

Terramorphic Expanse

GAME OBJECTIVE

The objective of the game is to guide tourists around the shifting lands of the world according to their itineraries. This is done by moving and travelling throughout the land according to the goals of the tourist. When one of the players has gained 15 or more guild points, then at the end of the round (all players have had equal turns), the player with the most Guild points on the scoreboard is the winner and is declared the new Guild master. If it is a tie at this time, then the winner is the player with the scoring die on the highest number. If it is still tied, then the game is a draw.

TERMINOLOGY

Guide – A pawn in the player’s colours used to represent the player as they travel around the lands.

Power Up – A temporary or permanent enhancement to a guide’s movement

Itinerary – A location in each land that shows the Guide the type of cities that a tourist wishes to visit.

Scoring Cube – A die that is set on an Itinerary on one land on the board. This determines how many times that Itinerary has been scored to a maximum of 5 points.

Land – A card placed to the board and connected to the other lands.

Portal – A black or orange square on the edge of a land that connects up two lands. There are eight portals /land. An orange square indicates that the portal has a route going to it on the flip side.

Route – A yellow arrow denoting a path between two cities

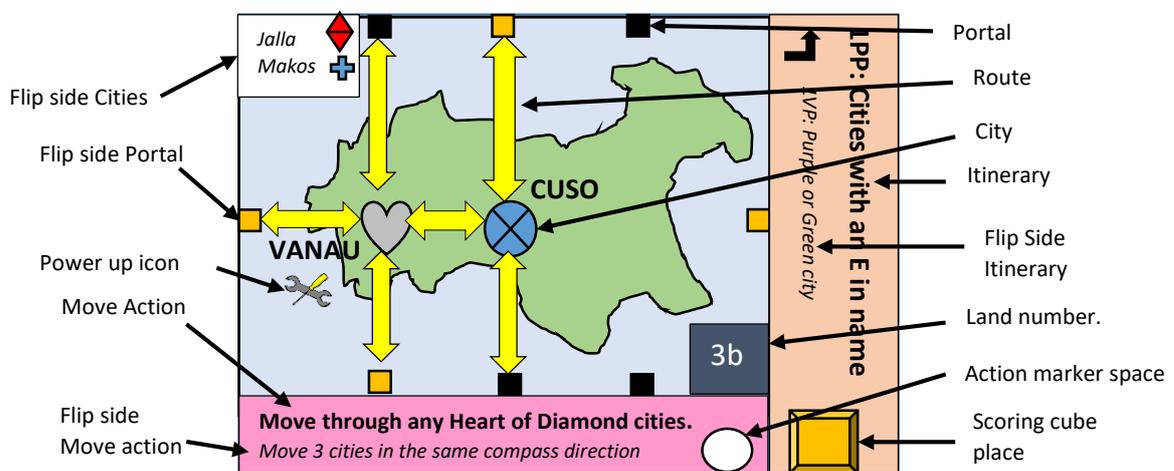
Card – One of the 8 cards in the game when they are either located on the board or in the free card area.

City – A location in the land represented by a star, diamond, heart, cross or circle. Cities can have five colours (Red, Green, Blue, Purple and Grey)

Bonus cube – A white cube that adds one to the value of a city when scoring.

General supply – the place where unused cards, blocking tokens and doubling tokens are placed when not used.

ANATOMY OF A LAND



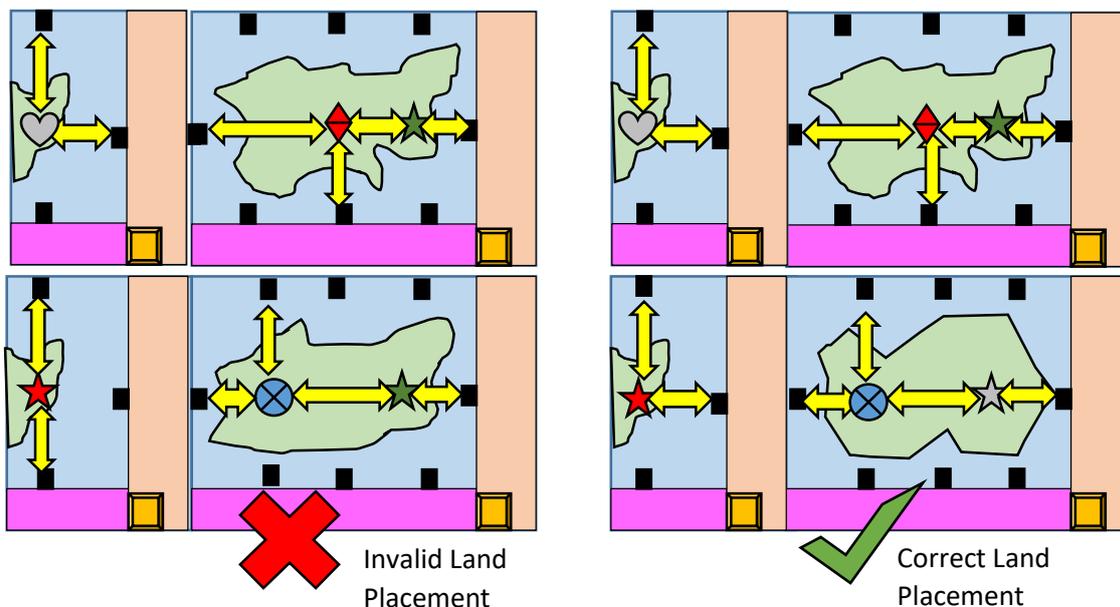
SETUP

Place the score board in the centre of the table and then the other 8 cards off to the side of the game in general supply together with the bonus cube. Each player places their Guide piece on the side of the scoring board in their coloured circle and their scoring cube of their colour on the '0' space of the scoreboard.

Next each player chooses a card at random and places it either in the 'a' or 'b' side as a land so that it either connects to the scoring tile or another land tile in a legal position. [See definition in Basic Principles.] They then repeat this with a second land from the General Supply.

BASIC PRINCIPLES

- When a land is placed on the board there must be at least one valid route between the new land and any other land that it is now next to, though not all routes on the new land and the ones that are adjacent need to match up. An example is given below where the new land has a valid route to the land on its left.



- A land cannot be flipped or shifted if a Guide is present on that land.
- When a land is flipped, if an opponent's scoring cube and / or Action marker is on it, then it is returned to that player. If the bonus cube is on that land then it is returned to the general supply.
- A land cannot be flipped if it does not form a valid route according to the placement rules.
- The scoring board counts as a city of no colour and no name (there is a space for each Guide on it). All routes on other lands next to the scoring board are valid into and then out of the scoring board which counts as 1 movement.
- When a land is moved it must adhere to the placement rules in the new location, however it can leave lands stranded with no valid routes out from them.
- A scoring cube set at 'six' essentially means it is value zero.
- When moving from a city you do not count the city that you start on as part of the movement or scoring.

PLAYING THE GAME

Play then proceeds clockwise from the first player, with each player taking turns in the following phase order before passing the turn to the next player until one player reaches the victory condition.

PHASE 1 – SCORING CUBE PLACEMENT

Place your scoring cube on a land in a free scoring cube location. The cube is initially set to '6', indicating that the scoring for that land has not yet been activated. The location must not have another player's scoring cube on it and cannot be the same Itinerary that you chose last turn.

PHASE 2 – TERAFORMING LAND

A player may do ONE of the following actions below:-

PLAY A LAND – Play the card from the General Supply onto the board. The land must be in the same orientation as all the others and one of the four sides must touch an existing land (which includes the scoring tile). It must adhere to the land placement rules in the basic principles section.

FLIP A LAND – You may flip a land without any Guides located on it. The land must be able to be legally placed back in the same location of the board according to the placement rules else this action cannot be completed. Any bonus cube on the land is returned to the general supply when this action is completed. You cannot flip the land that you placed your own scoring cube on in phase 1. Other players scoring cubes and action markers on the land are returned to them.

MOVE A LAND - Move a land to a new valid location according to the placement rules. The land must not contain any Guide pieces belonging to any players on it.

PASS – A player may decide not to move or otherwise shift any lands

PHASE 3 – GUIDE MOVEMENT

A player may do two of the following actions (they may do the same action twice or one of each type):-

MOVE GUIDE – You may move your Guide piece to one neighbouring city space (including back to the scoring board space).

PLACE ACTION MARKER – Place your action marker at the space at the bottom of the card. Perform the action described. The majority of the actions describe how you may move your Guide piece. These fall into a few categories.

- a) Move a Guide two spaces. This movement can be in any direction and across any coloured city including the scoring board. [Cards 1a]
- b) Move your Guide up to 3 cities with increasing / decreasing names alphabetically. All names must all go in the alphabetical direction indicated. This card cannot move through the scoreboard.[Cards 2a, 7b]
- c) Move your Guide any number of spaces through cities in the same compass direction (N, E, S or W) including the scoreboard. The movement must all be in the same direction and cannot deviate. [Card 3a]

- d) Move a Guide through a number of cities of one of two certain colours. These cities can be in any order, but cannot have any intervening cities of a colour not specified or allowed by the card. This card cannot move to the scoreboard. [Cards 5a, 7a, 2b, 5b, 6b]
- e) Choose a letter and move through up to 3 cities with that letter in its name. All cities moved through must share the same letter. You may stop at any point, and cannot move through the scoreboard. [Card 6a]
- f) Move your guide one city and then move the white bonus cube to a city on a different land than it is currently on. The bonus cube cannot remain on the same land. In the first instance it is just moved to a city on the board from general supply. [Card 4a].
- g) Move your Guide through any city containing the one of the two indicated shapes. These cities can be in any order, but cannot have any intervening cities of a shape not specified or allowed by the card. This card cannot move to the scoreboard. [Cards 1b, 3b, 4b ,8a, 8b]

POWERING UP

Some cities contain parts for assembling a faster and better method of transport. These are indicated by the spanner icon next to the city. If a Guide manages to go through two different cities with a spanner icon on during their turn, then they will be able to build a prototype of the new transport system starting at the beginning of the players next turn and will last until the end of that turn. It allows the Guide to move two cities instead of one city when using the MOVE GUIDE action as well as scoring an additional 1 point for each city scored as part of the Itinerary during this turn. The new prototype is represented by the larger meeple which replaces the player's smaller meeple which will go temporarily back onto the white space next to their colour on the scoreboard.

If instead the Guide visits 3 different cities with a spanner icon, then the player will get the new transport method for the rest of the game (and replaces his Guide with the larger meeple for the rest of the game). They will continue to get the benefits of the new transport for the rest of the game as indicated above.

SCORING

There are three types of Itinerary which the player can select to provide scoring for the turn. The cities must all be distinct and the Guide cannot score the same city twice as part of any Itinerary.

- The first has a list of cities of two distinct shapes that the Guide is required to visit.
- The second type of Itinerary requires the Guide to visit 5 cities of either of two distinct colours.
- The final type of itinerary requires the Guide to visit up to 5 cities which contain a certain letter or one of two different letters in their name.

Whenever a player fulfils the condition on their current Itinerary to which they have their scoring cube on, they move their Guild score up on the scoreboard by the number of spaces indicated on text of the Itinerary. The increase their scoring cube by the number of such cities visited to show how many they have visited. They may do this up to five times on a single turn and thus cannot score more than five cities for a single itinerary.

If the bonus cube is on the city as they score it, then they will receive an additional 1 power point for that city. The most that can be scored in a single turn is 11, which includes having a power-up and going through the city with the bonus cube on it.