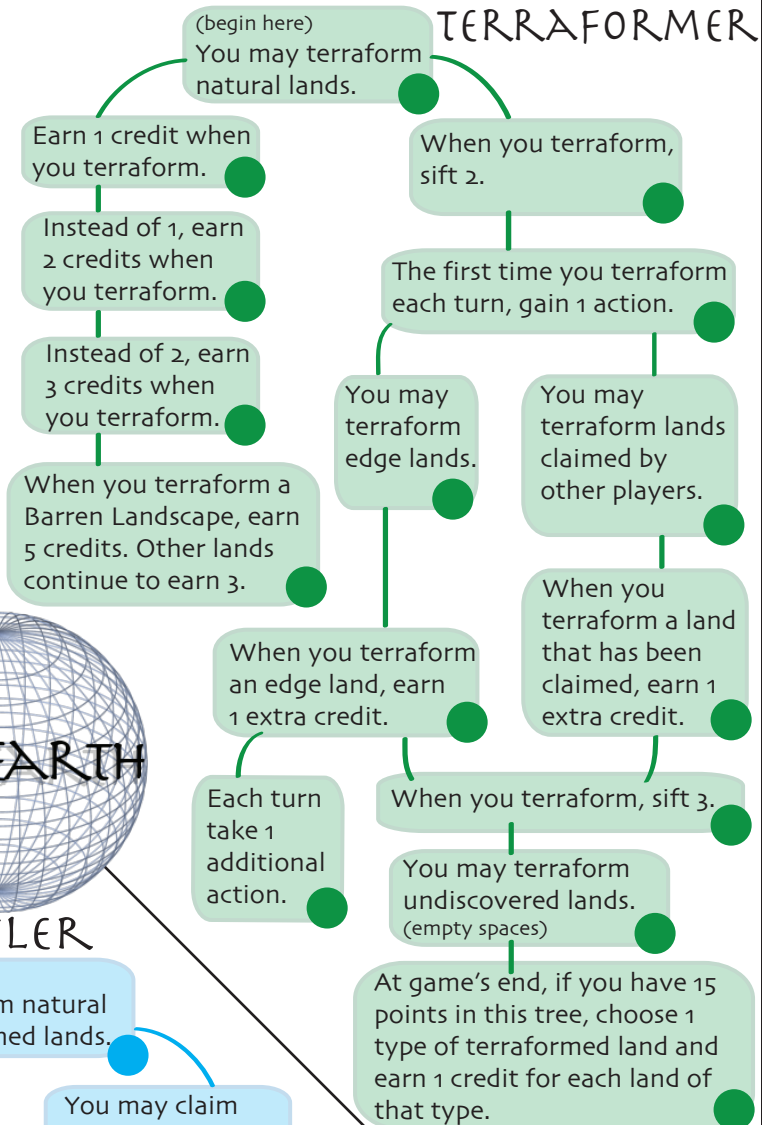


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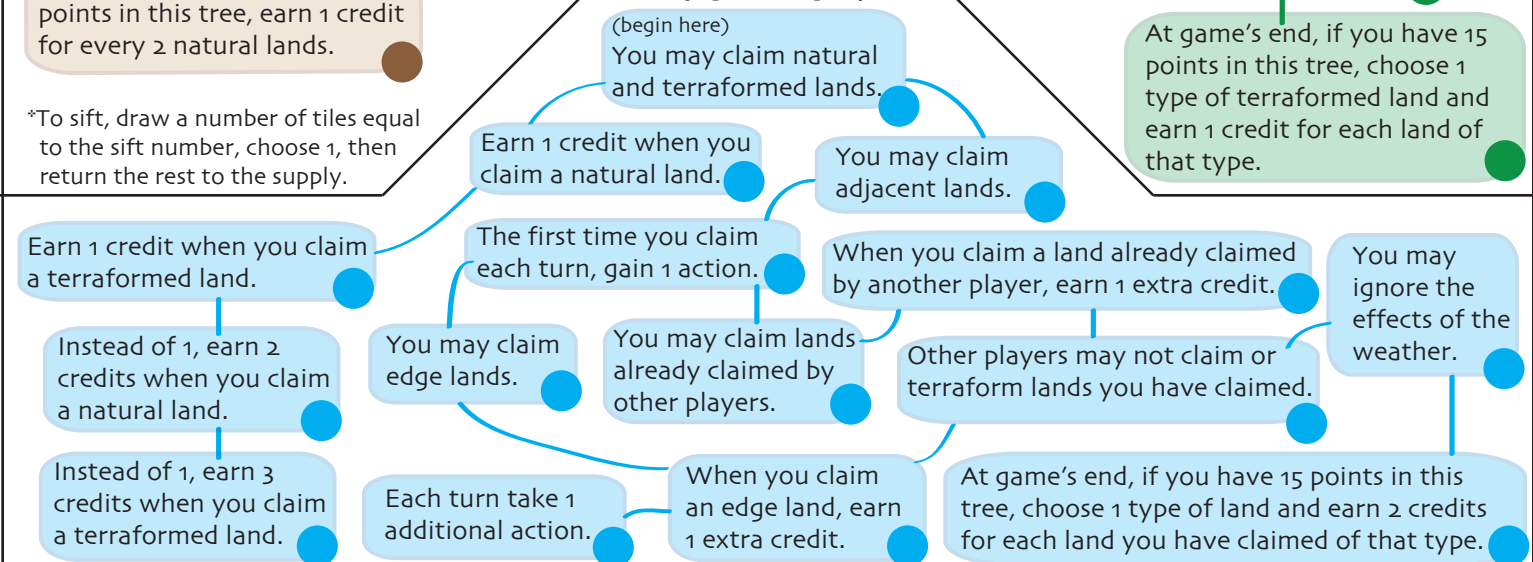


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## TERRAFORMER

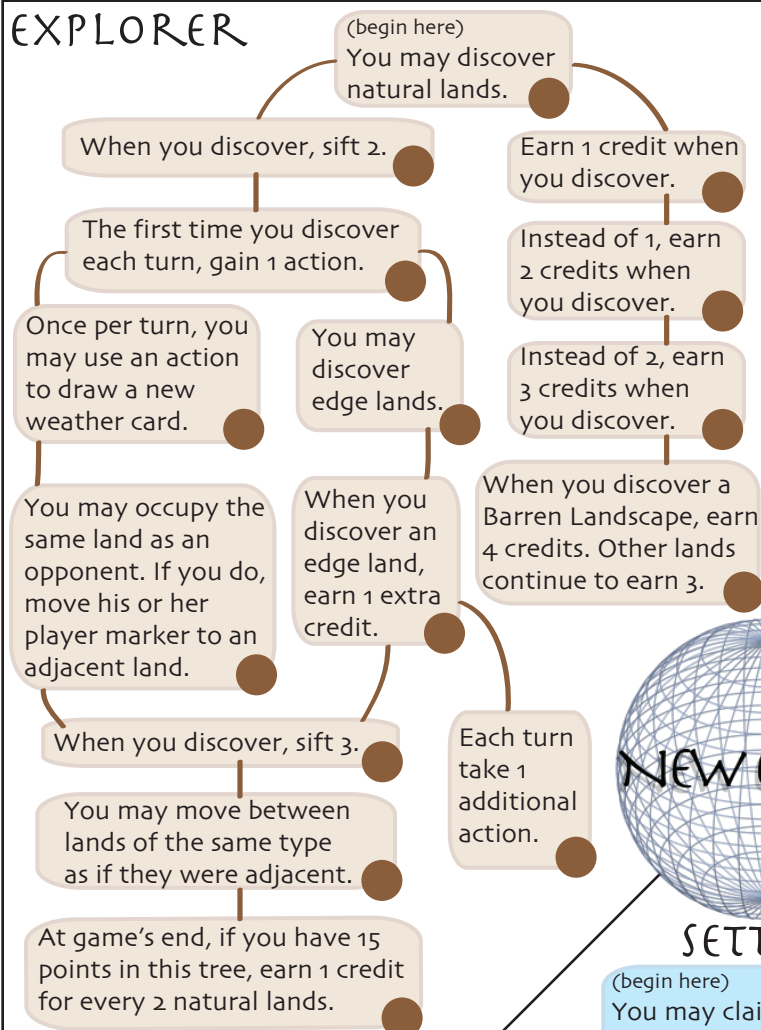


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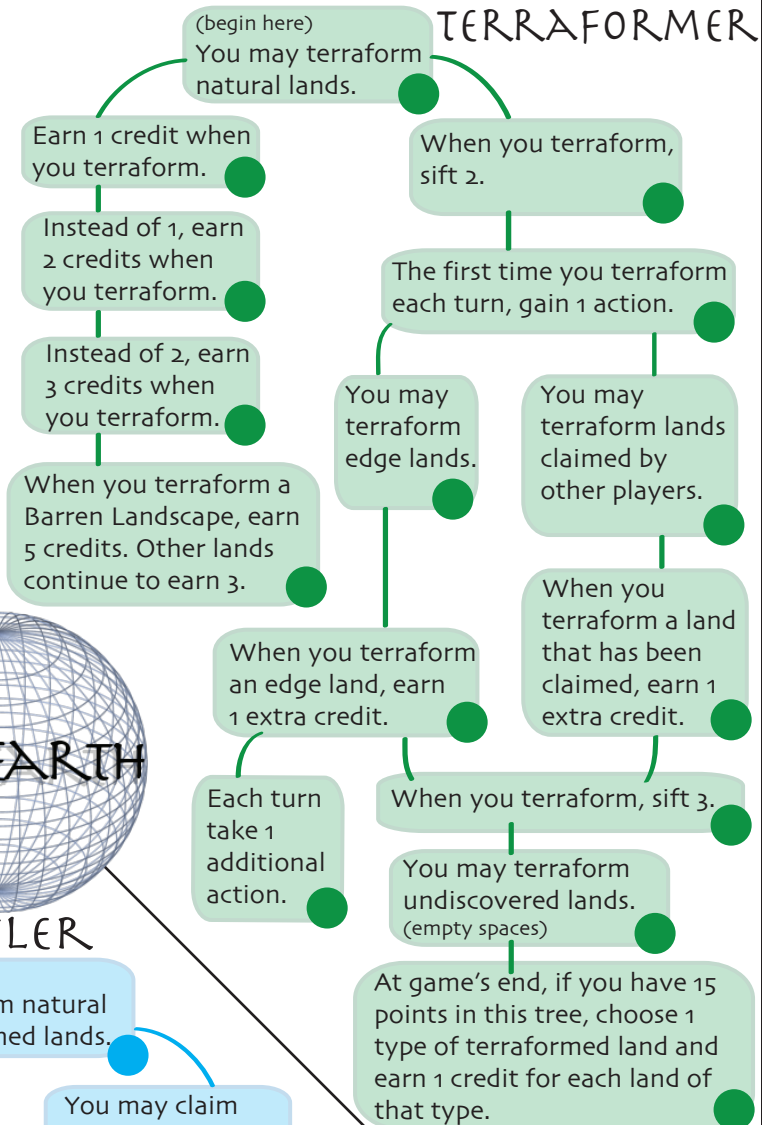


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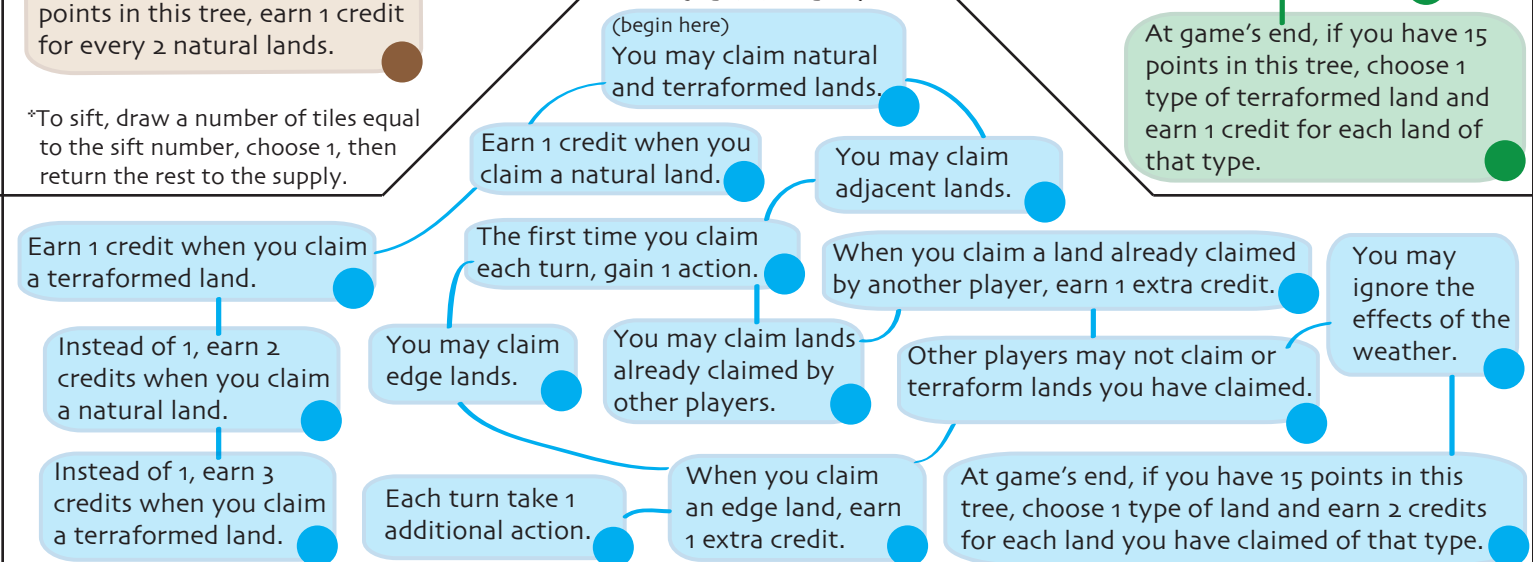


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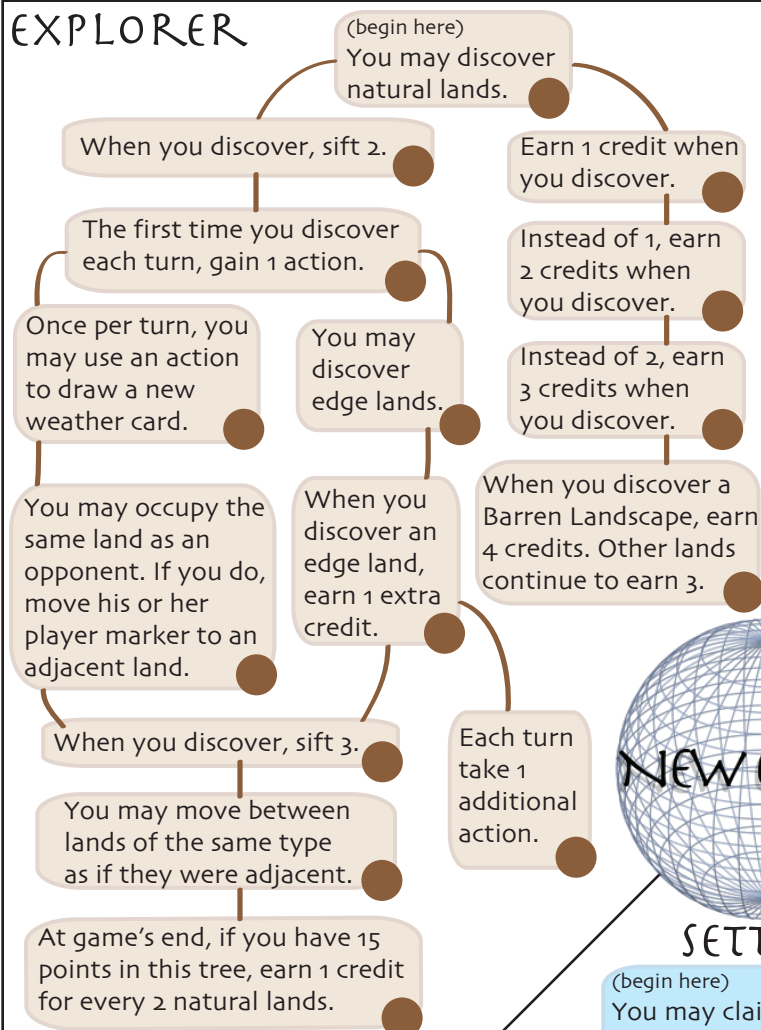


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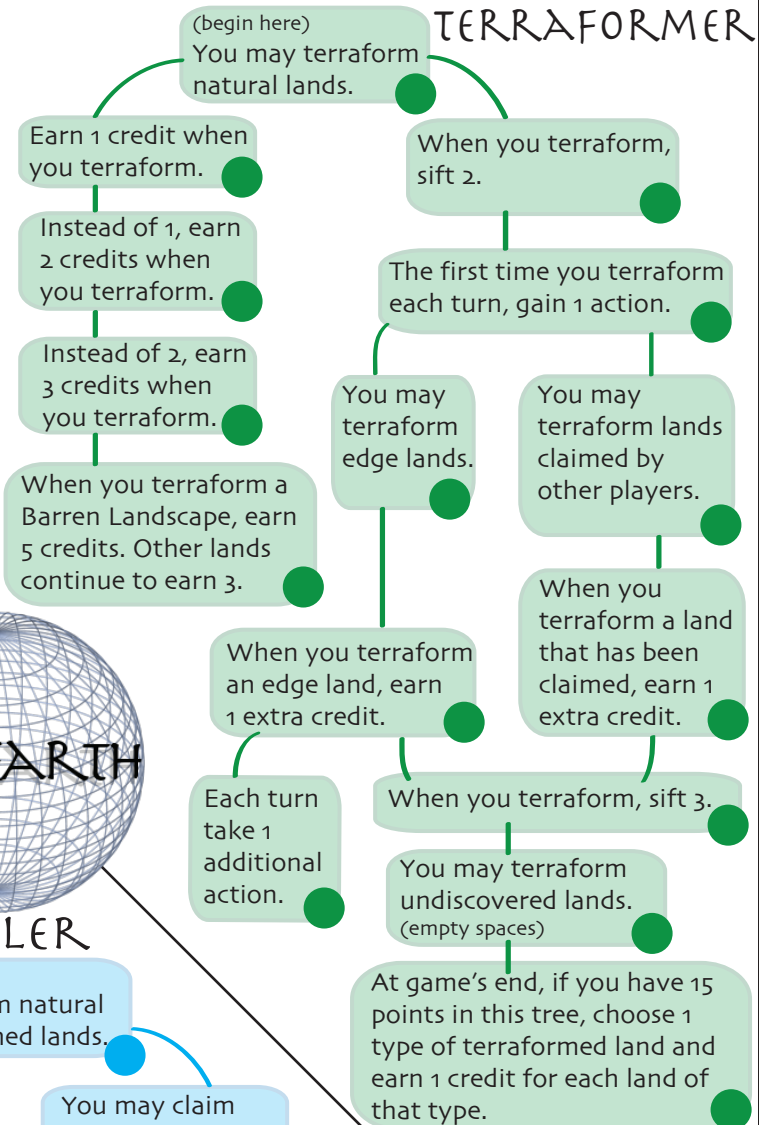


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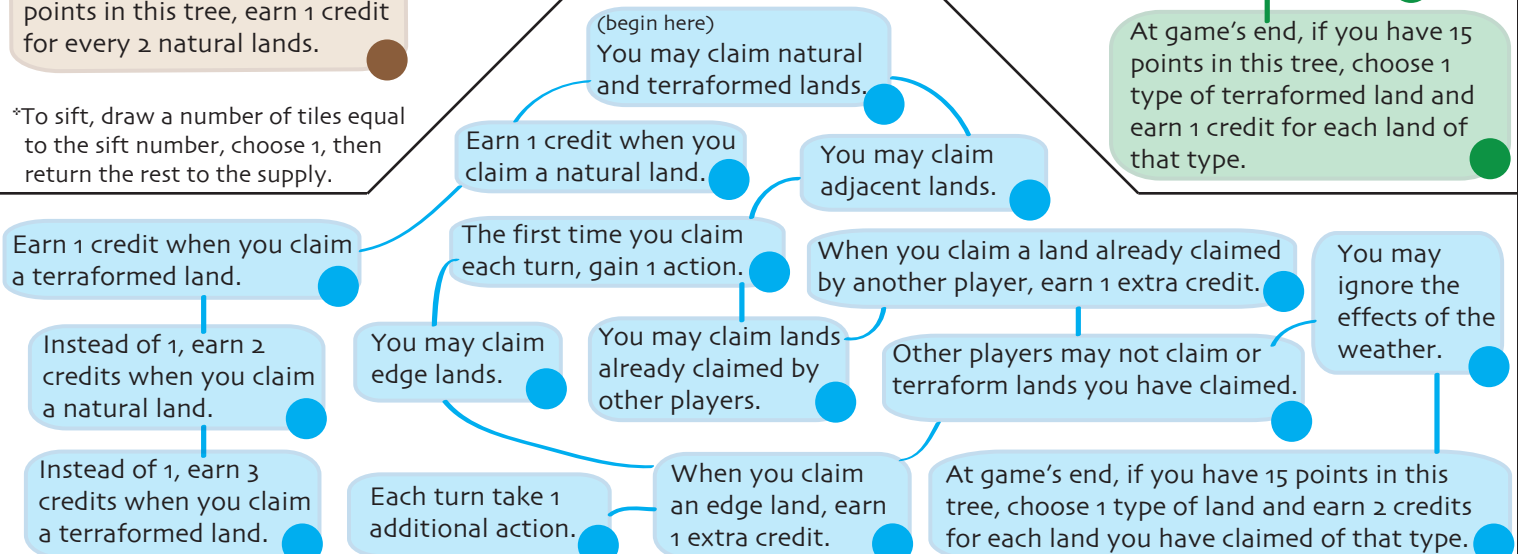


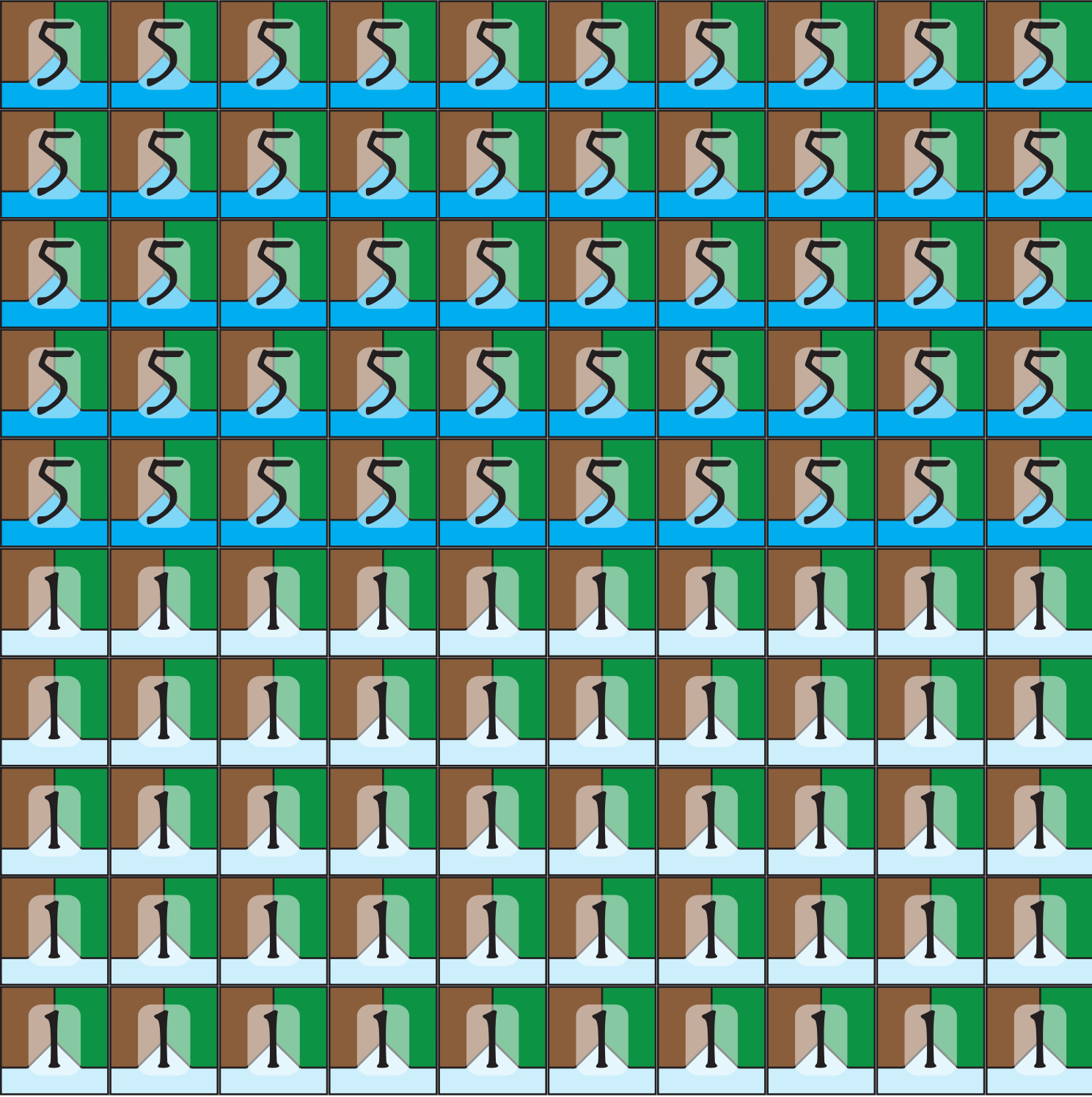
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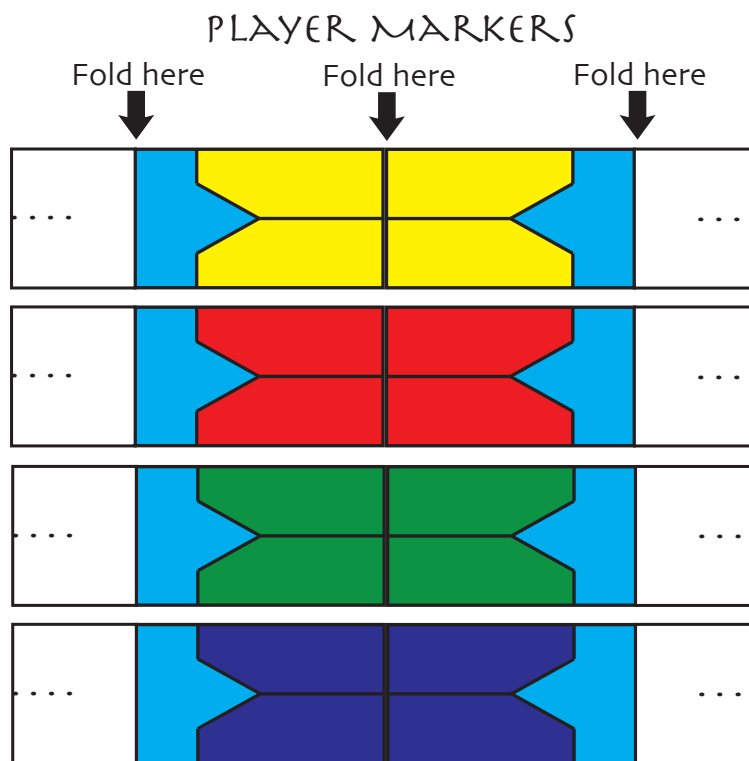
## TERRAFORMER



## SETTLER







Or, if you have them, use wooden pieces from another game.

## A NOTE ABOUT THE GAME PIECES

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. . . . .

All pieces for New Earth are included in this download except:

- 2 bags to store the land tiles
- 200 perk points/claim tokens (50 of each color)

For the bags, you can use anything you want, so long as they are opaque and different colors (so you know which bag to choose from).

For the perk points/claim tokens, I use basic plastic beads. Craft stores sell bags of a couple hundred beads of various colors for only a few dollars. Once you get the beads, separate out 50 each of yellow, green, red, and blue. (If you don't quite get 50 in your bag, that's okay since you probably won't use all 50 in a game.)

All the other pieces are included. I suggest using a paper cutter instead of scissors. If you want to make your game look really official, you can mount the pieces on linoleum flooring tiles. After adhering the paper to the tile, score the tile with a knife or rolling paper cutter (the latter works great!) and then break the linoleum along the scoring marks.

Thanks for playing New Earth!

Adam