INTERPLANETARY

EXPANSION 5 - NEW WORLDS



AN EXPANSION DESIGNED BY ELIAS HEYDRICH

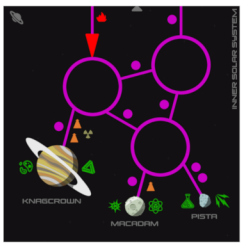


ONCE AGAIN, GREAT NEWS! OUR EFFORTS TO BECOME AN INTERPLANETARY SPECIES CONTINUE TO BEAR FRUIT! OUR EXPANSION INTO OUR SOLAR SYSTEM, ONTO ENTIRE *NEW WORLDS*, REMAINS AS REWARDING AS EVER THANKS TO THE RELEASE OF A NEW EXPANSION FOR THE GAME. BUT IF YOU EVER WANT TO SEPARATE NEW COMPONENTS FROM OTHER ONES, EVERY COMPONENT BELONGING TO *NEW WORLDS* FEATURES THE - SYMBOL SOMEWHERE...

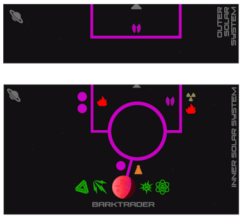
This expansion provides you with various new components, which can be added to the game individually. You might choose to play with or without some feature at will. It is also compatible with every existing mode of play, that is standard solo and *Sandbox*, as well as the competitive and cooperative modes for two players.

CONTENT INCLUDED IN *NEW WORLDS*:

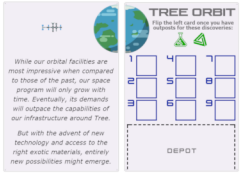
The *New Worlds* expansion contains three different types of new components:



An additional **inner planetary tile**, showing the new **planet** *Knagcrown* and its **moons**. In contrast to the **tiles** added by other expansions, this one is not used to replace a base game **tile**. Instead, it just increases the number of **inner planetary tiles** in the game, adding more variety to your solar systems during setup.



Two non-square shaped **planetary tiles**: one is very small and lacks a **planet**, the other is at least somewhat similar to standard **planetary tiles** from the base game and shows the **planet** *Barktrader*. These two **tiles** are only used in the new *Large Solar System* variant explained on page 3, enabled by this expansion.



Finally, the new **infrastructure** cards: these represent Squeakind's orbital infrastructure around planet *Tree*. They come in two types, or halves, to be precise: **Left infrastructure** cards show flavor text and a boon on their backside while **right infrastructure** cards are similar to a **depot**. The **right** card specifies when the **left** is flipped.

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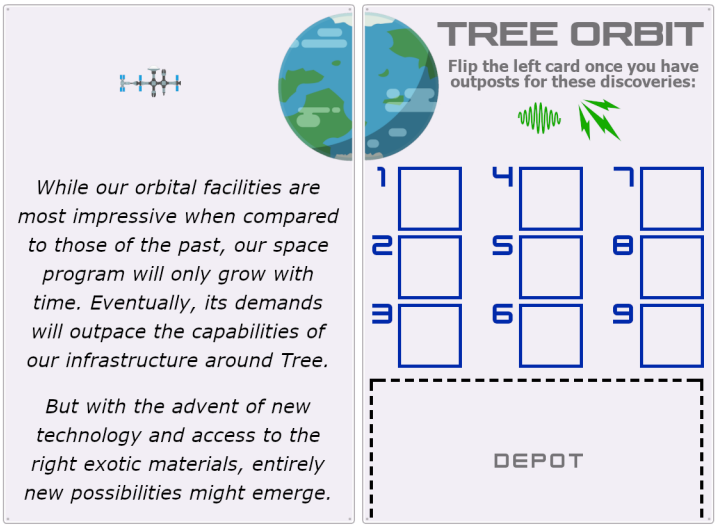
PLAYING WITH *NEW WORLDS*:

First and foremost, you might choose to include the additional square-shaped **inner planetary tile** showing *Knagcrown* in step 1 of the game's setup for increased variety of your solar systems (see page 7 of the base game rulebook).



BALANCE-WISE, THE NEW **TILE** FITS RIGHT IN WITH THE BASE GAME. IT IS NOT EVEN NECESSARY TO NOTE THE FACT THAT ITS WAS PART OF THE **TILE** POOL WHEN RECORDING YOUR SCORE IN THE *HALL OF FAME* (PAGE 6).

Next, you might play with the new **infrastructure** cards: during step 4 of the setup (see page 9), you randomly select one **left** and one **right infrastructure** card and place them in the play area. Afterwards, reveal the **right** one only.

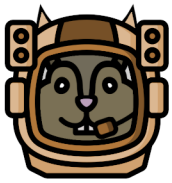


The rules for **infrastructure** cards are straightforward: the **right** card simply acts as a permanent **depot** located on the **orbit space** of planet *Tree*, which cannot be **discarded** (not that you had a reason to do so). **Creating** a normal **depot** on that **space** remains possible.

In contrast, the **left** card features a boon on its backside. To access it, you must have **outposts** for two specific **discoveries**, specified on the **right**.

As soon as the **right infrastructure** card's condition is met, you may flip the **left** one and make use of its permanent boon. The location of the **outposts** does not matter, only that you have **outposts** matching the required **discoveries**.

THE **INFRASTRUCTURE** CARDS MAKE THE GAME SLIGHTLY EASIER, SO ENSURE YOU RECORD THE FACT THAT YOU INCLUDED THEM IN THE *HALL OF FAME*. AND NEVER FEEL COMPELLED TO GO FOR ITS BOON, IT IS JUST AN OPTION.



Infrastructure cards are never redrawn or exchanged during the game, which means you can put all but the two selected cards back into the box after setup.

Once revealed, the **left infrastructure** card's boon will provide you with a permanent effect. For example, the card shown on the right modifies the costs of **constructing** a **thruster-class part** in *Tree*'s **orbit**. Any other text on the lower half is flavor text only. Naturally, the effects of boons overrule the standard rules of the game where necessary.



When playing cooperatively (*Unity* expansion), both players still use only a single pair of **infrastructure** cards. When playing competetively instead (*Space Race* expansion), assign every player his or her own pair of **infrastructure** cards, only flipped by the owner following the rules above and only benefitting that owner.

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VARIANT: LARGE SOLAR SYSTEM

The *Large Solar System* variant was designed to bring back some of the unpredicability of early versions of *Interplanetary* without the need to emulate this by choosing a high **difficulty** during setup. It makes use of the two new non-square **tiles** and is intended for experienced players of the game only. It is compatible with the *Sandbox* variant from expansion 3, for which it is particularly recommended, as well as all competitive and cooperative modes.

To play with a *Large Solar System*, use the following setup:



While their amount and placement has changed, you still randomly select **tiles** from the pools of **inner**, **outer** and **interplanetary tiles** except for the following: The new *Barktrader* **tile** is always the planet closest to *Sol*. The *Tree*-**tile** remains in the third position but is no longer the leftmost **inner tile**. Finally, the other new **tile** serves as a more pronounced gap between the **inner** and **outer planet**, closing the network of **transitions**. Note that it lacks a **space**, hence it only provides an alternative **transition** between two **spaces** on an **interplanetary tile**. No other rules are modified, including how to select the **difficulty** later.

While **planet** *Barktrader* may look unusual, with its four **discovery symbols** overall, the rules of play remain unchanged: when **exploring**, use the coin to determine which set of symbols to cover, the left or the right set. If you have an **outpost** on *Barktrader*, that **outpost** simply has two symbols and can make use of both when e.g. choosing what **part** to **upgrade**, increasing the options.

When recording a score, always remember to indicate if this variant was used.



DO NOT PLAY WITH A LARGE SOLAR SYSTEM UNLESS YOU EITHER USE EXPANSION 1 - *SUPPLY DROP* OR THE NEW **INFRASTRUCTURE** CARDS! YOU WILL NEED THE **DEPOTS**. IDEALLY, PLAY WITH BOTH AS THAT IS THE MOST FUN...

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