

THE NINTH WORLD

A SKILLBUILDING GAME FOR NUMENERA

Demo Booklet



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Introduction

This demo is for a competitive game of two rounds for three players, with co-op and solo modes explained at the end. It uses the **heroes** Branoc Aur, Jenza, and Rorke and the **region cards** for the region of Navarene (Navarene, The Amber Monolith, Charmonde, The Obelisk of the Water God, and Elderbriar).

Keep the rulebook on hand to reference further details behind each action.

Components

- 3 hero tableaux
- 31 skill cards
- 5 region cards
- 10 town cards
- 10 wilderness cards
- 3 wound cards
- 1 phase order
- 3 bid shields (green, pink, orange)
- 2 dice
- 1 round marker
- 15 hero tokens (5 green, 5 pink, 5 orange)
- 10 quest tokens
- 1 monolith
- 1 valor board
- 1 rulebook
- 1 demo guide

Skill cards

- 2 rank-1 Scout
- 2 rank-2 Scout
- 3 rank-1 Tinker
- 2 rank-2 Tinker
- 3 rank-1 Charm
- 2 rank-2 Charm
- 2 rank-1 Combat
- 2 rank-2 Combat
- 2 rank-1 Focus
- 2 rank-2 Focus
- 9 Effort



Region cards faceup in this order:

- Navarene
- The Amber Monolith
- Charmonde
- The Obelisk of the Water God
- Elderbriar

Town cards facedown in this order:

- Attend a Wedding (Quest)
- Dimensional Armor (Cypher)
- Aneen (Creature)
- Energy Emitter (Cypher)
- Steel Spider (Creature)
- Exterminate (Quest)
- Tremulan (Creature)
- Essence Transfer (Cypher)
- Trawl (Creature)
- Cavisaurus (Creature)

Wilderness cards facedown in this order:

- Heliolithic Halo (Cypher)
- Brave the Hellscape (Quest)
- Barter (Quest)
- Explore the Heights (Quest)
- Yovok (Creature)
- Broken Hound (Creature)
- Hellmaker (Cypher)
- Shins (Prize)
- Aeon's Blessing (Cypher)
- Infiltrate (Quest)





Setup

Unfurl the valor board. Place it next to your play area.

Layout the region cards. Place the five region cards vertically, with Navarene at the top. Place the round marker on the round 1 space.

Arrange the town and wilderness decks. *Do not shuffle* the town deck and the wilderness deck. Place the wilderness deck on the right side of the regions, and do not deal out any cards from it. Place the town deck on the left side of the region cards, and flip the top five town cards faceup next to the town deck (Attend a Wedding, Dimensional Armor, Aneen, Energy Emitter, and Steel Spider).

Prepare the heroes. Put the hero tableaux for Branoc Aur, Jenza, and Rorke round the play area, in clockwise order.

- **Distribute skill cards.** Give Jenza one rank-1 Tinker skill card and one rank-1 Charm skill card; give Rorke one rank-1 Charm skill card and one rank-1 Focus skill card; and give Branoc Aur one rank-1 Tinker skill card and one rank-1 Combat skill card. Give each player three Effort cards. Place all other skill cards in their slots on the valor board.
- **Get bid shields and tokens.** Give Jenza the green bid shield and tokens, Rorke the orange bid shield and tokens, and Branoc Aur the pink bid shield and tokens. They each place one of their tokens on their middle power and another on the 0 space on the valor board.
- **Give Jenza the monolith.**

Set aside the phase order card. This should be in a place where everyone may reference it.



Above is an example of a complete setup for this demo.



Play

You are heroes of the Steadfast, competing against each other for Valor points, which you get from finding cyphers, completing quests, and taking on creatures. Each round has five phases: **Scout**, **Tinker**, **Charm**, **Combat**, and **Focus**.

Bidding

The first step of each phase is **bidding** (pages 9 and 10 in the rulebook). To bid, hide your skill cards behind your bid shield and reveal how many you want to bid in that phase. The bid determines the order you will play powers and spend your skill points.

The first phase is the **Scout** phase (page 12 in the rulebook)! Use your bid shield to hide your bid (you will **follow what this demo tells you to bid** this round), then all players reveal their bids at the same time.

- Branoc Aur bids 0.
- Jenza bids an Effort 1.
- Rorke bids an Effort 1.

The **initial bid** is the bid when you first reveal your skill cards. A skill card that is of the same phase beats a skill card of the same number that is not. The **total bid** is after all players have declared bid powers. The player with the **lowest initial bid** declares any powers to modify their bid first, then the second lowest, and so on. When players are finished declaring powers, the player with the **highest total bid** will mark or claim cards first, then the second highest, and so on. ***If there is ever a tie, the tied player closest clockwise to the monolith, starting with the monolith owner, is the tie-winner.***

Jenza and Rorke have the same bid value. Jenza has the monolith, so they will act first this phase, but Rorke would declare their bid powers first. However, Rorke declares they aren't using any powers and Jenza says the same.



Mark cards in the Scout phase:

In this phase, you **draw** and **mark** cards in the wilderness. Cards in the wilderness may only be **claimed** later when they are marked by your hero token.

1. Jenza spends and discards the 1 Effort to their discard pile to draw the top card of the wilderness deck, the cypher Heliolithic Halo. They **mark** it by putting their token on it and turning the card sideways. This means no one else may mark that card this phase.
2. Rorke does the same, drawing and marking the quest Brave the Hellscape.

Turn the marked cards back to their normal position.



Claim cyphers in the Tinker phase:

In the **Tinker** phase (*page 13 in the rulebook*), you claim cyphers (the green cards) that give you Valor and new powers. When cyphers are claimed, they may be discarded, displayed, or activated immediately.

Prepare your bid.

- Branoc Aur bids a Tinker 1 and an Effort 1.
- Jenza bids a Tinker 1.
- Rorke bids two Effort 1s.

Branoc Aur and Rorke have tying bids, but Branoc Aur is using a skill **that is of the same phase**, meaning their bid is the highest, then Rorke, then Jenza. Even though Jenza is using a skill that is of the same phase, they are only bidding 1.

Jenza, with the lowest initial bid, declares that they will remove their token on their Nano power to use it, which adds 2 Tinker points. This now gives Jenza 3 skill points in the Tinker phase, which means they have the highest total bid and will claim cards first. Rorke and Branoc Aur do not use any bid powers.

1. Jenza has 3 skill points, which is enough to claim the Heliolithic Halo in the wilderness that they've marked, so they do and move their token up the valor board by four.
2. Branoc Aur uses their 2 skill points to claim and draw the cypher Energy Emitter from the town, gaining 4 Valor and moving their token on the valor board four spaces, then discards their skill cards.
3. Rorke does not have enough points to claim the Dimensional Armor in the town, so they convert their skill points to Valor and discard them, and move their token up the valor board two spaces.

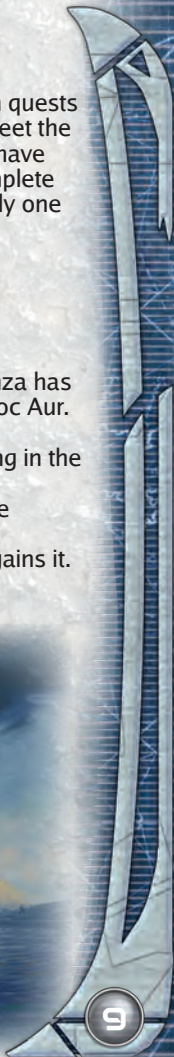
Claim quests in the Charm phase:

In the **Charm** phase (*page 14 in the rulebook*), you claim quests (the yellow cards) that help you gain more Valor when meet the condition. Some quests have multiple tiers, so you may have to meet the condition again to complete all tiers. If a complete condition is the same on multiple quests, you choose only one tier of one quest to complete.

- Branoc Aur bids an Effort 1.
- Jenza bids a Charm 1.
- Rorke bids a Charm 1.

They have all bid 1, but Jenza and Rorke are tied again because they both played a skill that is of the phase. Jenza has the monolith, so they will act first, then Rorke, then Branoc Aur. None declare any bid powers.

1. Jenza uses their one point to claim Attend a Wedding in the town, gaining 2 Valor.
2. Rorke can finally claim their marked quest, Brave the Hellscape, from the wilderness and gains 2 Valor.
3. Branoc Aur converts their skill point to 1 Valor and gains it.



Claim creatures in the Combat phase:

In the **Combat** phase (*page 15 in the rulebook*), you claim creatures (the red cards) that may harm you. Typically, their powers activate immediately “when claiming,” then they are discarded.

- Branoc Aur bids a Combat 1 and an Effort 1.
- Jenza bids an Effort 1.
- Rorke bids 0.



None declare powers (Branoc Aur could declare *Who Wields Power with Precision*, but has the highest total bid).

1. Branoc Aur spends 1 skill point to claim Aneen. Branoc Aur follows its power and draws the card Barter from the wilderness deck, **each player** marks it, then gains 2 Valor.
2. Branoc Aur spends their other 1 skill point to claim Steel Spider. They gain 2 Valor and roll two dice; both show the “—” symbol so they gain a wound.
3. Jenza converts their skill point to 1 Valor since Branoc Aur claimed the Steel Spider they wanted.

Gaining wounds:

Branoc Aur now has a wound (*page 15 in the rulebook*). They place it over the power *Who Wields Power with Precision*, and cannot remove it until they spend two points of their bid in a Focus phase. This won't happen this round because Branoc Aur is out of cards.

Advance skills in the Focus phase:

In the **Focus** phase (*page 16 in the rulebook*), you **advance** your skills and heal wounds. You may advance Effort into a rank-1 skill, but cannot have more than one skill of each type.

- Branoc Aur bids 0.
- Jenza bids an Effort 1.
- Rorke bids a Focus 1.

Both Jenza and Rorke bid 1, but Rorke's skill card is of the same phase, so they spend their point first.

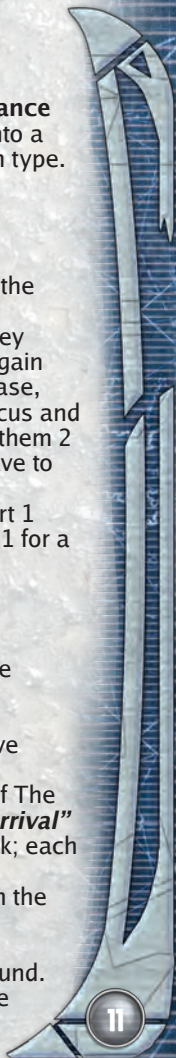
1. Rorke converts an Effort 1 to a rank-1 Tinker, so they switch out the Effort 1 for a Tinker 1 skill card and gain 2 Valor. If Rorke had 2 skill points to spend this phase, they could advance their Focus skill to a rank-2 Focus and complete their quest Brave the Hellscape, gaining them 2 Valor for completing the tier of the quest. That'll have to wait until next round.
2. Jenza spends their skill point to advance their Effort 1 into a rank-1 Combat, so they switch out the Effort 1 for a rank-1 Combat skill card and gain 2 Valor.

End the round:

At the end of the round (*page 11 in the rulebook*), do the following:

- **Return your discarded skill cards to your hand.**
- **Reset the town** by drawing cards until there are five faceup.
- **Move the round marker** to round 2 in the region of The Amber Monolith. This round's region has an **"on arrival" power**, so draw two cards from the wilderness deck; each hero marks both of them.
- **Move the monolith.** It goes to a different hero with the lowest Valor, which is Rorke.

When those steps are done, you may begin the next round. You may bid and claim cards however you wish until the end of round 2 when the demo is over.





End the game and total your Valor:

At the end of the demo, total your Valor (*page 15 in the rulebook*). For each wound a hero has, the player subtracts 5 Valor from their final score. The hero with the highest Valor is the winner. In the case of a tie, the tied hero closest to the monolith, starting with the monolith owner, wins.

Co-op and Solo Mode

The Ninth World can also be played **cooperatively** or **solo** in which all players work together to protect the town from the dangers of the wilderness (*page 17 in the rulebook*).

Bidding Changes: Bids are not hidden in co-op mode. You may pool your bids to claim a card, though only one of the bidders actually claims the card and gets Valor for it. If you are playing solo, you use three other hero tableaus as allies; you may discard one of your allies' hero tableaus to add 2 to a bid in a phase matching either of the hero's two starting skills.

Phase Changes: Pick up the phase order card and turn it over to show the threshold order. The **Threshold** phase takes place after the **Focus** phase, in which the cards left in the wilderness work against you.

Scoring Changes: You do still have to gain Valor to win. At the start of the game, put the threshold marker on the number 15 on the valor board. At the end of rounds 3, 6, and 9 (or 3 and 5 in a quick game), all heroes must be beyond the black number in Valor on the valor board (15, 40, and 75 points).

Wilderness Changes: Interactions in the wilderness are different in co-op mode. Start the game by dealing out a number of cards from the wilderness deck equal to the number of players; you want to claim them before a new phase called the threshold phase.

Quest Changes: Instead of claiming wilderness quests and then completing them, any hero who has marked a wilderness quest can complete a tier on that quest by doing what it says, then putting a quest token on it. When quest tokens equal to the number of tiers have been placed on a quest, players may bid to claim it as normal, with one player getting the Valor in the lower right corner.

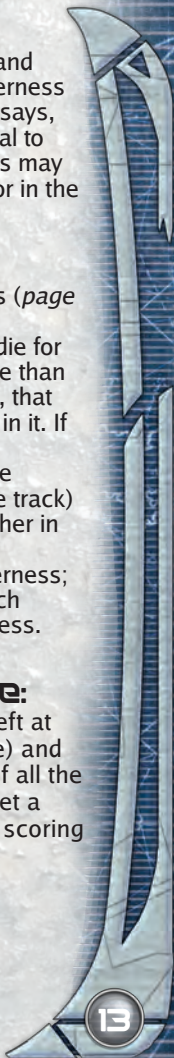
The Threshold Phase:

After each **Focus** phase, the **Threshold** phase happens (*page 18 in the rulebook*).

1. All wilderness creatures attack the town; you roll 1 die for each creature, or 2 dice if it has a claim cost of more than 4. If you get a Bad result (a “—” symbol) on any die, that creature wounds a town slot and discards any card in it. If all the town slots are wounded, you all lose.
2. All wilderness cyphers inflate the economy; increase the next threshold number (the black number on the track) by moving the threshold token up by 1 for each cypher in the wilderness.
3. All incomplete wilderness quests populate the wilderness; deal one wilderness card into the wilderness for each player and for each incomplete quest in the wilderness.

How to end co-op and solo mode:

You win if the town has at least one unwounded slot left at the end of nine rounds (or five rounds in a quick game) and every threshold scoring goal was met along the way. If all the town slots are wounded at any time or you cannot meet a threshold scoring goal at the end of a specified co-op scoring phase, the game ends and you lose.



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Update: July 9, 2018