

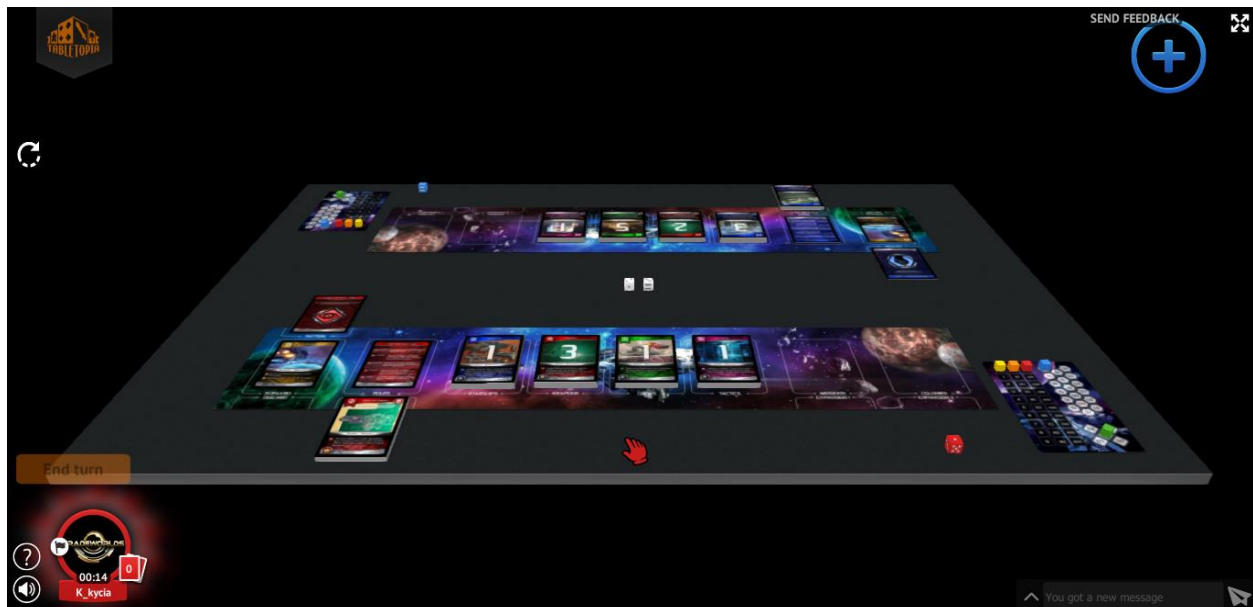
# TableTopia Player's Guide (v1.0)

## TradeWorlds: Exterra Edition — 2 Player Trial Version

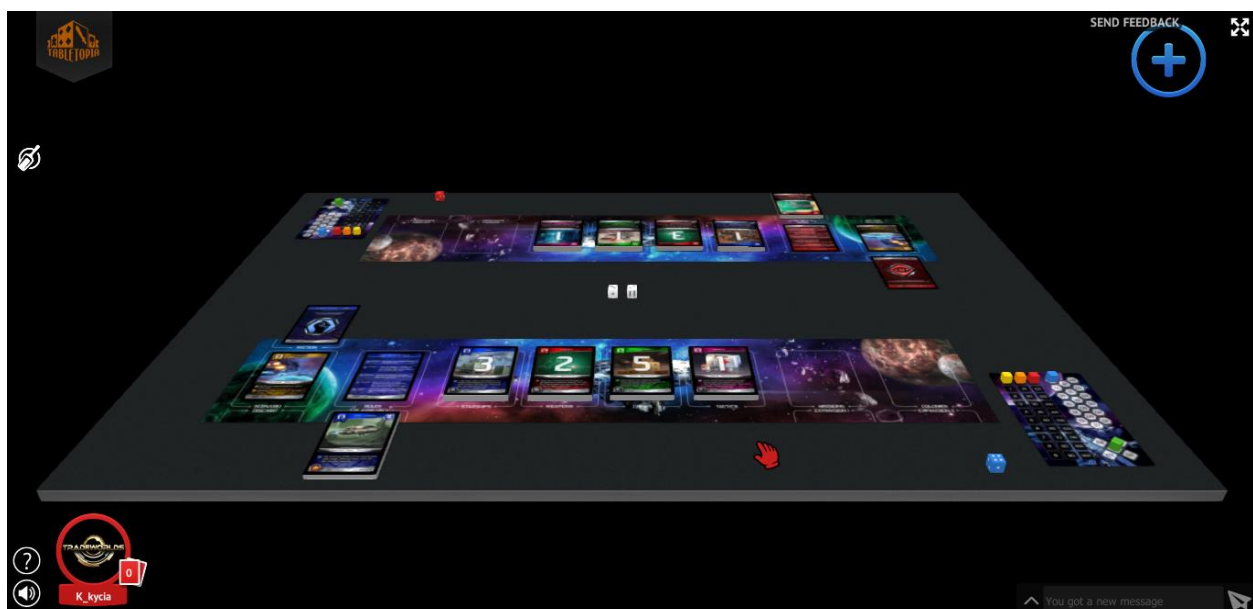
### 1. Set-up

First we recommend that you configure your camera angles.

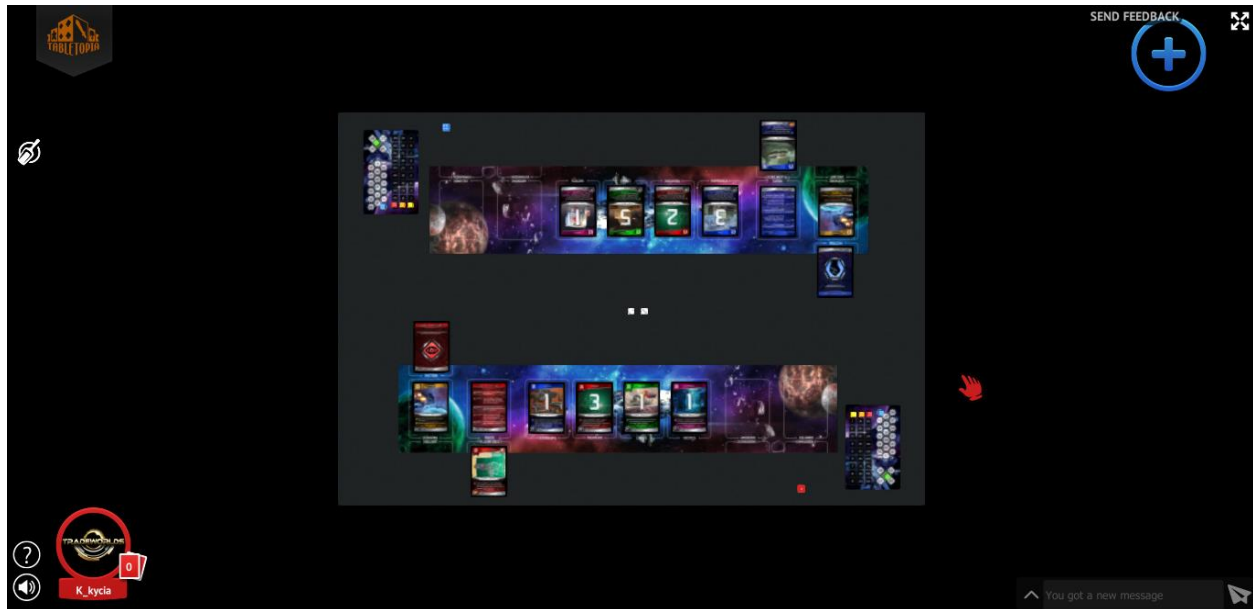
Press "Shift-1" as soon as you enter the room. This is now your default view which you may restore by pressing "1" at any time.



"Right-Click" the mouse button and rotate to the opposite side of the table. Next, press "Shift-2" to save this view.



By default, the overview is automatically configured and is accessible by pressing "0" (Top view of the entire table).



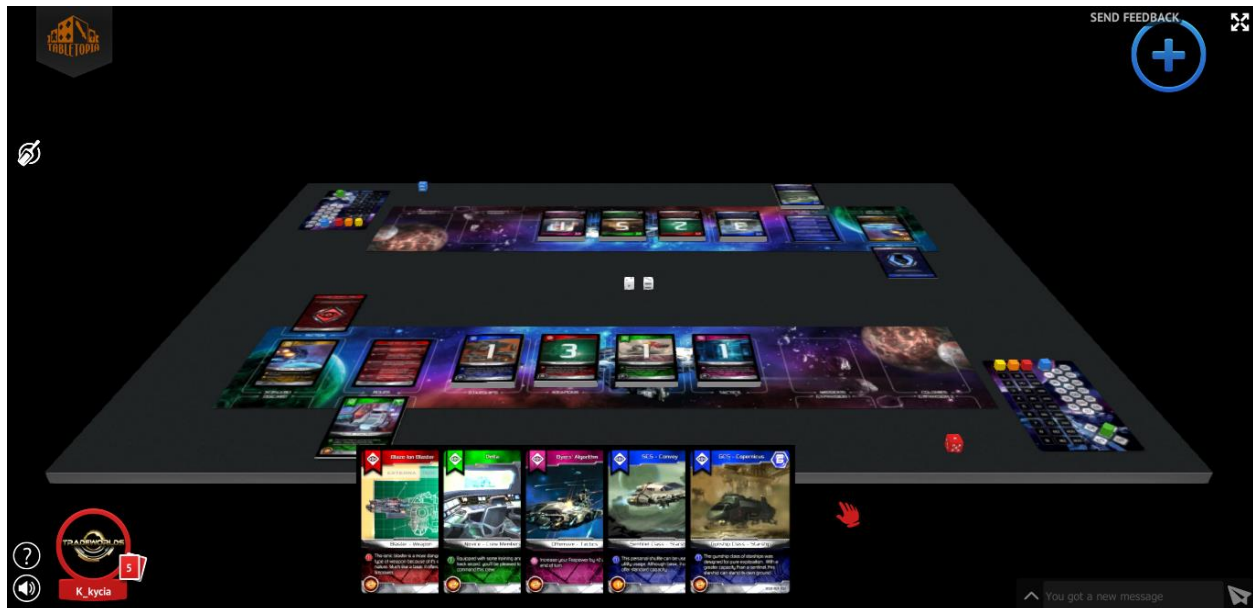
This will make it simple to toggle between views: 1-Your side, 2-Your opponent's side, and 0-Top view.

## 2. Playing your first turn

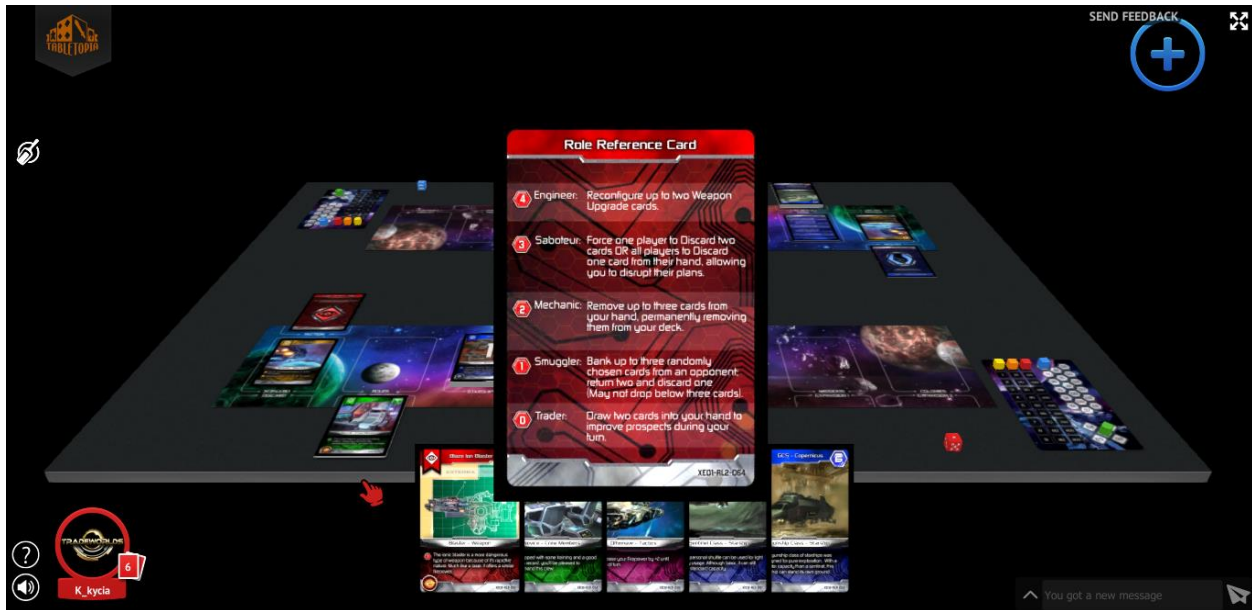
"Right-Click" on your Deck and choose the "Draw" and select "5" to take 5 cards into your Hand.



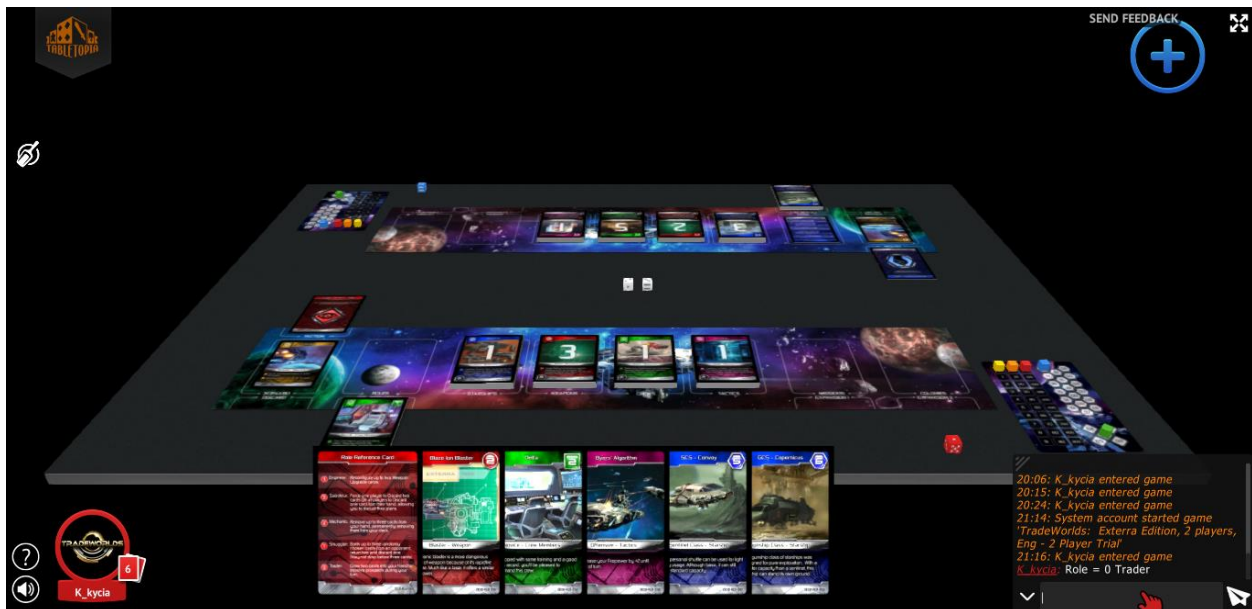
At any time, press "H" to Hide/Reveal your Hand.



Now, you must choose a Role and play its Action ("A"). To consult the available Roles, choose the "Role Reference card" from the table and drag it into your Hand. Your card zone will be Highlighted. Once the card is in your Hand, you may "Zoom" in on it by pressing (and holding) "Z" and "Flip" to consult the two sides using "F".



Once you have SELECTED a Role, you must announce it to the opponent via the "Chat". To do so, type "Role = 0 Trader", which informs your opponent of your SELECTED role for the turn and what steps you shall take based on the role.



We strongly recommend keeping the Role card in your "Hand" at all times for future reference and consultation.

As stated above, we chose "Role = 0 Trader", for which we would "Draw" and select "2" to take two (2) additional cards into your Hand.

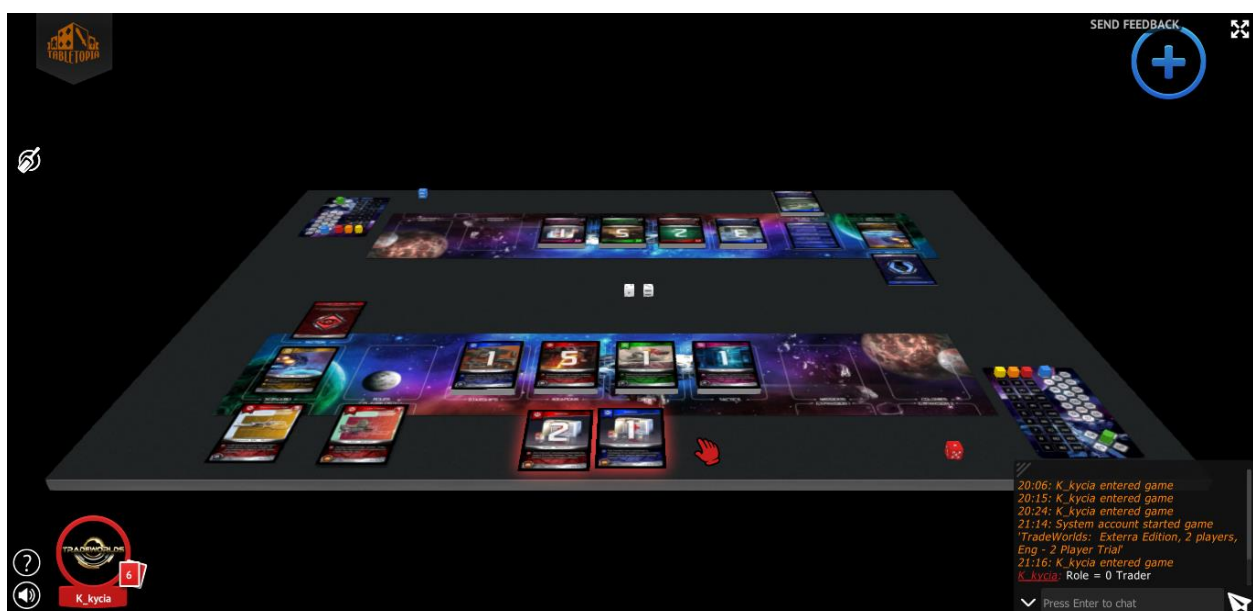
**Remember:** To "Draw", you must place your pointer over your Deck, "Right-Click" the mouse, choose the "Draw" option, and subsequently choose the number of cards (In this case "2").

The next step is to buy cards from the Table by playing the "Buy" phase of your turn ("B"). Figure out from the cards in your "Hand" which ones you want to play to BUY a card from one of the four (4) Upgrade Decks: *Starships*, *Weapons*, *Crews* or *Tactics*. To BUY, drag from your Hand "1" card at a time and place it on the "Resource" side (Large number) for easy viewing by your opponent. If it is on the opposite side, don't worry. Press "F" to flip the cards on the table.



Let's say we play two (2) cards and flip them all to BUY a "3 Point" card. "Left-Click" on the "3 Point" card and drag it to your "Discard" pile. You can also flip it to the opposite side if you prefer. This is done by selecting the card (Left-Click on it) and then press "F".

Now we have two cards on the table. They must all go into the "Discard". To do so, Press "Shift" and drag your mouse cursor over BOTH CARDS. This will SELECT all both (2) cards.



Next move them to the "Discard" by dragging them until the "Discard" is highlighted in orange (to do so make sure your cursor is on the "Discard" not the cards themselves).



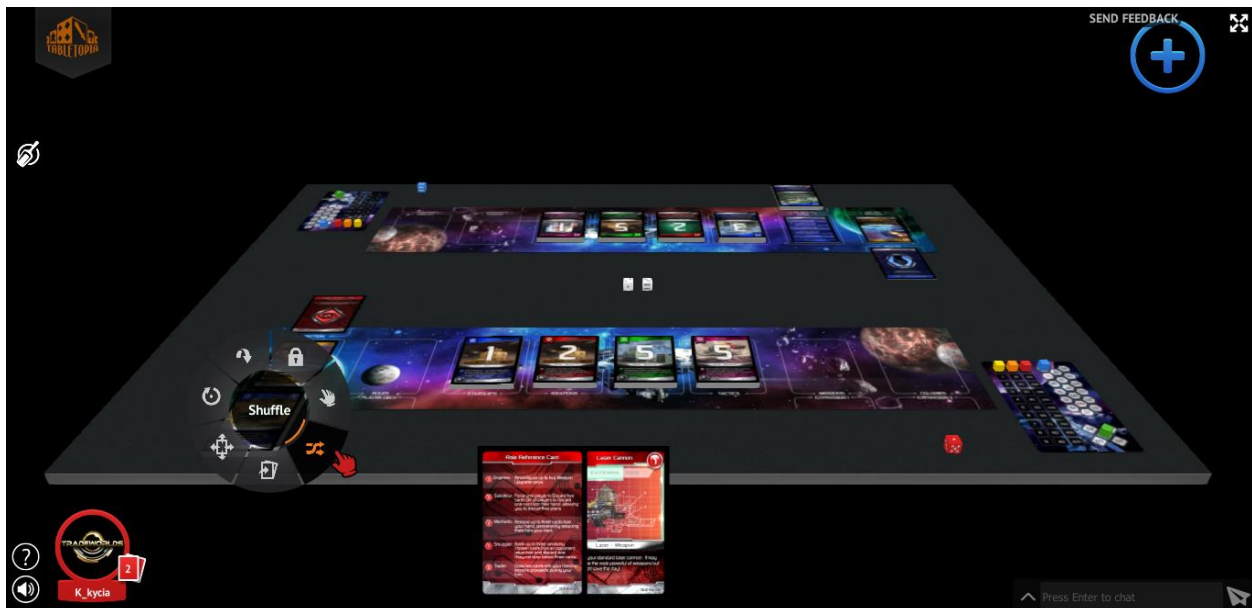
For this guide, I will mention that I will buy the "5 point" Weapon and all three (3) "1 point" cards using cards from my Hand.

Since this is our first turn, we cannot "Configure a starship" ("C") as we've not yet unlocked one.

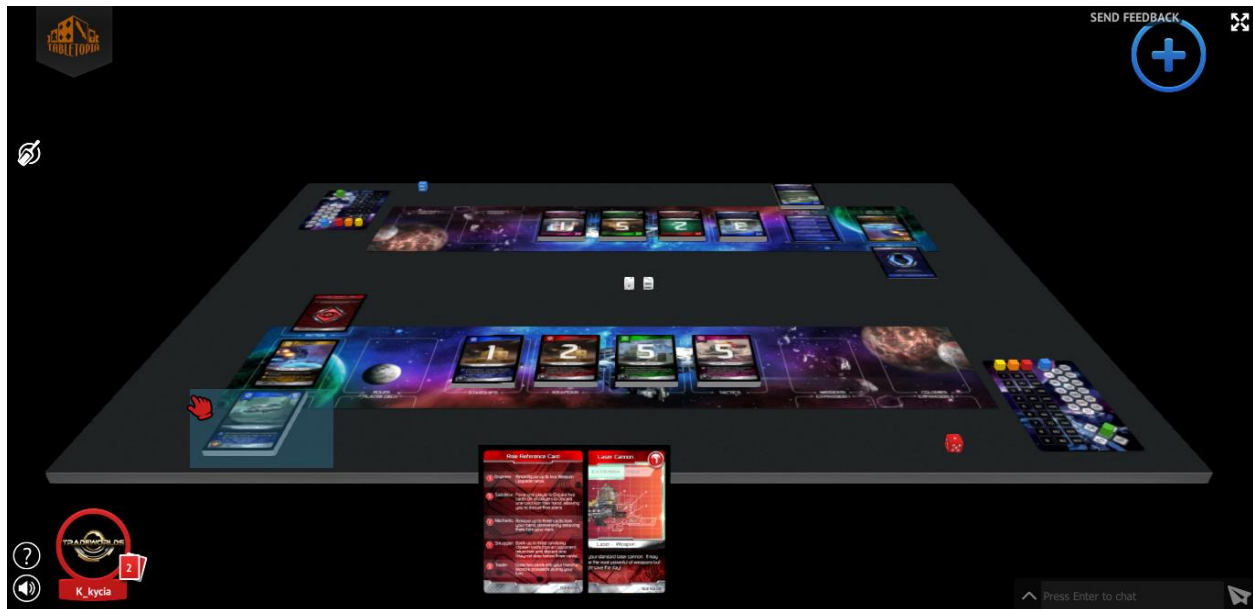
Before handing over control to the opposing player, the final thing to do is "Housekeeping": "Discard" ("D") any cards left in your Hand that you do not want to keep for your next turn. And after that is done, refresh your Hand to five (5) cards.

In our case the "Deck" only has 1 card. Drag that card into your Hand.

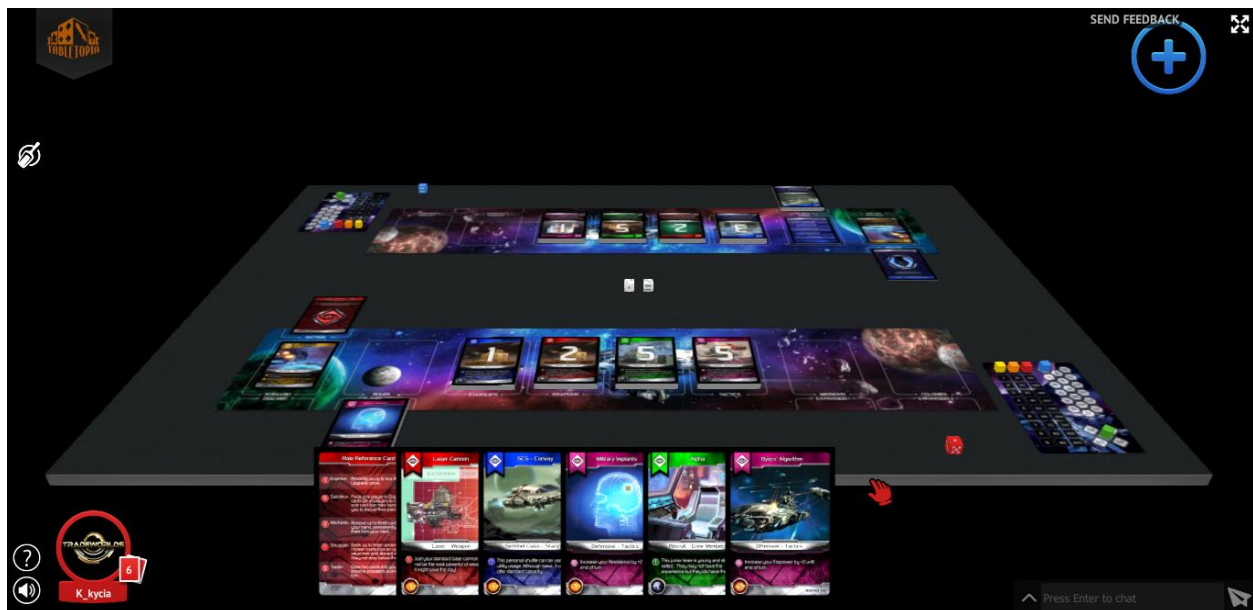
Now we have to refresh our Deck since there are no more cards left in it. To do so "Right-Click" the mouse and select "Shuffle".



Once the Discard is shuffled, it is ready for you to move it to the "Deck" location. To do so, use "Shift" and "Left-Click" the mouse and move over all the cards. This will SELECT the entire Deck. Then drag all the cards into the Deck position.



Now we still are missing four cards in our Hand. To "Draw" them, "Left-Click" the mouse while on the Deck and then select "Draw 4". You now have five cards in your Hand.

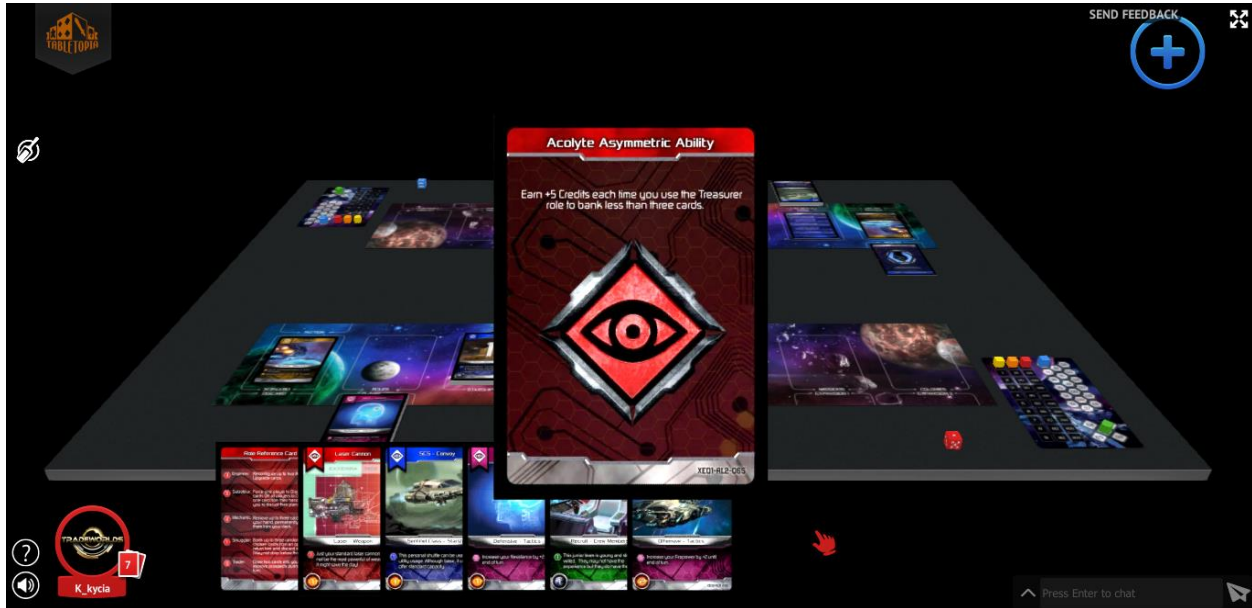


And now you can END YOUR TURN and give control to your opponent.

## 2. Playing turn #2

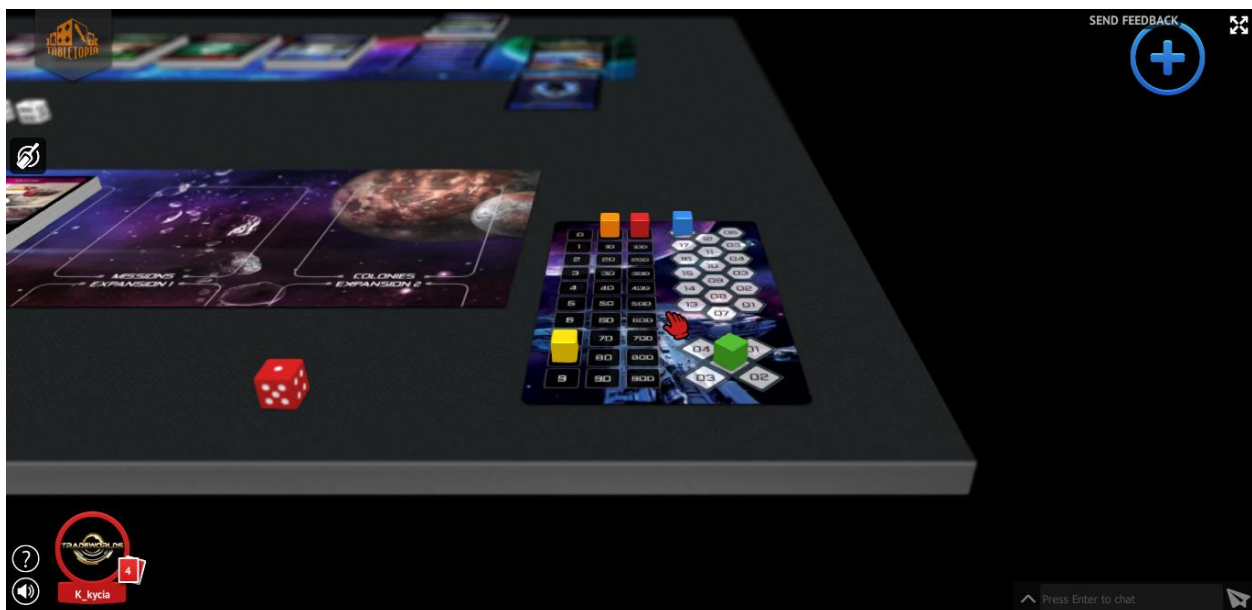
Again we start our turn by choosing a Role and performing its Action ("A"). Let's choose "Role = 8 Treasurer". Make sure to signal the Role via the "Chat" so that your opponent knows what you have decided to choose as a Role.

Because we are Player #1 (The Acolytes), our "Asymmetric Ability" is that when LESS than three cards are banked, there is a +5 Credit BONUS. What this means is that if we discard TWO cards, we add a bonus of +5 Credits to our Treasury.



If we choose to bank three Credits ("1" + "2"), we gain "+5" Credits as a bonus for a total of eight Credits. First, we play (spend) the two cards ("1" + "2"), placing them on the table. Next, flip them both to the "Resource" side (Large numbers) using the "F" button.

Now we can "Zoom" into the Game Pad by placing your mouse cursor on the Pad and holding "Z". Next, we must move the Yellow Cube to the "8" position on the first track of the Treasury.



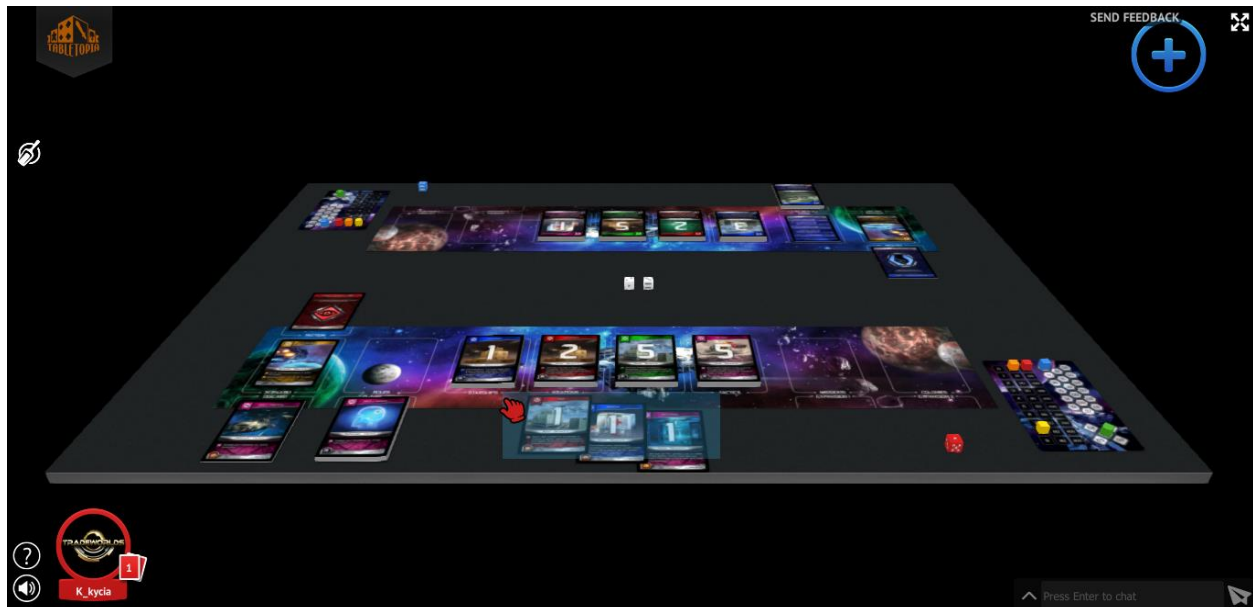


Clean up the table by moving the first card and place it into the "Discard". Next, move the second card and place it into the "Discard" pile.

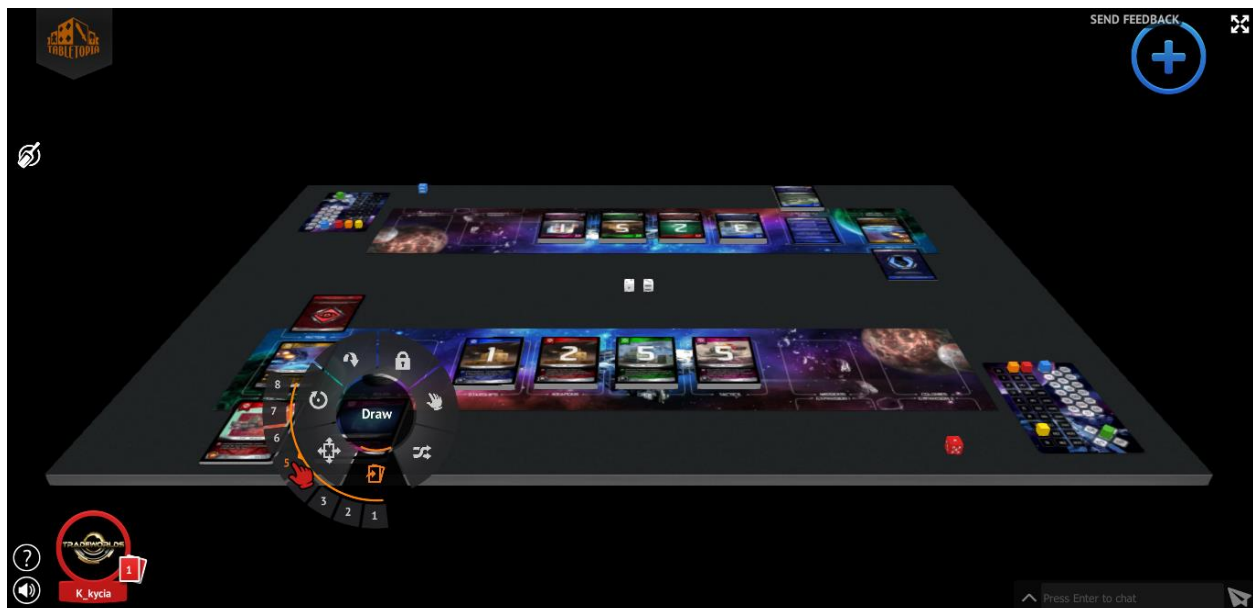
We are now missing two points to be able to configure one starship, as we need ten Credits.

Finally, during "Housekeeping" discard any cards and refresh your Hand to five cards.

As the other cards in our Hand are all "1 Point" value, we'll discard them, as well. SELECT them using "Shift" and "Left-Click" on the mouse and drag the cards into the "Discard" pile. No need to flip them, they will be flipped AUTOMATICALLY.



Now that we have discarded any unwanted cards, we can "Right-Click" on the Deck and choose "Draw 5".



Now, you can END YOUR TURN and give control to your opponent.

### 3. Playing turn #3:

Again, we start our turn by choosing a Role and performing its Action ("A"). Let's choose "Role = 8 Treasurer" again. Now, we can bank two cards and earn the +5 Credit bonus. Let's say we choose to bank 5 Credits (5 + 5) and add our +5 Credits to make it 10 credits. First we play the two cards onto the table and flip them.



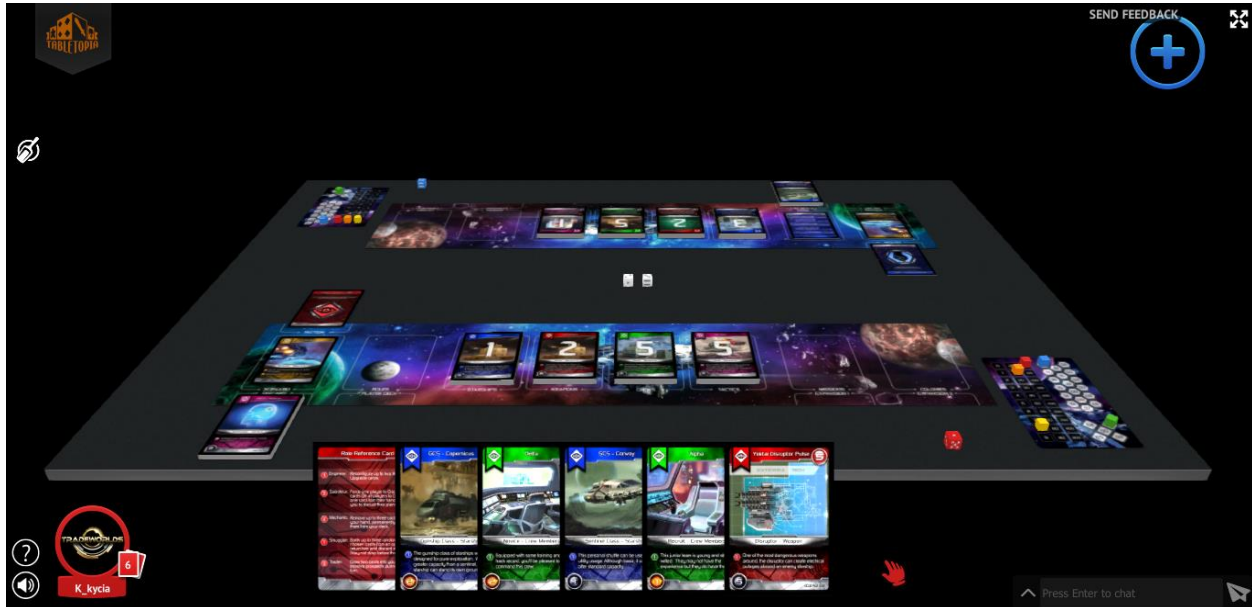
Next we use the "Zoom" feature by placing our Mouse pointer on the Game Pad and holding "z" down. We move the "Orange" Cube to "1" and the "Yellow" Cube stays "8". With our Treasury Credit total at 18 (8 + 10), we have UNLOCKED one starship (10+ Credits in the Treasury).



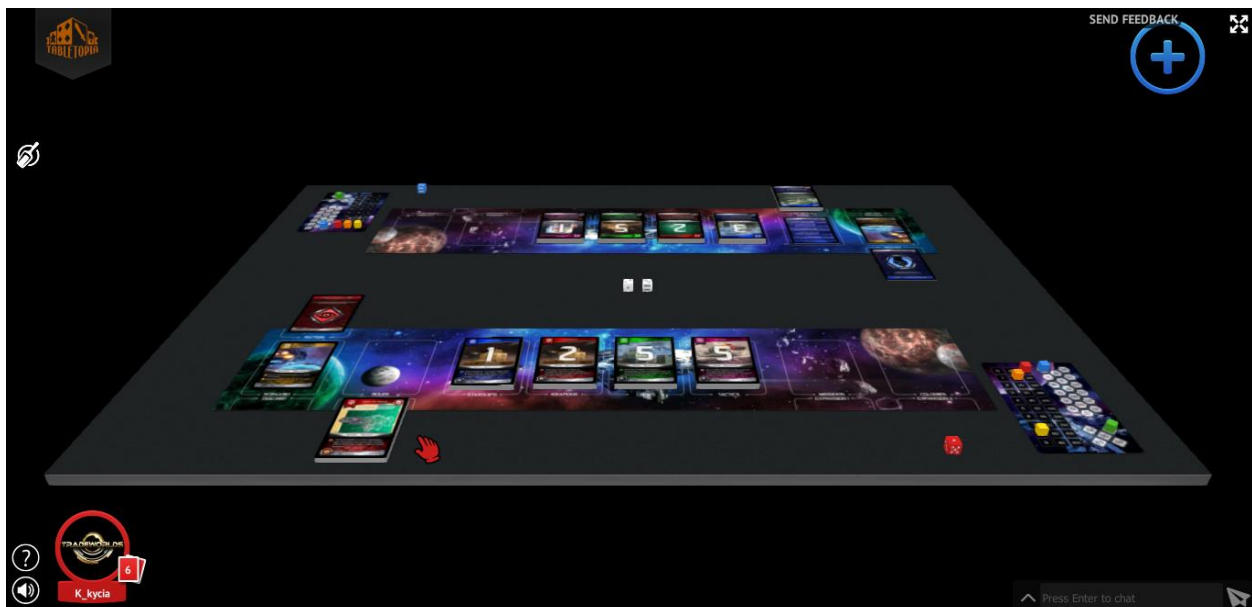
Again, using the "Zoom" feature as before (holding "z"), we can move the "Green" cube to position "01" to indicate we have unlocked one starship.

Although we could Configure ("C") a starship, we do not have a *Weapon* card in our Hand. We can hopefully wait until the next turn and see if we get a *Weapon* card.

We are now on the discard/"Housekeeping" portion of our turn. Let's say we discard one card and keep the other two cards and HOPE for a weapon! So, we "Draw 3" card and refresh our Hand to five cards and as luck would have it, we have a *Weapon* card to configure a Starship on our next turn.



Now, the Deck is empty. We need to "Shuffle" the Discard pile and SELECT + Move the cards to the Deck position. We use "Shift + Left Click" and drag over the discard card. Then we move the cards to the Deck position.



Now, you can END YOUR TURN and give control to your opponent.

## 4. Playing turn #4

Again, we start our turn by choosing a Role and performing its Action ("A"). Let's choose "Role = 0 Trader" this time. Thus, we "Draw 2" additional cards into our Hand.

Now, it's the BUY ("B") phase of our turn. We play (send) three cards from our Hand and place them on the table and flip each one to the "Resource" side, using "5" points to buy the "5" Point *Weapon* card. Drag the "5" Point *Weapon* card into your Discard pile.



Now, "Shift + Left-Click" to SELECT all three cards and drag them into your Discard pile.

Next, we can Configure ("C") a starship. Above our Game Mat, we play the following three cards: a *Starship*, a *Weapon* and a *Crew*.

Display all cards, one on top of the other, allowing the *Firepower* (*Weapon*) and *Resistance* (*Crew*) values to remain visible. Use the Mouse wheel to see above your Player Mat. Move your mouse over each card and press "U" to move that card UNDER the other card. For the third card, you will have to press "U" TWICE.



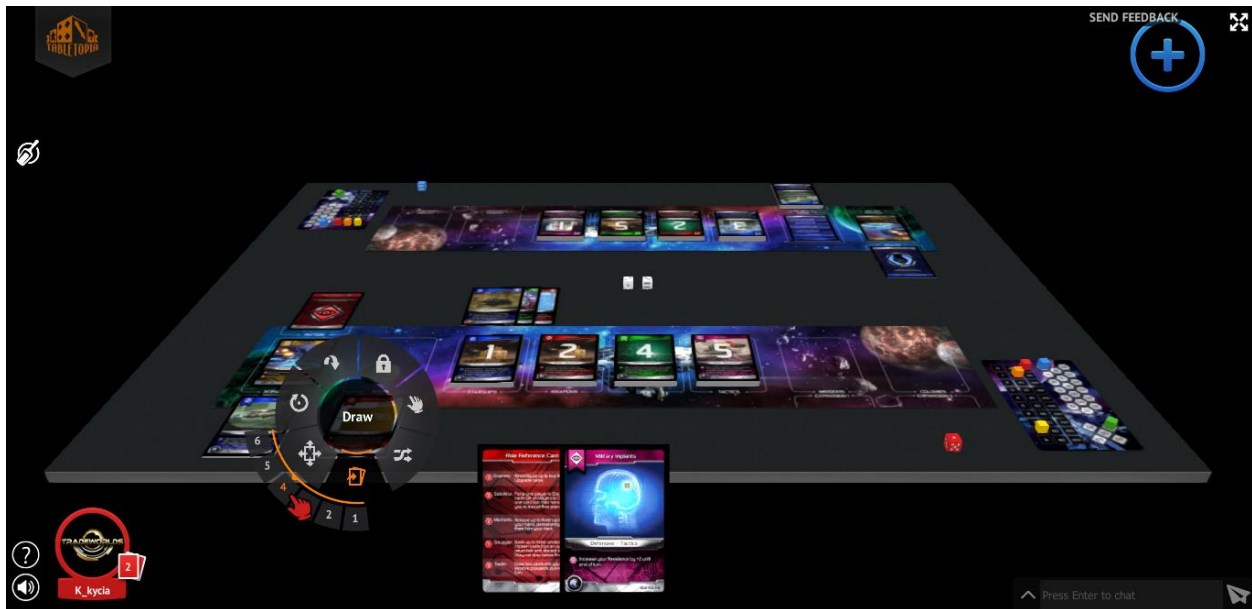
Now, you have configured a *Starship*!

**Note:** To attack, you must use the "Admiral" Role. And if your opponent has no *Starships* in his Space Lane, you can directly attack his *Homeworld* to inflict "5 Points" of damage!



To return to your normal view, you can either press "1" or "Right-Click" on the table and select "Camera View" and choose "1".

Now, it's time to do some "Housekeeping" since we have only one card in our Hand, we must draw four cards from our Deck.



Now, you can END YOUR TURN and give control to your opponent.

## 5. Playing turn #5

Again, we start our turn by choosing a Role and performing its Action ("A"). Let's choose "Role = 7 Admiral".

**Note:** For the sake of this guide, let's pretend that the opponent has configured one *Starship* with "1 Firepower" and "2 Resistance".

You have "Firepower" of "5" which is equal or higher than the opponent's *Resistance*. Therefore you can **ATTACK** the opponent's *Starship*.



To attack, each player rolls their respective die (Red or Blue). Move your mouse cursor on top of your die and press "R" to roll the dice. You rolled a "6"... Fantastic! The opponent rolls a "4"... You gain the initiative and **DESTROY** his starship.

The opponent must SELECT and discard all three Configured starship cards (*Starship, Weapon* and *Crew*) and place them in his Discard pile.

Your turn can now proceed as normal by performing the Buy ("B"), Configure ("C") and Discard ("D") phases.

And that concludes how to play "TradeWorlds: Exterra Edition" on TableTopia.

Thank you for taking the time to read this guide.