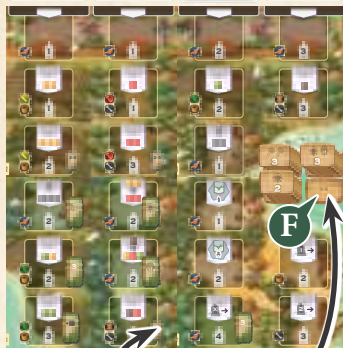
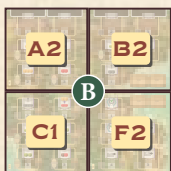


# CENTURY

PART II  
FROM EAST TO WEST

The Spice Islands have been a lucrative opportunity for your trading charter. However, you can't ignore the whispers heard at ports. The New World has amazing trade goods for those brave enough to endure the wilderness. Cast your sails into the winds of fortune, unimaginable riches await you in the New World!

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 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 **white 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.
- From the Bonus tiles **E**, remove all Bonus tiles that show the icons **I** or **III** at their bottom and return them to the box. Shuffle the remaining 17 Bonus tiles. 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 an 2-3 icon and return the spare tile to the box. In a 4-player game, return the three remaining Exploration tiles to the box, leaving the locations with a 2-3 icon uncovered.
- 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

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

- To create the island map, place one Sea tile **M** 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 **N**. The layout of the island map is up to you, but make sure that each tile touches at least two other tiles. Return all remaining tiles to the box.
- Each player takes the boat **O** in the color of their settlers and places it onto the Sea tile on the island map.
- Then each player takes 12 outposts **P** in the color of their settlers and places one of them onto each numbered space on the outpost section **Q** of his player board.
- Return all other unused components to the box.

## TAKING A TURN

*Century - From East to West - Part II* 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:** Use one location of the game board 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** an Exploration tile **nor** your **own** settlers on it.

Then: a) place the required number of settlers on that location

**and** b) perform 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, perform the action according to its type.

Beside the 4 basic types of locations (see section "Basic locations" on the **OVERVIEW SHEET**), there are 3 new ones:

### Move boat locations:

When you use a Move boat location, move your boat on the island map as far as the location states:



Move to an adjacent tile on the island map.



Move to an adjacent tile on the island map. Then you may move to another adjacent tile.



Move to any tile on the island map.

After you have finished your movement, do the following:

a) If there are any opponent's boats on the tile with your boat, you must pay each of them 1 cube of your choice from your storage. (If you are unable to do so, you cannot move to this tile.)

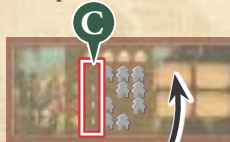
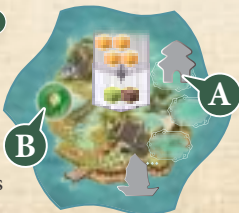
b) If your boat is on a Market tile that does **not** have one of **your** outposts **A** on it, you may now build one there.

The cost to place an outpost is 1 cube for each outpost already present on that Market tile (2 cubes in a 2-player game). This means to be the first to build an outpost on a Market tile costs no cubes. To build your outpost, pay the cost (if any) by returning cubes of your choice from your storage to the supply. Then, from the outpost section of your player board, take the **leftmost** outpost of the row that matches the trade symbol **B** and place it on that tile. After placing an outpost, check if you have emptied a vertical column **C** of your outpost section. If so, choose the top Bonus tile from one of the stacks on the game board (on boards B2 and F2) and place it onto an empty bonus space of your player board.

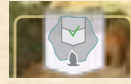
**Note:** There are 4 bonus spaces on side B of the player board.

c) Afterwards, regardless of whether you have an outpost built there or not, you may do the action shown on the Market tile as many times as you like: For each time you do that trade, return to the supply the cube(s) shown above the arrow to take the cube(s) shown below the arrow from the supply and add them to your storage.

**Note:** In this game, you may do the action of the Market tile even if you do not have an outpost built there.



### Boat trade location:



Do the trade shown on the Market tile that your boat is currently on as many times as you like (at least once).

### Outpost trade location:



Choose one Market tile on which you have an outpost and perform the trade shown there as many times as you like (at least once).

**Attention:** In this game, you do not gain Bonus tiles on Fort locations. When you use a Fort location, you can only claim its Point card.

## 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 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 8<sup>th</sup> **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**)
- ◆ uncovered spaces on their outpost section  (e.g.  $1 + 2 = 3$  points in this case)
- ◆ 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 & André Bierth



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

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