

This appendix consists of seven parts. In part I, we explain the Colony abilities in detail, focusing on interactions between them. In part II, we provide useful tips for your first few games. In part III, we list all the ways to get certain goods. In part IV, we list all the Buildings, especially how much they cost, because this information can only be found on the Places. In part V, we explain the Places in detail. In part VI, we express our gratitude to all our playtesters. In part VII, we provide a key word index for the main rule book, so you can find specific sections of it more easily.

PART I – THE COLONIES

Establishing relations with distant Colonies gets you access to various special abilities. In each game, 4 to 5 of the 9 different Colonies are in play, equally available to all players.

You can establish relations with each Colony on up to 4 levels, gaining access to powerful special abilities in the process. The abilities of higher levels usually build to those of lower ones. The cost and Dollar value of each level is independent of the Colony. Only your current level counts during scoring. The Dollar values and costs are depicted on the Colony overviews and summarized in the following table:

Level	Cost	Value
	1 + 3 + 2	2
	1 + 1 + 1	4
	2 + 3 + 3 + 3	8
	2 + 2 + 2 + 1	14

The following sections explain the different Colonies in alphabetical order and elaborate on possible interactions.

ALCHEMIST COLONY

If you establish relations with the **ALCHEMIST COLONY**, you will gain the ability to exchange goods for other goods the moment you get them. Each level adds onto the available exchange options. You may exchange **refined** goods using this effect; **generated** goods are strictly excluded. Also, you may not exchange goods back and forth.

Level	Exchange Options
	→ →
	→ →
	→ →
	—

Instead of introducing new options, level IV adds another action to the Markets that you can choose from. During this action, you may turn 3 goods of any type into 1 Tool (*any number of times*).

Examples:

- 1) You move to the Riverbank Grove. You may immediately exchange 1 or 2 of the Wood you get for Clay.
- 2) You have the “Axe” in play and move to the Riverbank Grove. You get a total of 3 Wood, part or all of which you may exchange for Clay.
- 3) In the previous example, if you exchange all 3 Wood for Clay, you may not exchange the 3 Clay back for Wood, only to get yet another Wood via the “Axe”.
- 4) You have the “Axe” in play and move to the Head Official, who provides 1 Clay. You may immediately exchange this Clay for Wood. Even if you do, you do not get an additional 1 Wood via the “Axe” because you did not get Wood from the Place.
- 5) You have the “Spade” in play and move to the Head Official, getting 2 Clay. You may immediately exchange part or all of this Clay for Wood. If you do and even if you had the “Axe”, you would not receive any additional Wood—see the previous example.

Level II of the **ALCHEMIST COLONY** introduces the “Alchemist” Special Ambassador (*see page 19 of the rule book*).

ALTRUIST COLONY

The **ALTRUIST COLONY** is all about charity. Here you will be endowed with goods each year. At the start of your first turn in each Year, you may choose one type of good and take the indicated amount from the general supply (*use the highest available quantity, if in doubt*). Each level adds to your options.

Level	Options	Generates
	2 1	–
	1 1	1 per Year
	1 1	1 per Year or 1 per Year
	1 2 2	1 per Year

Note:

- If you established relations with both the **ALCHEMIST COLONY** and the **ALTRUIST COLONY**, you may take 2 Clay instead of 2 Wood, thus one more Clay than you would get from the **ALTRUIST COLONY** alone.
- The generated goods are also depicted on the Embassy tile.

Additionally, from level II onward, the Embassy of the **ALTRUIST COLONY** acts as a Sustenance Building and, from level IV onward, additionally as a Production Building. Because it is not operated by a Worker, your **FACTORIES** will not increase the amount of generated goods.

Example: On level IV, the Embassy of the Altruist Colony generates either 2 Food and 1 Tool per Year, or 1 Food, 1 Robe, and 1 Tool per Year. You may freely choose from the options every Year.

Furthermore, the **ALTRUIST COLONY** extends your Warehouse by 1 lot and, on level II, introduces the “Altruist” Special Ambassador (*see page 19 of the rule book*).

ENVOY COLONY

The **ENVOY COLONY** helps you move around the game board, by increasing the number of Stewards you have access to as well as by increasing their Range. Also, it adds special abilities to the **DIPLOMAT**.

From level II onward, **once per Half-Year**, you may pay the Fee to increase your Range by 1 (*see STOREKEEPER COLONY for ways to reduce the Fee*). On level III, you get a permanent Range upgrade, which does not replace level II (*using both abilities, you can have +2 Range*).

Also from level II onward, you may jump to the **DIPLOMAT** as though it were a Market. As usual, you must carry out an action there, which may be an alternative action (*e.g. via the LORD COLONY*). From level IV onward, you get an additional 1 Tool at the **DIPLOMAT** and you may take a Market action instead of the normal action there. Although the **DIPLOMAT** may seem like a de facto Market at that point, it is not: for instance, you still have to pay the Fee at the **DIPLOMAT** when there are other players’ Stewards present.

Level	Advantage	Diplomat
	+1 Steward	–
	Once per Half-Year: Fee → +1 Range	Jumping enabled
	+1 Range	–
	–	+1 Market actions

INDUSTRIALIST COLONY

Relations with the **INDUSTRIALIST COLONY** extend your Warehouse and let you refine goods in every Production phase. You decide when to use this ability during the Production phase—before or after your Buildings generate goods. For each final product, only the best available exchange rate is active, replacing any exchange rates that have been active for that product on earlier levels.

Note: Combined with the **ALCHEMIST COLONY**, you may exchange the refined Planks for Bricks, and vice versa.

Level	Exchange Rate	Warehouse
	2 → 1 (1x)	+1 lot
	2 → 1 (2x) 1 + 2 → 1 (1x)	–
	1 + 1 → 1 (2x) 3 → 1 (1x)	+1 lot
	1 → 1 (3x) 1 + 1 → 2 (2x) 3 or 5 → 1 or 2 (2x)	–

Additionally, the Embassy of the **INDUSTRIALIST COLONY** acts as a **FACTORY** limited to Production Buildings only (*Sustenance Buildings excluded!*). This means that you may place a Farmer, Citizen or Merchant on the Embassy to boost the output of all of your Production Buildings by 1 good, provided they are operated by the same type of Worker. This is depicted on the Embassy tile as a reminder.

LABORER COLONY

The **LABORER COLONY** facilitates employing your Colonists by allowing you to place them in Buildings that are not suited for them. The abilities of levels I and III require that you currently have no unemployed Colonists of the “correct” type. The abilities of levels II and IV do not impose such a restriction.

Level	Permitted Employment
	Citizens → Farmer Buildings (currently no Farmers unemployed!)
	max. 1 Farmer → Citizen Building
	Merchants → Citizen Buildings (currently no Citizens unemployed!)
	max. 2 Citizens → Merchant Buildings

Example: If you currently have no unemployed Farmers, you may place a Citizen in a Farmer Building to activate that Building. On level II, you may place one Farmer in a Citizen Building, even if you have unemployed Citizens left.

Important! If you remove an “incorrectly” placed Worker from a Building (*which you may only do at the end of a Year*), you must first employ all of your “correct” Colonists before you may place the removed Worker “incorrectly” again. This does not apply to the abilities of levels II and IV.

You are not required to replace an “incorrectly” placed Worker as soon as a “correct” Colonist becomes available. An “incorrectly” placed Worker may work in their Building indefinitely, until you decide to remove them. During scoring, “incorrectly” placed Workers count as their proper type.

Example: Working Farmers are always worth \$2, regardless whether they work in a Farmer or Citizen Building. Conversely, working Citizens are always worth \$6, even if they work in a Farmer Building. The same applies to Merchants.

A nice side effect of the **LABORER COLONY** is that Farmers and Citizens do not need to be “home” when you remodel **FARMS** to **FLATS** and **FLATS** to **HOUSES**, provided you have no unemployed Farmers and Citizens left, respectively. If you remodel an empty Residence, replace the Residence as well as its (*currently employed*) Colonist with their new counterparts. You must sustain the new (*and automatically “incorrectly” placed*) Worker immediately.

From level II onward, you may remodel **ESTATES** into **APARTMENTS**, i.e. turn 3 Farmers into 3 Citizens, whenever you would build **APARTMENTS** on the corresponding **BUILDER**. The building cost remains the same. The Farmers of the remodeled **ESTATE** do not need to be “home”, as long as you sustain the (*working*) Citizens immediately.

Please note that **FACTORIES** only care for the actual type of Worker.

Example: You have a Forester’s House operated by a Citizen, and a Factory operated by a Farmer. The Forester’s House generates 2 Wood per Year. If the Factory were operated by a Citizen, the Forester’s House would generate 3 Wood.

On level II, the **LABORER COLONY** introduces the “Laborer” Special Ambassador (*see page 19 of the rule book*).

LORD COLONY

The **LORD COLONY** facilitates moving across the game board by allowing you to ignore the action of the Place you move to. Instead, you get one good of an unlocked type. This special ability does **not apply to Markets!**

From level II onward, you do not have to pay the Fee any longer, regardless of the reason why you would normally pay it.

From level III onward, **once per Half-Year** at the start or end of your turn, you may swap two adjacent Places. The Places you swap may **not** be occupied by any Stewards or Special Ambassadors. (*This action is a restricted version of the CHIEF OFFICER’s action in Era IV.*)

From level IV onward, you always receive an additional 1 Tool whenever you ignore a Place’s action (*on top of the chosen good*).

Level	Options	Special Ability
	 	—
	  	No Fee
	  	Once per Half-Year: swap 2 adjacent unoccupied Places
		+1  on top of the chosen good

SCHOLAR COLONY

The **SCHOLAR COLONY** is all about Improvements. This is why the Embassy of the **SCHOLAR COLONY** assumes the function of the **LIBRARY**: whenever you draw Improvements, draw 4 and keep 2 of them. Plus, you may temporarily exceed the hand size limit, if you discard down to 6 cards right after. You can also unlock the following special abilities:

Level	Special Ability
	In each Production Phase: draw 2 Improvements and keep 1 of them
	Immediately after drawing Improvements on Places: play 1 Improvement (or 2 with an active INSTITUTE)
	You may jump to the DEVELOPER .
	Improvements do not cost you any Tools.

Note: The special ability of level I is also depicted on the Embassy tile.

The special abilities of levels I and II do not combine, because you do not get the Improvement from a Place. The special ability of level II also applies to Markets.

STOREKEEPER COLONY

The **STOREKEEPER COLONY** is all about storing goods. At first, it extends your Storage and Warehouse and then, finally, combines them into one entity. From then on, you may pay with goods from your Warehouse.

Level	Storage Extension	Warehouse Extension	Special Action
	Storage Sheds: 2 → 3 spaces	+3 lots	–
	Basic Storage: 3 → 6 spaces	–	Fee: Storage Shed → Farmer Building
	Storage Houses: 5 → 7 spaces	–	Fee: Storage House → Citizen Building
	Storage Halls: 9 → 13 spaces	Warehouse becomes Storage	–

Details on extending your Storage:

- Turn the Storage Facility to the back side, or place the Basic Storage upgrade tile into the notch in your Community board.
- Stored goods are not lost. Remove them temporarily when turning the tile, and return them afterwards.

Additionally, from level II onward, the **STOREKEEPER COLONY** grants you a special action that you may carry out during your turn at any time by paying the Fee. This special action lets you replace a Storage Facility with a Building of your choice that requires the same type of Worker as the replaced Storage Facility. Apart from the Fee, no additional cost is required. You may take the special action any number of times; if you do, you must pay the Fee each time. Because **FACTORIES** accept any type of Worker, you may use this special ability to gain **FACTORIES**.

Note the loss of Storage spaces!

The following game elements may discount or remove the Fee entirely:

- **LORD COLONY** on level II
- **CUSTOMS OFFICE** Building in Era III
- “Automobile” and “Pass” Improvements in Era I

With these, you may have to pay less or nothing at all to use the special actions.

TRADER COLONY

The **TRADER COLONY** adds another action to the Markets. During this action, you may exchange any number of goods of one type for another. Each level adds to the available exchange options.

- Goods of the **same** level may be exchanged for one another at a 1:1 ratio.
- Low-level goods may be exchanged for goods of the **next higher** level at a 2:1 ratio. You may not exchange beyond the next level of goods, but only to the next highest level.
- High-level goods may be exchanged for goods of **any lower** level at a 1:X ratio, where X is 1 plus the difference between the involved levels (*e.g. level IV goods can be exchanged for level II goods at a 1:3 ratio*).

Examples for level III:

- 1) You exchange 3 Food for 3 Clay—same level, therefore 1:1.
- 2) You exchange 4 Clay for 2 Planks—next higher level, therefore 2:1.
- 3) You exchange 2 Robes for 2 Ore—same level, therefore 1:1.
- 4) You exchange 1 Ore for 3 Clay—from level III to I, therefore 1:3.
- 5) You may not exchange 3 Clay for 1 Ore. Ore is not from the next higher level relative to Clay.
- 6) At level III, you may not exchange 2 Robes for 1 Iron. To do so, you must get to level IV first.

Level	Goods
I	  
II	 
III	  
IV	 

Goods exchanged via this ability may be immediately exchanged even further via the abilities of the **ALCHEMIST COLONY**.

Example: You have relations with the Trader Colony on level I and with the Alchemist Colony on level III. At the Market, you exchange 2 Wood for 2 Food, which you immediately exchange for 2 Ore. The Trader Colony alone would have never allowed you to exchange Wood for Ore.

PART II – TIPS FOR NEW PLAYERS

Especially on your first few plays, you will make a lot of strategic mistakes. To prevent the worst of them, we provide the following unsorted list of useful tips:

- Storage space is quite valuable: building three **STORAGE SHEDS** is not a bad idea.
- **FORESTER'S HOUSES** are more valuable than **HOLLOWS** in the early game. In later Eras, it is a good idea to have at least 3 **FORESTER'S HOUSES**.
- An early **HUNTING LODGE** will generate Food that you can use to pay the Fee. Later it will help with sustaining your Workers.
- Keep a few Improvements that do not require Tools, so that you can get some when you need them.
- Refine more expensive goods before cheaper ones (*e.g. produce Iron before Planks and Bricks*) to free space in your Storage.
- If you intend to establish relations with Colonies, do it as early as possible. Do not establish too many relations, because you may run out of Building spots during Era III.
- Being the starting player does not matter that much. It is nice, however, to be able to add new Places near the current position of your Steward—this may save a turn or two.
- Money Buildings become more important the more Eras you play.
- First think of what you are going to build, then collect the required goods—not the other way round.

The following tips are especially useful in the introductory game and whenever you play Era I only:

- Strive for having 1-2 Citizens in **FACTORIES** at the end of the game. Do not forget to collect enough Food to sustain them.
- Build a lot of **PUBS**. As a side effect, you will not encounter any Tool shortages, because all the required Buildings have low Tool costs.
- Building a lot of **ESTATES**, **FORESTER'S HOUSES**, and **HOLLOWS** will result in Tool shortages pretty soon. To counter that, you should also put your money on Improvements.
- Sell the Food you generate via your **HUNTING LODGES** at the **BAKER** or Markets, provided the appropriate Market cards are in play.

PART III – HOW DO I GET ...?

In this section, we list all the ways to get particular goods, ignoring the Special Ambassadors of the Colonies. Bold text indicates permanent Improvements. The numbers in parentheses indicate how many copies of that game element there are—no number means there is just one. All entries are in alphabetical order.



ROBES	From Era III	From Era IV
Buildings	Tailor Shop	Textile Mill
Colonies	Altruist Lord Trader	Trader
Improvements	Needle and Thread Weaving Loom	Embroidery Machine Sewing Machines Weaving Machine Weaving Mill
Market cards	1 out of 7	1 out of 7
Places	Weaver	Tailor



ORE	From Era II	From Era III	From Era IV
Buildings	Iron Mine		
Colonies		Alchemist Altruist Lord Trader	Trader
Improvements	Iron Pickaxe Ore Tunnel	Stone Pickaxe	Iron Ore Mine Stone Pickaxe
Market cards	2 out of 7	2 out of 7	2 out of 7
Places	Joiner		Carpenter



IRON	From Era III	From Era IV
Buildings		
Colonies		Altruist Industrialist Lord Trader
Improvements	Large Ironsmelter Small Ironsmelter	Ironsmelter
Market cards	0 out of 7	0 out of 7
Places	Ironsmelter	



PLANKS	From Era I	From Era II	From Era III	From Era IV
Buildings				
Colonies	Industrialist	Alchemist Altruist Industrialist Lord Trader	Trader	Altruist Industrialist Trader
Improvements	Handsaw Wood Saw (2)	Panel Saw Ripsaw Wood Saw (2)	Saw Wood Saw	Saw Wood Saw
Market cards	1 out of 7	2 out of 7	2 out of 7	2 out of 7
Places	Joiner (2)	Joiner		Carpenter



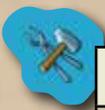
COAL	From Era III	From Era IV
Buildings		
Colonies	Alchemist Altruist Industrialist Lord Trader	Industrialist Trader
Improvements	Charcoal Furnace Charcoal Pile Grill	Charcoal Kiln Grill (2)
Market cards	1 out of 7	2 out of 7
Places	Coalburner	Charburner



BRICKS	From Era I	From Era II	From Era III	From Era IV
Buildings				
Colonies		Alchemist Altruist Industrialist Lord Trader	Industrialist Trader	Altruist Industrialist Trader
Improvements	Clay Oven Ruin (2)	Kiln Ruin (2) Stone Oven	Oven Ruin	Oven Ruin
Market cards	0 out of 7	1 out of 7	1 out of 7	2 out of 7
Places	Clayburner	Loamburner		Brickburner



DOLLARS	From Era I	From Era II	From Era III	From Era IV
Buildings	Pub	Theater	Customs Office	Casino
Colonies				
Improvements		Village Chapel		Village Church
Market cards	7 out of 7	7 out of 7	7 out of 7	7 out of 7
Places	Baker (Day Laborer) Librarian	Grand Baker	Weaver	Chief Officer Tailor



TOOLS	From Era I	From Era II	From Era III	From Era IV
Buildings			Customs Office	
Colonies				Alchemist Altruist Envoy Lord Trader
Improvements	Anvil	Anvil (2) Toolmaker Workshop	Blacksmith's Anvil Butchery Tool Trader	Blacksmith's Anvil Market Stand Tool Trader
Market cards	0 out of 7	0 out of 7	0 out of 7	1 out of 7
Places	Developer	Blacksmith		Chief Officer Ironsmith



CLAY	From Era I	From Era II	From Era III	From Era IV
Buildings	Hollow			
Colonies	Alchemist Altruist Lord Trader	Trader	Trader	Trader
Improvements	Guestroom (2) Loam Hollow Spade Wooden Shovel (2)		Clay Hollow	Iron Shovels (2)
Market cards	4 out of 7	4 out of 7	3 out of 7	1 out of 7
Places	Clay Delve (2) Head Official	Clay Pocket	Clay Pit	Clay Pit



WOOD	From Era I	From Era II	From Era III	From Era IV
Buildings	Forester's House			
Colonies	Alchemist Altruist Lord Trader	Trader	Trader	Trader
Improvements	Axe Beaver's Lodge Guestroom (2) Stone Axe (2)		Pad Saw	Iron Axes (2)
Market cards	4 out of 7	4 out of 7	3 out of 7	2 out of 7
Places	(<i>Day Laborer</i>) Grove (2) Riverbank Grove (2)	Riverbank Forest	Riverbank Forest	Forest



FOOD	From Era I	From Era II	From Era III	From Era IV
Buildings	Hunting Lodge		Hunting Grounds	
Colonies	Trader	Altruist Lord Trader	Altruist Trader	Trader
Improvements	Vegetable Garden	Fireplace Fruit Farm Slaughtering Blocks	Butchery Cooking Hearth	Greenhouse
Market cards	3 out of 7	2 out of 7	2 out of 7	2 out of 7
Places	Baker	Grand Baker		

PART IV – THE BUILDINGS

The following table lists all the Buildings in alphabetical order, providing all the information in one place. (“#copies” indicates how many copies of that Building you are allowed to have in your Community. No entry means you may have any number of copies of that Building.)

Name	Era	Building cost	Dollar value	#copies	Effect type	Worker type	Effect
Apartment	II	1 + 2 + 2	6				Provides 2 additional Citizens.
Boardinghouse	III	2 + 1 + 1 + 1	6	2			Provides 1 additional Steward.
Casino	IV	3 + 3 + 2 + 2	10				Generates 3 Dollars per Year.
Community Hall	III	3 + 3 + 3 + 3	22	1			Provides 1 additional Merchant. Unlocks the Borderland spots.
Customs Office	III	2 + 2 + 2 + 1	4	1			Removes the Fee. Provides 1 Dollar and 1 Tool whenever you move to a Place occupied by opponents.
Estate	I	1 + 3 + 1	4				Provides 2 additional Farmers.
Factory	I	3 + 3 + 3	4			//	Increases the output of all Production and Sustenance Buildings with the same type of Worker.
Farm	I	1 + 1	1				Provides 1 Farmer.
Flat	I	1 + 1	3				Replaces 1 Farmer with 1 Citizen.
Forester's House	I	2 + 3	2				Generates 2 Wood per Year.
Hollow	I	2 + 3	2				Generates 1 Clay per Year.
House	III	2 + 2 + 1 + 1	8				Replaces 1 Citizen with 1 Merchant.
Hunting Grounds	III	3 + 4 + 2	7				Generates 3 Food per Year.
Hunting Lodge	I	3 + 2 + 1	3				Generates 1 Food per Year.
Institute	II	3 + 2 + 2	6	1		/	Whenever you play an Improvement, you may immediately afterward play at most one additional Improvement.
Iron Mine	II	2 + 2 + 3	5				Generates 2 Ore per Year.
Library	I	1 + 1 + 1 + 1	4	1			LIBRARIAN: draw 4 cards, keep 2 of them. You may exceed the hand size limit temporarily.
Pub	I	1 + 1 + 1 + 1	4				Generates 1 Dollar per Year.
Stables	III	3 + 2 + 2 + 2	10	1			Increases your Range by 1.
Storage Hall	IV	3 + 3 + 1	13	3			Provides 9 Storage spaces.
Storage Hall*	IV	STOREKEEPER COLONY	13	3			Provides 13 Storage spaces.
Storage House	II	2 + 1 + 1	5	3			Provides 5 Storage spaces.
Storage House*	II	STOREKEEPER COLONY	5	3			Provides 7 Storage spaces.
Storage Shed	I	1 + 2	2	3			Provides 2 Storage spaces.
Storage Shed*	I	STOREKEEPER COLONY	2	3			Provides 3 Storage spaces.
Tailor Shop	III	3 + 2 + 2	5				Generates 1 Robe per Year.
Textile Mill	IV	3 + 3 + 3 + 1	13				Generates 3 Robes per Year.
Theater	II	2 + 2 + 2	6				Generates 2 Dollars per Year.

PART V – THE PLACES

In this part, we explain the effects of the different Places in alphabetical order. The cogwheel symbol indicates the Era the Place is from.

<p>Baker:</p> 	<p>At the BAKER, you must choose one of two actions. Either take 2 Food from the general supply and store them, or sell 2 Food from your Storage for 1 Dollar, any number of times. All the sold Food must be in your Storage at the start of the action. You may not rearrange Food in-between the individual sales.</p>	
<p>Blacksmith:</p> 	<p>The BLACKSMITH produces Tools from Wood and Ore. Apart from the DEVELOPER, he is the first source of Tools on the game board. You may produce any number of Tools in one action (<i>with regard to the storing rules!</i>). For each pair of Wood and Ore you spend, you get 2 Tools.</p>	
<p>Brickburner:</p> 	<p>The BRICKBURNER replaces the CLAYBURNER, producing 2 Bricks from each pair of Wood and Clay (<i>i.e. he produces twice as many Bricks as the LOAMBURNER</i>). You may produce any number of Bricks in one action (<i>with regard to the storing rules!</i>).</p>	
<p>Builder:</p>    	<p>There is one BUILDER for each Building in the game, showing you the Building cost and whether or not you have to remodel a Building. Normally, you may build any number of copies of the Building in one action, unless a limit is depicted. You must pay the total Building cost from your Storage. You may not rearrange goods inbetween the individual builds.</p>	
<p>Carpenter:</p> 	<p>The CARPENTER replaces one of the three JOINERS, producing Planks from Wood at a much better ratio, namely 1:1. You may produce any number of Planks in one action (<i>with regard to the storing rules!</i>).</p>	
<p>Charburner:</p> 	<p>The CHARBURNER turns Wood into Coal at a 5:2 ratio. You may produce any number of Coal in one action (<i>with regard to the storing rules!</i>).</p>	
<p>Chief Officer:</p> 	<p>The CHIEF OFFICER comes into play at the start of Era IV, replacing the HEAD OFFICIAL. The CHIEF OFFICER also provides the starting player marker, but not the Clay. Instead, you get 1 Tool and 1 Dollar. Additionally, you may change the positions of any two Places, provided there are no figures on the Places (<i>neither Stewards nor Special Ambassadors</i>).</p>	
<p>Clay Delve:</p> 	<p>There are two CLAY DELVES, each providing 2 Clay. If you have the “Spade” Improvement (#124) in play, you will get 3 Clay here.</p>	
<p>Clay Pit:</p>  	<p>CLAY PITS provide 3 Clay. If you have the “Spade” Improvement (#124) in play, you will get 4 Clay here. Note that the CLAY PIT from Era IV replaces a CLAY DELVE.</p>	
<p>Clay Pocket:</p> 	<p>The CLAY POCKET provides 2 Clay. If you have the “Spade” Improvement (#124) in play, you will get 3 Clay here.</p>	

Clayburner:

The **CLAYBURNER** produces Bricks. Each Brick costs 2 Clay and 1 Wood. You may produce any number of Bricks in one action (*with regard to the storing rules!*).

**Coalburner:**

The **COALBURNER** turns Wood into Coal at a 3:1 ratio. You may produce any number of Coal in one action (*with regard to the storing rules!*).

**Day Laborer:**

The **DAY LABORER** is only used in the introductory game, replacing the **DIPLMAT**. The symbol at the bottom of the tile reminds you of that. He provides 1 Wood and 1 Dollar.

**Developer:**

At the **DEVELOPER**, you get 2 Tools, but must immediately play an Improvement from your hand. The latter is obligatory: you may not simply take 2 Tools and play nothing. If you cannot or do not want to play an Improvement, you may not visit the **DEVELOPER**. With an active **INSTITUTE** , you may play 2 Improvements, one after the other. Playing each Improvement is an action of its own, i.e. you may rearrange goods in-between. The "Altruist" Special Ambassador  **cannot** access the Tools at the **DEVELOPER**.

**Diplomat:**

The **DIPLMAT** lets you establish relations with distant Colonies. See page 17 of the rule book and following for all the details on Diplomacy. See part I of this appendix for details on the individual Colonies.

**Forest:**

The **FOREST** replaces a Grove and provides 4 Wood. If you have the "Axe" Improvement (#123) in play, you will get 5 Wood here.

**Grand Baker:**

At the **GRAND BAKER**, you must choose one of two actions. Either take 3 Food from the general supply and store them, or sell 2 Food from your Storage for 1 Dollar, any number of times. All the sold Food must be in your Storage at the start of the action. You may not rearrange Food inbetween the individual sales. Please note that the **GRAND BAKER** provides more Food than the **BAKER**, but he buys Food at the same ratio.

**Grove:**

There are two **GROVES**, each providing 2 Wood. If you have the "Axe" Improvement (#123) in play, you will get 3 Wood here.

**Head Official:**

At the **HEAD OFFICIAL**, you get the starting player marker as well as 1 Clay. Keep in mind that you will not become starting player right away but **at the end of the Year**. Until then any player can take the starting player marker from you and become starting player. If you have the "Spade" Improvement (#124) in play, you will get 2 Clay here. The "Altruist" Special Ambassador  can access the Clay at the **HEAD OFFICIAL**.

**Iron Smelter:**

Apart from Colonies and Improvements, the **IRON SMELTER** is the only way to get Iron. You may produce any number of Iron in one action (*with regard to the storing rules!*). Each Iron costs 2 Ore as well as fuel for the kiln: either 6 Wood or 1 Coal. For each Iron, you may freely choose what to burn. Burning Wood is simpler but more expensive; for instance, the **COALBURNER** produces 1 Coal from 3 Wood.



Ironsmith:

The **IRONSMITH** replaces the **BLACKSMITH**, producing 6 Tools from 1 Iron and either 6 Wood or 1 Coal. You may produce any number of Tools in one action (*with regard to the storing rules!*). For each conversion, you may freely choose whether to use 6 Wood or 1 Coal. Note that the Coalburner turns 3 Wood into 1 Coal.

**Joiner:**

The **JOINER** turns Wood into Planks at a 2:1 ratio. You may produce any number of Planks in one action (*with regard to the storing rules!*).

**Librarian:**

At the **LIBRARIAN**, you get 1 Dollar as well as 2 Improvements from the draw pile into your hand. If you have 5 or 6 Improvements already, unless you also have the **LIBRARY** or relations to the **SCHOLAR COLONY**, you only get 1 new Improvement or you may not visit the Librarian, respectively. If you have the “Training” Improvement (#133) in play, you will get 3 new Improvements (*the above-mentioned exceptions notwithstanding*). If you improve your relations to the **SCHOLAR COLONY** to level II, you may also play an Improvement (*or two with an active INSTITUTE* ) after you draw the new cards. Drawing and playing cards are two separate actions.

**Loamburner:**

The **LOAMBURNER** produces Bricks. Each Brick costs 1 Clay and 1 Wood. You may produce any number of Bricks in one action (*with regard to the storing rules!*).

**Ore Mine:**

In the **ORE MINE**, you get exactly 2 Ore. If you have the “Iron Pickaxe” Improvement (#216) in play, you will get 3 Ore here.

**Ore Pit:**

In the **ORE PIT**, you get exactly 1 Ore. If you have the “Iron Pickaxe” Improvement (#216) in play, you will get 2 Ore here.

**Riverbank Forest:**

Each **RIVERBANK FOREST** replaces a **RIVERBANK GROVE** and provides 3 Wood. If you have the “Axe” Improvement (#123) in play, you will get 4 Wood here.

**Riverbank Grove:**

There are two **RIVERBANK GROVES**, each providing 2 Wood. If you have the “Axe” Improvement (#123) in play, you will get 3 Wood here.

**Tailor:**

At the **TAILOR**, you must choose one of two actions. Either take 3 Robes from the general supply and store them, or sell 2 Robes from your Storage for 1 Dollar, any number of times. All the sold Robes must be in your Storage at the start of the action. You may not rearrange Robes in-between the individual sales. Please note the **TAILOR** provides more Robes than the **WEAVER**, but he buys Robes at the same ratio.

**Weaver:**

At the **WEAVER**, you must choose one of two actions. Either take 2 Robes from the general supply and store them, or sell 2 Robes from your Storage for 1 Dollar, any number of times. All the sold Robes must be in your Storage at the start of the action. You may not rearrange Robes in-between the individual sales.



PART VI – ACKNOWLEDGEMENTS

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