

World builder rules (so far)

2 players / 15min / age 9+

Trying to find the perfect planet you scour the galaxy then you realize you don't have find the perfect planet when you can make the perfect planet.

Components:

- +Printed off player boards
- +5 dice
- +2 pencils (1 for each player)
- +(optional) turn marker

that's it.

Setup:

Both players take one player board and a pencil each.
Both players rolls two dice, chooses one and writes that into there center space as there core.
The player who last visited a forest starts.

How to play:

Every turn the player whose turn it is will roll all 5 dice and split them into to groups one with 2 dice one with 3 dice.
The other player will choose one of the groups and the player whose turn it is will take the other group.
Each die can either be used as an alien or a landscape.

landscapes have to be placed next to an other landscape and water has to be placed next to other water spaces (your first one can be placed as if in wasn't water), ruins you place in an other players

planet. When you place a landscape write it's initial into the space your putting it, meadows are put down as ME.

Aliens have to be placed in there landscapes corresponding to the matching number. For example civilian to city.

When you place your alien color in the box on the landscape your putting it to show its there.

The game ends when someone completely fills there planet.

Scoring:

At the end of the game here's how you score:

Cities: groups of cities are called civilizations. Each civilization scores you points depending on the number of cities in it: 1=1 2=3 3=6 4=10 5=15

if a civilization has more cities in it than your number of forests -3 point for each one over.

Forests: each gives you 3 points.

Meadows/Water: each meadow adjacent to water is 5 points, each water can be used once.

Ruin: ruins don't give your take any points, they just take up space.

Mountain: the player with the most mountain spaces gets 10 points.

Alien scoring:

Civilian: 4 points

Predator: each predator gives you 1 point per other predator.

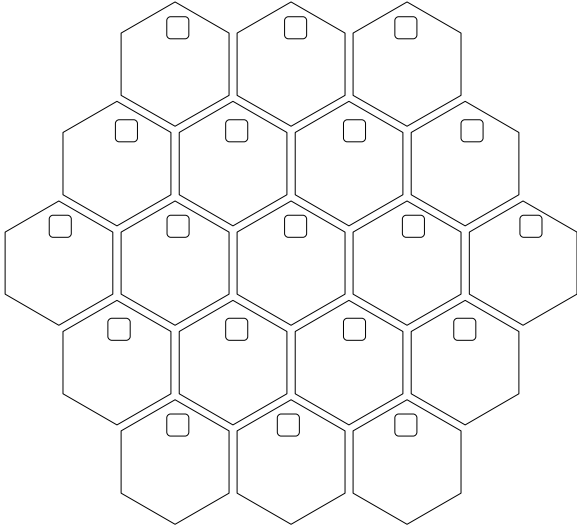
Aquatic: 1 point per water space.

Flight: 1 point per adjacent space with an alien in it.

Small: if you have more smalls than any other alien in your planet 8 points.

Who ever has the most points at the end of the game wins! -L

Name _____



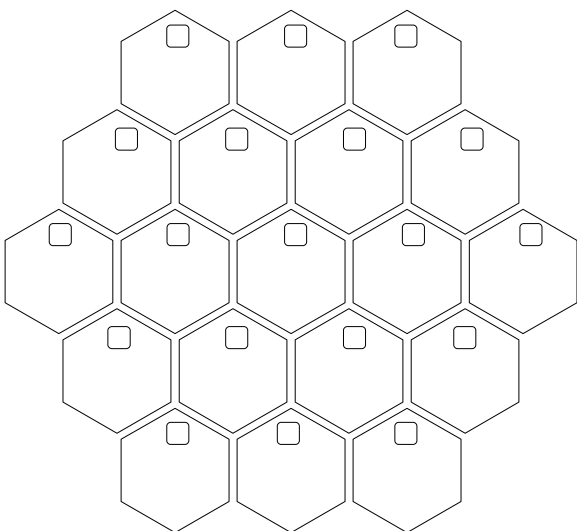
Landscape

- 1= city
- 2=forest
- 3=water
- 4=mountain
- 5=meadow
- 6=ruin

Alien

- 1=civilians
- 2=predators
- 3=aquatics
- 4=flights
- 5=smalls

Name _____



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