



**HewN's**

**SCENARIOS**

# Hewns

## SCENARIOS

### RAW SUBSTRACT

In this scenario players need to mine as much Substract as possible.

**Winning conditions:** When the game ends, players add all of the *normal Substract* that they have: either stored on Hewns or stored in their mother ship. **The player with the highest Substract wins.**

In the case of a tie of two or more players, the tied player with the highest number of “*healthy*” Hewns wins. If all tied players have the same normal Substract and the same number of *healthy* Hewns, the game is a draw.

#### Scenario board:

Use the Raw Substract scenario board, placing the turn counter on the first space of the turn track as determined by the number of players and the depleted mine counter just off the board.

#### Board pieces & entrances:

use the **standard board setup in the main rules:**

1 Central big node; 6 big ravines & nodes; 3 medium ravines & nodes; 2 small ravines & nodes. Use 3 big entrances, 1 medium entrance and 1 small entrance. (Other entrances with holes are available for purchase.)

#### Planet cards:

Use 12 cards from the 16 card deck. (Take out 2 normal mine cards, 1 stunned small Hewn card and 1 magnetic tunnel card from the main deck.) Shuffle the cards, and deal the cards *face up*, (see the *setup section*.) and *resolve immediately* so all players can see where the mines, stunned Hewns and magnetic tunnels are.

#### Total mines available:

- 11 normal mines;
- 6+1 mines;
- 3+2 mines. (20 mines total.)

**Starting “things” for players:** Each player starts with 1 Dreampogg, and 1 heart stone, the colour control rods of their side.

**Total normal Substract available:** 150 tokens.

**Gems: 7** 3-legged Substract gems: these are worth 6 Substract if they are housed within a healthy Hewn’s heart card at the end of the game.

#### Dirty Substract available:

Use the pool of tokens that come with the game.

#### Auction each round:

Draw 1 Big Hewn; 2 Medium Hewns; 4 Small Hewns; 4 Technology cards; and the turn order cards for each round.

#### Game ends:

The game immediately ends when either:

- 15 mines are depleted (see the section on mining), OR
- The pile of normal Substract tokens is reduced to **zero** (0) OR
- The **3rd round** ends.
- There are **no more mines left** on the board. (*This is very rare.*)

### HIDDEN SUBSTRACT

In *Hidden Substract*, because of significant heat & electro-magnetic interference, players don’t know where the mines are located on the board!

Hidden Substract plays **exactly** the same as “Raw Substract”; but with the following **simple differences:**



- Flip the Raw Substract scenario board over (pic), so that the “Hidden Substract” scenario board is showing. (You will see that Players will receive slightly more Substract than “Raw Substract” per round and that the game can last as long as 4 rounds.)
- When it is time for the planet cards to be played, they are played Face down. (See the section on **building the map**.)

#### Winning conditions:

After the game ends, players add all of the *normal* Substract that they have: either stored on Hewns or stored in their mother ship. **The player with the highest Substract wins.**

In the case of a tie, the tied player with the highest number of “**healthy**” Hewns wins. If all tied players have the same normal Substract and the same number of **healthy** Hewns, the game is a draw.

#### Scenario board:

Use the Hidden Substract scenario board.

#### Board pieces and entrances:

Use the **standard board setup in the main rules**: 1 Central big node; 6 big ravines & nodes; 3 medium ravines & nodes; 2 small ravines & nodes. Use 3 big entrances, 1 medium entrance and 1 small entrance. (Other entrances are available for purchase.)

#### Planet cards:

Use 11 cards from the 16 card deck. (Take out 2 normal mine cards, 1 stunned small Hewn card and 1 magnetic tunnel card from the main deck.) Shuffle the cards, and deal the cards **face down**; choosing a single space on each ravine to place each face down card. Therefore, Players will **not** be able to see where the mines, stunned Hewns and magnetic tunnels are. (They discover them when they have a Hewn which can “see” the card. Then the card is flipped and resolved.)

#### Total mines available:

- **11** normal mines;
- **6+1** mines;
- **3+2** mines. (20 mines in total.)

#### Starting “things” for players:

Each player starts with 1 Dreampogg, and 1 heart stone, the colour control rods of their side.

#### Total normal Substract available:

150 tokens.

#### Gems:

**7** 3-legged Substract gems: these are worth 6 Substract if they are housed within a healthy Hewn’s heart card at the end of the game.

#### Auction each round:

Draw 1 Big Hewn; 2 Medium Hewns; 4 Small Hewns; 4 Technology cards; and the turn order cards for each round.

#### Game ends:

The game ends when either:

- **15 mines are depleted** (see the section on mining), OR
- The pile of normal Substract tokens is reduced to **zero** (0) OR
- The **4th** round ends.
- There are **no more mines left** on the board. (This is very rare.)





**HEWNS**

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