In Lords of Worlds, 2 to 4 players compete to create the most valuable world by purchasing various types of terrain tiles and adding them to their personal planet.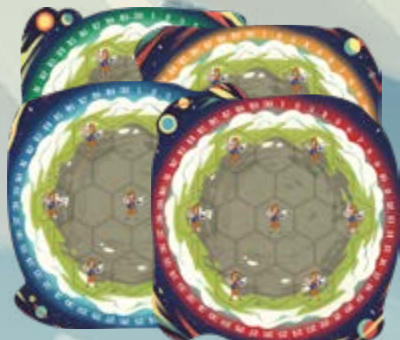 Hire various assistants and utilize them wisely to secure optimal deals, then follow the instructions of your architects to ensure the construction of a gorgeous land!

Content
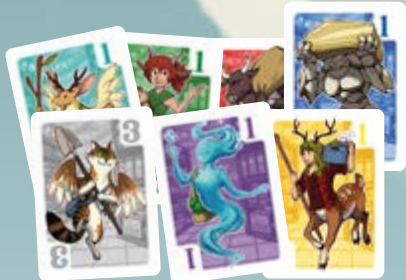
100 Assistant cards in 7 colors (blue, red, green, cyan, violet 3 each, values 1 to 5) and 10 white wild cards (5 x value 3 and 5 x value 4)

4 Player Planets with scoring track - 1 per player

4 Player Carts in 4 colors

8 Scoring tokens 2 per player color, with values 50/100 and 150/200

1 Scoring Table

4 Score trackers in 4 colors

60 Basic Terrain tiles 10 x 6 different types: Water - Desert - Lowlands - Forest - Hills - Mountains

16 Special Terrain tiles 2 x 4 different types: Architect - Sage Tree - Viewpoint - Mix

Front   Back
4 Game boards

Setup

1. Assemble the game board. In a:
- 2 players game: use 1 large board and the 2 small boards;
- 3 players game: use the 2 large boards and 1 small board;
- 4 players game: use all 4 boards.
  You can assemble the boards as you prefer, and the portals can be either on the edge of the playing are or in the middle.
  For your first game, use these suggested combinations:

2 Players   3 Players   4 Players

2. Shuffle the Assistant cards to create a face-down deck beside the game board. Draw cards one by one to create separate groups of the same color, stacking them so that cards within each group overlap slightly. Once a group reaches a total value of 8 or more, stop adding cards to it. If another card of the same color is drawn, begin a new group. *If this deck ever runs empty, shuffle its discard pile to form a new one.*

3. Draw cards from the Assistants deck until the total value of the cards in your hand **exceeds 13**. Once reached this threshold, your starting hand is ready and you don't draw further cards. Other players do the same, in turn.

4. Prepare the Terrain and Special Terrain tiles. In a:
- **2 players** game: use **4** Terrain types (e.g. Water, Desert, Lowlands, Forest);
- **3 players** game: use **5** Terrain types;
- **4 players** game: use all **6** Terrain types.
Regardless of the number of players, add all the 16 Special Terrain tiles to the Basic Terrains.
Thus:
- **2 players** play with 56 tiles
- **3 players** play with 66 tiles
- **4 players** play with 76 tiles.
Shuffle the tiles and place 1 of them, face down, on each hexagon in the game boards, leaving empty only the spaces showing the ⬤ symbol.
Place the remaining tiles in a face-down reserve next to the game board, and reveal 6 of them to form an open supply.

5. Give each player a Planet and its corresponding Cart and Tracker, the latter to be placed on space 50 (0, at the beginning of the game) of their scoring track.

6. Place the Scoring table and the Scoring tokens within easy reach.

7. Whoever was the last to have gone grocery shopping is the **starting player**. They chose on which ⬤ the Carts will start the game and everyone places their own Pawn there.

8. In turn, beginning with the starting player, **uncover any tile** on the game board until **12** are face-up.

You are now ready to play!

2 Players setup example, with Red and Blue:

In this setup example, after the second 5, the green group had a value of 10, so it was completed. Therefore, the green 2 that was drawn later, had to be placed to form a new group.
If the green 2 had been the first green card drawn, both green 5s would have been placed in the same group, because 2+5 = 7, and you must add a card to a group until it reaches 8.

Total value: 1   3   5   10   11   14

Goal of the Game and Gameplay

In Lord of Worlds, you collect Terrain tiles and add them to your Planet trying to create chains of tiles of the same type: the **longer** a chain is, the **more points** (☀) it will be worth at the end of the game. Have the most ☀ to win the game!
You play the game in rounds. Once all players have had a turn, a round is over.
The starting player begins. On your turn, you can either:
- **Hire Assistants**, adding cards to your hand
OR
- Play cards you have in your hand and use them to **Move your Cart** and/or **Collect a tile**.

Hire Assistants

If you decide to Hire Assistants, take all the cards of any available group. Then, replenish the available groups to 6, following the *Setup* instructions at the step 2, and end your turn.

Hire Assistants example

These are the available groups to draw, and Red decides to hire the green group made of two 5s, adding both the cards to their hand (**A**).

Before ending their turn, Red must replenish the available groups back to six, so they draw cards from the Assistants deck, one at a time, checking whether a new group can be formed or not.

First, they draw a violet 5, that goes in the same group with the violet 3 (**B**).
Then, they draw a violet 2: the first violet group has already a value of 8, so this forms a new one (**C**).

Move your Cart and Collect a tile

You can **Move your Cart** and/or **Collect a tile**.
Moving from one hexagon to an adjacent one **costs 1**, while **Collecting** a Terrain tile costs as much as the **value printed** on it.
You pay these costs by playing Assistant cards **in the same color** from your hand.

Rules on how to Move and Collect:
• You can Move and Collect, Move only, or Collect only.
• You can only play cards in one color. Wild cards (depicting a winged cat) can be used as substitutes for any color. If you only play Wild cards, you can choose for which color you are using as.
• Only face-up tiles can be Collected.
• When you Collect a Terrain tile, flip and reveal each face-down tile adjacent to the one you just Collected.

• To Collect a Terrain tile covering a colored hexagon, you must play Assistant cards in the same color of that hexagon.
  Important: When you collect a Terrain tile covering a colored hexagon, immediately score 5 ☀ by moving your Tracker accordingly on your scoring track.
• You can Collect Terrain tiles covering neutral hexagons with Assistant cards in any one color.
• You can only Collect once per turn. You may be able to Collect for free afterwards (*see Place a Terrain tile on your Planet*)
• There can be more than one Cart on a hexagon.
• Assistant cards you play go to a common discard pile, by the face-down Assistant deck. If the Assistant deck runs out, shuffle the Assistant discard pile to form a new one.

Move and Collect example

Blue plays two cyan Assistant cards with a combined value of 7 (**A**), and moves their Cart to the cyan square where the **5 Desert tile** is (**B**).
Being a 2-spaces movement, it costs them 2, and they can use the remaining 5 to Collect the Terrain tile they are currently on. They do so, and uncover the two adjacent tiles that were still face-down (**C**).
Since they collected a Terrain tile covering colored hexagon, Blue immediately scores 5 ☀, moving their Score tracker on their board accordingly (**D**).
They finally discard the two Assistant cards they just spent, by adding them to the Assistants' discard pile.

Place a Terrain tile on your Planet

After you collect a Terrain tile, you place it in one of the hexagons that form the grid on your Planet.

On your Planet, hexagons can either
- show an **Architect** *(image on the right)*, or
- be **Empty**.

If you place the Terrain tile on an **Architect**, you are somehow following the suggestions of your helpers on how to build your world, so you immediately score an amount of ☀ equal to the value written on the Terrain tile. Move your Score tracker accordingly on your scoring track to conclude your turn.
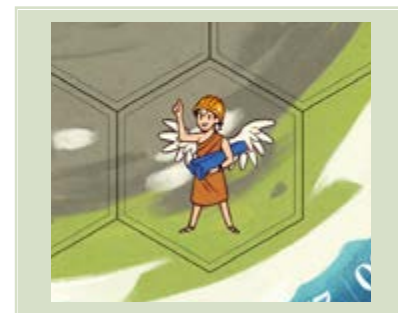
If you place the Terrain tile on an **Empty** space, you can collect another Terrain tile **for free**.
Free collection: When collecting a tile for free, you can choose to take a tile either from the open supply - assuming there are tiles available (and replenishing then the supply back to 6, if possible), or from an any non-colored hexagon adjacent to where your Cart currently is.
You can then place the new tile you just collected for free wherever you want on your Planet, however *you can collect a Terrain tile for free only once per turn!*

The Architect

Place a Terrain tile on your Planet example

Blue places the Terrain tile (5 Desert) they just collected on an empty hexagon (**A**). Therefore, they may collect another tile for free.
They decide to collect a tile from the game board. Among the five adjacent to their Cart, all on non-colored hexagons, Blue chooses the 4 Forest: they move their Cart to that hexagon (**C**), take the Terrain tile and reveal the adjacent face-down tiles (only one, in this case) (**D**).
Finally, they place the 4 Forest on one of the Architects in their Planet to score the 4 ☀ of the Forest tile, move their Scoring tracker accordingly and end their turn (**E**).

Remember that you want to place Terrain tiles of the same kind on your Planet so that they are adjacent to each other! They will be worth ☀ at the end of the game!

Magic Portal

If you enter a Magic Portal (an hexagon showing the 🔵 symbol), you may move your Cart to any hexagon on the Game board at the cost of 1 movement. You can then collect the tile there, provided you played enough Assistant cards.

Special Terrain tiles

In the game there are 16 Special Terrain tiles with some unique properties. There are four types of them:
Mix (values 10 and 11), **Sage Tree** (values 6 and 7), **Architect** (values 8 and 9), and **Viewpoint** (values 8 and 9).

Mix   Architect   Sage Tree   Viewpoint

Mix:
This tile acts as **wild**. It means that if placed adjacent to a chain of consecutive tiles, you can treat the Mix as one of them, effectively **adding 1 tile** to that chain and increasing its value when scoring it (see *Final Scoring*).
Important: You can use the Mix only for one type of Terrain tile. During the Final Scoring, once you score it, flip it face-down as a reminder.

Mix tile example
On the left figure, Blue placed an 11 Mix on an Architect in their Planet, thus scoring immediately 11 ☀.
In addition, the Mix is placed adjacent both to the Desert chain and to the Water chain.
During the Final Scoring, Blue can decide to which of the two chains add the Mix (they'll probably choose the Desert, as it is the longer one and will provide them even more ☀, as shown on the Scoring Table!)

Sage Tree:
When you collect and place a Sage Tree tile in your Planet, it will provide you **3** ☀ per adjacent tile it has. You **score it immediately**.
If later in the game you place a new tile adjacent to an already existing Sage Tree, you do not score any extra ☀.

Sage Tree tile example
On the left figure, Blue placed the 7 Sage Tree so that it has 5 tiles adjacent (three Water tiles and 2 Forest tiles), so they immediately score 3 ☀ x 5 = 15 ☀.
Since they placed a tile on an Empty hexagon, they get to collect another tile for free.
They could've also played the Sage Tree on top of the Architect on the bottom: in that case, they would have scored 7 ☀ (for placing the tile on an Architect) + 9 ☀ (3 ☀ per each adjacent Forest tile), for a total of 16 ☀. Too late now!

Architect:

Like any other tile, the Architect can be placed either in an Empty hexagon, or on top of another Architect:
- If you place it in an Empty hexagon, you are effectively adding one Architect to your Planet, that has the same effect of those already printed on it.
- If you place it on top of another Architect, you score its value in ☀, but you do not get to add an extra space with an Architect, because you just covered one.

Architect tile example 1 - Architect is placed on an Empty hexagon:
Blue places the Architect on an Empty hexagon (**A**), effectively creating an additional Architect space where to place tiles they want to score in future turns.
Then, since this was their first tile Collection on their current turn, they get to Collect a second tile for free (the 10 Desert, in this case), which they place on top of the Architect tile (**B**) and score immediately.

Architect tile example 2 - Architect is placed on another Architect:
Blue covers the Architect on the middle of their Planet with a 9 Architect tile. This means that they immediately score the value of the tile they just collected (9, in this case), as usual.
Later, they can place another tile on top of this Architect tile they just placed to score that too.

Viewpoint:

When you place a Viewpoint tile **adjacent** to a chain of Terrain tiles of the same type, you get ☀ **equal to twice the number of tiles** of that chain. You **score them immediately**. If later in the game you place a new tile adjacent to an already existing Viewpoint, you do not score any extra ☀.

Viewpoint example:
Blue places the 9 Viewpoint on the Architect, as shown in the left image, and immediately scores its value.
There are two chains of tiles adjacent: Water and Forest. Since the Forest chain is longer, they score that. They also already declared that the Mix tile will count as a Forest, so they add that to the count and gain 2 ☀ x 5 tiles = 10 ☀.

End of the game

The game has different ending conditions, depending on the number of players:
- **2 players**: as soon as one player **fully completes** their Planet,
- **3 players**: as soon as there is only **1 space left** on a player's Planet,
- **4 players**: as soon as there are only **4 spaces left** on a player's Planet.

When any of the ending condition is met, conclude the current round, so that each player plays the same amount of turns. Then, carry on the Final Scoring.

The player with the most ☀ is the winner.
In case of a tie between more players, they share the victory.

Final Scoring

In turn, check each chain made of the same Basic Terrain type you have, counting the amount of tiles it contains. Then, score ☀ as indicated on the first row showing ☀ on the Scoring Table.
Important: If you have multiple chains of the same Basic Terrain, you score them separately.
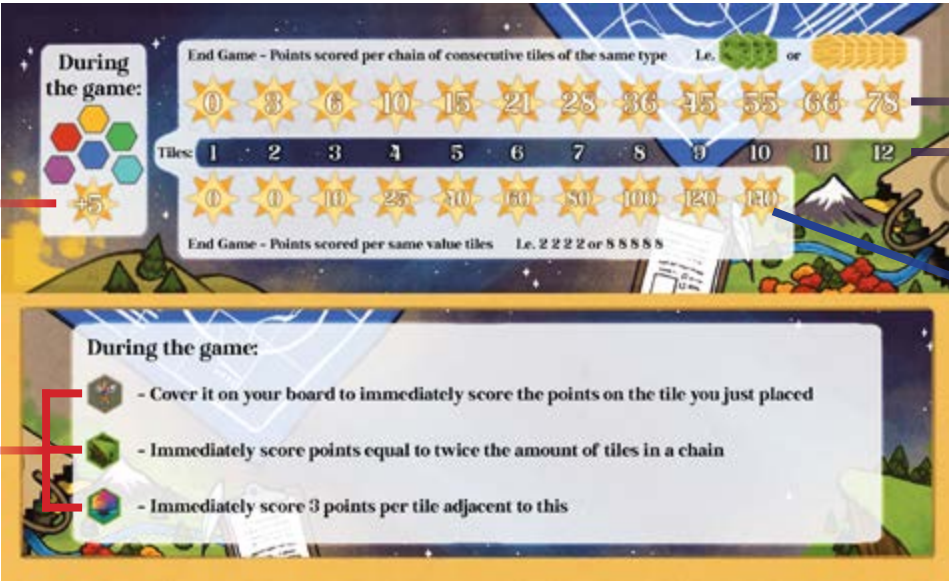
Note: Each time your Score tracker completes a full lap around your Score track, use your 50/100 (or 150/200) Scoring token (taking it from the reserve or flipping it, if you already have the appropriate one) to help you keep track of the ☀ you have!

During the game:

At the end of the game:

☀ per chain length

Length of a chain (i.e. amount of tiles it contains)

Additional variant scoring (see **Strategic Variant**)

Reminds you to score 5 ☀ if you collect a Terrain tile covering a colored hexagon

Reminds you how the Architect, Viewpoint and Sage Tree score ☀

The Scoring Table

Final Scoring example

In a 2-players game, Blue just filled out every hexagon in their Planet. They were the first player, so the other player gets to complete their turn before moving to the Final Scoring.

For each Base Terrain tile, Blue has to check how long is the chain they form. They have:
- 7 Desert Terrain tiles + 1 Mix Special Terrain, resulting in one **8-tiles Desert chain** (**A**);
- one **5-tiles Forest chain** (**B**);
- one **3-tiles Water chain** (**C**);

That they score as shown on the Scoring table:
- Desert chain (8 tiles) = **36** ☀
- Forest chain (5 tiles) = **15** ☀
- Water chain (3 tiles) = **6** ☀

For a total amount of **57** ☀.

Blue finally adds these 57 ☀ to the 18 they collected during the game and get their final scoring: 75 ☀.
They take their 50/100 Scoring token, and lay it with the 50 side face-up as a reminder (**D**).

Blue score breakdown:

Basic Terrain tile: ⬡ 🌲 🟦

☀ to score: **36** + **15** + **6** = 57
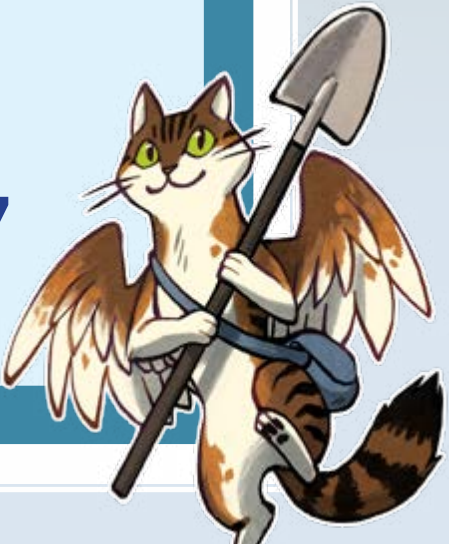
Number of tiles: **8** **5** **3**

Strategic Variant

The Strategic Variant was thought for those who prefer luck to have less impact on the game. If you want to play this variant, just follow this simple changes to the standard rules:

- At step 8 of the Setup, flip and reveal all the Terrain tiles, not only 12. You could do this at step 2, just make sure you place them randomly.
- Entering a Magic Portal with your Cart only allows you to place your Cart in another Magic Portal, and then spend 1 to move from there to an adjacent hexagon.
- You can not have more than 10 cards in your hand at the end of your turn. If it happens, discard down to 10.
- In addition to the type of Terrain tiles, you also score their values, counting how many tiles showing the same number (1 to 10) you have collected. Refer to the Score Table, as indicated on the second row of ☀.
Important: In order to be scored, there is no need for tiles having the same value to be adjacent!
Note: When scoring the values, you also take into account those written on the Special Terrain tiles.

Strategic Variant Final Scoring example

Blue just finished scoring the chains they created on their Planet:
- Lowland chain (6 + 1 Mix tiles) = **28** ☀
- Water chain (4 tiles) = **10** ☀
- Mountain chain (4 tiles) = **10** ☀
They score 53 ☀ from the chains and move their Score tracker accordingly (**A**).

Now they count how many tiles for each value (1 to 10) they have.
According to the Score table, you only score a value if you have three or more tiles showing it, so Blue ignores the values: 1, 3, 4, 6, 7, 9, and 10 because they do not have enough of them.

They score the values:
- 2 (five tiles, circled in red) = 40 ☀
- 5 (three tiles, circled in yellow) = 10 ☀
- 8 (three tiles, circled in white) = 10 ☀

For a total amount of 60 ☀

They add it to the 53 they had, reaching a total amount of 113 ☀. They move their Score tracker to the 13 space, and place the 50/100 token with the 100 side up as a reminder (**B**).

Setup summary

1. Assemble the game board as you prefer, using:
- 2 players game: 1 large board and 2 small boards;
- 3 players game: 2 large boards and 1 small board;
- 4 players game: all 4 boards.

2. Prepare the Assistant cards open piles: Draw cards one by one to create separate groups of the same color. A group is completed when it reaches a total value of 8 or more.

3. Draw cards from the Assistants deck until the total value of the cards in your hand **exceeds 13**.

4. Prepare the Terrain and Special Terrain tiles, using:
- 2 **players** game: 4 Base Terrain types;
- 3 **players** game: 5 Base Terrain types;
- 4 **players** game: use all 6 Base Terrain types.

Add all the 16 Special Terrain tiles to the Basic Terrains.

Place 1 tile face down on each hexagon in the game boards, leaving empty only the spaces showing the 🔵 symbol.

Place the remaining tiles in a face-down reserve next to the game board, and reveal 6 of them to form an open supply.

5. Give each player a Planet and its corresponding Cart and Tracker.

6. Place the Scoring table and the Scoring tokens within easy reach.

7. Pick a **starting player**. They choose on which 🔵 the Carts will start the game and everyone places their own there.

8. In turn, beginning with the starting player, **uncover any tile** on the game board until **12** are face-up.

Scoring summary

During the game:
- Gain 5 ☀️ each time you collect a tile covering a colored hexagon.
- 🧚 - Cover it on your Planet to immediately score the value printed on the tile.
- 🦋 - Immediately score ☀️ equal to twice the amount of tiles in a chain.
- 🌈 - Immediately score 3 ☀️ per tile adjacent to this.

During the Final Scoring:
- Score each chain of consecutive tiles of the same type, according to the Score table.
  If you have multiple chains of the same type of Terrain, score them separately.

If playing the Strategic Variant:
- Check how many tiles per value (1 to 10) you have and score each value according to the Score table.
  You also count the values on the Special Terrain tiles.