Optional Rule: Preset Maps

While the standard setup rules for TI3 include strategic decision-making, many players have requested maps that can be setup ahead of time. While it is impossible to create entirely balanced maps, here we offer setups that put the players on fairly even footing at the start of the game. The preset maps included here use components included in the SHATTERED EMPIRE expansion.

Set Up the Map

Start by making 6 piles of tiles as follows:

> 1. **Select Systems:** Mecatol Rex, all Wormhole systems, Hope's End, all Trade Stations (white title box), and any specified systems for the setup (numbered on the map)
> 2. **Special Systems** (red-bordered)
> 3. **Empty Space tiles**
> 4. **Home Systems**
> 5. **Single-planet systems** (excluding Wormhole systems)
> 6. **Multi-planet systems**

Note: Some maps will instruct you to remove the resource-heavy, double-planet systems of Abyz/Fria, Bereg/Lirta IV, Lisis/Elnor, and New Albion/Starpoint into a separate pile. If so, you will have 7 rather than 6 piles of tiles.

Then select one of the preset map diagrams and use the following procedure to create the game board:

1. Place Mecatol Rex at the center of the table. Shuffle each pile and then place it faceup on the table.

2. Starting with the hex area directly above Mecatol Rex, draw the top system from the pile indicated by the map diagram and place it directly above Mecatol Rex.

3. Proceed clockwise around Mecatol Rex, placing systems of the type indicated by the preset map diagram. If the diagram indicates that a Home System should be placed, leave the hex area blank for now. Continue this procedure until all systems indicated by the map diagram except Home Systems have been placed.

If a particular system (e.g., Hope's End) is specified by the map diagram, simply pull it out of the "Select Systems" pile and place it appropriately.

Many of the preset maps require wormholes in specific systems. If the specified wormhole tile does not exist, place a wormhole token in the appropriate system. If you run out of additional wormhole tokens, use faceup Distant Suns tokens as replacements.

Assign Races and Starting Areas

Once all players have arrived, assign races as instructed in step 1 of the normal game setup. Then randomly assign each player's starting position as follows:

Place one Control Marker from each player in a bag or bowl. Starting with the top, rightmost Home System area indicated by the map diagram and proceeding clockwise, randomly draw a Control Marker and place it in the empty area. Once all players have been assigned a starting position, they place their Home System in the appropriate spot and proceed with game setup normally (obviously skipping step 9 of setup, in which players create the game board).

Preset Artifacts

If you are using the Artifacts option included with the SHATTERED EMPIRE expansion, you may wish the location of the artifacts to be known at the start of the game to ensure fairly even placement. If you decide to do this, you should first remove the four "dummy" artifact tokens and return them to the box. After setting the galaxy up, place one artifact marker **faceup** in each of the systems specified by the diagrams. Note that artifacts are always placed *on a planet* in the specified system. If the system contains two planets, the artifact is placed on the planet with the fewest resources (If the resource value is tied, place the artifact token on the planet with the lower influence value. If this is also a tie, break the tie randomly.)

If you are not playing with the Artifacts option included in the SHATTERED EMPIRE expansion, ignore the artifact symbols.

3 Player

4 Player

6 Player

If you are not playing with the Artifacts option included in the SHATTERED EMPIRE expansion, ignore the artifact symbols on the maps.

⬢	Mecatol Rex	◆ Artifact	⬡	Empty System
🪐	Hope's End	🟥 Red-Bordered System	⬡•	Single-Planet System
🛰	Trade Station	⬡ Impassable	⬡••	Multi-Planet System
Ⓐ	Wormhole A	🌀 Wormhole Random	⬢	Resource-Heavy Multi-Planet System (Abyz/Fria, Bereg/Lirta IV, Lisis/Elnor, or New Albion/Starpoint systems)
Ⓑ	Wormhole B	🟨 Home System		

7 Player

1 Supernova
2 Quann
3 Lodor

8 Player

1 Dal Bootha/Xxhehan
2 Arinam/Meer

In the 7-player map, place the Supernova, Quann, and Lodor into the "Select Systems" pile. In the 8-player map, place Dal Bootha/Xxhehan and Arinam/Meer into the "Select Systems" pile.

For both maps, remove the resource-heavy, double-planet systems of Abyz/Fria, Bereg/Lirta IV, Lisis/Elnor, and New Albion/Starpoint into a separate pile, so that you have 7 piles of tiles rather than 6 when setting up the map.

⬢ Mecatol Rex	🔻 Artifact	⬢ Empty System
🔵 Hope's End	🟥 Red-Bordered System	🔵 Single-Planet System
🚉 Trade Station	⬡ Impassable	🔵 Multi-Planet System
🌀 Wormhole A	🌀 Wormhole Random	🔵 Resource-Heavy Multi-Planet System (Abyz/Fria, Bereg/Lirta IV, Lisis/Elnor, or New Albion/Starpoint systems)
🌀 Wormhole B	🟨 Home System	

SPECIAL 5-PLAYER MAP

Due to the nature of the hexagonal board, it is difficult to make all positions equal in a 5-player game. This map makes use of several wormholes to give 5 players fairly equal starting positions.

As with the 7- and 8-player maps, remove the resource-heavy, double-planet systems of Abyz/Fria, Bereg/Lirta IV, Lisis/Elnor, and New Albion/Starpoint into a separate pile, so that you have 7 piles of tiles rather than 6 when setting up the map. Also, place the 6 systems listed below the map into the "Select Systems" pile.

For the impassable spaces, either leave the spaces empty or use the back side of tiles. The yellow arrows in the diagram indicate adjacency-by-wormhole.
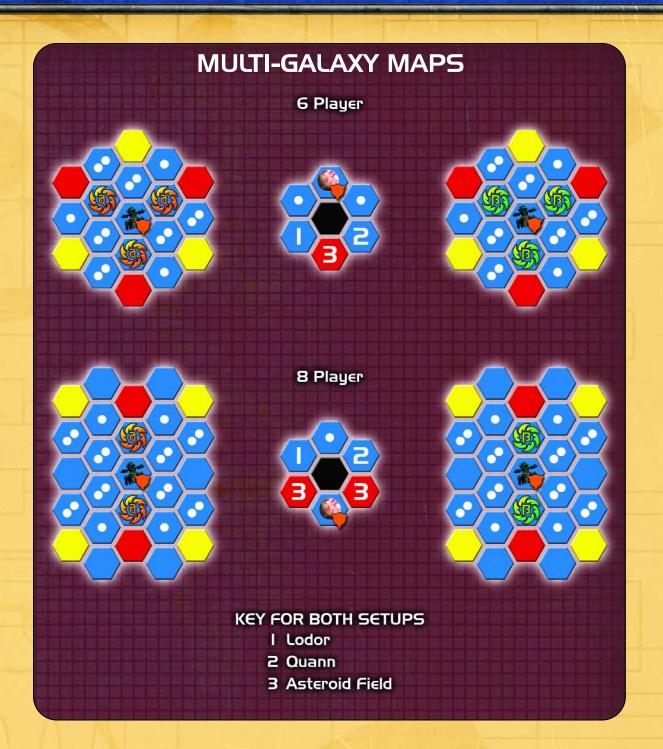
Special Rules

Use the following special rules with this setup:

• Wormholes may not be closed or made unusable. If any card referring to wormholes is drawn, it is immediately discarded and a new card is drawn in its place.

• The Wormhole Nexus is not compatible with this setup.

• For this preset map **only**, PDSs may fire through wormholes.

• Any wormhole Distant Suns tokens that are not used when setting up the galaxy should be discarded from play and not used if playing with the Distant Suns option.

5 Player

1. Random Multi-Planet System with an "A" Distant Suns Token
2. Lodor
3. Empty "A" Wormhole system with a "B"," and a "C" Wormhole Token
4. Random Red-Bordered System with a "C" Wormhole Token
5. Random Multi-Planet System with a "B" Distant Suns Token
6. Quann

Mecatol Rex	Artifact	Empty System
Hope's End	Red-Bordered System	Single-Planet System
Trade Station	Impassable	Multi-Planet System
Wormhole A	Wormhole Random	Resource-Heavy Multi-Planet System (Abyz/Fria, Bereg/Lirta IV, Lisis/Elnor, or New Albion/Starpoint systems)
Wormhole B	Home System	

MULTI-GALAXY MAPS

6 Player

8 Player

KEY FOR BOTH SETUPS
1 Lodor
2 Quann
3 Asteroid Field

These two special preset maps can be used with the 6- or 8-player games. These maps are broken into two large, identical galaxies, with a smaller galaxy containing Mecatol Rex in between them. These maps may be set up on multiple tables if so desired. For both these maps, place Lodor, Quann, and two Asteroid Fields into the "Select Systems" pile.

The multi-galaxy game functions exactly the same as a standard 6- or 8-player game and, although the galaxies are separate, it is played as one large game.

We recommended that players use the Wormhole Nexus option when playing with these maps, since it will provide an additional bridge between galaxies.