# Miscellaneous Info

The Aardvark Games logo font is Whimsy TT.

The font for A New World title branding is Good Times.

Page Content

# The Tournament Home Page

Introducing Aardvark’s newest board game, *A New World,* with a global collegiate competition!

Can your University’s team bring home the prize?

Gather a team and sign up to play, first for the honor of being your University’s championship team and then for the chance to represent your school in continued rounds of global competition.

*A New World* requires a team of 2-5 players who will work together to score as many points as possible after being dropped into a new, unpopulated world. For the tournament, teams will play in a head-to-head competition with an opponent seeking to survive in its own New World, but competing with your team for the same resources.

Join us for some great gaming fun! Join us for some awesome tournament prizes!

All players who complete at least one round of tournament play will receive a complimentary copy of *A New World*. Each university’s final round teams will go home with some awesome Aardvark Games swag. The First Place team for each university will receive a cash prize of $1,000 and each individual team member will get a $100 gift certificate for the Aardvark Games online store.

Who’s playing? [Note: This is likely to change over time. We have advance commitments from Cornell, University College of Dublin, IIT Delhi, Kyoto University, Pontificia UCC and RIT. Their logos are with the other graphic assets for optional use.]

# The Game Page

Aardvark Games announces our newest board game adventure, *A New World*.

*A New World* requires a team of 2-5 players who will work together to score as many points as possible after being dropped into a new, unpopulated world. The habitats will vary and the team will not know in advance where they will land.

Environments could be a desert planet, an underwater location, a water world with scattered islands, an ice covered mountain range, or a jungle full of predatory animals and dangerous plant life. *(Advance News! Expansion Pack 1 is in the design phase with additional worlds and resources!)*

The game is best played in a head-to-head competition with a second team seeking to survive in its own New World, but competing for the same resources. However, with the modifications described for solo team play, it is possible to enjoy striving to beat your own prior scores.

**ROLES**

Every team must designate the roles for each player prior to beginning play. If a team has fewer than five players, team members may assume more than one role.

*Expedition Leader*: This team member will make decisions on when and how action cards are played. They facilitate the team’s joint strategic planning and manage the expedition budget.

*Resource Specialist:* This team member is responsible for obtaining the resources required for survival on arrival and the establishment of a base on the new world.

*Scientist:* This team member collects knowledge cards that allow the team an advantage in knowing how to overcome obstacles and which actions are most likely to succeed.

*Technician:* This team member uses tool and technology cards to create the team base and repair machines and weapons as needed.

*Weapons Specialist:* This team member leads the team defense strategies and works to gain points to raise each team member’s skill level on the weapon classes best suited to the current habitat.

This game is appropriate for ages 13 and over. Play time runs 60-90 minutes.