Rules of the NEW WORLD ORDER

Do you know what's next for mankind?
Play the game and create your own future!

This story starts after the collapse of today's society. You will become a powerful elitist character, who collects different corporations. By collecting them you gain Achievements and reach Big Goals which will change our future considerably. Your only goal is to become most powerful Elite!

New World Order - the game of the future - is an fast-paced game with easy set-up and mechanics, and has plenty of tactics, so players need to make good choices to win.

Game includes :

30 Achievement tiles with Victory Points – 3 tiles with 200 VP-s, 5 x 250, 5 x 300, 1 x 350, 4 x 400, 3 x 500, 3 x 600, 2 x 650, 2 x 700 and 2 x 1000 VP-s.

Achievement tiles are coded with 13 different colors altogether, two colors on one tile. Each color is on 4 tiles, except <u>dark blue, light green, ocean blue and orange</u>, which are on 5 tiles.

Colors on the tile (red, brown).

Victory Points amount (500).

204 playing cards – 14 Special cards (see page 8), 9 Character cards (see page 9) 13 Great Goal cards (see page 7) and 168 Corporation cards.

Corporation cards are split into 7 different color sets, which include low, medium and high value Corporation.

High value cards are 4 set cards (7 different 6 pcs each)
medium value are   5 set cards (7 different 8 pcs each)
low value are   6 set cards (7 different 10 pcs each)

Card name and set color (blue)

Set number (5) and points amount (700)

Also included – 1 Starting Player Token and 1 Triangle tokens card

To order the game or for more information visit
www.newworldordergame.com

Getting started – All 30 Achievement tiles are shuffled and dealt on the table, face up, in the shape of a pyramid. First layer of tiles contains 4x4 tiles, a second layer on top contains 3x3 tiles, 3rd layer with 2x2 tiles and on the very top just one tile which can't have more than 300 points. Make sure that the 1000-point tile is not among or above the third layer tiles.

Shuffle the Corporation cards very thoroughly for the best game experience. After shuffling, **deal 13 cards on the table, face up.**
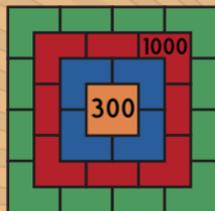
Corporation cards

Each player randomly picks a character and collects the starting cards, written on their character card and then placing the cards in front of him.

These cards are considered to be part of one set, as they share the same color under the name of the card (same set cards – page 6).

If the player picks Illuminati, he chooses from the characters that are still left (character cards – page 8). Illuminati's special skill will be added to this character. Character card has a number in the top right corner, player with the lowest number will start the game.

The **GOAL** of the game is to collect Corporation cards and exchange the collected points for Achievement tiles.

At the **start of every round** new Corp. cards (up to 13 cards) will be dealt on the table. Player takes 1 card or more of the corporation he wishes and puts the cards in front of him, to an imaginary empty slot.

In a two or three player game each player is allowed to have up to 7 slots for different corporations. In a four or five player game, a player has 5 open slots.

5 Slots for players Corp cards in 4-5 player game.

Every player has 3 actions to choose from, he must choose one - 1) collect similar Corp cards, 2) Gain one Achievement or 3) throw away Corp card(s).

Player actions

1) Collecting a Corp card - Player can collect only one type of Corp cards (with the same name) on his turn. He can pick as many cards as he wants and must place them on one slot.

2) Gain one Achievement tile - Achievement tiles give you Victory Points (VP). For the points of his Corp card set, player can take one tile from the Pyramid. The value of the Corp card set is shown on the card.

For example, if a player has 6 Construction cards, he has 400 points, which he can use to buy a tile worth 400 points or less (like Nano-bots tile).

Nano-bots Tile

Pay attention! The player can only buy an Achievement which is **fully** opened in the pyramid, which means it has no other tiles on top of it (not even a corner).

Corp card set can be used to gain Achievement, only when a player has at least half of the cards from a full set. So a player can use two cards from the set of 4 and three cards from the set of 5 or 6 to take the Tile. The card amount player can use for VP-s' is shown in bright yellow color on the Corp card.

Bright yellow sector

For example, a player can use 3 Global Media cards with 4 Silvermine cards to add up to 700 points, which he could then use to buy a Super Particle Collider tile. Used Corporation cards will be discarded.

A player can only use **two** different sets of Corp cards to get an Achievement tile.

Pay attention! - **All** cards in the set must be used to buy an Achievement. Sets can **never** be split under any circumstances.
If you overpay for any tile, then no cards will be returned to you.

3) Throw away a Corp card or a set, to free up a slot for new card(s).

If a player doesn't wish to make any more moves, he will say PASS, which will end his turn (this may be considered as a player's 4th action).

The first player who passes takes the Starting Player Token and starts the next round after other players continue their turns. If there is only one player left, he can make as many moves as he wants.

When last player passes, the round ends, and up to 13 new cards will be dealt on the table. Previous not yet chosen Corporations will remain in the game.

The **game ends** when all of the Corporation cards are played or all Achievement tiles are taken, and every player has made all the moves possible according to the rules. If a player has a lot of Corp cards and other players have no chance to take VP-s, the player can take multiple VP-s (same as at the end of each round).
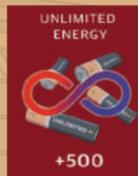
End game scoring:

By the end of the game, all Achievement tiles and Great Goal cards VP-s will be counted and whoever has the most points will win the game!

At the end of the game, players usually get 2-3 Great Goal cards.
Don't forget to make a little story based on them and explain what the future will bring to your society! :)

Achievement tiles - Achievement tiles are coded with two colors and placed on the corners. 1000- point tiles have no coded colors.

If a player collects 3 Achievements with the same color, he fulfills a Great Goal. At the end of the game, the player takes a Great Goal card with the associated color. This will give the player additional 500 bonus points.

Player has New Frequencies tile (worth 350 VP-s), which has two colors, dark blue (Finding life in space Goal) and salmon pink (Teleportation Goal). If he is able to collect two more tiles with one of the two colors, he will achieve a Great Goal with a 500 VP bonus.
Don't forget to check the colors you have during the game!

Pay attention! In case one tile's colors fit with two possible goals, player must choose which Goal he takes.

About Corporation cards. The same set of cards has the same color under the card name.
One of the sets, for example, is Oil Magnate, Alternative Fuels and Car Producer.

These cards can be combined from other slots or from table, but only if they are **singular** cards. Combining singular cards is **not an action,** if they are already under the possession of the player.
Combining 3 of those different cards in one slot makes them worth 100 points, which can be used to buy an Achievement. A player can also collect the whole set or 2 cards of the set from the table in one action during his turn.

Moving the same set cards

It is not allowed to split any set (color set or Corp set) to move a card to any other set the player has. (Look at the "Moving the same set cards" picture).

Notice this - If a player happens to collect more corporations than the set's highest number, then those extra cards add up to the highest point total, as written on the card (for example 8 silver mines will give a player 330 points).

Starting set bonus for a character - If a player manages to add one more card to one of his **starting** Corp card **full** set (e.g. Cardinal gets 7th Farm card), the player gains a 100 VP bonus. He then takes the triangle token (tokens must be cut out first). Players can have only one token for each of their starting Corp card sets (3 tokens max).
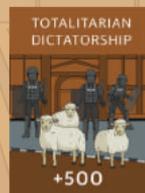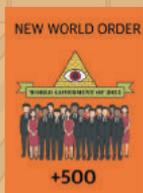
2 player game modifications - In a 2-player game, a player needs to make at least **one** action before PASSING.
Remove Cardinal character from the game.

Great Goal cards
Player achieves a Great Goal when he collects 3 Achievements with the same color.
There are 13 different colors in the game and 13 different Great Goals as well.
The player gets this card at the end of the game and takes 500 bonus Victory Points.
Examples of Great Goal cards:

FINDING LIFE IN SPACE +500

NEW WORLD ORDER WORLD GOVERNMENT OF 2012 +500

ALIEN INVASION +500

TOTALITARIAN DICTATORSHIP +500

TELEPORTATION +500

Special cards – **Above the Law (2x)** and **Hostile Take-over (2x)** cards.
The player will pick and add them to his open slot. These cards can be added together.
Special cards can be used in the **next round,** not on the next turn. If a player puts same
Special cards together in one slot, he must use them both in one action, because set
can **never** be split. To be able to have 2 actions, they must be in different slots.

Player can make another
action during his turn.
He can do it after his
first action.

Player can rob 2 cards
(from a set of 4) or 3 cards
(from a set of 5 or 6)
from another player.

When the **Blackmail (2x)** and **Cut the Losses (2x)** cards appear, they will be handled
immediately and replaced by another card from the deck. New cards will be added
until 13 cards are on the table.
Notice this: If a Blackmail card appears and there is a tie between the 2 weakest
players - no action will be taken. It is same for the strongest players.

Player who has least VP-s
in the game can rob the
player with the most VP-s.
He can take 1 card (from
4 set) or 2 cards (from
5 or 6 set) from her.

All players can throw away
a card or a set they don't
need. This will free a
slot for other cards.

Dividends (200 points - 2x) and (100 points - 4x) - can be
added together. They give the player easy Corp Card points,
which can be used to take Achievement tile.

Character cards

There are 8 characters in the game and all of them have different special skills they can use throughout the game. Their skills are written on the card.

There are also character's corporation cards starting set written on the card, which the player has to follow.

On the top right corner is a number, and the player with the lowest number starts the game. On the lower part of the card is the character's special goal, which they dream about.

It is surrounded with a border and text that matches the Great Goal color (and the color on the tiles).

At the end of the game, if they accomplish the goal, they're awarded 200 VP.

Here are the descriptions of the characters:

ILLUMINATI [9]

Choose a character you wish from the remaining cards. Add a skill that once in the game you can take 2 VP tiles for one Corp card set.

Illuminati can be anyone and he gives an extra skill to the character the player chooses. Once in the game he can take 2 tiles with one (not with two!) set.

PHILANTROPIST [7]

Same coloured card sets are worth 200 points to you.
Start with:
1 Screening Institute
1 Pharmaceuticals Corp
1 Nanotech Lab

+200 VP for Finding Life in Space

If Philantrope collects a whole color set, his set will be worth 200 points, instead of 100 points like for other characters.

MEDIAMOGUL [7]

Once in the game you can add 3 sets together to gain a VP tile.
Start with:
1 Movie&Music Corp
1 Global Transport
1 Global Media

+200 VP bonus for Colony in Space

Mediamogul can once in the game put 3 sets together to take a tile.

BILDERBERGER [4]

Gain 500/300 Victory Points at the end of the game.
Start with:
1 Alternative Fuels
1 Car Producer
1 Oil Magnate

+200 VP bonus for Doomsday Machine

Bilderberger gets 500 VP-s at the end of the 2-3 player game and 300 points bonus at the end of 4-5 player game.

Color border that matches Great Goal color

GLOBALIST [6]

During the game you can take special cards outside slot limit.

Start with:
1 Casino Chain
1 IT & Electronics
1 Weapons Industry

+200 VP for New World Order

The Globalist can take Special cards and place them outside her slots. Similar Special Cards must be combined.

ROYALTY [2]

For you at the start of the round 15 cards are dealt.

Start with:
1 Silver Mine
1 Gold Mine
1 Diamond Mine

+200 VP for Human Capital

To the Royalty 15 cards will be dealt at the start of the turn (instead of 13 as usual).

THE BANKER [3]

You have one extra slot for Corporation cards.

Start with:
1 Construction
1 Investment Bank
1 Central Bank

+200 VP bonus for Dictatorship

The Banker has one extra slot for Corporation cards the whole game.

CARDINAL [3]

You are immune to Hostile Takeover card.

Start with:
1 Farm
1 Elite University
1 Space Agency

+200 VP Bonus for Spiritual Leader

The Cardinal is immune against Hostile Takeover card.

PRESIDENT [8]

Once in the game you can change one of your sets to any Corp card you want and use it with a similar set.

Start with any 3 Corps. cards you want

+200 VP bonus for Unlimited Energy

The President can once in the game change one set she possesses to any other Corp. card she wants and use it with other similar Corp. cards.

Some house rules recommendations.

If the players wish to speed up the game, they can deal 15 cards on the table every round. In that case, remove the Royalty character from the game.

Another option is to blindly remove 13 cards from the deck. That makes the game even more unpredictable, because players won't know how many certain Corporations are in the game.

It is also possible to combine these two options, to make the game even more quicker.