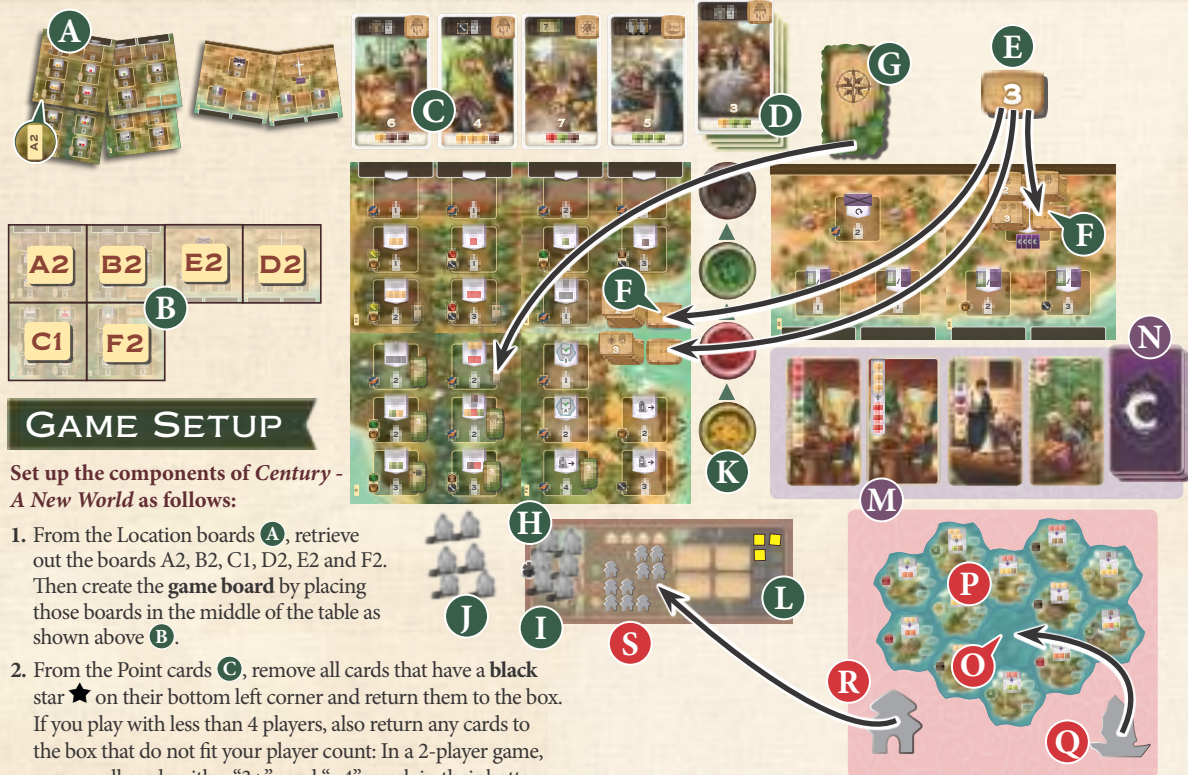


CENTURY

PART III
FROM EAST TO WEST

For centuries your family managed a trading company from the Spice Road to the Spice Islands and now to the New World. This network has allowed your family to prosper. With a trading network in place on the Spice Road and in the Spice Islands, you set out to continue your family's success into the next century. Your fate lies in the New World.

SPICE ROAD (SR) + EASTERN WONDERS (EW) + A NEW WORLD (ANW)



GAME SETUP

Set up the components of *Century - A New World* as follows:

- From the Location boards **A**, retrieve out the boards A2, B2, C1, D2, E2 and F2. Then create the **game board** by placing those boards in the middle of the table as shown above **B**.
- From the Point cards **C**, remove all cards that have a **black star** on their bottom left corner and return them to the box. If you play with less than 4 players, also return any cards to the box that do not fit your player count: In a 2-player game, remove all cards with a "3+"- and "4"-mark in their bottom right corner. In a 3-player game, remove all cards with a "4"-mark. Afterwards, shuffle the Point cards and place one at random above each Fort location at the top of the game board face up. Place the remaining cards as a face-up draw deck **D** close by.
- Shuffle all 25 Bonus tiles **E**. Then, onto each bonus space **F** of the game board, place a face-up stack that includes as many random Bonus tiles as the number on that space states. Return the spare Bonus tile to the box.
- Shuffle the 10 Exploration tiles **G**. At random, place one tile face up onto every location that has an Exploration icon on it. In a 2- and 3-player game, place one of the remaining three Exploration tiles onto each location that is marked with a 2-3 icon and return the spare tile to the box.
- Take as many player boards **H** as there are players. Make sure the one with the first player symbol **I** is included. Shuffle them and place one in front of each player with **side B** facing up. The player with the first player symbol will be the start player.
- Each player chooses a player color and takes the 12 settlers of that color. They place 6 of them on their player board **I** (7 in a 2-player game). The remaining settlers are placed as a reserve to the left of their player board **J**. These are not available to him yet.
- Beside the game board, put the cubes into the bowls separated by colour **K** and arrange those 4 bowls in an ascending order: yellow ► red ► green ► brown .

- According to their position in clockwise order, each player then takes their starting cubes and places them in the storage **L** on their player board:

- ♦ 1st player > 3 yellow cubes
- ♦ 2nd player > 4 yellow cubes
- ♦ 3rd player > 4 yellow cubes
- ♦ 4th player > 3 yellow cubes and 1 red cube

From *Century - Spice Road*, take the Merchant cards:

- Remove all starting cards (with a purple border) and return them to the box. Shuffle the remaining Merchant cards and place one at random below each of the 4 market locations **M** at the bottom of the game board face up. Place the remaining market cards as a face-down merchant deck **N** close by.

Set up the components of *Century - Eastern Wonders* as follows:

- To create the island map, place one Sea tile **O** beside the game board.
- Then shuffle the Market tiles face down. Take three tiles of each trade symbol (ginger, chili, tea, cloves) and place those 12 tiles at random around the Sea tile face up **P**. The layout of the island map is up to you, but make sure that each tile touches at least 2 other tiles. Return all remaining tiles to the box.
- Each player takes the boat **Q** in the color of their settlers and places it onto the Sea tile on the island map.
- Then each player takes 12 outposts **R** in the color of their settlers and places one of them onto each numbered space on the outpost section **S** of his player board.
- Return all other unused components to the box.

TAKING A TURN

Century - From East to West - Part III is played over a series of rounds. Each player will take **one** turn each round (*starting with the first player and going clockwise*).

On your turn, you must perform 1 of the following actions:

- ◆ **Work:** Perform the location's action by placing the required number of settlers there
- ◆ **Rest:** Return all your settlers from the game board to your player board

WORK

Choose **one** location on the game board. You can choose any location that has **neither** a Exploration tile **nor** your **own** settlers on it.

Then: a) place the required number of settlers on that location **and** b) use that location's action(s).

a) Placing settlers on a location:

Placing settlers on a location works exactly as explained in section "a) Placing settlers on a location" of the base game rule sheet.

b) Performing the location's action(s):

After you have placed your settlers on the location, immediately use it according to its type. These are:

The 4 New World locations:



Production locations

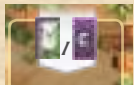
Upgrade locations

Trade locations

Fort locations

These locations work as described in the section "Basic locations" on the **OVERVIEW SHEET** with one exception: On Fort locations, you do not gain Bonus tiles. When you use a Fort location, you can only claim its Point card.

Market locations:



In contrast to *From East to West - Part I*, you can only perform one action on a market location now:

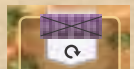
Use the action of the Merchant card that lies directly below this market location (*see section "Actions on Merchant cards" on the Part I sheet*). Then take that Merchant card and place it face down to the right of your player board in a discard pile.

After acquiring a Merchant card, fill the empty slot by sliding the cards to the left, creating an empty slot just to the left of the merchant deck; then draw a card from the deck to fill that empty slot.

This means in this game, you do not build a trade route but only collect Merchant cards beside your player board. However, for **every fourth Merchant card** you take, you may immediately choose the top Bonus tile from one of the stacks on board D2 (not from B2 or F2) and place it onto an empty bonus space of your player board. Once all 4 of your bonus spaces have a Bonus tile each, you cannot gain any more Bonus tiles.



Refresh market location:



Remove all four face-up Merchant cards displayed below the market locations and place them face down at the bottom of the merchant deck. Then draw 4 new cards from the merchant deck and randomly place one of them below each of the four market locations. Then take another turn immediately.

The Eastern Wonders locations



Move boat locations

Boat trade location

Outpost trade location

These locations work exactly as described in the section "b) Performing the location's action(s)" on the *Part II - From East to West* sheet.

REST

If you cannot or do not want to use a location on your turn, you must instead collect all of your settlers from the game board and place them back onto your player board.

STORAGE LIMIT

At the end of any turn, if you have more cubes in your storage than spaces available, you must discard cubes of your choice until you reach your limit. storage limit of 10 cubes.

CUBE SUPPLY LIMIT

The cube supply is considered unlimited. If a supply should be exhausted, use something else as a substitute.

GAME END

Once a player claims their **8th Point card**, finish the current round of play. Then the game ends.

At that point, players count all their points from:

- ◆ their Point cards
- ◆ Bonus tiles they have gained during the game (*see section "Bonus tiles" on the OVERVIEW SHEET for how to score them*)
- ◆ uncovered spaces on their outpost section
- ◆ Exploration tiles they have gained due to certain Point cards (*see section "Point cards" on the OVERVIEW SHEET*)
- ◆ remaining cubes in their storage: Each non-yellow cube is worth 1 point.

The player with the most points wins. If there is a tie, the tied player who was last to take a turn wins.

CREDITS

Game Designer: Emerson Matsuuchi

Producer: Sophie Gravel

Illustrations: Chris Quilliams & Atha Kanaani

Graphic Designer: Stéphane Vachon

Development by: Viktor Kobilke, Moritz Thiele and André Bierth



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19 rue de la Coopérative,
Rigaud, QC J0P 1P0 Canada.

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