

A CARD GAME SET IN THE WORLD OF NEUROSHIMA

THE NEW ERA



RULEBOOK

Introduction

United States lay in ruins. Burnt by the weapons of mass destruction, bled with long years of ruthless struggle for resources and terrorized by rebelled machines, the lands have changed into the endless planes of wastelands and ruins.

Today, more than thirty years after the holocaust, mankind rises from the ashes. Numerous centers of new power more and more boldly claim the supremacy over the entire country.

In the struggle for dominance five Factions clash: New York, that with all its powers strives to control the chaos, the Appalachian Federation, a feudal-mining union of barons, strong with its mining and continuous development, the Merchants' Guild, with power based on extensive network of contacts and trade in remnants of the pre-war goods; Mutants' Union, a warrior horde of, according to some, new and according to others, horribly degenerated humanity and the Hegemony, a loose union of criminals, thugs and gangs.

In the heat of expansion, Factions direct their gaze not only toward the countless sites of the desolate world, but also towards neighboring lands.

History of humanity begins anew. Welcome to the dawn of the New Era!

Contents

Cards



x 95
Location and
Instant Cards



x 5
Base Cards
(1 for each
Faction)



x 5
Agreements
with other Play-
ers Cards (1 for
each Faction)



x 5
Faction Contacts Cards
(1 for each Faction)

Tokens



x 35



x 12

Victory Points



x 8



x 4



x 3

Incorporation



x 5



x 5



x 4



x 3



x 3

Conquest



x 3



x 4



x 4



x 3



x 3

Cooperation



x 2

Universal Contact



x 7



x 7



x 7



x 7



x 7

Faction



x 3



x 1

Defense



x 4

Redevelopment



x 11

Universal Resource



x 1

First Player

Other components



x 22

Workers



x 12



x 12



x 12



x 12

Scrap, Fuel, Weapons, Building Material



x 1



x 1



x 1

Additional Resource Tokens



x 1

Score track with basic rules

Goal

Each Player enters the struggle for power and domination over their opponents commanding one of the five available Factions. The goal of the game is to expand the power of the Player's Faction in order to reach its heights by accumulating the biggest number of Victory Points at the same time not allowing the opponents to gain their points. The winner will rise above others and the New Era in the Shitty States history will start under his or her Faction's banner. The game ends when one of the Players wins (or exceeds) the number of 33 Victory Points.

Overview

Each turn, Players acquire new Cards, including, among others, the Locations they discover.

These Locations may enter the game in 3 different ways.

A Player can choose to Conquer the Location to obtain Spoils shown in the red part of the Card in order to use it once. One may also choose to establish Cooperation with this Location, which yields a regular but smaller benefit every turn, as represented by the blue part of the Card. The third way is an Incorporation, making a Location a part of Player's State and allowing him a permanent use of Locations' inherent resources or special abilities represented by the central grey part of the Card.

Through the expansion of territory and performing Actions in the Locations, Players build the power of their Factions represented by Victory Points in the Game.

The turn in which one of the Players manages to cross the border line of 33 Victory Points is the last one in the game. After its completion, the Faction that outdistanced all the others triumphs in the race for dominance over the ravaged country.

There are a lot of choices available to the Player. Do they prefer to build the power of their State on oil production or rather on trading in arms? Are they a peaceful person and will want to focus on trade relations or will they attack constantly in search of new prey? Will they develop their State by annexing new Locations or base the development on collaboration with other Players' Locations? Do they want to devote time and resources to separate their State from those of other Players with barbed wire or employ numerous gangs and enter into an open conflict with them... by employing numerous gangs...

Cards in the game

In the New Era there are two types of Cards: **Instant Cards** and **Location Cards**.

Instant Cards

Instant Cards give the Player Profits listed on the Card (Resources or Contact tokens) immediately after the Card is played. Afterwards, the Instant Card is discarded.

Please, visit our website at www.portalpublishing.eu for

- ☢ detailed example of gameplay
- ☢ videopresentation of 5 phases of the game
- ☢ FAQ



Sample Instant Cards



Sample Location Cards



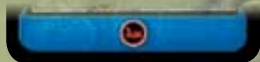
Location's
Distance symbol



Examples of Contact
tokens: Incorporation,
Conquest, Cooperation



Spoils field



Agreement field



Capability field



Defense Distance symbol

Location Cards

Location Cards can be played from hand in one of three different ways: **Incorporation**, **Cooperation** or **Conquest**.

The cost a Player has to pay is determined by the Distance to the Location – indicated on the black arrow symbol.

In order to cover this distance a Player has to use Contact tokens or single Contact Action in the color appropriate to the way he wants to use this Location Card. Ranges of tokens used in one Action are added.

Note: Contact tokens cannot be divided nor changed: e.g. Contact token of Range 3 cannot be used to make contact with 2 Locations of respective Distances of 2 and 1.

Depending on how the Location has been played, it generates various Profits:

Conquest

Once, in the Production Phase, Conquest will bring Profit shown on the red part of the Card (Spoils field).

Cooperation

During each Production Phase a Card will generate Profits marked on the blue part of the Card (Agreement field).

Incorporation

The Location becomes an integral part of the Player's State - from now on the Player can use the Locations Capabilities (features or actions shown on the middle part of the Location Card).

Cooperation and Conquest of other Players' Locations

New Era allows for Conquest and Cooperation with Locations placed in areas controlled by other Players' Factions. In such cases, Location's Defense Distance is taken into account instead of normal Distance. The higher this value, the harder it is for the Players to take advantage of the Location, both in terms of Cooperation and Conquest.

Four types of Location Cards

Location Cards can be divided into those with the rule of Open Production, Closed Production, Action or Feature. Those are depicted with two icons in the middle part of the Card (one above and one below the illustration, see examples on the next page).

Open Production

The Card allows the Player to get Profits shown in Card's Capability field. The Player receives them immediately after this Card's Incorporation and during each Production Phase. Opponents may send their Workers to Locations with the rule of Open Production (see Action Execution Phase).

Closed Production

Card with the rule of Closed Production operates almost the same as the Card with Open Production. The only difference is that Opponents cannot send their Workers to this Location.

Card with Action

In order to take advantage of Location's Capability field, the owner has to send his Worker to this Location.

Note: The owner may use Location's Action only twice during one turn, sending 1 Worker the first time and 2 Workers the second.

Card with Feature

Locations with Feature neither produce Profits, nor can a Worker be sent there. Depending on the Card's Feature a Player may acquire e.g. Victory Points or specific Resources for performing certain Actions in the game.

Game setup

Choosing a Faction

In the beginning of the game each Player randomly chooses one of the Factions (Faction's Base Card) he will try to lead to victory. The proper Contact Card, Cooperation with other Players Card and 7 Faction tokens should be taken with the chosen Faction.

Factions' Base Cards together with their Contact Card, Cooperation with other Players Cards and Faction tokens that have not been chosen, should be put aside – they will not be used in this game.

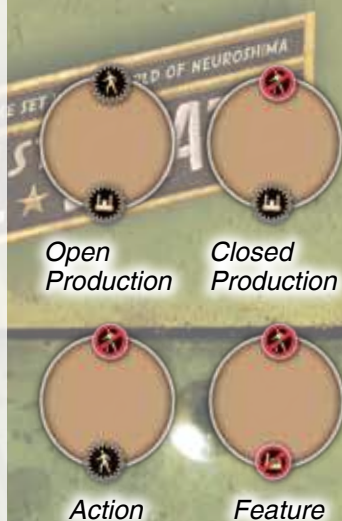
Furthermore, Players take one of their Factions' tokens and put it on the Score track on the field marked with 0 points. The rest of their Factions' tokens should be placed next to their Base Cards.

The last element of preparations is the random choice of the Player who will begin the turn and thus receive the First Player token.

Deck preparation

All Location Cards and Instant Cards should be shuffled and then four random Cards should be given to each Player. The rest of the Cards should be placed face down in a Stack in the center of the playing area.

The Player with the First Player token starts the game from the Lookout Phase.



First Player token



Starting set of components for one Player

The Turn Sequence

The game consists of a series of turns, each divided into the following five Phases. Players make their Actions in turns, starting from the Player with First Player token and going clockwise.:

1. Lookout Phase
2. Production Phase
3. Actions Execution Phase
4. Victory Points Count Phase
5. Cleanup Phase

In each turn the Phases are executed in the same sequence. Below the exact description of each Phase is described.

Lookout Phase

At the beginning of this Phase 5 Cards should be revealed from the Stack and placed face-up on the table between the Players. Then, the Players pick two face-up Cards and draw one face-down Card from the Stack.

Depending on the number of Players, the pattern of drawing the revealed Cards is as follows:

First Card

First Player	Second, third, fourth, fifth Player
chooses from 5 Cards	chooses from 4 Cards

Second Card

First, Second, third and fourth Player	Last Player
chooses from 3 Cards	chooses from 2 Cards

Third Card

All Players
draw 1 Card each from the Stack

Lacking Cards should be continuously added from the Stack to those already lined face-up on the table.

The last Card, not chosen by anyone, is discarded face-up to the discard pile.

Example: In 3-Players game the first Player chooses his first Card from 5 Cards, and the second Player chooses from 4. After adding one card from the Stack, the third Player also chooses from 4 Cards. Now the first Player chooses his second Card from the remaining 3 Cards, just like the second Player, after adding one from the Stack. Third Player (that is the last one) chooses from last 2 cards. At the end, every Players draw 1 more Card from a Stack of face down Cards.

Note: Cards on hand should be kept hidden from opponents.

In New Era, Players can hold any number of Cards on the hand - there is no limit to this number at any moment of play.

If the Stack runs out of Cards before the end of the game, the Cards from discard pile should be shuffled and a new Stack of face down Cards should be created.

Production Phase

In this Phase, the Base Card and the incorporated Locations with the rule of Production (Open and Closed), conquered Locations (Spoils) and those ones the Faction cooperates with (Agreement), produce the Profits: Resources, Workers, Contact tokens, Cards or additional Victory Points.

In the moment of obtaining those Profits, the Players immediately take the corresponding tokens and place them next to their Base Cards. Victory Points produced by specific Locations should be placed on their Cards, while the Victory Points derived from Agreements and Spoils have their place on the Base Card.

Acquired Cards are immediately drawn from the Stack and placed in Players' hands.

Note:

In Production Phase Players obtain their Profits to spend only during the given turn. All unused tokens (apart from Victory Points) are discarded at the end of the turn (see: Cleaning of the Playing Area Phase).

Base production

The Base of each Faction produces three Workers and a specific Resource or Contact token.

Agreements production

Agreements signed during the game give the Players Profits indicated in the blue (Agreement) field of the Card. If a Player has entered into an Agreement with opponents' Locations he also receives the resources listed in the blue (Agreement) fields of those Locations.

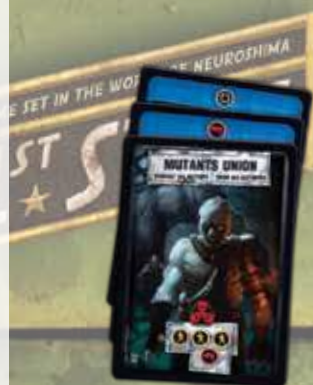
Spoils production

Player decides whether they want to realize their Spoils. If yes, they discard the Conquered Location Card (placed under the Base Card) and receives the Profits listed on the red (Spoils) field. If not – they don't discard the Conquered Location Card, but also don't receive Profits generated by this Card.

Locations production

Locations with the rule of Open and Closed Production produce the Profits shown on Location's Capability field.

Note: Players draw the generated Profits in turn starting from the Player with the First Player token and going clockwise. Each Player has a chance to consider possibilities open to other Players.



Example of Production from Base and Agreements



Example of Production from Spoils

Possible Actions:

- ☢ Play the Instant Card
- ☢ Perform Action from Faction Contacts Card
- ☢ Play the Contact token
- ☢ Redevelop the Location
- ☢ Reconstruct the Location
- ☢ Discard 2 Cards and get 1 Card from the Stack
- ☢ Send a Worker to work in a Location
- ☢ Send 2 Workers to work again in the Location
- ☢ Send a Worker to opponent's Location
- ☢ Send 2 Workers to get 1 Resource



Sample Instant Cards

Universal Resource token is an equivalent of 1 yet any Resource token. The Player gets Universal Resource token just like any other and in the moment of its usage decides what kind of Resource it stands for.

In the Production Phase the Player may also acquire (through previously done Cooperation, Conquests or Locations' Incorporations) the Victory Points. Exceeding the borderline of 33 points at this stage does not mean the end of the game yet. All the following Phases of this turn are played normally, and the game actually ends after the Victory Points Count Phase.

Actions Execution Phase

In this Phase Players sequentially perform their Actions (including Conquest, signing Agreements and Incorporations, but also performing actions from annexed Location Cards and others).

Players, starting from the First Player and going clockwise, perform one of their Actions. The sequence then repeats.

The Player can choose any available Action or pass. The Player who had passed in the Actions Execution Phase cannot perform any more Actions in this turn and is ignored in the sequence of performing the Actions.

Note: Locations of the Player who has passed are closed to other Players. They cannot Conquer, sign or break the Agreements with them nor send Workers to the Locations.

The turn lasts until all Players had passed.

There are no limitations to the order or number of total Actions performed by the Player in the Phase.

Possible Actions to perform are as follows:

Play the Instant Card

Playing an Instant Card from hand, a Player discards the Card and immediately collects Profits listed on it. If the Instant Card allows the Player to choose the kind of Profit to receive the Player chooses which of the Profits they want to get. The Player immediately collects the tokens and places them next to their Base Card.

Instant Card may have a price (specified in the Resources tokens) to pay in order to benefit from the Card's capabilities. To play such Instant Card, the Player must discard the Resources' tokens as shown on the Card.

If the Card doesn't have any price listed, it means it's free to use.

Perform Action from Faction Contacts Card

Player places one or more of their Resource tokens on a specified field on the Faction Contact Card and collects the appropriate Contact token or puts this Contact into effect at once (respectively - Conquest, Cooperation or Incorporation) with a Location Card of a Distance not larger than the Range of the Contact Action allowed by the Action from Faction Contacts Card. The effect of such Contact may be an Agreement signed, Spoils taken or Location Incorporated.

Contact **Actions** played from Faction Contacts Card cannot be combined with any other Contact tokens.

However, Contact **tokens** obtained from Faction Contacts Card can be combined with other respective Contact tokens.

Note: Each of the 4 Actions specified on the Faction Contacts Card may be played only once each turn. It does not limit in any way the Contact Actions played from other Cards or tokens.

The choice between the immediate execution of Action from Faction Contacts Card and Contact tokens accumulation is a part of Player's strategy. In the first case, he can quickly perform an Action, the second choice gives, so to speak, a signal to opponents that he is preparing Contact Action with a Location at a greater Distance.

Play the Contact token

By playing a Contact token, the Player performs a Contact Action. This can lead to establishing Cooperation, making a Conquest or Incorporating the Location.

Note: Contact tokens of the same kind can be combined to obtain greater Range. For example, a Conquest token with a value of 2 Range combined with a token with a value of 3 allow for making the Conquest at the maximum Range of 5.

Note: Check the effects of these 3 Actions in Contact Resolution section on page 11.

Redevelop the Location

Redevelopment Action involves the destruction of a Location from the Player's State and building a new one in its place. A Player can use Redevelopment Action from Faction Contacts Card or from Redevelopment tokens acquired with other Cards' capabilities during the game.

In order to be able to perform a Redevelopment Action at least one Location Type icon of the destroyed Location has to match the icon on the Card that enters the game in its place.

In case of Redevelopment the Location's Distance is not taken into account.

Redevelopment Action brings 2 Victory Points to the Player – the proper token should be placed on the Player's Base Card.

If there were Victory Points on the Redeveloped Location or this Location stored any Resource tokens, these are transferred to the Player's Base Card or his Resource Storage respectively (*see Location Placement rules, page 15*).

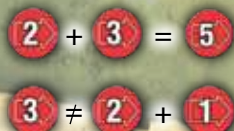
If other Players had Agreements with the Location that is being discarded due to its Redevelopment – those Agreements are immediately canceled and Factions' tokens are returned to their owners.

If the newly introduced Location has a Production rule (Open or Closed) the Player immediately gains the Profits produced by this Location.

It is impossible to perform Redevelopment Action on the Debris.



A Faction Contacts Card



Contact tokens may be added, yet they cannot be divided nor changed



Example of matching Cards' types



Redevelopment token



Building material token



Example of discarding two cards from hand for one card from face down Stock



Example of sending a Worker to a Location



Example of activating a Location again by sending 2 Workers



Example of sending Worker to opponent's Location

Reconstruct the Location

Reconstruction Action may only be performed on the remaining Debris after a hostile Conquest. The Player discards the Debris Card and one token of Building Material

Range nor Type of the Reconstructed card aren't taken into account.

Reconstruction Action brings 1 VP to the Player - the proper token should be placed on the Player's Base Card.

If Reconstructed Location has a Production rule the Player immediately gains the Profits produced by this Location.

Discard 2 Cards and get 1 Card from the Stack

The Player picks and discards 2 Cards from their hand onto the discard pile then draws 1 Card from the face down Stock.

Send a Worker to work in a Location

If Player has a Location Card with an Action Rule within their State they can send a Worker to activate this action. The Player places the Worker token on the Location to mark that the action of this Location has already been used this turn, then fulfills the additional requirements (if any) and immediately receives the appropriate Profits or Victory Points.

To activate the Action on the same Location Card again in the same turn the Player needs to send 2 more Workers to the Location by using the *Send 2 Workers to work again in the Location* Action.

The Worker remains on the Location Card until the end of turn.

Victory Points provided by an Action are placed on that Action's respective Location Card.

A detailed description of possible Location Actions can be found at the end of this manual.

Send 2 Workers to work again in the Location

In order to use the Action Rule of the Location Card for a second time within the same turn the Player needs to send 2 additional Workers to the Location. This is done in the same manner as sending a single worker to the Location, with the exception that two Worker tokens are now placed on the Location Card the Action Rule is activated (for the total of three).

Workers sent to the Location remain there until the end of turn.

A Location cannot be activated for the third time within the same turn.

Send a Worker to opponent's Location

A Player can send their own Workers to an opponent's Location in order to receive its Profits if that Location has an Open Production Rule.

The Player passes one of their Workers to the opponent whose Location they want to use and marks the Location by placing one of their

faction tokens in the central, grey field of the Card. He then receives the Profits produced by that Location

A Player cannot use the same Location belonging to an opponent more than once per turn. In other words, they cannot use the Location where they have already placed their Faction token.

It is not possible to send a worker to Locations belonging to another Player once they have passed.

Each Player can visit no more than 3 Locations belonging to other Players each turn.

Send 2 Workers to get 1 Resource

The Player can sacrifice two Workers to receive a single token of any of the four resources (Scrap, Fuel, Weapons, Building Material). The Player discards the two Workers and immediately receives the token.

Contact Resolution

Conquering a Location from hand

The Player selects one of the Location Cards in their hand and places it under the Base Card so that only the red part of it is visible. In any Production Phase the Player may discard this Card to receive the Profits shown in the Spoils field.

Conquering Locations belonging to another Player

To Conquer a Location belonging to their opponent's territory a Player must declare the strength of their Conquest and present the tokens with value equal to that amount.

Once the shootout is resolved the attacker selects which Location they intend to Conquer, the Location's Defense Distance cannot be greater than the total value of Conquest tokens used. If the Location is conquered the attacking Player immediately receives Profits shown on the Spoils (red) field of the Card. The defending Player receives the Profits shown on the Agreement (blue) field of the Card.

The Conquered Location Card is turned face down and remains in play as Debris.

Any Victory Points or Resource tokens that were on the Card when it was Conquered are immediately transferred to the Faction Base Card or Resource Pool, as appropriate, of the defending Player.

Important: If opponent passes he or she may not be Conquered.



Example of getting Weapon resource by sending away two workers.



Spoils placed under the Base Card

Shootout

If the defending Player has any Defense tokens (Conquest tokens with negative value) they can, any or all, be used to reduce the attacker's strength by their Range value. This begins the shootout between the Factions. The initial Attack Strength is now reduced by the declared Defense Strength. The attacking Player can decide to proceed with Conquest at reduced Range or add Conquest token(s), if any are available, to increase the Attack Strength. If the attacking Player added any tokens the defending Player can then add further Defense tokens.

This exchange of fire continues until either the attacking Player decides to Conquer a Location at their current Range or the defending Player passes, at which point the attacker needs to choose a Location within their present Range without adding any more Conquest tokens.



Agreement Card under the Base Card



After cooperation with other player Action the „Agreements with other Players Card“ is put under Base.

Starting Cooperation with a Location from hand

The Player selects one of the Location Cards in their hand and places it under the Base Card so that only the blue part is visible. In any further Production Phase they will receive the Profits shown on the blue Agreement field.

Starting Cooperation with another Player's Location

The Player places one of their Faction tokens on the blue Agreement field of the Location and places the Agreements with other Players Card under their Base Card.

The "Agreements with other Players Card" serves purely as a reminder, it does not count against the three slot limit for Spoils and Agreements. It is only there to remind the Player to collect the Profits from the Agreements with other Players' Locations in the production phase.

As opposed to Cooperation with a Card from hand, the Profits provided by an Agreement with another Player's Location are collected for the first time immediately upon creating the Agreement. In the following Production Phases the Profits will be provided in the same manner as in the case of an ordinary Agreement.

A Player can have no more than 3 Agreements with Locations belonging to other Players at the same time. The Player can break a previously created Agreement at any time, except no Agreements can be made or broken with Locations of a Player who had already passed.

Defensive Locations



If a Player enters into an Agreement with a Defensive Location (Locations with a brown field where the blue Agreement field normally is) he pays the cost of the Cooperation Action (by discarding Cooperation Contact tokens with a total sum no less than the Distance of the Location) as normal. Then the Defensive Location Card is placed under another Location Card already belonging to that Player's State so that the brown field remains visible.

From this moment on the Location with the Defensive Location attached has its Defense Distance increased by the number on the brown field of the Defensive Location. This change only applies in case of Conquest, not in the case of starting Cooperation by another Player.

Note: It is not possible to initiate Cooperation with Defensive Locations belonging to other Players.

Incorporating Cards from hand

The result of Incorporation is the placement of the Card on the table next to the Player's Base, in accordance with the Location placement Rules (see chapter: *Specific Rules*).

If the Card has a Production Rule (whether it is Open or Closed) the Player immediately receives the Profits from this Location.

Victory Points Count Phase

After all the Players have passed in the Action Phase the Victory Point Count Phase begins. Victory Points are calculated separately each turn, they do not add to the result previous turns. The Players add Victory Points from the Location Cards, the Base Card and the number to territories within their state excluding Debris. The final result is marked on the score track.

If after adding the score one or more Players have reached 33 Victory Points the game is over and the Player with the highest score wins.

If two or more Players finished with the same top score the Player with more Cards left on hand wins. If this doesn't settle the draw the Player with more Workers and Resources left wins. If this doesn't settle the draw either the game ends with a draw.

If after the Victor Points Count none of the Player reached 33 points the game proceeds to the Cleanup Phase.

Cleanup Phase

At the end of the turn each Player discards all the unused Profits (Resources, Workers, Contact tokens and Redevelopment tokens). The exception from this are the Cards in hand and Resources on Cards with a storage icon.

Next, all the Profits that have been used in this turn are also discarded: Workers that were sent to operate Locations and Resources used to activate Actions on the Faction Contacts Cards.

Faction tokens left on the Location Cards belonging to other Players in order to signify the use of Open Production Rule are returned to their owners.

The Player in possession of the First Player token passes it to the Player on their left (clockwise) and the next turn begins.

Victory Points are calculated from:

- Victory Point tokens on Location Cards
- Victory Point tokens on the Base Card
- The Number of Locations within the State (1VP each)



Sample VPs calculation:

The Player has 16 VP total
(7 on the Base Card + 5
Locations within the State
+ 4 tokens on Locations)

Specific Rules

The Rule Of Three...

...Slots on the Card

A number of Location Cards allow the Player to earn Victory Points after Incorporating them into the State. Each of these Cards can only be used three times during the game. To signify that the Card has been used the Player places one VP token of a given value on the Location Card rather than on the Base Card. Each Card can only hold 3 VP tokens, which means that if a Card provides (through Action or other means) 1 Victory Point token it can hold up to 3 Victory Points. If it provides 2 Victory Points it can hold up to 6, and so on.

After providing the third Victory Point token the Card ceases to provide any further.

... Cards under the Base Card

The sum of Agreements and Spoils that can be placed under the Base Card cannot exceed 3. Agreements with other Player's Locations do not count against this limit, since their Cards are not placed under the Base Card, nor does the Agreements with other Players Card, since it is only a reminder.

... Workers sent to work in other Player's Locations.

During a single turn, each Player can perform Action of Sending a Worker to opponent's Location up to three times using up to three workers. Player places the Faction token on the used Location Card with an Open Production Rule.

If one of the Locations that the Player used is somehow removed from the game (for example through Redevelopment or Conquest) the Faction token remains with the Player who controlled the Location and is only returned to the Player during the Cleanup phase.

... Simultaneous Agreements with other Players' Locations

The Player cannot at any one time have more than three Agreements with other Players' Locations. For this reason there only three Faction tokens are reserved for the purpose of marking these Agreements.

Note: Defensive Location doesn't count towards 6 Agreements total (3 under a Base and 3 with other Players)

Location Incorporation Rule

There are three roles that the Locations can have within the game but five actions that affect their placement. This is illustrated in the table below:

ACTION: CONQUEST



SPOILS

ACTION: INCORPORATION



ACTION: REDEVELOPMENT



LOCATION

ACTION: COOPERATION



AGREEMENT

ACTION: RECONSTRUCTION



Conquest, Cooperation and Incorporation Actions can be performed with an Instant Action from the Faction Contact Card or with the Contact tokens. The Range of the Actions from the Faction Card cannot be increased with accumulated Contact tokens. However, instead of performing the Action the Player can receive a Contact token of equal Range value. This token can then be used in one of the later Actions when it can be combined with other tokens to increase the total Range for a given Contact. Under no circumstances can the value of a token or Contact Action be divided between a couple of Conquest/Cooperation/Incorporation Actions.

Location Placement Rules

When placing Location Cards during the game the following rules should be followed:



Location Cards with Production Rule (both Open and Closed) should be placed on the topmost row, next to the Base Card.

Cards with a Feature Rule should be placed in the middle row.

Location Cards with an Action rule should be placed at the bottom row.

Tokens are put near to Base card (in so called Resource Storage) except VP tokens gained by Locations (which remains on these Locations).

Obtaining Victory Points

Any Location Card Incorporated into the State is worth 1VP, with the exception of Debris which are worth 0VP.

Any Redevelopment generates 2VP which are placed on the Base Card.

Any Reconstruction generates 1VP placed on the Base Card

Certain Locations, Spoils or Agreements provide VPs in the Production Phase according to the rules provided on the Cards.

Locations Incorporated into the Player's State can provide VPs as a result of their specific Features or Actions.

If Location is removed from play (Conquered or Rebuilt) VP tokens are moved from this Location onto Base card.

VP tokens can be exchanged (ex. two 1VP tokens into one 2VP token) only if put on Base.

Merging New Era with the 51st State

The New Era can be merged with the 51st State by mixing both sets of Locations, both sets of Instant and the 51st Leader Cards into a single deck.



Since the 51st State Cards do not have a Defensive Distance value provided the following Rules should be followed:

- ☢ Location Cards with a Production Rule (either Open or Closed) have the Defensive Distance value of 3;
- ☢ Location Cards with a Feature Rule have the Defensive Distance value of 4;
- ☢ Location Cards with an Action Rule have the Defensive Distance value of 5;
- ☢ Leaders have no Defense Distance value, they cannot be targeted for Conquest.

The rules not covered in the manual for New Era (for example those relating to the placement and use of Leaders) are not affected and work like they did in the 51st State. Other than that all the normal rules of New Era apply.

Note: The 51st State Cards that provide extra slots for Agreements/Spoils (such as Incorporated Town Hall) operate in accordance with normal rules, that is they increase the limit of slots under the Base Card only. They do not allow for extra Agreements with opponents' Locations.

The Barracks and Robber Caravan Cards require 2 Workers for first and 3 Workers for second activation, in accordance with the 51st State rules.










The Bulldozer Card does not provide the Universal Redevelopment token as a result of its Action. After activating the Bulldozer's Action the Player performs the Universal Redevelopment immediately. The Universal Redevelopment cannot be used with Cards that have no Type (for example, it cannot be used to redevelop to from Barbed Wire Entanglement or Radioactive Colony) or to turn another Location into a Foundation. If the Player has an Incorporated Location with a Feature providing extra profit from Redevelopment (for example Construction Works [ => ] the Player receives the bonus when using Universal Redevelopment.).

Symbols and Profits in the game



Note: Some of the Cards' rules may modify the general rules of the game, in case of which the rule of the Card is more important than the general rule of the game.

Profits


Resources

-  - Scrap 
-  - Fuel 
-  - Weapons 
-  - Building Material 
-  - Universal Resource

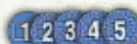
Workers

-  - Worker 

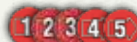
Contacts

-  - Incorporation token (1/2/3)


Allows the Incorporation of a Location with 1/2/3 Distance

-  - Cooperation token (1/2/3/4/5)


Allows the Cooperation with a Location with 1/2/3/4/5 Distance

-  - Conquest token (1/2/3/4/5)




Allows the Conquest of a Location with 1/2/3/4/5 Distance


-  - Decrease of opponent's Conquer Range. (-1/-3)


Gives protection against another Players' attack

-  Universal Contact token





May be used as any of the Contact tokens: Incorporation, Cooperation or Conquest token

-  - Redevelopment token
-  - Incorporation Action
-  - Conquest Action



-  - Cooperation Action

-  - Redevelopment Action



Victory Points

-  - Victory Point token
-  - Victory Points token
-  - Victory Points token
-  - Victory Points token


Cards

-  - Any Card from Player's hand
-  - Card from the Stack of face down Cards

Cards

„X\Y” (for example:  \ )


Means that, when playing this Instant Card the Player can pick the Profits from either the X or Y part of the Card.


-  - Once a game


The Player receives this Profit only once, immediately after placement of the Card.

-  - Storage

Profits placed on this Card can be stored for use in future turns. They are not removed during the Cleanup Phase.

-  - Spoils

-  - Agreement

-  - Spoils or Agreement

-  - Card's Type

The Card's type is relevant during redevelopment. Both the new and old Locations need to share at least one Card Type marker.



- Foundation

The exception is the Foundation Card. No other Location can be redeveloped into a Foundation.



- Production Card

Provides profit in the Production Phase. After Incorporation into the State (through Incorporation, Redevelopment or Reconstruction) immediately collect the Profit provided by the Card.



- Requires a Worker

To use this Card the Player needs to use a worker.



- Closed Location

Other Players cannot send their Workers to use this Location.



- Location with a Feature

The Location's Feature works permanently and requires no Workers to be activated.



- Location's Distance (0/1/2/3)



- Location's Defensive Distance (3/4/5)

Location's Actions

Using Actions in our Locations requires workers.

If the only things shown on the Location Card with an Action Rule are Resources this means its enough to send a Worker to operate a Location in order to receive said Resources without any extra cost.

If, however, there is an \Rightarrow symbol on the Card this means that certain extra conditions need to be met:



Discard X to receive Y

Examples:



- Kelly's Pawn Shop

Discard one Conquest to receive 2VP



- Gatherers

Discard a Cooperation Contact token with a value of at least 2 to receive a Universal Resource.



- Improvement

Improvement, place IVP token on any Card of this Type. The IVP token placed in this way does not count against the 3 tokens limit. At most IVP token with a value of 1 can be placed on each of the Player's Locations in this manner. To differentiate this token from the ones obtained through normal means it should always be placed on the Spoils (red) field of the Card.



- Production Hall

Pick one of the Locations incorporated into your State that has a production icon (Open or Closed) and immediately collect the Profits provided by that Location in the Production Phase.

Location Features



Fulfill requirement X to receive Y

Examples:



- Penal Colony

Every time you perform the Redevelopment Action you receive a Worker.



- Factory

For Incorporating a Card of a given type you receive 2VP.



- Construction Site

For every token of Building Materials produced you receive IVP. A Card of this type (with a Resource to the left of the \Rightarrow) works only for the tokens received during the Production Phase, regardless of whether they came from Locations with Production rules, Agreements or Spoils.



- Truck

For every complete Conquest or Cooperation Action you receive a Universal Resource token.



- Gang Hideout

After a successful Conquest of an enemy's Location you can take the Profits shown on the red Spoils part of the Card and then decide not to turn the Location into Debris.



- Reconstruction Action

Example:



- New Neighborhood

Every time you complete a Reconstruction Action you receive 2 Workers.



- Rat

After completing a Send 2 Workers for a Resource you may draw a Card from the Stack.



- Production of particular Resource

Example



- Tank

For every gained Fuel token (during Production or Action phase) you get 1 VP token.



- Incorporation Action



Example:

- Settlers

Each time you complete an Incorporation Action you receive a Worker.



- Borgo

You get 2 VP token every-time you make Conquer Action against a Location with Distance 3 or more.



- Den

Resource Storage. A place to store any 2 Resources and 2 Workers. Placing Resources and Workers on the Resource Storage is free (does not count as an Action).



- Mad Salesman

Spend one Cooperation token to make two Cooperation actions of token's Range.

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THANKS:

My special thanks to Tycjan, Moniq, Arti, Zachi and Merry.

I would like to thank all the testers and the people who have contributed to the present state of the game: Alchemik, Cnidius, Grzegorz Polewka, Neurocide, Rafał Szyma, Michał Oracz, Sheva, WC, Browarion, Grzech, Ryu, Klema, Yann Wenz, Cysorz, Szpaku, Iwan...

...and all the people who have helped us with the game even in the slightest degree.



Abbreviated Game Guide

1. Game Setup

- Players draw Factions
- Players receive the associated Base Cards, Contact Cards and tokens. Factions that haven't been selected are removed from the game
- The Instant and Location Cards are shuffled into one deck
- Each Player receives 4 random Cards
- A random Player receives the First Player token

2. Turn Sequence

- Lookout phase:** Players select 2 Cards out of the face-up Cards and draw one more from the face-down Stack.
- Production phase:** Base Cards, Location with Production Rules, Agreements and Spoils generate Profit.
- Action phase:** Players take turns performing actions until all the Players have passed.

Available actions:

- ⊗ Play an Instant Card
- ⊗ Play an Action from the Faction Contact Card
- ⊗ Conquest Action (of Location from hand or from another Player's State)
- ⊗ Cooperation Action (with Location from hand or from another Player's State)
- ⊗ Incorporation of a Location from hand
- ⊗ Redevelopment of a Location
- ⊗ Reconstruction of a Location
- ⊗ Discarding two Cards from hand and drawing a new one from the face-down Stack
- ⊗ Sending a Worker to operate a Location
- ⊗ Sending 2 Workers to operate a Location a second time
- ⊗ Sending a Worker to another Player's Location
- ⊗ Sending 2 Workers for a token of selected Resource

- Victory points count phase:** The Players calculate the number of points they managed to obtain. If any Player reached the 33 point threshold the game ends and the Player with the most VP wins.
- Cleanup phase:** Unused Profits, Workers operating Locations and Resources from the Contact Cards are discarded. Faction tokens signifying sending a Worker to another Player's Location are returned to their owners. The First Player token is passed to the next Player. Another turn begins with the Lookout Phase.