

The Colonists

INTRODUCTORY GAME

THE COLONISTS is a strategic development game of epic dimension. Before you delve into its depths, you should play the following introductory variant. We describe the rules of this variant as it is played by two fictional characters, Alice and Bob. Play along with them and learn what you need to know “on the fly”. The game we describe here introduce the rules step by step and are not necessarily the best moves.

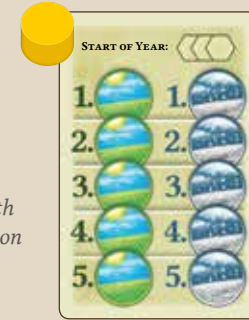


This is the supply. Here you can see the goods, Tools, Dollars, Food, Wood, Clay, Planks, and Bricks. You can also see the Workers, Farmers and Citizens, as well as the various Buildings that you can build during the course of the game. Your goal is to collect as many Dollars as possible. Buildings, for instance, have a Dollar value.

This is the game board. It is comprised of Places where Alice and Bob will be able to carry out actions. Next to the game board is the draw pile with additional Places that will be later added to the game board.



The pile only contains tiles with the symbol on the back side.



This is the Round card. The introductory game ends when the Round indicator reaches the last space, i.e. after 5x2=10 Rounds. Next to it, there are the Market cards and Improvements with the symbol on the back side.



Each player should take: one Community board with two Farms, with a Farmer on each of them. The Storage contains 3 Wood; the Warehouse contains 1 Food. There are 6 Tools in the Toolbox. Next to the Community board, there is the Steward who will move across the game board and carry out actions for the player.

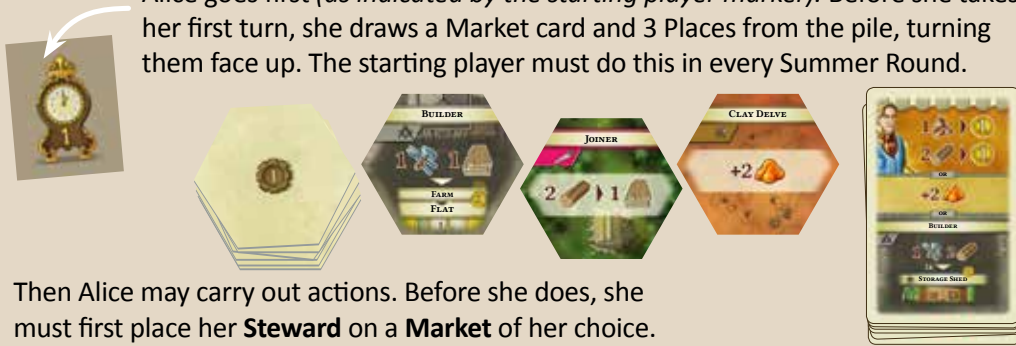


starting player token

These are all the components you need for the introductory game—leave everything else in the game box. Let's get started!

1ST SUMMER ROUND - ALICE

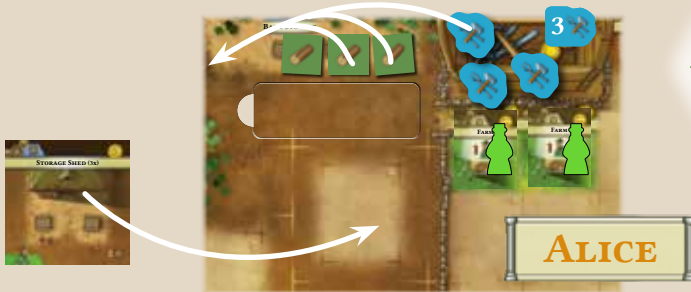
Alice goes first (as indicated by the starting player marker). Before she takes her first turn, she draws a Market card and 3 Places from the pile, turning them face up. The starting player must do this in every Summer Round.



Then Alice may carry out actions. Before she does, she must first place her **Steward** on a **Market** of her choice. She decides to place him on the Market on the left.

1 In each Round, each player takes **three consecutive turns** by moving their Steward across the game board. On her first turn, Alice moves her Steward onto the **Builder for Storage Sheds**.

Builders allow you to build certain Buildings—here: Storage Sheds for 1 Tool and 2 Wood. Alice pays the Tool from her Toolbox and the Wood from her Storage.



Next, she takes a Storage Shed from the supply and places it on the designated Building spot—each player has three such spaces. She makes sure the side with 2 Storage spaces is facing up. The other side is only used in the standard game.

Most Buildings do nothing, unless you place a Worker in them. So to get access to the 2 additional Storage spaces, Alice must place a Farmer in the Storage Shed. She does so immediately by moving a Farmer from a Farm to the Storage Shed. This is allowed at any time and does not cost an action.



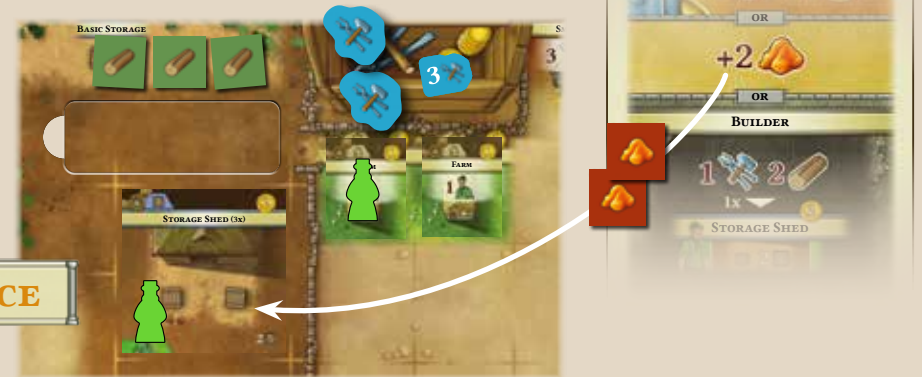
Now Alice has **5 Storage spaces** to store her goods. In this game, goods must be stored. If you cannot store a good in your Storage (or Warehouse), you must discard it. Only Tools and Dollars do not require storing—keep them in the Toolbox. The Toolbox has unlimited space.

2 This was Alice's first turn. Now she can take her second and then her third turn, before Bob can take actions. Alice moves her Steward to the adjacent **Riverbank Grove**. She gets 2 Wood there, which she places in her Storage.



3 Finally, Alice returns her Steward to the Market on the left, where she started her three turns. Usually, this is **not allowed**: you cannot end your three turns where you started them. Markets, however, are exempt from this rule.

Markets also provide actions: these are printed on the **Market card**. Every Market card provides three actions; you must choose one of them. Alice decides to take 2 Clay, which she must place in her Storage. Now her Storage is filled with 3 Wood and 2 Clay. She cannot place any more goods in her full Storage areas.



1ST SUMMER ROUND - BOB

1 Now Bob can take actions. He also takes three consecutive turns and lets his Steward start on the Market on the left. From there, he moves his Steward to the **Librarian**, drawing 2 Improvements from the draw pile into his hand. He also gets \$1, which he places with his Tools.



3 Finally, Bob moves to the **Developer**, because he would like to play an Improvement. Before he can play a card, he gets 2 Tools. He must play a card though; you may not visit the Developer only to get the Tools! Also, you may not visit a Place without carrying out its action.

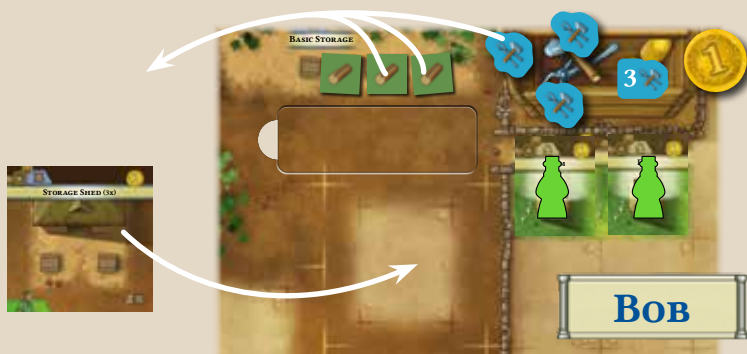
2 On his second turn, Bob lets his Steward **jump** to the Market on the right. This is only allowed with Markets. Normally, you must move your Steward to an adjacent Place. At that Market, Bob takes the Builder action and builds a Storage Shed for 1 Tool and 2 Wood. He, too, lets a Farmer work there right away.

draw pile

discard pile



Since he has space in his Storage and because he could use some Wood, he plays the "Stone Axe". He discards the "Stone Axe" and gets 4 Wood from the supply.



This is the end of the Summer Round. They move the Round indicator to Winter and take another three turns each. The game board does not change yet.



1ST WINTER ROUND - ALICE

1 Alice would also like some hand cards, so she moves her Steward to the Librarian, where she gets \$1; she draws the “Beaver’s Lodge” and the “Building Contract” for Storage Sheds. (Note that Alice entered the Market at the bottom and now leaves it at the top. You can enter and leave a Market from any of its two hexes.)



Unfortunately, Bob has no space left in his Storage and Warehouse. He would like to keep the Clay though. Therefore, he discards his own and Alice’s Food and places Alice’s Clay in his Warehouse. You may discard goods at any time.



2 The “Building Contract” particularly catches her eye, so she moves to the Developer to play it right away.

Unfortunately, the Developer is occupied by Bob’s Steward. Whenever you move onto a Place with other players’ Stewards, you must pay the **Fee** to them—except on Markets! Alice must pay 1 Building resource and either 1 Food or 1 Tool to Bob. She decides to give him 1 Clay and 1 Food.

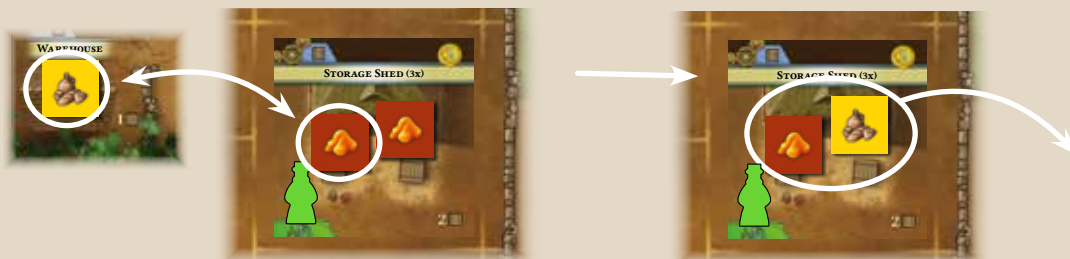


Now that Alice has paid Bob, she can carry out her action. She takes 2 Tools and plays her “Building Contract”, paying 2 Wood and 2 Tools to build 2 Storage Sheds. Sadly, she has one unemployed Farmer left and so she can only activate one of the new Storage Sheds.



However, she has no Food in her Storage but she does in her Warehouse. The Warehouse can store an extra good, which you may not pay with as long as it is in the Warehouse. So before Alice pays Bob, she quickly swaps 1 Clay in her Storage with that 1 Food in her Warehouse. You may move goods back and forth between your Storage and Warehouse at any time, **except during an action.**

After the swap, she pays Bob.



3 It is time to increase her work force. Alice moves her Steward to the **Builder for Farms**, building 1 Farm for 1 Wood and 1 Tool there. Every Farm comes with a Farmer. Alice places her newly gained Farmer in her third Storage Shed right away.



1ST WINTER ROUND - BOB

1 Then it is Bob's turn again. He would really like to play his other card as well but, unfortunately, he is at the Developer already—and you may not simply stand still. So he moves to the Librarian to get another 2 Improvements and \$1.



Bob builds 3 Farms at once for a total of 3 Wood and 3 Tools. If the Builder does not say otherwise, you can build as many Buildings of the depicted type as you like in a single action! Otherwise you can only build the indicated number of Buildings. There are Buildings that even limit how many copies of them you may have in total—this is indicated on the Building tiles to the right of the name.

2 On his second turn, he returns to the Developer (he is allowed to because this is not his third, last, action), takes 2 Tools and plays his "Building Contract" for a Forester's House, costing 2 Wood and 2 Tools. He takes a Forester's House from the supply and places it on an empty Building spot. He activates it immediately by placing his remaining Farmer there.



3 Bob has one turn left, before the Round ends. He does not need them right now, but soon he will need more Farmers. So he moves (*gnashing his teeth*) to the Builder for Farms. There he pays Alice 1 Tool (since he has no Food) and 1 Clay (which he moves to his Storage before paying it).



END OF 1ST YEAR

A Year ends after 2 Rounds (*Summer and Winter*). This is when the starting player adds the 3 Places revealed at the start of Summer to the game board. Alice remains starting player, because the starting player does not change automatically. How it changes will be explained later.

Alice decides to add the Places as follows:

She can add the Places wherever she likes, as long as each Place she adds shares at least two edges with other tiles of the game board.

After that, certain Buildings generate goods (*Forester's House, Hollow, Hunting Lodge, Pub*). Bob gets 2 Wood, which he places on the Forester's House that generated them. Each generating Building can hold one batch of goods. You can move goods from Buildings to your Storage at any time (*except during an action*)—never the other way round!



Additionally, each player generates 3 Tools per Year, as indicated on the Community board by the Smithy. So both Alice and Bob get 3 Tools each.



Next up is the Summer Round of the second Year.

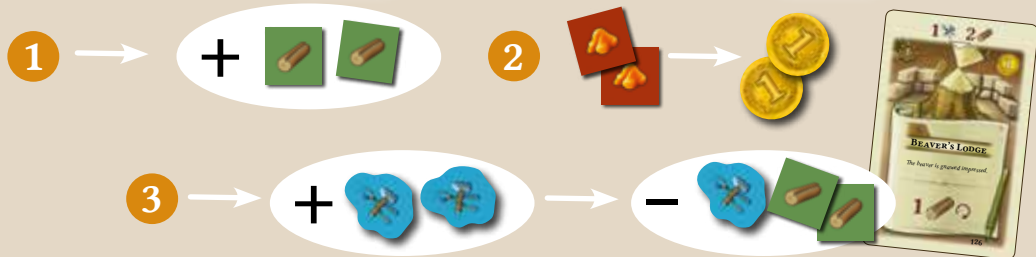
2ND SUMMER ROUND

ALICE

Alice turns another 3 Places and a new Market card face up, discarding the previous Market card.



First, Alice moves to the adjacent Riverbank Grove, where she gets 2 Wood; then she jumps to the Market at right. There she sells 2 Clay for a total of \$2. (If she had Food, she could also sell that.) Finally, she moves to the Developer to play her "Beaver's Lodge", placing it face up in front of her. The "Beaver's Lodge" generates 1 Wood per Year and does not require a Worker. Plus, it does not occupy a Building spot.



BOB

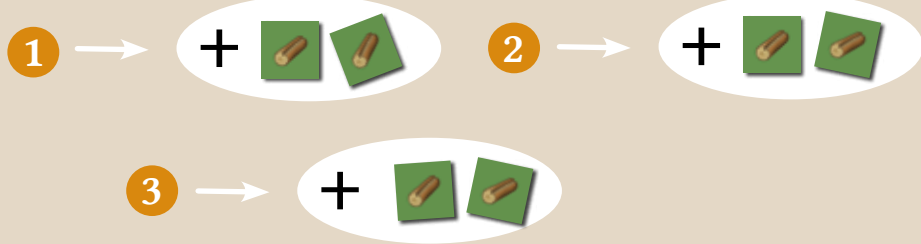
Bob moves to the Day Laborer and gets 1 Wood and \$1 there. Then he jumps to the Market on the left and takes 2 Wood. Finally, he moves to the Joiner, producing 2 Planks from 4 Wood. To do so, he first moves the 2 Wood from his Forester's House to his Storage (moving 1 Wood would have sufficed). Then he pays 4 Wood and takes 2 Planks from the supply, placing them in his Storage. Like Builders, you can use Refiners any number of times per action.



2ND WINTER ROUND

ALICE

Alice jumps to the Market on the left and takes 2 Wood. Then she moves to the Riverbank Grove for another 2 Wood and, finally, returns to the Market on the left for yet another 2 Wood.



BOB

Bob builds the Library at the corresponding Builder for 1 Tool, 1 Wood, and 1 Plank. This is the only Building in the game that does not require a Worker to function. Bob wants to benefit from that immediately so he moves to the Librarian. Now he may draw 4 Improvements and keep 2 of them. Also, from now on, he may temporarily exceed the usual hand limit of 6 cards, only needing to discard at the end of his turn. Alice still must obey the 6 card limit at all times, unless she also builds the Library.



Bob draws the second "Stone Axe", the "Wooden Shovel", the "Cottage", as well as the "Building Contract" for Hollows. He decides to keep the "Stone Axe" and the "Wooden Shovel" and discards the rest. He then moves to the Developer to play the "Stone Axe".



END OF 2ND YEAR

Alice adds the new Places:

Alice generates 1 Wood, placing it on the “Beaver’s Lodge”. Like generating Buildings, the “Beaver’s Lodge” can store one batch of what it generates. Bob generates 2 Wood via his Forester’s House again. Both get 3 Tools each.



3RD SUMMER ROUND

ALICE

As usual, Alice turns 3 new Places and a new Market card face up.



Alice moves so as to build 3 Farms, take 2 Wood at the Riverbank Grove and build 2 Forester's Houses, activating them immediately. Before she could do this last part, she had to move 1 Wood from the "Beaver's Lodge" to her Storage so she could pay the required 6 Wood and 4 Tools for the Forester's Houses.



ALICE

BOB

Bob jumps to the Market on the left and takes the starting player marker (as shown on the Market card). Next, he builds 2 Storage Sheds, activating them immediately. Finally, he jumps to the Market on the right and takes 1 Wood and 1 Clay there.



BOB

3RD WINTER ROUND

Bob may have the starting player marker but it is not his turn yet. The starting player does not change until the end of the Year!

ALICE

So it is Alice's turn again. She jumps to the Market on the right and takes 1 Wood and 1 Clay. She gets another 2 Clay on the adjacent Clay Delve. Then she returns to the Market on the right and takes yet another 1 Wood and 1 Clay. Both times, she did not have to pay Bob, because the Fee does not apply to Markets.



BOB

Bob moves to the Developer and plays the "Ruin", getting 1 Brick (and 2 Tools as usual). He takes Wood and Clay on the Market and returns to the Developer to play his "Building Contract" for an Estate. He pays 1 Tool, 2 Wood, and 1 Brick and turns one of his Farms to the other side, getting 2 Farmers. The Estate shows 3 Farmers but these include the 1 Farmer that you already got from the Farm—you only get 2 new Farmers.



END OF 3RD YEAR

Now Bob becomes starting player and adds the 3 Places.

Alice generates a total of 5 Wood via her “Beaver’s Lodge” and her two Forester’s Houses. Bob still only generates 2 Wood via his Forester’s House, which contains 2 Wood from the previous Year. His Forester’s House, however, can only store 2 Wood—which is how much it generates. Therefore, Bob places the generated Wood in his Storage. Buildings generate goods directly into your Storage (or Warehouse) if there is no space left on the Building.

The board features a central hexagonal grid of buildings. Each building has specific resource generation and storage capabilities. For example, the 'Beaver's Lodge' generates 1 wood and 2 tools, while the 'Forester's House' generates 2 wood. The 'Storage Shed' can store 3x wood. On the right, the player storage areas for Alice and Bob are shown. Alice's storage contains 5 wood and 2 tools, while Bob's storage contains 2 wood and 3 tools. Arrows indicate the flow of resources from buildings to storage. A text box at the bottom right states: "Both get 3 Tools, as usual."

4TH SUMMER ROUND

BOB

Now Bob goes first. He turns the remaining 3 Places face up and reveals a new Market card.



Subsequently, he jumps to the Market on the left, where he can choose between 2 Wood and 2 Clay. He takes 2 Clay. Next, he jumps to the Market on the right and takes another 2 Clay. Finally, he moves to the Clayburner, paying 4 Clay and 2 Wood to produce 2 Bricks.



BOB

ALICE

Alice is glad that Bob did not end his last turn at the Builder for Factories, which is where she wants to go next. There she builds one Factory for 3 Tools, 3 Wood, and 3 Clay. Then she takes 2 Clay on the Market to build another Factory right after.



Unfortunately, she can only activate one of her Factories, because she has only one unemployed Farmer left. You may not simply displace Workers from other Buildings. So she activates only one Factory for now. With an activated Factory, her Forester's Houses now generate 3 instead of 2 Wood per Year. Factories with a Farmer in them boost the output of all of your Forester's Houses, Hollows, and Hunting Lodges (*but not Pubs*) by 1 good.



ALICE

4TH WINTER ROUND

BOB

Bob moves to the Market on the right, producing 1 Plank there. Even if he had more Wood, he could only produce a single Plank. In this case, the depicted limit indicates how many refined goods you can produce. The “Joiner” tile does not have any limit.

Fortunately, one Plank is all Bob needs to build 2 Pubs. He activates them immediately with Farmers. On his third turn, he takes 2 Clay at the Market on the right.



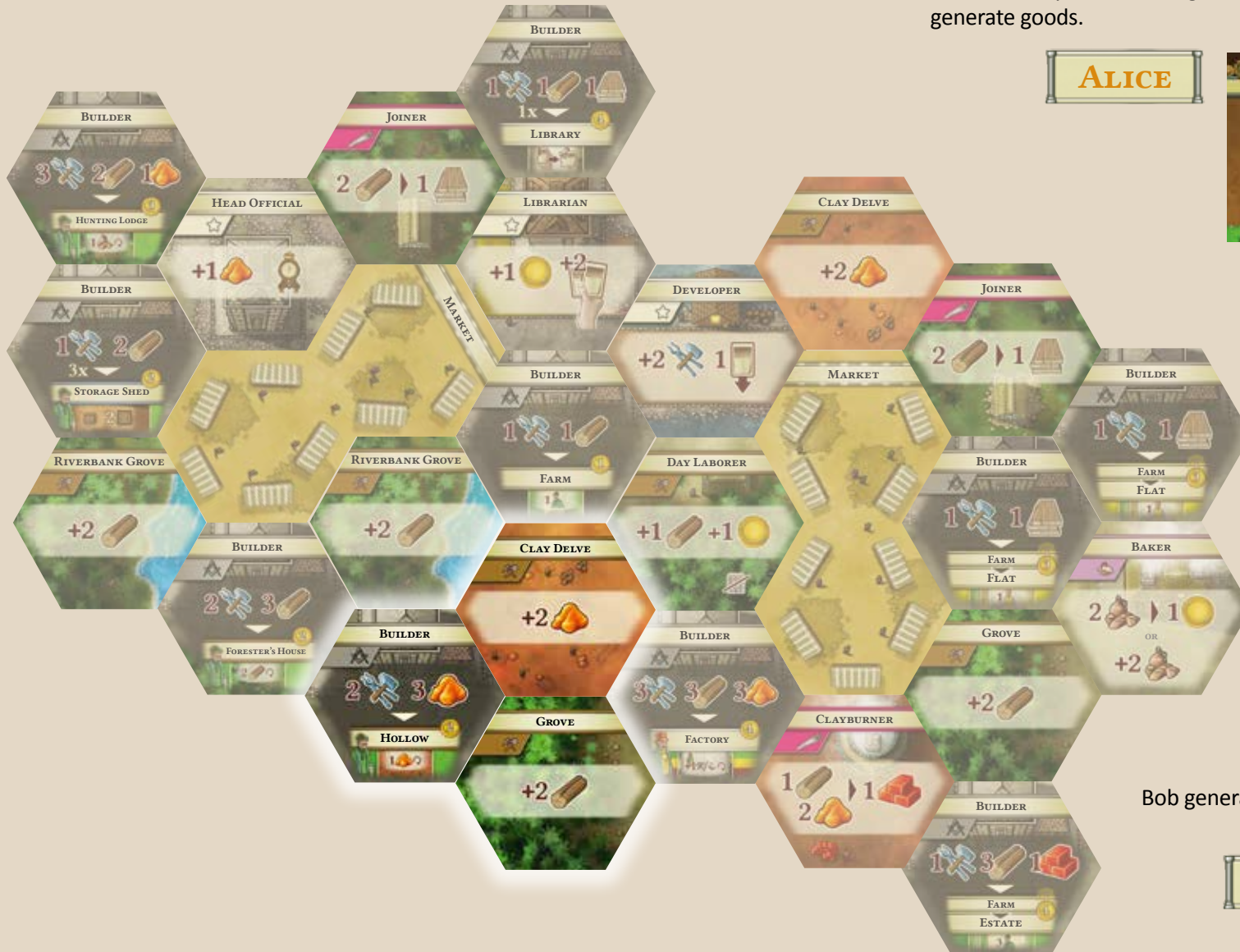
ALICE

Alice jumps to the Market on the left and takes 2 Clay. She does not collect any Wood, because her Forester's Houses will generate some shortly. So she moves to the Librarian, drawing 2 Improvements: the “Loam Hollow” and the “Anvil”. She plays the “Loam Hollow” right away (*at the Developer*). It generates 1 Clay per Year.



END OF 4TH YEAR

Bob adds the remaining 3 Places:



Alice notices that she does not need that many Storage spaces in the final Year, so she moves a Farmer from a Storage Shed to her second Factory. You may only move Workers away from Buildings at the end of a Year; this happens before the Buildings generate goods.

ALICE



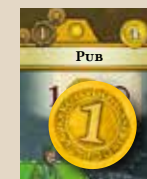
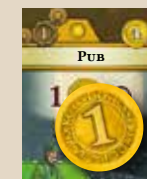
By doing so, Alice's Forester's Houses generate 4 Wood now (due to two activated Factories). Additionally, her "Loam Hollow" generates 1 Clay and her "Beaver's Lodge" 1 Wood, which she places in her Storage, because there is Wood left from the previous Year. Note that Factories do not affect the "Beaver's Lodge".

ALICE



Bob generates 2 Wood and \$2. Both players get 3 Tools each.

BOB



5TH SUMMER ROUND

BOB

Bob turns another Market card face up—in the 5th Year, there are no more Places to add. This is the final Year. Both players have a total of 6 turns left.

Bob moves to the Clay Delve for 2 Clay; afterwards, he returns to the Market on the right for 1 Clay and 1 Food. Finally, he produces 2 Bricks at the Clayburner.



ALICE

Alice builds 2 Farms, which she intends to turn into Flats later. Her Community board is full now. She cannot build any more Buildings, unless she razes a Building. You may raze Buildings at any time, but it costs 2 Tools to raze one. Plus, you lose all the benefits that the Building provided.

Alice, however, does not intend to raze anything. She jumps to the Market on the right and takes 1 Clay and 1 Food there. Then she produces 2 Planks at the Joiner. Remember: Alice could not return to the Developer on her last turn, even if she wanted to, because she started from there.



5TH WINTER ROUND

BOB

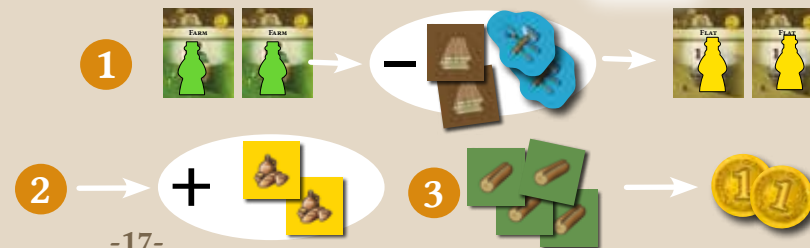
Bob moves to the Market on the left, selling 2 Bricks for a total of \$6. Next, he moves to the Grove and takes 2 Wood. On his final turn, he returns to the Market and builds a Hunting Lodge, activating it with his remaining unemployed Farmer. He does not need the food; he is doing this for score only.



ALICE

Now Alice wants to build the Flats. To build a Flat, you must remodel a Farm—like Bob did when he built an Estate. Unlike the Estate though, a Farmer needs to be “at home” in order to remodel a Farm into a Flat. Empty Farms cannot be remodeled to Flats. Alice moves to the corresponding Builder, paying 2 Tools and 2 Planks there. She replaces two Farms with Flats and the Farmers who lived there with Citizens.

To realize her plan (*you will see shortly what this is*), she is still 1 Food short. This is why she moves to the Baker next, grabbing 2 Food there. On her final turn of this game, she sells her remaining 4 Wood for \$2 at the Market.



The game is basically over now. Alice and Bob still have to go through the end of the Year, after which they will score their Communities.

END OF 5TH YEAR

Finally, Alice can realize her master plan. She “fires” the two Farmers working in her Factories and returns them to their Farms. Instead, she lets her Citizens work in the Factories, which costs 1 Food per Citizen. Unlike Farmers, Citizens require 1 Food of Sustenance when they are put to work.



In the Introductory Game, the Factory is the only Building in which you can put your Citizens to work. Plus, it is the only Building that can take any type of Worker. However, Factories will only boost the output of your generating Buildings if they are operated by Farmers. This is why Alice’s Forester’s Houses revert to generating just 2 Wood per Year (which is also how much they can store again now). This does not matter though, because goods, except for Dollars, are worth nothing during scoring.



Now that Alice has unemployed Farmers again, she can activate her third Storage Shed for scoring. Bob does not change a thing in his Community. Both players would generate goods but the only thing that matters is Bob generating \$2 via his Pubs. After that, they score their Communities.

SCORING

Every Building shows a Dollar value—this is how much it is worth during scoring. Permanent Improvements in play—like Alice’s “Beaver’s Lodge” and “Loam Hollow”—also have a Dollar value. Cards left in hand as well as goods (except Dollars) are not worth anything. Including the Dollars in their Toolboxes, Alice has \$39 and Bob has \$45.



However, employed Workers are also worth Dollars. Unemployed Farmers and Citizens, who are not working in any Building and are, thus, still “at home”, are not worth anything. Alice has 5 working Farmers and 2 working Citizens—one Farmer is “home” doing nothing and, thus, worthless. Bob has put all of his 7 Farmers to work. Each working Farmer is worth \$2; each working Citizen is worth \$6. Therefore, Alice gains an additional \$22 and Bob an additional \$14 via Workers.



Name	Alice	Bob
Buildings	30	31
Embassies	-	-
Improvements	3	-
Dollars	6	14
Sub-Total	39	45
Farmers (2)	10	14
Citizens (6)	12	-
Merchants (16)	-	-
Sub-Total	22	14
Total	61	59

In total, Alice scores \$61 and Bob \$59. Alice barely wins over Bob; and Bob regrets not having built another Pub towards the end ...

WHAT'S NEXT?

Before you leap into the standard game, you should play the introductory version a couple of times. The board used throughout this Introductory Game is of easy difficulty. If you would like to increase it, try one of these:

MEDIUM DIFFICULTY



HARD DIFFICULTY



We also suggest each player start with any combination of Wood and Clay in their Storage (*instead of always starting with 3 Wood*). Finally, you can try the introductory version with a variable setup, as described in chapter 4, “Game Board” on page 5 of the main rule book. If you do, remove the “Diplomat” tile and replace it with the “Day Laborer” tile.

Have fun!

Sustenance works a little differently in the standard game as described in the Introductory Game. The described procedure is a simplified version of the normal rules, but sufficient for the Introductory Game.