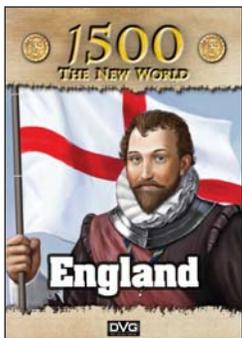# 1500 - The New World Expansion Rules

Game Design: Dan Verssen
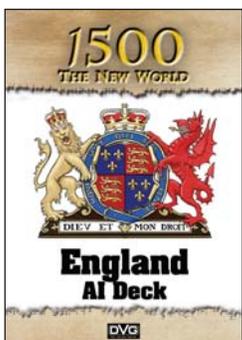*Research: Mark Mclaughlin*

Nation Cards

Each Nation's Expansion has one deck of player cards and one deck of AI (Artificial Intelligence) cards. AI cards are controlled by game rules, not by a player.

The bottom left corner shows each card's Nation (E - England), and the card's number in the deck.

You can identify each type of card by its card back.

Each Nation has a unique mix of cards found in the core game. This gives each Nation its own feel. Each Nation also has a few cards unique to that Nation.

The top left corner of each AI card shows an AI graphic for easy identification.

Player Cards

Shuffle the Nation's player cards. All the normal rules apply. When you are playing as a Nation, only use that Nation's cards. Keep the Nation's player deck separate from the Nation's AI deck.
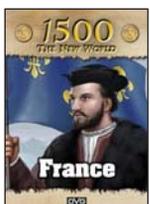
Example: If you are playing France, you will only use the player cards found in the France Expansion.

Any players not playing as a Nation, use the core game cards as normal.

AI Cards

Shuffle the Nation's AI deck. The rules below detail how the AI plays its cards. You can have more than one AI Nation in a game. In fact, you can even have games with just AI's to see how it plays out.

Example: If you are playing against the England AI, that AI will only use the England AI cards.

AI Start of Round Cards

The Expansions introduce a new kind of card: the Start of Round card.

The back of each Start of Round card has a gold coin showing "Start".

The front sides of the Start of Round cards have a blue-tinted background.

Only AI Decks have Start of Round cards.

AI Card Play Rules

AI's Place in the Turn Order

The AI always goes last in the turn order. If there is more than one AI Nation in the game, randomly determine their order at the end of the player order.

During the Draw Cards Step

Draw the AI's cards as normal, but do not look at them. Place them face-down in a row by the AI's tokens.

During the Start of Round Play Cards Step

After all players draw their cards, turn over all the AI Start of Round cards for the first AI.

Play Start of Round cards from left to right, then repeat until none of the remaining cards can be played for their text effect.

Example: The AI draws Embargo, a Start of Round card. It plays the Embargo card by placing it next to the Royal Support track to remind others that they cannot adjust its Royal Support for the turn.

Play any unplayed cards for their Royal Support value until the AI's Royal Support is at maximum and the Royal Support of all other players is at the minimum.

If the AI still has cards, play a card to Build a Colony. If there are no open Areas, play the card to Reduce a Colony from the player with the most points. Repeat until all cards are played.

At the Start of an AI's Turn

At the start of an AI Nation's turn, the AI suffers the point penalty for having Struggling Colonies as normal, then Remove all its Struggling Colonies.

Targeting AI Attacks and Actions

When playing cards and applying card effects, the AI always targets the player, other than itself, with the most points. Once it can no longer target the player with the most points, it then moves on to the player with the second-most points, etc.

Example: The AI (Green) plays a card that Removes 4 Colonies. It targets the player with the most points (Red with 24), and Removes its only 2 Colonies from the Map. It then targets the player with the second-most points (Blue with 17) and Removes its only Colony from the Map. It then targets the player with the third-most points (Yellow with 12) and Removes 1 of its Colonies from the Map.

If two or more players can equally be targeted, randomly determine which player the AI targets.

During an AI's Play Cards Step

At the start of the AI's Play Cards step, flip the AI's cards face-up in a row. Examine the left-most card, and play it for its text effect if possible. Proceed to the next card and play it if possible. Continue until you examine and possibly play the right-most card. Once you have examined and possibly played all the AI's cards, repeat the process with the remaining left-most card. Repeat the process of playing cards from left to right, until none of the remaining cards can be played for their text effect.

Play any remaining unplayed cards for their Royal Support value until the AI's Royal Support is at maximum and the Royal Support of all other players is at the minimum.

If the AI still has cards in its hand, play a card to Build a Colony. If there are no open Areas, play the card to Reduce a Colony starting with the player who has the most points. Repeat until all cards are played.

Example of an AI Turn

(In the middle of a game)

I am playing as the AI Deck for England, using Green tokens (see map graphic) against Spain using Red tokens and France using Blue tokens.

I have a Royal Support of 5, so I draw 5 cards and lay them out in front of me.

 At the beginning of the turn, all AI Start of Round cards are played. I flip over and play my Start of Round card - Fate. The Red and Blue players must decrease their points by their Royal Support.

No other players are using AI decks. After I play my Start of Round card, the Red and Blue players get to take their turns, then my AI deck goes last.

 During my turn, I start by playing the leftmost card in the row, which is Mutual Support. This allows me to Build up to 4 Colonies, with a minimum to Build 3 Colonies. Since there are not 3 open areas to meet my minimum requirement to play the card, I can't benefit from the text on this card. I move on to my next card.

 War lets me Struggle two Colonies from both the Red and Blue players. I Struggle a Red Colony in Cape Horn and one in The Amazon, and the two Blue Colonies in North America.

 Since there are 4 Struggling Colonies, I can play Hoarding Supplies to increase my points by 4.

 With the Rescue Voyage card, I Replace the 4 Struggling Colonies with my own Colonies.

 I have played the other cards, so I return to Mutual Support. I still can't Build at least 3 Colonies, so I play the card to gain +2 Royal Support.

This ends the AI's turn.