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Colonialism

A game for 2-4 players

New expanded 2nd edition



Compass
Games

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1.0 INTRODUCTION

Colonialism is the policy whereby a nation seeks to gain authority over other peoples or territories. The subjugated people are generally exploited for the economic benefit of the colonizing country. Throughout history, colonizing powers would often justify their actions under the guise of improving the colonized people's health, economic, religious, or social wellbeing. Euphemistically, this systemic process of exploitation was referred to as "modernizing."

Modern colonialism began in the 15th century. By the outbreak of World War I, Spain, Portugal, Britain, France, the Netherlands, Germany and other European countries had gained control of 84% of the globe.

Typically, the European Powers followed a policy of mercantilism to strengthen the home economy at the expense of rivals. The colonies were allowed to trade only with the mother country. Raw materials would flow freely from the colonized areas to the homeland, while the colonizing power could take advantage of their total monopoly and use their colonies as an export market for their overpriced goods and wares.

Colonialism is a game of 19th and early 20th century imperialism. Each player assumes the role of a nondescript colonial power. Players will try to gain influence in the unindustrialized regions of the game board and to obtain as many resources as possible.

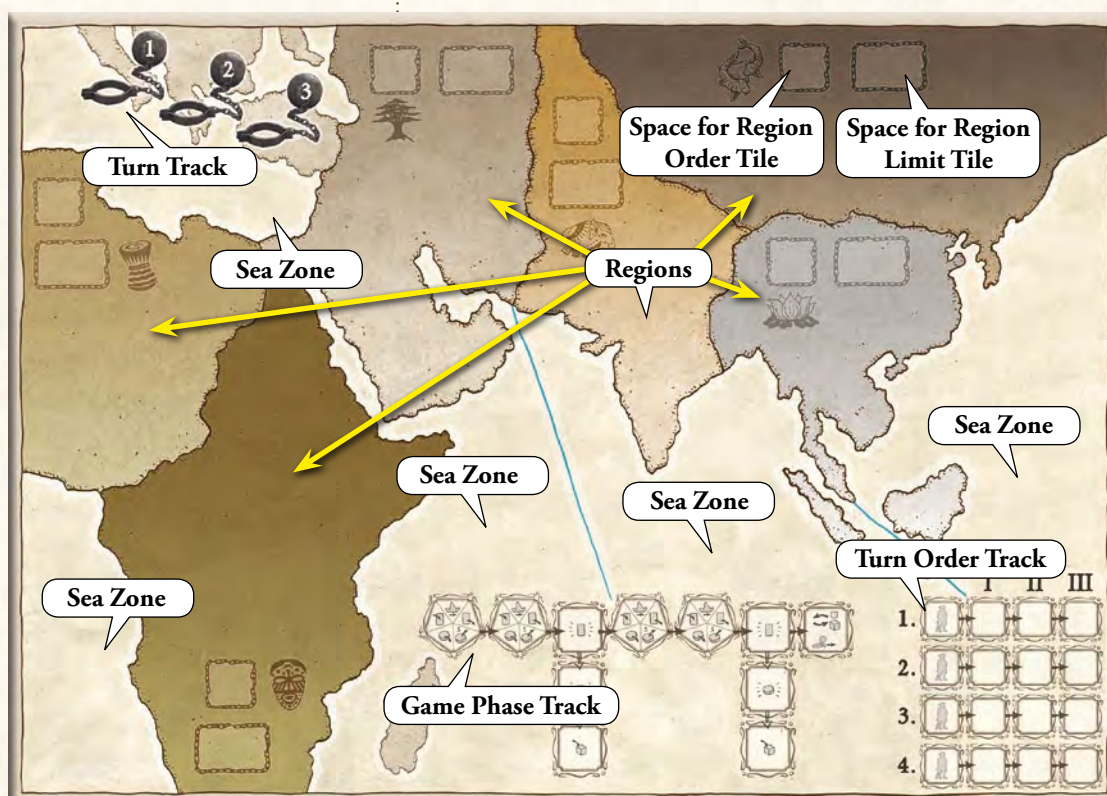
Although the colonial powers are anonymous in the game, *Colonialism* aims to be a serious, though abstract, look at this dark chapter in recent world history.

2.0 COMPONENTS

- 1 game board
- 4 player boards (each consisting of 2 parts)
- 63 resource cubes (21 each in yellow, brown and black)
- 153 influence discs (23 each in 4 player colors; 45 gray "natives", 16 purple "mercenaries"),
- 12 ships (3 each in 4 player colors)
- 96 influence cards (24 each in 4 player colors)
- 12 economic interest cards
- 6 region order tiles
- 18 region limit tiles (6 each for 2, 3, and 4 player games)
- 2 black game turn tokens
- 4 custom dice
- 1 bag
- 1 rules booklet
- 4 player aids

2.1 The Game Board

Colonialism is played on a game board depicting parts of Europe, Asia, and Africa, along with their surrounding seas and oceans. The land areas are divided into six regions that represent groups of unindustrialized nations. The players (the colonial powers) seek to influence, control, and exploit these unindustrialized regions. A few land masses (e.g., Madagascar) are shown only for esthetic reasons and may be disregarded for game play purposes.



Each *region* has a square space for one *region order tile* and a rectangular space for one *region limit tile*.

The water areas are divided into five *sea zones*. Sea zones represent the primary avenues traveled by the ships belonging to the navies and commerce fleets of the colonial powers.

The *game turn track* is located in the upper left area of the board. It is used to record the three game turns of a **Colonialism** game.

The *game phase track* is located in the lower center of the board. It records the four action phases and the two colonization phases of a single game turn.

The *turn order track* is located at the lower right of the board. It records the order in which players perform actions in each action round.

2.2 The Player Boards

Each player takes the two parts of a player board. Depending on table space, he may place them next to or below each other. The player boards show the six regions of the game board. Each space highlights a specific region in red; these are called *colonial policy areas*. The players play their policy cards on these spaces to gain influence in the corresponding region.



2.3 The Resource Cubes

The black, brown and yellow cubes represent the resources that are found in each region at certain times during the game. Each color abstractly represents a certain resource type: black cubes are mineral resources, brown cubes are natural resources, and yellow cubes are agricultural resources. There are 21 resource cubes of each type.

The player who collects the most resources in a balanced manner will win the game.



2.4 The Influence Discs

Each player has 23 *influence discs* in his player color. They abstractly represent the level of merchant, military and cultural influence a player/colonial power has in a region. In addition to the 23 blue, red, green and white colonial power influence discs, **Colonialism** contains 45 gray influence discs representing the various *native* powers of a region. Finally, there are 16 purple influence discs representing *mercenaries* which may be recruited to help a colonial power.

Note: If a rule or card reads “faction”, it refers to all influence discs, players and natives. If a rule or card reads “colonial power or colonial influence”, it refers to the blue, red, green, and white player influence discs. If a rule or card reads “native influence”, it refers to the gray influence discs.



2.5 The Ships

Each player has three ships. They represent the navies and commerce fleets of a colonial power. Without a ship in a sea zone adjacent to a region, a player will be limited regarding what cards he is able to play in that region.



2.6 The Cards

Each player has an identical set of 24 influence cards. Influence cards are either policy cards or action cards. Additionally, **Colonialism** contains 12 economic interest cards.

2.6.1 Policy Cards

Each player has 16 *policy cards* (denoted by a chain frame) representing the various strategies implemented by colonial powers in a region when colonization takes place. This is the primary method used by a colonial power to add influence in a region.



2.6.2 Action Cards

Each player has 8 *action cards* (denoted by a parchment background) representing specific colonial actions which are immediately resolved upon play. Some action cards have a seal at the bottom right, some show a crossed out ship at the bottom left.



Note: The policy and action cards of a player are collectively called “influence cards”. They are discussed in detail in 7.0 below.

2.6.3 Economic Interest Cards

Colonialism contains 12 *economic interest cards*, two for each region on the game board. At the end of the game, players receive bonus resources if they have the *most* influence in regions matching their economic interest cards.



2.7 The Region Tiles

Colonialism includes region order tiles and region limit tiles.

2.7.1 Region Order Tiles

The *six region order tiles* are numbered 1 to 6. They determine the order in which the regions are colonized, which will vary throughout the game.



2.7.2 Region Limit Tiles

The *region limit tiles* are color coded by region. There is one region limit tile per region according to the number of players – either 2, 3, or 4. Based on the number of players the appropriate tiles are placed in the regions. They depict the *number of resource cubes* a region will receive (the *region value*) and also the *region limit number* for the region.



2.8 The Game Turn Tokens

These two tokens are used to record the current game turn on the game turn track and the current game phase on the game phase track.



2.9 Colonialism Dice & the Bag

Colonialism includes four special six-sided dice. Their faces show the number 1, 2, and 3 twice each.

Resource cubes are drawn out of the bag to guarantee a random distribution during the game.



2.10 Player Aids

The game includes four player aids, one for each player.

They list the sequence of play and describe an action round and its options.

3.0 OBJECTIVE OF THE GAME

In **Colonialism** the players try to collect resources in three different types. At the end of the game, each player's score is equal to the resource cube color of which he has the least. This rewards the colonial power that did the best job collecting the most resources while maintaining an overall balance of each type of resource.

4.0 PREPARATIONS

The game board is placed on the table. The six region order tiles are turned face down, shuffled and then each tile is randomly placed face-up on one of the six square region order spaces on the board. These tiles, in order from lowest to highest, determine the *region order* for the first turn segment.

Based on the number of players, the six *region limit* tiles are placed on their appropriate rectangular spaces on the board.

The 63 resource cubes are put into the bag so that they cannot be seen.

In region order, cubes are randomly drawn from the bag and placed in a region. The number of draws each region receives is equal to its region value.

In region order, a number of dice are rolled equal to the region value. A matching number of native (gray) influence discs, equal to the result of the dice, are placed in the region.

Note: *The region value is the number of cubes pictured on the region's region limit tile.*

Note, 2: *We recommend placing all discs of one color in stacks of 5 – this allows a quick overview of how many are in a region.*

The remaining native influence and the mercenary (purple) influence discs are placed next to the game board as general supply.

Each player now takes the two parts of a player board and chooses one of the four colonial power colors. He then takes the corresponding pieces (3 ships, 24 influence cards and 23 influence discs) and places them in front of himself. During the game, influence discs that are off-board are referred to as the *player's reserve*.

Each player rolls all four dice. The player with the highest sum chooses his position on the *turn order track* by placing one of his influence discs on the leftmost space of one of the rows (either 1, 2, 3, or 4). The player with the next highest sum then places his influence disc on one of the remaining empty rows. This continues until all players have placed one disc on the track. Ties are rerolled.

Note: *The order in which many mechanics are resolved is determined by a player's position on the turn order track.*



The economic interest cards are shuffled and each player is dealt 3 cards. He keeps them secret from the other players.

Now each player shuffles his influence cards and places them face down as his personal deck. He draws 12 cards from the deck, examines them and chooses six cards to keep. He discards the six cards not chosen; forming his personal open discard pile. The six cards that are kept are the player's starting hand which he keeps secret from the other players.

Note: *To speed up the first game, players draw six cards from their deck and discard them, forming their discard piles. Then they draw six more which are their starting hands.*

In turn order, each player places one ship *upright* in any sea zone of his choice. The sea zone may already contain ships – either his or belonging to other players. This continues until all ships have been placed on the *game board*. Any number of ships may be placed in a sea zone.

Finally, one game turn token is placed on the left-most space of the game phase track (the first pentagon-shaped space). The other game turn token is placed on the game turn 1 space of the turn track.

The players are now ready to begin the game!

5.0 SEQUENCE OF PLAY

A *Colonialism* game consists of three turns (see the game turn track). One game turn token records the various turn phases by advancing from left to right. It starts on the leftmost pentagon-shaped action round space.

Each action in a game phase is always started by the player whose disc is occupying the first (top) row of the turn order track and continues on through to the player in the fourth (bottom) position on the track. When a player conducts an action, he moves his disc first to the 'I' space, then to the 'II' space, and finally to the 'III' space of the same row.

Note: *The player performing an action is referred to as the "active player".*



A *Colonialism* game turn consists of these phases:

Turn Segment 1

- Action Round 1
- Action Round 2
- Colonization Phase

Turn Segment 2

- Action Round 3
- Action Round 4
- Colonization Phase

End Turn Phase

This phase only occurs at the end of game turns 1 and 2. The game ends after the second colonization phase of turn three.

5.1 An Action Round

Each player is the active player three times during each action round, always starting with the player in the first (top) position on the turn order track.



Players take one action before play passes to the next player on the track. The active player may take one of the following actions:



• Draw 3 Influence Cards

The player draws the top 3 influence cards from his deck and adds them to his hand.



• Move 1 Ship

The player moves one of his ships to any sea zone on the board.



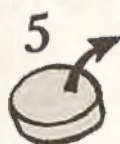
• Play 1 Influence Card

The player plays one influence card from his hand.



• Explore 1 Region

The player places one influence disc in a region.



• Withdraw Influence Discs

The player may move up to five of his influence discs from a single region back to his reserve.

Some actions performed during the action round require certain game conditions to exist. Ships may be required to perform certain actions; other actions may require a player to have one or more influence discs in a region.

Note: *There are no requirements to perform the 'Draw 3 Influence Cards' action or the 'Move 1 Ship' action.*

5.1.1 Draw 3 Influence Cards

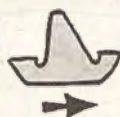


The player draws the top 3 influence cards from his deck and adds them to his hand. There is no limit to the number of cards a player may have in his hand during the action round.

Note: *If at any point a player has no more cards in his deck, he immediately forms a new draw deck by shuffling the cards in his discard pile and turning them facedown.*

Note 2: *Any player may examine any other player's discard pile at any time. A player's deck may never be examined by anyone.*

5.1.2 Move 1 Ship



The player moves one of his ships to any sea zone on the board.

Each ship starts an action round *fresh*. This signifies that the ship is available to be used during the action round. To mark the ship as being *fresh*, it is placed upright.

Reminder: *During Preparations all ships are placed upright.*

A *fresh* ship that is used to satisfy an action requirement becomes used. *Used* ships are turned to their sides.

Note: *When the 'Move 1 Ship' action is conducted, a ship retains its current status of fresh or used.*

5.1.3 Play 1 Influence Card



Unless specified on the card, all influence cards require that the player has at least one *fresh* ship in a sea zone adjacent to the region receiving the card. Playing the card causes the ship to become *used*.



Note: *The cards "Diplomacy", "Military Campaign" and "Missionaries" do not require a ship to be played. This is noted at the bottom left corner of the card.*



Cards having a seal at the bottom right corner require that the player has a presence (at least 1 influence) in the region receiving the card.

5.1.3.1 Assigning an Action Card to a Region

Action cards (cards with a parchment background) are resolved *immediately* when played. The active player simply states the affected region, resolves the action listed on the card and then places it face-up on his discard pile.

5.1.3.2 Assigning a Policy Card to a Region

Policy cards (cards with a chain frame) are placed in the player's colonial policy area and are not resolved until the next colonization phase.

The first policy card a player assigns to a region is placed face-down below his colonial policy area. Each policy card must be assigned to a specific region. This is done by placing the card at the edge of the area corresponding to the matching region on the game board.

Only the owning player may look at facedown policy cards.

If a player plays a policy card and assigns it to a region where he already has a policy card, it is placed face-up on top of the last policy card played. All following cards are placed "overlapping" so that the other players may see them.

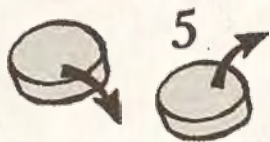


5.1.4 Explore 1 Region/ Withdrawing Influence Discs

Both these actions require that the player has at least one *fresh* ship in a sea zone adjacent to the affected region.

Conducting either of these actions causes the ship to become *used*.

- When a player explores a region, he places one influence disc from his reserve in that region.
- When a player withdraws influence discs, he may move up to five of his influence discs from a single region back to his reserve.



5.1.5 The End of an Action Round

After all players have been active three times and performed three actions, the action round ends. Now these steps are conducted:

- All *used* ships are turned upright, indicating that they are *fresh* again.
- The game turn disc on the game phase track is moved one space to the right.
- The players' discs on the turn order track are returned to the left positions.

5.2 Colonization Phase

During the colonization phase, a region may need to perform *colonization actions*.

These actions could cause influence discs to be added or removed from the region and may allow resource cubes to be collected.

5.2.1 Colonization Check

Colonization actions must be conducted for a region if:

- There are any policy cards in play in the region.
- The region fails a limit check.

Region Colonization Checks are performed in Region Order. If the region requires colonization actions to be performed, they are resolved *before* the next region's colonization check is done.

The *region limit* is the number shown at the bottom right of each region limit tile. A limit check *fails* when a region contains two or more factions and the total influence in the region exceeds the region's influence limit.

Example: In a two player game, the region shown holds 3 gray native influence discs and 5 green colonial influence discs. The total influence in the

area is 8 (3 + 5). The influence limit for this region is 6 in a two player game. The limit check fails because there are more than two types of influence (gray and green) totaling 8 in a region that has a limit of 6.



5.2.2 Colonization Actions

Colonization actions for a region are conducted in the following order:



- Resolve Influence Cards



- Resolve Conflict



- Collect Resources

5.2.2.1 Resolving Influence Cards



All policy cards in play in the region take effect and influence is added or removed as necessary. The players follow the instructions on the policy cards when resolving them.

Note: Most policy cards are considered to be resolved *simultaneously*, unless noted on the card in question and in 7.0.

Players *must* attempt to place a number of influence discs into the region equal to the value of their policy card(s) that are being resolved in that particular region. If a player does not have enough influence discs in reserve to satisfy the effects of his policy card(s), the player simply places all remaining reserve influence discs in the region, ignoring the excess influence demanded.

Influence is placed on the board from a player's reserve. Players' may *never* move influence between regions.

Whenever a player's influence discs are removed from the board, they are immediately returned to his reserve and are available for use again.

5.2.2.2 Resolving Conflict



Conflict occurs if there are two or more factions in a region *and* the influence limit of the region has been exceeded - the region fails a limit check.

Conflict is resolved by removing one influence disc from each faction, beginning with the faction with the lowest influence in the region and moving up to the faction with the highest influence. This is repeated until *either* of the following two conditions exist:

- There is only one faction with influence in the region.
- The total amount of influence discs in the region equals or is less than the region limit.

Whenever there is a tie in influence discs in a given region, the tied factions remove influence discs simultaneously.

Example: In a four player game, conflict occurs in the region shown. A maximum of 16 influence discs is permitted here. In the region there are 14 blue discs, 12 red discs, 7 native discs, and 5 green discs, for a total of 38 discs. To speed up the process, five discs are removed from each player, removing all green influence from the region. There are now 9 blue discs, 7 red discs, and 2 native discs. This still exceeds the region's influence limit by two, so an additional disc is removed from both the natives and the red player. Conflict now ceases because the number of discs in the region does not exceed the region's influence limit anymore. The end result is that 9 blue discs, 6 red discs, and 1 native disc are remaining.



5.2.2.3 Collecting Resources



If no native influence discs remain in the region and there are still resources within it, the resources are collected by players with influence in the region.

Resources are collected by color. Starting with the player with the most influence discs and continuing on through to the player with the least influence in the region, each player selects one color of resources and takes all cubes matching that color. The cycle is repeated if necessary, until no resource cubes remain in the region. It is possible that not all players with influence in the region will collect resources.

In case of a tie, the order on the game turn track determines which player may collect resources first. The player higher up always collects before another player.

Note: All resources collected in one game turn are placed separately. This is necessary for determining the new positions on the turn order track at the end of the colonization phase! See 5.2.3 below.



Example: All native influence has been eliminated from the region shown. Blue has 8 influence in the region; red 4. The region contains 2 yellow resources, 1 brown resource, and 1 black resource. Blue elects to take the 2 yellow resources. Red then chooses to take the brown resource, allowing blue to take the remaining black resource.

5.2.3 Ending a Colonization Phase

The following actions are conducted:

- **Influence Cards are drawn**

Players with *more than one* influence card in their hand *must* discard down to one card. Players may discard their entire hand if they wish. All players then fill their hand back up to six cards.

• Influence Check

Any mercenary discs currently on the board are removed and placed back into the general supply. Any region now containing colonial power influence discs *in excess of the region's influence limit* must remove influence discs until the influence in the region equals its limit.

Note: *Such influence removals will only occur in regions that contain just one color of influence. Native influence is not subject to these removals.*

• Determining New Positions on the Turn Order Track

Each player counts the number of resources he has collected in the *current turn*. Starting with the player who has received the *least* amount of resources (of any color) and continuing to the player with the highest amount, each player chooses a position on the turn order track and marks his new position with his disc. In case of a tie, the order on the game turn track determines which player may choose his position first. The player higher up always chooses before another player.

• Determining New Region Order

The six region order tiles are removed from their spaces, turned facedown and shuffled. Afterwards they are placed face up back on the game board.

• Adding Resources/Natives (only at the end of the first colonization phase of a turn)

One new resource cube is drawn from the bag and added to each region. One native influence disc is added to each region without any native influence.

Note: *At the end of the second colonization phase of a turn, resources and native influence are not refreshed. This happens during the end of turn phase!*

• Advancing the Game Phase Token one space to the right.

5.3 End of Turn Phase



The following actions are conducted:

• Refresh Region Resources

New resources are added to every region. This is done in the exact same manner as at the start of the game (see 4.0).

If a region still contains uncollected resources, the additional resources are added to those resources already in the region.

Refresh Native Influence

Additional native influence is added to every region *without* any native influence. This is done in the exact same manner as at the start of the game.

• Advance Game Track Tokens

The black game turn token on the game turn track is moved one space to the right. The other game turn token is returned to the leftmost action round space on the game phase track.

6.0 END OF THE GAME AND SCORING

Colonialism ends after three game turns.

Each player determines if he receives any bonus resources from each of his three economic interest cards.

A player receives the resource depicted on an economic interest card only if he has more influence in the region shown than any other faction. All bonus resources are “virtually” added to a player’s total resources.

Now players may choose to convert resources (incl. “virtual” resources). Resources are converted at a 3 to 1 ratio. By discarding three resources of a *single* color, a player may obtain one resource of his choice.

Example: *Blue discards 3 black resource cubes in order to obtain 1 yellow resource cube.*

Once players have finished converting resources, their scores are determined. Each player’s score is equal to the color of the resource cubes of which he has the least (incl. “virtual” resources!). If a player has collected 0 of any one color of resource, his score is 0. This rewards the colonial power that did the best job collecting the most resources while maintaining an overall balance of each type of resource.

The player with the highest score wins the game. In the case of a tie, the player with the most resource cubes in total (all three colors) is considered to have the higher score.

Example: *Red has 5 black cubes, 3 brown cubes and 4 yellow cubes. His score is 3. Blue has 7 black cubes, 8 brown cubes and 0 yellow cubes. He “virtually” exchanges 3 black cubes for 1 yellow cube and 3 brown cubes for another yellow cube. His score is 2. Green has 2 black cubes, 3 brown cubes and 8 yellow cubes. He exchanges 3 yellow cubes for 1 black cube. His score is 3. Red has a total of 12 cubes while green only has 11 cubes after exchanging some of them – red is the winner!*

7.0 CARD GLOSSARY

7.1 Policy Cards

Policy cards (cards with a chain frame) are placed in the player's colonial policy area (see 5.1.3.2) and are not resolved until the next colonization phase.



ARMY

Requirements & Restrictions:

Requires adjacent, *fresh* ship in order to be played in a region. After playing the card, the ship is *used*.

Effects:

During region's colonization, the owning player adds 2 influence discs for every adjacent region in which the player currently has influence.



COMMERCE

Requirements & Restrictions:

Requires adjacent, *fresh* ship in order to be played in a region. After playing the card, the ship is *used*.

Effects:

During region's colonization, the owning player adds a number of influence discs equal to total number of ships (both his and his opponents') located in all sea zones adjacent to the region.



DOMINION

Requirements & Restrictions:

Requires adjacent, *fresh* ship in order to be played in a region. After playing the card, the ship is *used*. "Dominion" is resolved before all other cards in this region.

Effects:

During region's colonization, the owning player adds 2 influence discs for every region on the board in which the player currently has the *most* influence (including the region in which the card is played).



EMPIRE

Requirements & Restrictions:

Requires adjacent, *fresh* ship in order to be played in a region. After playing the card, the ship is *used*.

Effects:

During region's colonization, the owning player adds a number of influence discs equal to the amount of regions in which the player currently has influence (including the region in which the card is played).



FLEET

Requirements & Restrictions:

Requires adjacent, *fresh* ship in order to be played in a region. After playing the card, the ship is *used*.

Effects:

During region's colonization, the owning player adds 2 influence discs for every one of the player's own ships located in all sea zones adjacent to the region.



HEGEMONY

Requirements & Restrictions:

Requires adjacent, *fresh* ship in order to be played in a region. After playing the card, the ship is *used*.

Effects:

During region's colonization, the owning player adds 1 influence disc for every one of the player's own ships located in all sea zones adjacent to the region *and* for every adjacent region in which the player currently has influence.



INFLUENCE REGION (2-5)

Requirements & Restrictions:

Requires adjacent, *fresh* ship in order to be played in a region. After playing the card, the ship is *used*.

Effects:

During region's colonization, the owning player adds a number of influence discs equal to card's value (2-5).



MONOPOLY

Requirements & Restrictions:

Requires adjacent, *fresh* ship in order to be played in a region. After playing the card, the ship is *used*.

Effects:

During region's colonization, the owning player adds a number of influence discs equal to the color of resource of which the player has the *most*. If the player has yet to collect any resources, the card has a value of zero.



RESOURCES (Agricultural, Natural, Mineral)

Requirements & Restrictions:

Requires adjacent, *fresh* ship in order to be played in a region. After playing the card, the ship is *used*.

Effects:

During region's colonization, the owning player adds a number of influence discs equal to the number of resources, both in the region and adjacent to it, that correspond in color to the card.



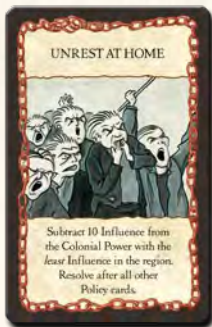
TREATY

Requirements & Restrictions:

Requires adjacent, *fresh* ship in order to be played in a region. After playing the card, the ship is *used*.

Effects:

During region's colonization, the owning player's influence in the region may not drop below 1 influence disc due to conflict. "Unrest at Home" negates this effect and the owning player's influence may drop to zero.



UNREST AT HOME

Requirements & Restrictions:

Requires adjacent, *fresh* ship in order to be played in a region. After playing the card, the ship is *used*. Even if more than one "Unrest at Home" card has been played on a region, only one takes effect. "Unrest at Home" is

resolved after all other policy cards.

Effects:

During region's colonization the colonial power with the least influence (incl. mercenaries) in the region must remove 10 influence discs from it. If two or more colonial powers are tied for the least influence in a region, all tied players remove 10 influence discs.

7.2 Action Cards

Action cards (cards with a parchment background) are resolved immediately when played.



CONSOLIDATE HOLDINGS

Requirements & Restrictions:

Requires adjacent, *fresh* ship in order to be played in a region. After playing the card, the ship is *used*. May only be played in regions in which the owning player already has influence.

Effects:

The owning player adds 7 influence discs to the region. If the owning player has less than 7 influence discs in reserve, no influence is added.



DIPLOMACY

Requirements & Restrictions:

Requires *no* ship in order to be played in a region. May only be played in regions in which the owning player already has influence.

Effects:

The owning player selects any faction (including his own). He rolls a die and adds +1 to the result. He then adds that number of influence discs (2-4) to the target faction.



LAND GRAB

Requirements & Restrictions:

Requires adjacent, *fresh* ship in order to be played in a region. After playing the card, the ship is *used*. May only be played in regions in which the owning player already has influence.

Effects:

The owning player adds a number of his influence discs to the region equal to the amount of *policy* cards (both his and his opponents') currently in play in the region.



MERCENARIES

Requirements & Restrictions:

Requires adjacent, *fresh* ship in order to be played in a region. After playing the card, the ship is *used*. May only be played in regions in which the owning player already has influence.

Effects:

The owning player rolls a die and adds +1 to the result. He then adds that number (2-4) of *mercenaries* (purple influence discs) to his influence discs in the region. For the duration of the turn segment, the mercenaries are treated *exactly* the same as the player's own influence. At the end of the colonization phase, all mercenaries are removed from the board. If conflict occurs in a region containing mercenaries, it is the owning player's choice whether to remove mercenaries or his influence to satisfy losses.



MILITARY CAMPAIGN

Requirements & Restrictions:

Requires *no* ship in order to be played in a region. May only be played in regions in which the owning player already has influence.

Effects:

The owning player targets another colonial power. He rolls a die and adds +1 to the result. He then removes that number of influence discs (2-4) from the target colonial power.



MISSIONARIES

Requirements & Restrictions:

Requires *no* ship in order to be played in a region. May only be played in regions in which the owning player already has influence.

Effects:

1 influence disc is removed from all other factions in the region that have 2 or more influence discs in it. The owning player adds an amount of his own influence discs equal to the total amount of discs removed.



PLAGUE

Requirements & Restrictions:

Requires adjacent, *fresh* ship in order to be played in a region. After playing the card, the ship is *used*. May only be played in regions in which the owning player already has influence.

Effects:

Each faction with influence in the region must remove half (rounded down) of their influence discs in the region.



TRADE

Requirements & Restrictions:

Requires adjacent, *fresh* ship in order to be played in a region. After playing the card, the ship is *used*. The player must have influence in at least one of the two regions effected by this card.

Effects:

Owning player may exchange any 2 resources between any 2 regions (one resource per region!) as long as both regions are adjacent to the sea zone in which the ship that was used for the card is located.



EXPANSION I: HISTORICAL EVENTS

Introduction

This expansion contains these rules and 12 new cards that may be used with the *Colonialism* game to provide an additional degree of strategic nuance and decision making.

The cards are based on historical events occurring within the time frame of *Colonialism*.

Preparations

Shuffle the 12 historical event cards and place them facedown.

Sequence of Play

At the beginning of the 1st and 3rd action phases of a game turn, the top historical event card is taken and flipped over. The special rules stated on the card are in effect until the next historical event card is drawn.

Note: *Only 6 of the 12 cards will be drawn during a game of Colonialism. Players will never know with any certainty which 6 events will actually occur during game play. In this way, each game will be different.*

The different types of historical event cards

The historical event cards are divided into three different types, which determine when the card is resolved. The three types are: *Immediate*, *Duration*, and *Regional*.

Certain cards require a decision by each player. In this case, decisions are made in turn order (starting with the first player). The four cards using this rule are “Young Turks”, “Sick Man of Europe”, “Open Door Policy”, and “Gurkhas”.

Immediate historical events

These cards are resolved immediately when drawn.

- **Berlin Conference:**

Each player with Influence in the region  must add or remove influence (if possible) until their total Influence in the region is 3.

- **Young Turks:**

Each player with Influence in the region  must either place 1 of their collected resources in the region or remove all of their Influence from the region.

- **Opium Trade:**

All *black* resources from the region  are moved to the other region . All *brown* resources are moved in the opposite direction.

- **Boxer Rebellion:**

Each player with Influence in the region  must roll 1 die and remove that number of Influence.

- **Sick Man of Europe:**

Each player *may* place 1 influence token in the region .

- **Open Door Policy:**

Each player *may* immediately play 1 policy card in the region , ignoring the ship requirement.

Duration historical events

The effects of these cards last until the next historical event card is drawn.

- **Congo Atrocities:**

Brown resources may not be collected from the region .

- **Agadir Crisis:**

No policy cards may be played on the region .

- **Urabi Revolt:**

The Suez Channel is closed! Fresh ships in the Mediterranean sea zone may not be used during this turn segment. Ships may move out of this sea zone as normal.

Regional historical events

These cards are resolved during the colonization of the region which the card affects.

- **Tripartite Convention:**

Any conflict in the region  ceases immediately upon the removal of the *last* native influence disc (in addition to normal conflict cessation). No influence check occurs in the region during this turn segment.

- **Gurkhas:**

After conflict has been resolved, each player with influence discs in the region  may place up to 3 influence tokens from their reserve into any region(s) of their choice.

- **Cultivation System Introduced:**

After conflict has been resolved, each player with influence tokens in the region  may take any 1 card from their discard pile back into their hand.

Note: “Gurkhas” and “Cultivation System Introduced” take effect immediately after conflict in the region has been resolved.

EXPANSION II: UPGRADE CARDS

This expansion adds a 6th available action to the game, **Purchase Upgrade**. This action allows players to spend collected resources to gain a permanent advantage for the duration of the game.

(This expansion may be used with or without EXPANSION I: HISTORICAL EVENTS)

Components:

- 5 Upgrade Cards
- 1 additional Consolidate Holdings Action Card
- 5 Orange Influence Discs
- 1 Orange Ship

Setup:

At the start of the game, lay the 5 upgrade cards face-up on the table next to the board. Place the orange ship on the Naval Expansion card. Place the orange influence discs on the Military Expansion card. Place the additional Consolidate Holdings card on the Colonial Infrastructure card.

Rules:

On his or her turn, instead of taking one the standard 5 actions in the basic game, the active player may instead choose to purchase an upgrade. In order to purchase an upgrade, the active player must permanently discard a number of collected resources (of any combination of colors) equal to the cost of the upgrade.

Once the active player has paid for the upgrade, he or she takes the card, and any components associated with the card. The upgrade stated on the card takes effect immediately and lasts for the duration of the game.

A card can only be purchased by one player. Once a card has been purchased, it is unavailable to the remaining players.



MILITARY EXPANSION

Cost: 1 Resource Cube

Immediately add 5 additional Influence to your Influence Reserves. These new discs function just like your regular influence for the rest of the game.



AGGRESSIVE EXPLORATION

Cost: 1 Resource Cube

When you perform an exploration action, the ship you use to perform this action does NOT become used.



NAVAL EXPANSION

Cost: 2 Resources Cubes

Immediately add an additional ship to any sea zone of your choice. This 4th ship functions just like your other 3 ships for the rest of the game.



COLONIAL INFRASTRUCTURE

Cost: 2 Resources Cubes

Immediately add this action card to your hand. It functions as a 2nd Consolidate Holdings card.



MERCANTILISM

Cost: 3 Resources Cubes

All economic interest cards you complete at the end of the game are worth 2 resource cubes instead of 1 cube.



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