

Expedition to Newdale Rules Summary

v1.01 by [notwebsafe](#)

Setup (#p = # players) (blue = solo)

1. Place game board for current chapter and action board next to game board.
2. Pick (#p x 7) random bonus tiles. Place them one at a time; duplicates stack together, otherwise place on next empty numbered bonus space. Return extras to box.
3. Place goods/5 goods markers in supply.
4. Shuffle and place unnumbered buildings in a face-down deck.
5. Form event deck: #1 (#2) on bottom, three random of #10 (#11) in middle, #100-#102 shuffled on top (for Chapter I; see table on back page of rulebook for other chapters).
6. Each player:
 - a. Take board, progress tiles, tokens, VP marker, and houses of your color, plus other components for the current chapter if any.
 - b. Use front side of board except in chapter VIII.
 - c. Take Coal Mine and place above the upper left space of your board with 5 goods markers on it.
 - d. Place Range and Compensation progress tiles on their spaces on your board.
 - e. Place action tokens #1 and #2 next to your board, and #3 and #4 on central action board.
 - f. Place VP marker, 0 side up, on the 3 space of the VP track.
 - g. Place 1 house on starting town marked S. Keep rest next to your board.
7. Put assistants in bag (leave out black ones except in chapters V and VII). Give bag to starting player.
8. Shuffle secret objectives and deal one to each player at random.
9. If current chapter has buildings on display (see rulebook table), place them face up in display area.
10. Each player draws 8 building cards and discards 3.
11. Shuffle character cards available in chapter and deal #p (2) cards face up. Each player chooses one.
12. Place chapter card I (solo version) and Final Scoring overview card next to event deck.
13. Read the "Previously" and "Main Objective" sections of the current chapter aloud.

Game (7 rounds, 6 phases each) - starting player each round is the one with the bag.

1. **Event:** Reveal top card of event deck and read it. Carry out event in appropriate phase.
2. **Planning:** Place action tokens on production spaces on player board or action spaces on main board.
 - o Your player board's action spaces can only be used by you.
 - o Only one action token can be in each production area on your player board.
 - o Multiple players can place tokens in a space on main action board, but at most one per player.
 - o You may place a token on an action you cannot currently carry out..
3. **Assistants:** Draw 4 figures from the bag and place next to colored slots on event card.
4. **Actions:** In turn order, remove action token #1 and carry out action, then token #2, etc.
 - o Multipart actions must be taken in order.
 - o Any part of an action may be skipped. If all parts are skipped, **draw 1 card.**
5. **Building:** In turn order, may build exactly one building as if with building action (see below).
 - o If you do not build, **draw 2 cards.**
6. **Special buildings:** activate each "VI" special building at most once.
7. Remove current event card from play, return assistants to the bag, pass bag to next player.

VP Track: When you get to 5/10/15/20 VP, **draw 2 cards.**

Bonus tiles/Character card: May use once per game in appropriate phase.

Actions (remember: if entire action is skipped/can't be done, **draw 1 card**)

- **Growth:** Pay 7/13 coins to gain action token #3/#4. You may use the new token in the next round.
 - When gaining token #4, also score 3 VP.
- **Black Market:** Discard 2 cards and take 5 goods markers. Place 4 on Coal Mine, 1 on another building.
- **Cards:** Keep one card in hand and discard the rest, then draw 3 + number of cards you discarded. No hand limit.
 - If deck empties, shuffle discard pile into a new deck.
- **Progress:** Pay 4 coins and remove either Range tile (see Building) or Compensation tile (see Production).
- **Building:** Must have house. If production building, must have empty slot on player board.
 - Place house in city (with none of your houses) at most 2 steps away from one of your houses (3 with Range).
 - If you are the first player to place house in city and it has an opening VP bonus, gain it.
 - If new house is 1 step away instead of 2 (or 1-2 steps away with Range), may take bonus tile from one adjacent bonus space.
 - Pay building cost (upper left of card), minus discount if it has one and symbol matches city. Pay using coin value of goods on buildings (no change given).
 - Place production building in empty slot on board (if no empty slot, cannot build). Place special building to the right of player board (no limit).
- **Production (on player board):** may produce with assistants and/or with chaining (can do both).
 - **Assistants**
 - Labor market (assistants drawn from bag + event card) must have at least as many as shown on production card, +/- amount below chosen action space.
 - If there are enough assistants, or if you discard 3 cards per missing assistant (2 with Compensation), add good markers shown on action space to building.
 - **Chaining**
 - **Resource chain:** Discard one or more cards showing the resource and put same number of goods on this building.
 - **Single good:** Move one or more goods from shown production building onto this one.
 - **Set of goods:** Remove equal #s of goods from each shown production building. Put goods from one of those buildings on this building and return the rest to the supply.
 - Always get **exactly one bonus good** on production building after successfully chaining.
 - If no goods are produced by either method, draw 1 card as usual for skipped action.

End of Game (after round 7 / last event card)

1. Each player may use each building's production chain at most once, with no chaining bonus.
2. Scoring: (may be altered by chapter/event cards)
 - a. (not in solo) 4/2/1 VP for 1st/2nd/3rd place in total # of fists (must have at least one fist to score). Tied players gain same value and other values are not awarded.
 - b. VPs for main objective (may only pick one option). Discard good markers of at least one depicted type with total coin value of at least the required amount.
 - c. 1 VP per 5 coin value of remaining goods.
 - d. 2 VP for each town with one of your secret objective's symbols in which you have a house.
 - e. VP for building cards.
3. Most points wins (tiebreaker: player latest in turn order based on last starting player after round 7).
 - a. Take winner's cup and keep it with your playing pieces for next chapter. Keep nothing else.
 - b. Read Epilogue of current chapter.
 - c. Shuffle any new buildings from events into the draw pile for the next chapter.