



8+



30-45 min.



2-4 players

Century A New World

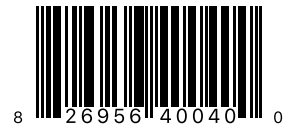
Century: A New World is the third and final installment of the Century series from designer Emerson Matsuuchi.

Century: A New World sends players to the Americas at the dawn of the 16th century. Braving the wilderness, players are forced to explore new lands, trade with local inhabitants, journal their findings, and hunt/gather to survive! The game integrates the compelling and incredibly fun resource trading mechanisms found in the *Century* series with a worker placement mechanism with a twist!

Century: A New World may be combined with *Century: Spice Road* or *Century: Eastern Wonders* or both for all new mixable games.

CONTENTS

6 Double-sided Location Boards, 4 Player Boards, 48 Wooden Workers, 56 Cards, 10 Exploration Tiles, 25 Bonus Tiles, 4 Bowls, 105 Wooden cubes, 4 rulebooks



Prod Code: PB4040	UPC: 826956400400	Case Qty: 6
Price: \$39.99	Dims: 2.75 x 7.5 x 10.75 in.	Case Dims: 17 x 12.75 x 8.25 in.
Country of Origin: China	Prod Weight: 1.6 lbs.	Case Weight: 11 lbs.

KEY SELLING POINTS

- Part of the *Century* series. A set of exciting and wonderfully addictive stand-alone games that are also fully mixable with other games in the series.
- A worker placement game at its core, *A New World* has players placing the members of their trading group in different areas to collect different resources or develop bonus-granting upgrades. Players score points based on the bonuses they developed and resources they've generated during the game.
- *A New World* sends players to the Americas at the dawn of the 16th century. Players serve as traders in the American colonies - they will trade with native people and navigate the wilds.

For more information or to order, contact your Asmodee Sales Rep