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NEWTON

Great Discoveries

Rulebook

Newton Great Discoveries is made up of two different expansions that can be played together or individually. The expansion Advanced Lessons provides new Action cards with new effects. The expansion Great Discoveries provides new tiles with special effects.

ADVANCED LESSONS

Components

30 action cards
(10 for each level)



multiple symbols cards



special action cards

Setup

Divide the **new Action cards** by level *(according to the symbol on their back)*, add them to the 3 basic decks, then shuffle the decks separately.

Game Play

There are two new types of Action Cards: multiple symbol cards and special action cards.

The **multiple symbol cards** show 2 Basic Action symbols in their lower half. There can be two symbols of the same type or two different symbols divided by a slash.



When you play a card with 2 symbols of the same type, you can perform the corresponding Basic Action with a value of 2. As usual you can add all the other symbols of the same type visible on your desk.

If you place a card with 2 symbols of the same type under your Study board at the end of a round, you **will count both when you will perform that type of action in the next rounds.**



When you play a card with 2 different symbols, you can perform one of the corresponding Basic Actions with a value of 1. In other words, you must choose which action to be performed. As usual you can add all the other symbols of the same type visible on your desk.

If you place a card with 2 different symbols under your Study board at the end of a round, **you will count each when you will perform that type of action in the next rounds.**

Always Board
NEVER BORED



The special action cards show 1 Basic Action symbol in their lower half, and an upside-down special action symbol.

When you play a special action card, you can perform the Basic Action as usual, but you cannot perform the special action.

If you place a special action card under your Study board at the end of a round, you **must** place it upside-down, showing the special action.

You can perform this special action only when you play an Action card on the same column of the desk. As for the Quick Actions, you can perform a special action before, during or after performing a Basic Action.



The special action can be performed only when you play an action card in the second position of your Desk.

Special Actions



Spend 1 Coin to take an available Action card of level 1.



If you perform a Work action with a value of 1 or higher during this turn, take 1 Potion token.



If you perform a Lesson action with a value of 1 or higher during this turn, perform an additional Work action with a value of 1.



Spend 1 Coin to receive the bonus of one Income tile on your Study board.



Spend 1 Coin to activate the effect of one of your Bonus tokens.



If you perform a Study action with a value of 2 or higher, perform an additional Lesson action with a value of 2 and receive 1 VP.



Discard an Action card from your hand to take an available Action card. You can discard a card of any level *(a Starting Action card too)* to take a card of any level.



Spend 2 Coins to activate the effect of a City tile where you have placed a Travel cube.



If you perform a Travel action with a value of 3 or higher, take an available Action card of any level.



Spend 3 Coins to activate the effect of a Master card you have played.



Spend 4 Coins to receive VPs from an Objective tile you have occupied *(with a Student, with a Travel cube or with the Work Marker)*.

GREAT DISCOVERIES

Components



8 Great Discovery tiles



1 City tile



1 Invention tile



1 Objective tile

Setup

Add the **City tile**, the **Invention tile** and the **Objective tile** to the tiles of the base game before the usual random setup.

Randomly place 3/4/5/6 **Great Discovery tiles** *(for a 1/2/3/4-player game)* faceup on the table.

Game Play



As an additional Quick Action, you can buy an available Great Discovery, paying its cost. Take the tile and place it faceup in front of you.

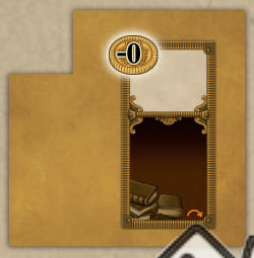
As long as you have the tile faceup in front of you, it will grant you its permanent effect *(a volume and/or an income)*.

Whenever you want during the game *(as an additional Quick Action)*, **you can activate the Great Discovery effect.** Receive VPs according to the illustrated symbol, then turn the tile facedown.

Additional Tiles



Take an available Great Discovery tile paying half its cost.



Take an available [illegible] Discovery tile for free.



Receive 4 VPs for each Great Discovery tile you have *(faceup and facedown)*. The maximum number of VPs you can receive is 12 *(even if you have more than 3 Great Discovery tiles)*.

Great Discovery Tiles



Receive 1 VP for each Objective tile not occupied by a piece of your color *(Student, Travel cube, or Marker)*.



Receive 2 VPs for each Student still left in your supply *(i.e. not on the Technology track)*.



Receive 1 VP for each University you still haven't visited *(the University tiles without one of your Travel cubes)*.



Receive 3 VPs for each Master cards you still haven't played.



Receive 1 VP for each empty income space on your Study Board.



Receive 1 VP for each Travel cube you still haven't placed *(i.e. still on your Study board)*.



Receive 2 VPs for each of the 4 Special Spaces you still haven't reached on the Work track.



Receive 1 V P for each Book tile you still haven't placed on your bookshelf *(i.e. still on the starting speces of your Study board)*.

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