"New World" Quick Start

Object:
The players place land tiles turn by turn and deploy their settlers on trails, towns, plains, and farms to earn points. Players score points during the game and at the end. The player with the most points at the end is the winner.

Setup:

1) **Place game board on one side**: starting spaces should face toward the middle.
2) **Shuffle land tiles:** Shuffle and stack in several face-down stacks so all can reach them.
3) **Settlers:** take 6 settlers, place 1 on his scoring marker (lower left of scoring track). Place the 2 explorers on any 2 of the starting spaces.

How to Play: (execute the following actions on your turn in order shown)
1) **Draw and Place a tile:** Must draw and place a tile
2) **Deploy Settlers:** May deploy 1 settler from your supply to the land tile just played
3) **Features completed:** If by placing a land tile, farms, trails, and /or towns are completed, they are now scored.
5) **Alternate turns:** Play then passes to the next player in clockwise order

Placing Land Tiles:
- Place next to existing start space or tile so all features on abutting edge match

Deploying Settlers:
- **May place 1 settler:** Only to tile just placed, only on featured not already claimed – as a shopkeeper (city), robber (road), trapper (green field), farmer (in a farm)

Scoring Points during the game:
- **Completed features**: Score as you complete a feature
  - **Robber** = 1 point per road tile + 2 points per trading post on trail
  - **Shopkeeper** = 2 points per town tile + 2 points per flag in town (tie? Both score it)
  - **Farmer** = scores 9 points when completely surrounded
  - **Explorers** = after scoring, moves 1 (eastern most) explorer 1 column to the west
  - **Settler Bonus** = If settler on same column as explorer(s) = 4 points for each explorer
  - **Remove settlers** = standing settlers (not trappers) are removed if behind eastern-most explorer
  - **Plains** = only score trappers (lying down) at end of game

Ending the Game:
- Ends on turn during which the last tile is played, then final scoring

Final Scoring:
- **Incomplete trails, towns, & flags** = 1 point each
- **Incomplete farms** = 1 point for the farm + 1 point for each land tile surrounding it
- **Trapper** = 1 point for each animal in plains segments in the area (tie? Both score it)