**Nine Worlds: Treasures and Plots**

*The battles to control the Nineworlds take on a new dimension with the introduction of hidden objectives to fulfil. At the same time, in their efforts to conquer the Nineworlds, the lords of each world turn to powerful artefacts and potent treasures to gain the advantage. Can you still conquer the Nineworlds?*

This expansion for Nineworlds contains 30 cards:

12 Objective Cards in two sets (6 marked with a I on the back and 6 marked with a II on the back).

12 Treasure Cards.

6 3/6 Victory Point Cards. (used in the games featuring Treasure Cards)

Decide if you wish to play with both Objectives and Treasures or just use one set for your game.

Playing with Objectives only

At the start of the game take the Objective cards marked with a I, shuffle them and deal one face down to each player which they look at but keep secret. In the Scoring Phase of turn 3 they each reveal their objective, score any bonus points and then discard it. At the start of turn 4 take the Objective cards marked with a II, shuffle them and deal one face down to each player which they look at but keep secret. Points from these cards are claimed on any one round. At the start of each action phase on turn 4 onwards, in player order, each player decides if they wish to reveal their objective card or not. On turn 6 any player who has not yet revealed their cards must reveal it. The players will score the cards in the turn on which they reveal them and then discard them. In a 9 turn game, at the start of turn 7, shuffle all of the I objective cards together and give one to each player. Then shuffle all the II objective cards together and deal one to each player. At the start of each action phase on turns 7 onwards, in player order, each player decides if they wish to reveal their II objective card or not. On turn 9 any player who has not yet revealed their II objective card must reveal it. The players will score the cards in the turn on which they reveal them and then discard them. The I objective cards are each revealed and score in the scoring round of turn 9.

Playing with Treasures only

At the start of the game give every player a 3/6 Victory Point Card. In a 6 turn game they place this with the 3 side visible near their player card. In a 9 turn game they place this with the 6 side visible near their player card. At the start of the game shuffle the Treasure Cards and deal out 6 face up into a line near the board. In player order each player may choose one and place it in front of them. Do not replace the cards. Discard any unchosen cards.

At the start of turn 4 deal out the other 6 treasure cards. If this is a 6 turn game each player may, in player order, discard the 3 Victory Point Card to take an additional single treasure card and place it in front of them. If it is a 9 turn game, each player may, in player order, discard the 6 Victory point card to take an additional single Treasure Card and place it in front of them At the start of turn 7 shuffle all unclaimed treasure cards and deal out up to 6 in a line. In player order each player who does not already have two treasures may turn over the 6 Victory Point Card to the 3 Victory point side to take an additional single Treasure Card and place it in front of them.

During the game players gain the abilities shown on the card which typically apply to a player’s action phase, but the text on the cards make it clear when the power is used. If one or more Treasure Cards may be used at the same time the cards are resolved in player order. If a player holds two such cards they may decide the order they use them.

At the end of the game any player that still has a 3/6 Victory Point Card in front of them adds that number of Victory points to their score.

Using both sets of cards

If using both Objectives Cards and Treasure Cards deal out the Objectives at the start of the game and also on turn 4 before the players select their Treasures. Otherwise follow the above rule sets.

This game is the design of Richard Denning. Artwork by Andree Schneider with design and layout by Matthew Combden.

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