Life in Reterra™

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WELCOME

Not so long from now, the world looks very different. Our cities have been reclaimed by nature and pieces of our past exist only in remnants—remnants we must now use to build the present. We're finding new ways to thrive, together: because when nothing remains, community is everything.

OBJECT

Create a cozy, thriving community! Place land tiles with diverse terrain, then build on them and attract inhabitants. Collect relics to guide your inhabitants and teach them about our past. Earn the most points to win!

CONTENTS

104 Land Tiles

93 Building Tiles

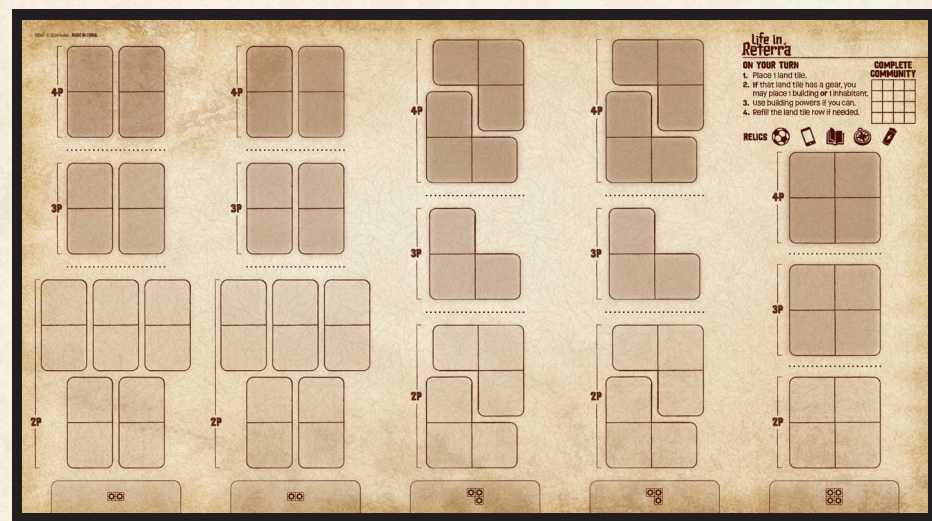15 Double-Sided Building Cards

30 Junk/Relic Tokens

32 Wooden Inhabitant Pawns

Score Pad

5 Storage Trays

Set Up Board

THE FIRST TIME YOU PLAY

- Open the tray with the illustration on the lid and remove the building cards. Sort them into the three building sets below.

SET 1: ESSENTIALS

SCHOOL — Worth **2 additional points** if you have more **visible relics** than **both** your neighbors.

GARDEN — Worth **3 additional points** if placed on a terrain segment of **exactly 7** continuous spaces.

FARM — **Every time** you place a **building**, place a **junk token** on a **relic** in **1** of your neighbors' communities!

INFIRMARY — At the end of **every turn**, place **1 inhabitant** on this building or any other building on the **same segment** of continuous terrain as this building.

PUBLIC SQUARE — Worth **1 point per space** of your **largest segment** of continuous terrain.

SET 2: COMMERCE

RESTAURANT — Worth **2 points** for each restaurant on the **same segment** of continuous terrain.

FISHING HOLE — Worth **3 additional points** if next to at least **2** water spaces.

INN — At the end of **each turn**, place **1 inhabitant** on any space next to this building.

WORKSHOP — **Every time** you place a **land tile** with **no relics**, place a **relic token** on any space on that land tile.

MARKET — Worth **1 point** for each **visible relic** in your community.

SET 3: LEISURE

JUNK CATAPULT — When placed, place a **junk token** or a **relic** in **both** of your neighbors' communities.

OBSERVATORY — Worth **an additional 2 points** if placed on any spaces at the **border** of your community.

SPORTS FIELD — At the end of **every turn**, place a **relic token** next to any **inhabitant**.

HOT SPRINGS — **Every time** you place a **land tile** with **1 or more water spaces**, place a **relic token** on any space on that land tile.

AMPHITHEATER — Worth **3 points** for each **different type** of **visible relic** in your community.

- Pop the building tiles and junk/relic tokens from their sheets.
- Sort the building tiles into their starter building sets based on the matching images on the building cards above. Place each set of tiles in its building set storage tray: the numbers on the lids match the numbers of the sets, so Set 1 goes in tray 1, Set 2 in tray 2, and Set 3 in tray 3.
- Place the building cards on top of the building tiles in their respective trays.
- Place the junk/relic tokens in the tray with the inhabitant pawns and score pad.

Set 1   Set 2   Set 3

Building set storage trays

Land tile storage tray

Junk/relics and inhabitants storage tray

SET UP

1. Unfold the set up board and place it in the center of your play space.
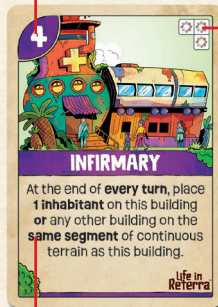
2. Choose your building set. Each building set tray contains one set. Put the other building set trays back in the box.

> **For your first game, use Set 1: Essentials.**

3. Place each building card in the space at the bottom of the board with the gear icons that match the icons on the top right of the card. **These tell you the power of the building tiles you'll place in your community, and they stay on the board as you play.** Each side has a different power, so make sure the side with the power you'd like to use for each building is faceup! You can't change which side you're using later.

> **For your first game, use the purple side of the building cards.**

Points the corresponding building tile is worth.

The segment of gear spaces required to place this building in your community.

INFIRMARY
At the end of **every turn**, place **1 inhabitant** on this building **or** any other building on the **same segment** of continuous terrain as this building.

Power of the building when placed in your community.
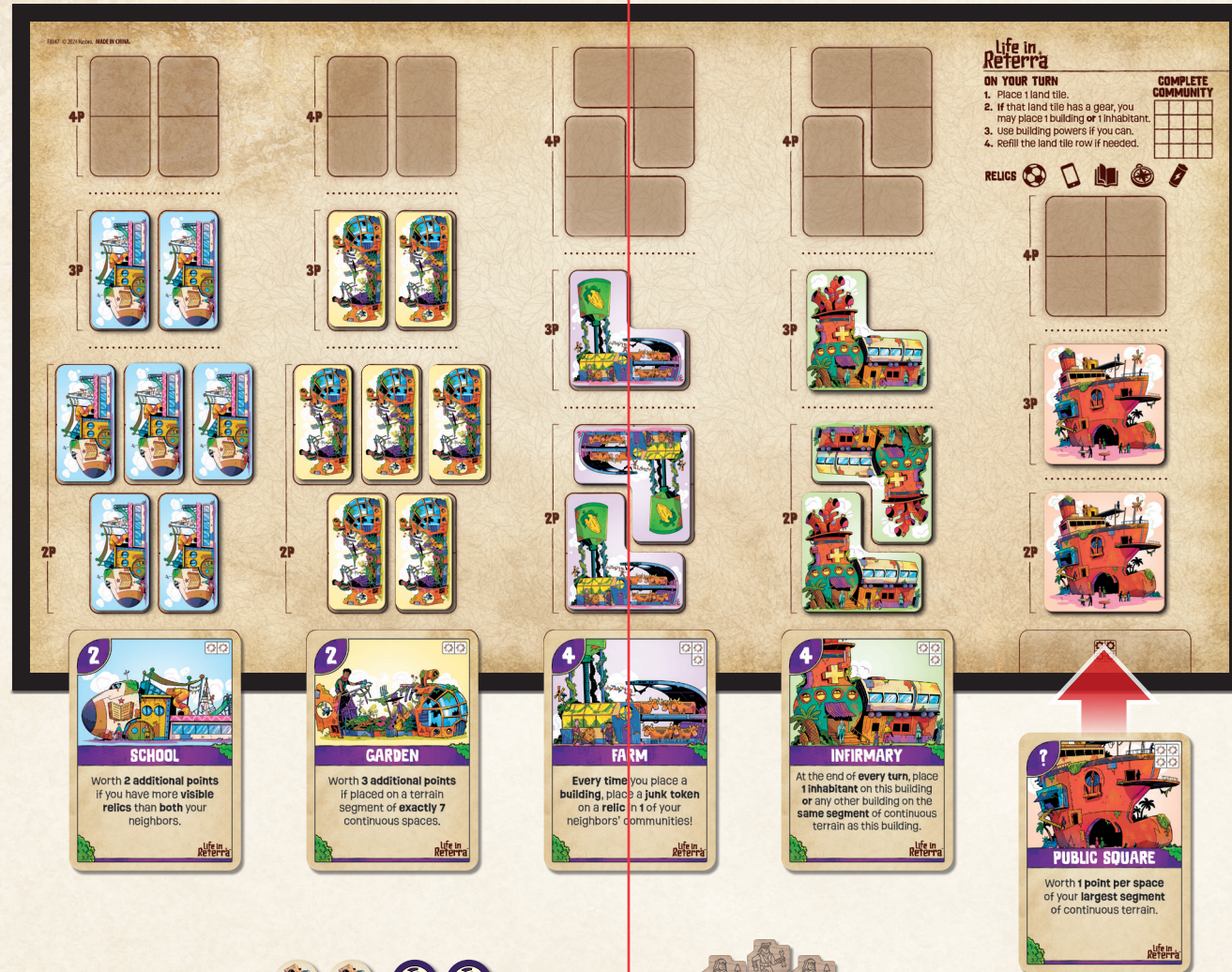
> **MAKE SURE EVERYONE TAKES A LOOK AT THE BUILDINGS' POWERS!**

4. Fill the spaces above each building card with the card's corresponding building tiles.

> **If you're playing with less than 4 players, you won't use all the building tiles— only fill as many spaces as the board tells you, based on the numbers next to the spaces. Put any extra tiles back in their storage tray.**

5. If the building powers you're using involve **junk** or **relics**, place the junk/relic tokens in piles next to the set up board. If not, keep them in their storage tray.

> **For your first game, you'll only use the junk side of the tokens. When you're ready to try the other sets, you'll use the relic side!**

6. Place the inhabitant pawns next to the set up board.

Example set up for a 3-player game.

SCHOOL — 2
Worth **2 additional points** if you have more **visible relics** than **both** your neighbors.

GARDEN — 2
Worth **3 additional points** if placed on a terrain segment of exactly **7 continuous spaces**.

FARM — 4
Every time you place a **building**, place a **junk token** on a **relic** in 1 of your neighbors' communities!

INFIRMARY — 4
At the end of **every turn**, place **1 inhabitant** on this building **or** any other building on the **same segment** of continuous terrain as this building.

PUBLIC SQUARE — ?
Worth **1 point per space** of your **largest segment** of continuous terrain.

THE PLAYER MOST LIKELY TO THRIVE IN AN APOCALYPSE GOES FIRST, AND PLAY MOVES TO THE LEFT.

9. Place 5 random land tiles in a row next to the set up board, faceup. Stack the remaining land tiles beside them facedown.

8. Shuffle the rest of the land tiles and give 3 to each player. These are your secret land tiles, and you only get these 3 for the whole game. You may look at them, but keep them secret!

7. Find the 4 land tiles with the LIFE IN RETERRA logo on them. **These are the starter land tiles—the first piece of your communities!** Place 1 random tile faceup in front of each player and put away any extras.

> **YOU WON'T USE THE SCORE PAD UNTIL THE GAME ENDS, BUT KEEP IT HANDY TO REFERENCE AS YOU PLAY!**

Life in Reterra

|	Player 1	Player 2	Player 3	Player 4
TERRAIN SEGMENT of 7+ spaces — 3 points				
ENERGY SOURCES only if surrounded by other land tiles — 8 points				
RELICS icons & tokens — 1 point				
INHABITANTS — 1 point				
BUILDINGS see building cards				
JUNK — -1 point				
TOTAL				

LET'S PLAY

Take turns adding land, buildings, and inhabitants to your community.
A community is complete when it makes a square of 4 land tiles by 4 land tiles (16 total tiles).

ON YOUR TURN

1. Place a land tile.

Choose 1 land tile from the land tile row **OR** from your secret land tiles and add it to your community. On your first turn, you must place it next to your starter land tile.
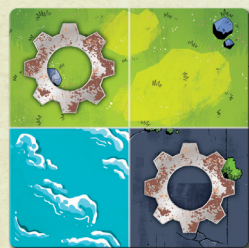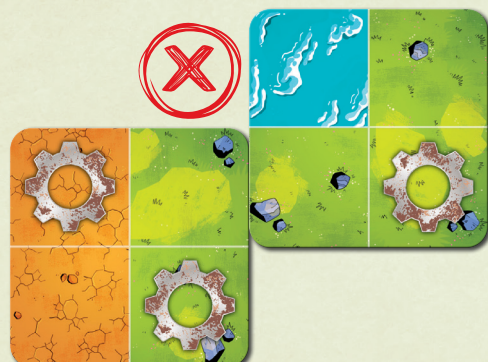
Land tiles are made of 4 terrain spaces, and might have icons on them.

The tile **must** align with the **full edge** of another land tile.

Terrain spaces don't have to match up, **but** it'll help you later if they do.

You **may** rotate the tile to any orientation. Icons might be upside down—that's fine!

Energy sources:
Some land tiles have an energy source on them. The only terrain found on these is water.

You may place them like you would any other land tile, and they're worth **points**—but only if surrounded by other land tiles (other energy sources count, too) when the game ends. (See ENERGY SOURCES on page 10).

> If there are 2 or more energy sources in the land tile row, you may choose to discard them to the bottom of the land tile stacks and replace them with 2 new land tiles.
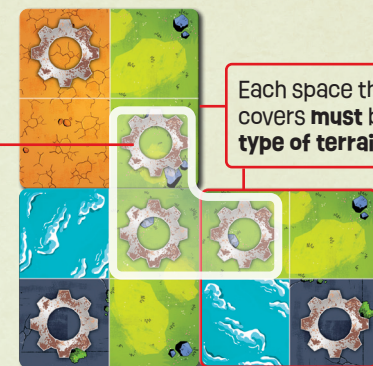
2. Place a building or inhabitant.

If you placed a land tile with gears on it, you may choose to place 1 building **OR** 1 inhabitant **on that land tile. Choose carefully:** you can't move inhabitants or buildings once they're placed! You don't have to place anything if you don't want to.

Placing a building:

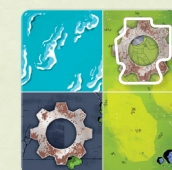Each space the building covers **must** have a gear on it.

Each space the building covers **must** be the **same type of terrain.**

At least 1 of the gears **must** be on the land tile you placed **this turn**. Buildings may overlap across land tiles.

> See pages 9 and 11 for more about buildings!

Placing an inhabitant:
You may place an inhabitant **only** on a gear, and **only** on the land tile you placed **this turn**.

Some building powers let you place more inhabitants, on spaces without gears or on building tiles. That's different from the action of placing an inhabitant on a gear—it happens next, when you use your buildings' powers.

> See page 11 for more about inhabitants!

3. Use your buildings' powers.

If you have buildings in your community with a power you can use now, use them! Building powers kick in on the **next turn** after you place them, **unless** their building card says otherwise.

4
FARM
Every time you place a **building**, place a **junk token** on a **relic** in 1 of your neighbors' communities!

If your building's power involves your **neighbors**, that means it relates **only** to the players sitting directly to your left and/or right.

4. Refill the land tile row.

If you took a tile from the land tile row, replace it with a tile from the top of the land tile stacks. **Remember, you only get 3 secret land tiles**—if you used a secret tile this turn, **don't** replace it.

THE END OF THE GAME

Take turns until each player has built their community of 4x4 land tiles. Use the score pad and pages 10 and 11 to count your points (scoring example on page 12). The player with the most points wins!

> That's all you need to start playing! Flip the page and keep this guide open to pages 8 and 9 as reference. Come back to this section as needed.

14" x 10"   4C2S   folds to 7"x10"

ON YOUR TURN, DON'T FORGET...

1. **Place 1 land tile.**
2. **If that land tile has a gear, you may place 1 building or 1 inhabitant.**
3. **Use building powers if you can.**
4. **Refill the land tile row if needed.**

Here's an example of what your community might look like when it's done!

4 land tiles

4 land tiles

RELICS

THE BUILDINGS

You'll use these to make your community thrive and earn points!

Start with the purple side of the building cards found in Set 1: Essentials for your first game.

Then, move on to Set 2: Commerce or flip to the orange side of the Set 1 cards for your next game.

Once you get the hang of things, you can create your own building sets! Write your favorites on pages 14 and 15.
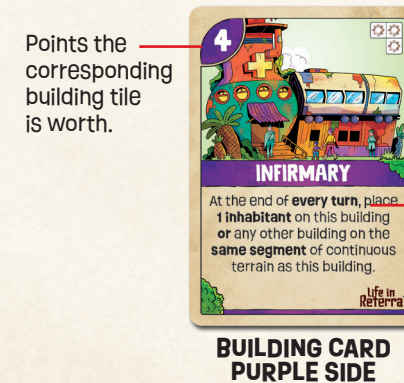
BUILDING TILES

- Use these to build your community! You'll put them on the set up board to start, then place them in your community as you play.
- If you're playing with less than 4 players, you won't use all the tiles in a building set. The spaces on the set up board tell you how many you need, depending on the number of players.
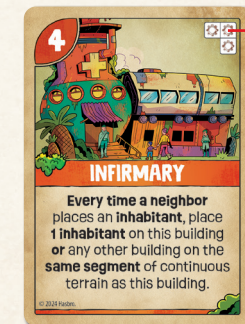
BUILDING CARDS

- Building cards tell you the power and value of their corresponding building tile.
- Each side of the card has a unique power, but both sides use the same building tiles.
- These cards stay on the bottom of the set up board while you play, as reference.

Points the corresponding building tile is worth.

4

INFIRMARY
At the end of **every turn,** place **1 inhabitant** on this building or any other building on the **same segment** of continuous terrain as this building.

BUILDING CARD PURPLE SIDE

Power of the building when placed in your community.

The segment of gear spaces required to place this building in your community.

4

INFIRMARY
Every time a neighbor places an **inhabitant,** place **1 inhabitant** on this building or any other building on the **same segment** of continuous terrain as this building.

BUILDING CARD ORANGE SIDE

BUILDING SETS

- The trays with numbers on the lids each hold a starter building set.
- A building set consists of 5 building cards and the corresponding building tiles.
- **You can mix and match** any combination of buildings and powers from different trays when you set up a game. **You don't have to use the same color for each building card!**

Building sets must contain:

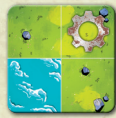**2** types of 2-space buildings   **2** types of 3-space buildings   **1** type of 4-space building

THINGS YOU FIND ON LAND TILES

LAND TILES
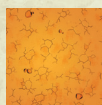A GOOD HOME STARTS WITH A GOOD FOUNDATION.

These tiles are the land in your community. Each tile is made up of 4 terrain spaces.
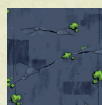
TERRAIN SPACES
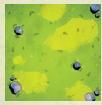VARIETY IS THE SPICE OF LIFE— MAYBE NOT TOO MUCH, THOUGH.

Forest Desert Asphalt

Grass Water

All the above spaces are terrain spaces. They make up land tiles.

Continuous segments of terrain are unbroken chunks of the same type of terrain space. You can earn points for more than one segment, but segments of 14+ spaces are still only worth 3 points.

Energy sources count as part of water terrain segments.

> Segment of 7+ continuous spaces of the same terrain: **3 points**
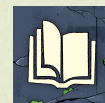
GEAR ICONS
GEAR UP FOR NEW BUILDINGS AND NEW FRIENDS!

These appear on land tiles. You may place buildings or inhabitants on them.

> *No point value*

RELIC ICONS

MYSTERIOUS BOX THE HISTORIES GIZMO GO TUBE

The white icons found on land tiles are relics.

These are for your inhabitants to learn from, trade, or perhaps just daydream about.

If another player has placed a junk token on a relic in your community, it isn't worth anything, and you **can't** remove the junk.

> 1 point each
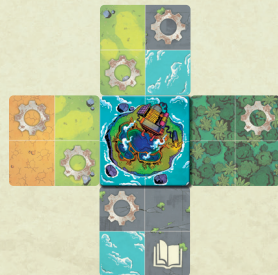> If covered: **0 points**

ENERGY SOURCES
ENERGIZE YOUR COMMUNITY!

Energy sources appear on a few land tiles.

Since there is water on these, they can be part of a water terrain segment!

This energy source is worth points.

Since it isn't surrounded by land tiles, this energy source is not worth any points.

> Surrounded by land tiles (other energy sources count, too): **8 points**
> Not surrounded by land tiles: **0 points**

THINGS YOU PLACE ON LAND TILES

BUILDING TILES
MAKE WHAT ONCE WAS INTO WHAT WILL BE.

Use these to build your community! They **must** be placed on the gear icons found on land tiles.

Buildings have different powers and point values, depending on which side of the corresponding building card you're using (see BUILDING CARDS on page 9).

Some buildings' powers involve your **neighbors**—those are the players directly to your left and/or right.

You **may** have more than 1 of the same building in your community, and you'll score them individually based on what the building card says.

> *Check the corresponding building card for the point value of a building.*

INHABITANT PAWNS
HEY THERE, LITTLE BUDDY!

These are the people who live in your community. They earn you points!

Inhabitants **must** be placed on gear icons, **unless** you have a building with a power that says otherwise.

You can't place anything on top of these.

> 1 point each

RELIC TOKENS

SOCKY

These tokens work just like relic icons. You'll use relic tokens **only** when a building power calls for it.

They're double-sided: junk is on the other side.

If another player has placed a junk token on a relic token in your community, it isn't worth anything and you can't remove the junk.

> 1 point each
> If covered: **0 points**

JUNK TOKENS
ONE COMMUNITY'S TRASH IS ANOTHER COMMUNITY'S... NOPE, STILL TRASH.

You'll play these tokens **against** other players **only** when a building power calls for it. They're found on the other side of relic tokens.

If there's junk on a **relic** in your community, you **won't get points** for it.

Junk subtracts points from your score, **and** you can't place anything on top of it or remove it, sorry.

You can't place these on buildings or inhabitants.

> −1 point each

P.S. HERE ARE SOME TIPS

SCORING EXAMPLE:

Life in Reterra	Player 1 O.D.	Player 2 J.B.	Player 3 K.S.	Player 4 S.G.
TERRAIN SEGMENT of 7+ spaces 3 points	12			
ENERGY SOURCES only if surrounded by other land tiles 8 points	8			
RELICS icons & tokens 1 point	9			
INHABITANTS 1 point	4			
BUILDINGS see building cards	10			
JUNK -1 point	-2			
TOTAL	41			

- 4 TERRAIN SEGMENTS
- 1 SURROUNDED ENERGY SOURCE
- 9 VISIBLE RELICS
- 4 INHABITANTS
- 3 BUILDINGS (VALUES VARY)
- 2 JUNK

PLACING THINGS NEXT TO BUILDINGS/INHABITANTS:

- Some buildings have powers that allow you to place inhabitants, relics, or junk on the spaces directly next to them, next to buildings in your neighbors' communities, or next to inhabitants: this means all the empty spaces surrounding the building/inhabitant that don't already have a building, token, or inhabitant on them—including energy sources!
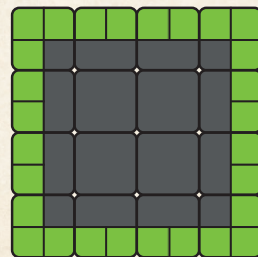
These are the spaces next to a building and an inhabitant.

JUNK:
- You can't place anything on top of junk, and you can't remove it.
- You can't place junk on top of buildings or inhabitants.

COMMUNITY BORDERS:

- The purple side of the observatory card involves the borders of your community. This means it is worth more if built on any spaces at the very edges of your community.

"STACKING" BUILDING POWERS:

- Some buildings have powers you use each turn (starting on the next turn after you place it). If you have more than 1 of the same building, their powers "stack".
- For example: if you have 2 sports fields, you'll place 2 relic tokens each turn.

TIEBREAKER:
In the case of a tie, the player with more buildings wins!

CURATED BUILDING SETS

Looking for a particular kind of game? Not sure where to start making your perfect set? Try these!

UNFRIENDLY NEIGHBORS SET
For players who want to mess with their neighbors.

JUNK CATAPULT (3) — When placed, place a **junk token** on any space **next to a building** in **both** of your neighbors' communities.

RESTAURANT (2) — Worth **2 additional points** if you have more restaurants in your community than **both** your neighbors.

FARM (4) — **Every time** you place a **building**, place a **junk token** on a **relic** in 1 of your neighbors' communities!

WORKSHOP (4) — **Every time** a neighbor places a **land tile** with **1 or more relics**, place **1 relic token** on any space next to this building.

PUBLIC SQUARE (?) — Worth **1 point per space** of your **largest** segment of continuous terrain.

PEACE & QUIET SET
For players who want a more peaceful, solitary game.

GARDEN (2) — Worth **3 additional points** if placed on a terrain segment of **exactly 7** continuous spaces.

OBSERVATORY (2) — Worth **an additional 2 points** if placed on any space at the **border** of your community.

INN (2) — At **the end of each turn**, place **1 inhabitant** on any space next to this building.

SPORTS FIELD (2) — At the end of **every turn**, place a **relic token** next to any **inhabitant**.

MARKET (?) — Worth **2 points** for each **building** in your community, including this one.

POPULARITY CONTEST SET
For players who love to gather inhabitants.

RESTAURANT (?) — Worth **2 points** for each restaurant on the **same segment** of continuous terrain.

FISHING HOLE (2) — Worth **3 additional points** if next to **at least 2 water spaces**.

INN (2) — **Every time** you place a **building**, place **1 inhabitant** on that building.

HOT SPRINGS (0) — At the end of **every turn**, place **1 inhabitant** on any **water space**.

PUBLIC SQUARE (5) — Your **inhabitants** are each worth **1 additional point**.

REWARDING HOARDING SET
For players who want a community full of relics.

SCHOOL (2) — Worth **2 additional points** if you have more **visible relics** than **both** your neighbors.

OBSERVATORY (4) — Worth **0 points** if there are any **other buildings** on the **same segment** of continuous terrain as this building.

WORKSHOP (0) — **Every time** you place a **land tile** with **no relics**, place **1 relic token** on any space on that land tile.

HOT SPRINGS (0) — **Every time** you place a **land tile** with **1 or more water spaces**, place a **relic token** on any space on that land tile.

AMPHITHEATER (?) — Worth **3 points** for each **different type** of visible relic in your community.

MY BUILDING SETS

NAME _____

- [ ] BUILDING: _____ COLOR SIDE: _____
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NAME _____

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