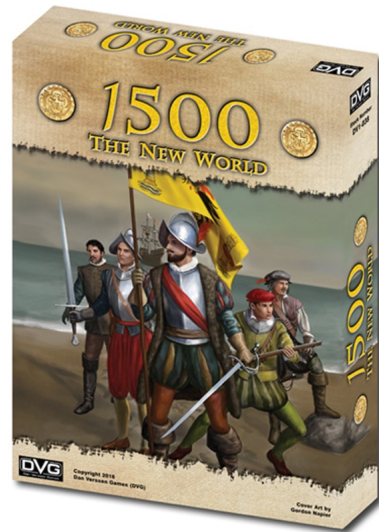


1500: The New World



The fast flowing game play is perfect for casual and serious gamers ages 12 and up!

Rating: Not Rated Yet

Price

Price £38.95

[Ask a question about this product](#)

Manufacturer [DAN VERSSEN GAMES \(DVG\)](#)

Description

Introduction:

1500 - The New World is a board game for 2 to 6 players! Each game sets-up in 10 minutes and plays in under a hour! The fast flowing game play is perfect for casual and serious gamers ages 12 and up! The game comes with a beautiful map, high quality cards, thick counters, and an easy to use rule booklet!

The core game is for 2 to 6 players. With the addition of 1 or more Nation Expansions, it becomes a game for 1 or more players.

Gameplay:

Set up is a breeze, like the wind coming off an unexplored ocean.

Each player selects a color for their tokens, and then places their Victory tokens and Royal Support tokens on the map. They also gather their Colony tokens in front of them in preparation for conquest! Set-up concludes with each player receiving their starting cards.

During your turn, you get to play those cards.

Cards can be played for their text. There are two types of cards: Action cards are tan, and you play them during your turn. Reaction cards are red and are played in reaction to other players' playing cards. Each player, on their turn, can play as many Action cards as they are able to.

Every card can also be played to perform one of several basic actions. A card can be played to do any of the following: build a colony, reduce a colony, repair a colony, or adjust Royal Support.

A key part of 1500 is comboing cards to get the maximum effect. For example... Disease card is a good because it reduces up to 6 adjacent colonies from successful to struggling. Rescue Voyage is also a good card because it allows you to turn struggling colonies owned by other players into successful colonies of your own. Raiders is also handy because if you have a successful colony in a region, it replaces the other colonies in the region with your own. Each of these cards is good, but when played in combination, they are great!

Once you have finished playing cards, you get to tally up your points for the turn. You receive one point for each successful colony you have on the map, and a bonus of two more victory points for each of your export or regional monopolies!

Each of the other players then takes a turn. Once everyone has had a turn, advance the Time Counter.

The game ends when you move the Turn token into the Game Over square. The winner of the game is the player with the most Victory Points!

Components:

1500 features some of DVG's best looking components, and they have the amazing artist Gordon Napier to thank!

- The Game Board is a globe spanning 17" x 22"!
- The 112 Cards each feature amazing New World art!
- 1500 also features Counters for your Colonies, Royal Support, Timer, and Victory Points!
- Rulebook

Expansions (sold separately):

In addition to the core game, DVG have also have designed a number of Expansion Nations! These Nations give each player control of a specific European nation during the Age of Discovery! Each deck (112 Cards in each Expansion!) features a custom mix of cards unique to that nation. Each Expansion pack also contains the cards and rules needed to add add the nation to the game as an AI non-player participant! This means you can play 1500 with your friends or solitaire against 1 or more non-player decks! The Expansion nation decks are: England, France, Portugal, The Netherlands, and Spain!