

When you play this game for the first time, please read the introductory rule book first!



THE EPIC STRATEGY GAME

The Emperor entrusted you with the task to establish a glorious and prosperous community. To show the Emperor that his trust in you is not in vain, you send out your trusted steward into the countryside, instructing him to build residences to attract new colonists into your community.

Recruiting colonists is not enough; you have to create jobs for them as well. Therefore, you should also build buildings, where the colonists of your community can work. This will require a lot of resources; so let your steward or your colonists collect them.

With time, duties will become more complex, which is why you should educate your colonists so they are ready for the tasks at hand. Farmers will turn into citizens which in turn can become successful merchants.

Establish relations with distant colonies by building embassies in your community; and your community will be thriving in no time ...

GAME OBJECTIVE

Send out your Stewards to collect goods needed for Buildings and valuable Improvements. These create jobs for the Colonists of your Community. The more Buildings you build and the more Colonists you employ, the more valuable your Community will be. In the end, the player whose Community is worth the most Dollars wins.

GENERAL NOTES

A game of **THE COLONISTS** consists of 4 Eras. You decide in which Era you would like to start and after which Era the game should end. You may even play through all 4 Eras, and you may stop, and continue the session on another day, if need be. For a better overview, we use the following labels throughout this rule book:



These indicate rules that only apply to Eras II, III, and IV, respectively.



This indicates rules that only apply if the specified Colonies are in play (see page 17 and following).

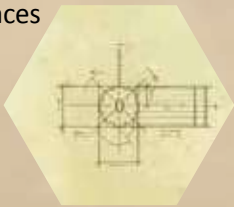
Do not wonder why there is a "IV+" label instead of just "IV". Future expansions may introduce additional Eras ...

Everything in this rule book applies to all numbers of players. We assume you start in Era I. Rules for starting in a later Era are provided at the end of the rule book, on page 23.

COMPONENTS

Tiles

62 Places



13x starting Places



12x Era I



12x Era II



12x Era III



13x Era IV

202 Buildings



20x Factory/Casino



25x Forester's House/Hollow



20x Hunting Lodge/Hunting Grounds



20x Pub/Theater



24x Flat/Apartment



16x House/Community Hall



32x Farm/Estate



12x Tailor Shop/Textile Mill



8x Boardinghouse



4x Library



4x Institute



9x Iron Mine



4x Stables



4x Customs Office

72 Embassies



4x per Colony



4x per Colony

8 Warehouse extensions



4x 1 and 3 lots



4x 2 and 3 lots

36 Storage Facilities



12x Storage Shed



12x Storage House



12x Storage Hall



3 Markets



1 starting player marker



4 Basic Storage upgrades

Wooden Figures

16 Stewards (4 per color)



3 Special Ambassadors



120 Colonists



1 Round indicator



Goods



40 Tools
(20x each)



55 Dollars
(20x "1", 20x "5", 15x "25")



30x Bricks



20x Coal



30x Robes



90x Wood



50x Clay



40x Ore



30x Planks



20x Iron



50x Food

Cards



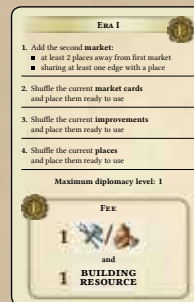
140 Improvements
(35 per Era)



28 Market cards
(7 per Era)



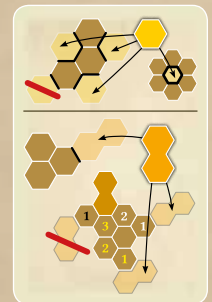
4 Balance cards



4 Era cards
(1 per Era)

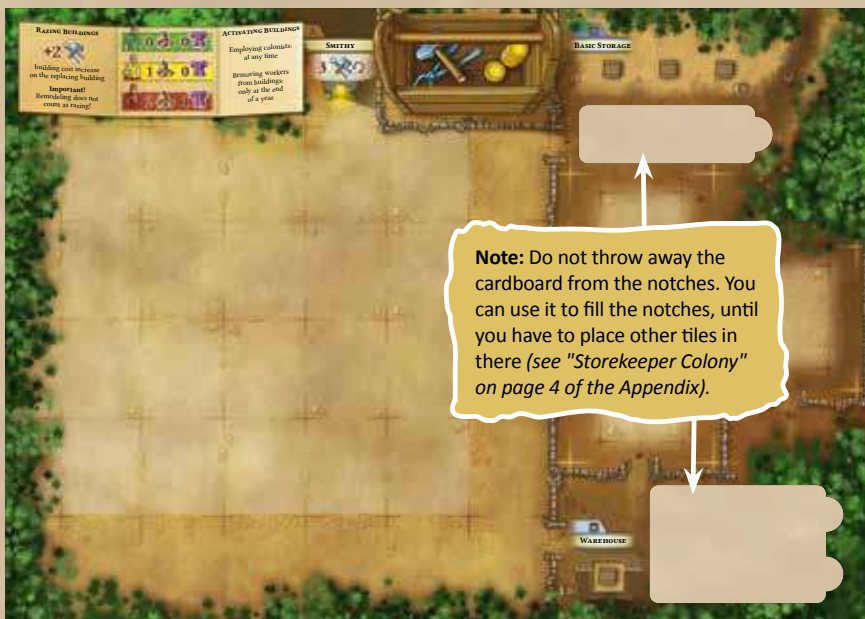


1 Round card



3 Overview cards

Other



4 Community boards (two-sided)



9 Colony overviews

Name					
Buildings					
Embassies					
Improvements					
Dollars					
Sub-Total					
Farmers (2)					
Citizens (6)					
Merchants (16)					
Sub-Total					
Total					

1 Scoring pad

SETUP

1. BUILDINGS, STORAGE FACILITIES, AND GOODS

Before you set up the game, decide together how many Eras you want to play!

Place the **Buildings** and **Storage Facilities** 1 at the edge of the playing area (*only a few are depicted here*), up to the last Era you are going to play. Return Buildings and Storage Facilities of later Eras to the game box. The Era is indicated on the tile by a corresponding symbol.

Place the **goods** 2 at the edge of the playing area. Which types you will need also depends on the last Era you are going to play. Goods from later Eras are marked accordingly in the illustration below. Leave the goods you do not need in the game box.

6. CARDS

Place the **Round card** 23 next to the game board. Leave a little bit of space to the left and right of it for additional cards. Place the **Round indicator** 27 nearby.

The **Improvements** 24 as well as the **Market** 25 and **Era cards** 26 will be placed next, at the start of the first Era.

5. PERSONAL DISPLAY

Choose a color. Take a **Community board** 11, a **Balance card** 12 and 1 **Steward figure** 13 of the chosen color and place them in front of you.

If the **ENVOY COLONY** is in play, you may need another Steward.

From Era III on, you may need up to two additional Stewards.

Your **Community board** 11 represents the small Community that you are supposed to develop. On the right side, the Community board provides Storage spaces 14; on the left side, there are Building spots 15. At the top, you can find the **SMITHY** 16, which generates Tools. Also, at the top left, you are reminded of some important rules regarding your Community as well as certain values 17.

If you are only going to play Era I, turn your Community boards on the side showing 12 Building spots. Otherwise you have access to 20 Building spots. On top of that, there are 3 Building spots for Storage Facilities 14.

From Era III on, you can gain access to all 30 Building spots by building the **COMMUNITY HALL**. Until then, you may not build anything on the dark Building spots—the so-called **Borderland spots** 18.

Place 2 **FARMS** 19 on the (*available*) Building spots of your Community board and place 1 **Farmer** in each **FARM**. These two Farms are preprinted on the side showing 12 Building spots.

Fill your **Basic Storage** with any combination of **Wood and Clay** 20. You do not have to make this decision right away. You may wait **until your first turn**.

Place 1 **Food** in your Warehouse 21 and 6 **Tools** in the Toolbox 22 on your Community board.

Typically, you will not need the **Balance card** 12 before Era II.

You will place your **Steward** 13 on your first turn.

Available options:
3 Wood, 2 Wood and 1 Clay,
1 Wood and 2 Clay, or 3 Clay.



2. COLONIES

Shuffle the 9 **Colony overviews** 3 and choose 4 at random. These define the active Colonies for this game. Place them at the edge of the playing area, in view of all players. Return the remaining Colony overviews to the game box.

At the start of Era III, a fifth Colony is added (*details on page 6*).

Place the corresponding **Embassies** 4 next to the Colony overviews. Use one tile showing I / II per player, for each Colony that will be in play during the game.

Use one tile showing III / IV per player, for each Colony that will be in play during the game.

5 Warehouse extensions: If the **ALTRUIST**, **INDUSTRIALIST**, or **STOREKEEPER COLONY** is in play, you also need the Warehouse extensions. Place them nearby. For each player, you need one tile showing 1 and 3 Warehouse lots and one tile showing 2 and 3 Warehouse lots.

6 Basic Storage upgrades 11: You only need those if the **STOREKEEPER COLONY** is in play and you are playing at least through Era II. There is one such tile per player.

7 Special Ambassadors 12: You only need the Special Ambassadors if you are playing at least through Era II with the following Colonies in play:

ALCHEMIST COLONY

→ “Alchemist” Special Ambassador

ALTRUIST COLONY

→ “Altruist” Special Ambassador

LABORER COLONY

→ “Laborer” Special Ambassador



3. STARTING PLAYER

Randomly determine the starting player and give them the **starting player marker**.



4. GAME BOARD

The game board grows as the game progresses. It represents the mainland and it is comprised of Market and Place tiles. You determine the layout of the tiles together, laying out some tiles before the game begins and the rest during the course of the game (*see page 6 or 20*).

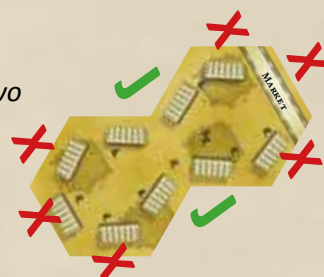
8 Place the **first Market** in the center of the playing area.

Take the **starting Places**, indicated by a “0” on the back side, and return the **DAY LABORER** tile to the game box. This Place is only used in the introductory game.

Shuffle the starting Places face down and place the pile nearby. Beginning with the starting player and in clockwise order, take the topmost starting Place from the pile and add it to the game board. Each Place you add must share **at least two edges** with already existing tiles.

Notes:

- There are only two ways to place the very first Place: it must go into one of the two “indentations” of the first Market (see the illustration).
- The orientation of the Place tiles does not matter at all.
- You may leave “holes” in the game board, as long as you follow the placement rules.
- You may “plug” holes.



Once all 12 starting Places have been placed, the starting player adds the **second Market** 9. This Market must share at least one edge with an existing Place and the shortest path between the two Markets (*beeline*) must go through **at least two Places** 10.

COURSE OF PLAY

The game is played over one or more **Eras**—depending on how many Eras you decided to play.

At the start of each Era, you have to make some preparations, as described on the corresponding **Era card**. Then you play **5 Years**, each consisting of **2 Half-Years** (*i.e. Rounds*). In each Half-Year, each player takes **3 turns**. At the end of each Year, you generate goods and distribute your Workers for the next Year. Also, you may have to sustain your Workers.

Course of Play	
Start of an Era:	- turn a new era card face up and carry it out - each era consists of 5 years (with 2 half-years each)
Start of a Year:	- turn a market card face up - turn three places face up (in years 1 to 4)
Summer Half-Year:	each player takes three consecutive turns
Winter Half-Year:	each player takes three consecutive turns
End of a Year:	- new starting places, if applicable - starting player adds new places (in years 1 to 4) - you may redistribute your workers - maintenance phase (buildings) - production phase (incl. Smithy)
End of an Era:	scoring if this was the last era

START OF AN ERA

At the start of a new Era, place the current **Era card** to the **left** of the Round card.



Return the Era card of the previous Era to the game box.

The Era card tells you which preparations have to be made for the upcoming Era:

1. First, a new game element is introduced:

- In **Era I**, this is the second Market that you already placed during setup.
- In **Era II**, a third Market is added to the game board, according to the same placement rules (*see the overview card and page 5*).
- In **Era III**, you introduce a fifth Colony. If you want to make the game easier on yourselves, as a variant, also add the small Market to the game board.
- In **Era IV**, you replace the **HEAD OFFICIAL** with the **CHIEF OFFICER**.

2. Next, select the **Market cards** of the current Era and shuffle them face down. They show the Era on their back side. Return 2 Market cards from the pile to the game box, without looking at them—only 5 of the 7 Market cards are used in each Era. Place the pile with the remaining 5 Market cards (*still face down*) to the **right** of the Round card. The topmost Market card will be turned face up at the start of the Year (*see “Start of a Year”*).

3. Select the **Improvements** of the current Era and shuffle them face down. They, too, show the Era on their back side. Place the draw pile at the edge of the playing Era and leave some space next to it for a discard pile.



Return the draw and discard pile with the Improvements of the previous Era to the game box. All players **keep** their hand cards, even if they are from a previous Era! Once added to your hand, you may not discard cards from hand (*see also page 17*).

4. Finally, select the current **Places**. They, too, show the Era on their back side. Shuffle them and place the pile face down next to the game board.

The Era card contains two additional pieces of information that apply during the entire duration of that Era:

- the maximum Colony level (*see page 18*)
- the amount of the Fee (*see page 9*)

This is why you should leave the Era card in the playing area, even after you finish the preparations.

START OF A YEAR

At the start of each Year, turn over the **topmost Market card** and place it face up on top of the pile. Before you do, return the Market card of the previous Year to the game box (*if necessary*)—it is no longer needed. The Market card indicates which actions can be taken at the **Markets** (*see page 7*).

Then turn over **three Places from the top of the draw pile** and place them face up next to the pile. At the end of the Year, the starting player will add these to the game board (*see “End of a Year” on page 20*).

Note: There are only 12 Places per Era, so the draw pile will be empty after four Years. In the fifth Year of each Era, there are no more Places to turn face up—simply skip this step.

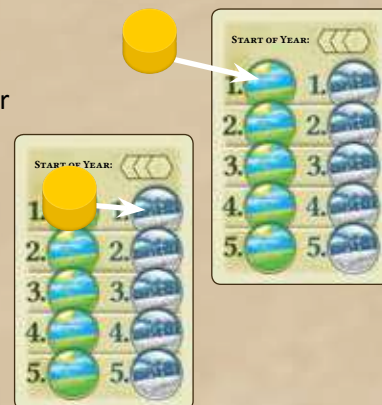


THE HALF-YEARS

Now **2 Half-Years** are played: a **Summer** and a **Winter Half-Year**. Move the Round indicator to the appropriate space of the Round card at the start of each Half-Year.

Beginning with the starting player and in clockwise order, each player takes **3 consecutive turns** (see “Your Turn” in the following section). Only after one player completes all of their three turns, the next player takes theirs. A Half-Year ends after each player had three turns.

Then you play another Half-Year in the exact same fashion: move the Round indicator to Winter and let each player take three consecutive turns.



YOUR TURN

Each player takes **three consecutive turns**. Each turn starts with moving your **Steward** from one Place to another and carrying out the action of the target Place. Special abilities may grant you additional actions on the same turn.

At the start of the game, your Steward is not on the game board yet. Before your first turn, you must place him on a **Market** of your choice. This initial placement is not considered a turn so you do not get to carry out a Market action.

Initially, your Steward may only move to adjacent Places, because his **Range** is 1 at the start. Each Place is adjacent to up to 6 other Places; Markets are adjacent to up to 8 Places, due to their special shape. (See “Movement Rules” on page 8 for more details.)

You **must carry out an action** at the Place to which you move your Steward. It is not allowed to move to a Place without carrying out an action.

-  However, you may not be required to carry out the printed action. For instance, the **LORD COLONY** allows you to carry out an alternative action at a Place (except on Markets).



THE VARIOUS PLACE TYPES

There are 6 types of Places, each providing a different action:

- **Markets:** Markets have a special role in this game (see “Movement Rules” on page 8), yet they are Places nonetheless. Each Market provides the same three **Market actions** from which you must choose one. The available actions change each Year and are described on the **Market card**, which is to the right of the Round card:
 - **Sale:** The top part of the Market card lets you sell goods, providing two options. You may use one or both options **any number of times**. You may only sell goods from your Storage (see “Storing Rules” on page 10).
 - **Subsidy:** The middle part shows goods that you may take from the general supply. Some cards provide two options here. You may only take the offered goods once per turn. You must immediately **store** the goods (see “Storing Rules”) or **discard** them.
 - **Action:** The bottom part offers an action that is usually weaker than the same action at the corresponding Place (e.g. by having a limit like “1x”).
- **Resource Places:** These Places are indicated by the  symbol. They offer certain types of goods in the indicated quantity. Take these goods from the general supply and store them (see “Storing Rules”).
- **Sustainers:** These Places are indicated by the  symbol. They provide Sustenance goods (Food and Robes) or allow you to sell them for Dollars. Every time you visit them, you may freely choose whether to get Sustenance goods or sell them.
- **Builders:** These Places are indicated by the -symbol. They let you build a new Building or remodel an existing one (see page 14 for more details).



The Riverbank Grove offers 2 Wood.



The Baker either gives you 2 Food, or lets you sell 2 Food for 1 Dollar any number of times.

Unless stated otherwise, you may build **any number of Buildings** of the given type during the same turn, provided you can pay the total Building cost from your Storage (see “Storing Rules”).

If there is a **limit** (like “1x”), you may only build the indicated number of Buildings of that type.

- **Refiners:** These Places are indicated by the  symbol. They allow you to refine goods by exchanging basic resources for refined ones. You may refine **any number of goods** during the same turn. However, you may only refine goods that were in your Storage before the action (see “Storing Rules”).
- **Other:** These Places provide actions that do not fit in any other category. They are indicated by the  symbol.



You may build at most three Storage Sheds, which is also how many you may have in total (see page 14). If you already have one and take the corresponding Builder action again, you may only build another two Storage Sheds.



The Joiner lets you exchange 2 Wood for 1 Plank any number of times.

MOVEMENT RULES

This section focuses on all the special rules regarding your Steward's movement.

Markets

Usually, you must move your Steward to an adjacent Place and carry out an action there. As mentioned before, **Markets** play a special role in this:

Your Steward may jump to a Market, regardless of where he is.

This means, instead of moving your Steward to an adjacent Place, you may move him directly onto a **Market of your choice**. The distance traveled does not matter at all. Simply ignore all the Places on his way to the Market—you do not get to carry out actions on the way!

Jumping to a Market constitutes a turn and, as such, you must carry out an action at the Market.

Note: It is always possible to carry out an action at a Market. If necessary, you may simply choose the **Subsidy** action and decline the goods you are offered.



If you improve your relations to the **ENVOY COLONY** to level II and the **SCHOLAR COLONY** to level III, you may also jump to the **DIPLOMAT** and **DEVELOPER**, respectively.

Range

In Era II at the earliest (via the **ENVOY COLONY**) and in Era III at the latest (via the **STABLES Building**), you have the opportunity to increase your Steward's **Range** (up to a Range of 4). Range indicates how far your Steward may move, before he must stop and carry out an action. As soon as you take a Place's action, your Steward's movement ends—you may not carry out actions at Places you simply move through. Your Steward is not required to move in straight lines.

Example: Your Steward is currently at the Developer. Thanks to an activated Stables, your Range is 2. On your next turn, you could move your Steward to the Librarian as usual, or you could move him past the Librarian to the Riverbank Grove or the Diplomat.

Range does not equate to “number of moves”!

If your Steward **jumps** to a Market, his movement ends immediately and you must carry out an action at that Market, regardless of your Range.

Note: If your Range is 2 or greater, you may move through a Market. You must only end your movement at the Market when you **jump** there.



Fee / Moving to Occupied Places

From time to time, the Place you would like to move to will be occupied by other players' Stewards. **It is explicitly allowed to move to an occupied Place.** However, when you do, you must **pay a Fee to each player** whose Steward is on that Place.

On Markets, you never have to pay the Fee.

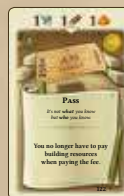
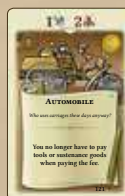
The amount of the Fee depends on the **Era** you are currently in and is shown on the **Era card**. It is 1 Tool or 1 Sustenance good (*Food or Robes* ) as well as a number of Building resources equal to the number of the current Era. If you must pay more than one player, you may pay each of them differently. You are not required to pay each player the same goods. If you cannot pay all the players occupying a Place, you may not move to that Place. (See also "Storing Rules" on page 10 for another detail regarding paying the Fee.)

The Special Ambassador that you can unlock with certain Colonies may (and often should) also move to occupied Places (with Stewards or other Special Ambassadors). Special Ambassadors never require a Fee—neither when they move to an occupied Place nor when you move your Steward to a Place occupied by a Special Ambassador. (More on Special Ambassadors on page 19.)



Important! "Fee" always refers to the cost shown on the Era card. Usually, you must pay it when you move to an occupied Place. Some special abilities (that you can unlock with certain Colonies) require you pay the Fee to activate them.

Certain Improvements and Buildings may reduce or remove the Fee entirely for you. This does not only affect Fee payments to other players but also when using a special ability that requires the Fee.



Multiple Stewards

In Era I at the earliest (via the **ENVOY COLONY**) and in Era III at the latest (via the **BOARDINGHOUSE Building**), you can increase the number of Stewards you control (to up to 4). Like your first Steward, you must introduce every new Steward via a Market of your choice, before you first move him.

When you have more than one Steward, you must choose one Steward and move him according to the movement rules. Each turn you may freely choose which Steward you move. You are not required to move the same Steward on all three of your turns (but you may, if you like). By no means may you move more than one Steward per turn.

Except Markets, no Place may contain more than one Steward of the same player.

Consequently, you may not move a Steward to a Place containing another one of your Stewards. Markets are exempt from this rule, as usual. You may **not** circumvent this rule by paying the Fee either.

You Must End Your Turn on a Different Place than You Started

Each Steward that you move during your 3 turns must end up on a **different Place** from where he started. He may return to a Place he has been to within those 3 turns, as long as he ends up elsewhere. As usual, Markets are exempt from this rule. A Steward that started on a Market, may end up on that same Market.

With one Steward, you cannot block a Place, but if/when you obtain a second Steward, you may move only one, leaving the other in the same Place. You are not required to move both Stewards on your turn.

Movement Rules	Generally:	■ move your steward to a place in each of your three turns ■ carry out the action of the target place ■ each steward must end up on another place than he started from (does not apply to markets)
	Markets:	■ you may jump to them from anywhere ■ actions: see current market card
	Fee:	■ must be paid per player on the target place (except markets) ■ all affected players must be paid simultaneously ■ each affected player may be paid differently ■ amount of fee: see era card
	Range:	■ indicates how far a steward can move before he must stop ■ jumping ends your movement: range = number of moves
	Multiple Stewards:	■ each turn, freely choose which one to move ■ at most one steward of each color per place (except market) ■ you are not required to move all of your stewards



A summary of the movement rules can be found on the corresponding overview card.

Goods

Especially at the start of the game, you will spend a lot of turns collecting goods, as you will need them to develop your Community (see “Developing the Community” on page 12). There are four types of goods:

- **Tools**  are required for building. You keep them in the Toolbox on your Community board.
- **Building resources** are also required for building. There are **Wood** , **Clay** , and **Ore** , as well as their refined versions **Planks** , **Bricks** , and **Iron** . **Coal**  is also considered a Building resource (even though it is not used for building) that is refined from Wood.
- **Sustenance goods** are **Food**  and **Robes** . You need them to sustain your Workers (see “Sustenance Phase” on page 20-21).
- **Dollars**  are the currency in this game. You can place them with your Tools in the Toolbox. Dollars measure the wealth of your Community. Buildings, Improvements, and Embassies have a printed Dollar value. Additionally, you can collect hard Dollars to increase the value of your Community. Dollars are not spent in this game.

Main sources of basic Building resources are **Resource Places** and **Production Buildings**. **Refiners** allow you to exchange Building resources for their refined versions. Sustenance goods are available at certain Places and via **Sustenance Buildings**. Tools are generated by the **SMITHY** on your Community board (see “End of a Year” on page 20), or you can get them directly at the **DEVELOPER**. **Money Buildings** yield hard Dollars. (See pages 6-7 of the Appendix for a detailed list of how you can get each good in particular.)



Storing Rules

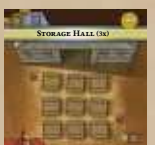
Storing goods is one of the most important concepts in this game. You do not simply keep your goods loosely in your supply but you must **store Building resources and Sustenance goods**. Only **Tools and Dollars** do **not** require storing.

There are three ways to store goods: in the Storage (comprised of your Basic Storage and any Storage Facilities you have), in the Warehouse, and in the Buffers of your Buildings, Improvements, and Embassies.

Storage

At the start of the game, you only have access to **3 Storage spaces** in the **Basic Storage** printed on your Community board. During the course of the game, you can get access to more Storage spaces by building **Storage Facilities**. Both, your Basic Storage and Storage Facilities together constitute your **Storage**. There are three types of Storage Facilities:

- **Storage Sheds** are available from the start and provide **2 Storage spaces** each.
- **Storage Houses**  become available in Era II and provide **5 Storage spaces** each.
- **Storage Halls**  are only available from Era IV on and provide **9 Storage spaces** each.

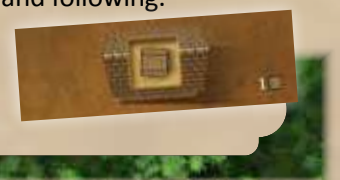


 If the **STOREKEEPER COLONY** is in play, you may extend your Storage capacity even further (see Appendix on page 4).

More on Storage Facilities (including how to build them) in the “Buildings” section on page 13 and following.

Warehouse

Your **Warehouse** consists of that one space below the Building spots for Storage Facilities, the so-called **Warehouse lot**. Certain Colonies allow you to extend your Warehouse by adding **Warehouse extensions** in the notch next to your initial Warehouse lot.



 If the **ALTRUIST**, **INDUSTRIALIST**, and **STOREKEEPER COLONIES** are in play, you can extend your Warehouse to up to 7 Warehouse lots.

Certain Improvements provide additional Warehouse lots. Simply use those cards to store goods in them. The Warehouse extensions are only used with the above-mentioned Colonies.

Buffers

Production and Sustenance Buildings (*see page 13*), which generate goods, can store one batch of goods that they generate. Simply place the generated goods on the Building. If another effect increases the output of the Building (*like FACTORIES, see page 16*), the Building can store additional goods accordingly. Certain Improvements (*see page 16*) and Embassies (*see page 17*) have the effect of a Production or Sustenance Building, and so they also have Buffers.

Example: The Forester's House generates 2 Wood per Year. This is why it can store 2 Wood in its Buffer, meaning you can keep 2 Wood on the tile.



Storing Goods

Whenever you get goods, you must either **decline** or **store** them immediately, placing them on **Storage spaces** or **Warehouse lots**—but **not** in the Buffers of your Buildings, Improvements, or Embassies.

You may discard goods at any time for no reason.

In particular, you may discard goods from your Storage and Warehouse to make room for new goods. Conversely, you may decline any goods that you get, without the need to store them first. Discarding goods from Buffers never makes any sense.



Using Goods

One of the most important rules in this game is the following:

During actions, you may only spend goods from your Storage!

Whenever you have to pay goods during an action (*e.g., when building, refining goods, or paying the Fee*), you must take them from your Storage (*i.e. Basic Storage and Storage Facilities*). When you refine goods, you spend the input goods first, before you take the refined goods.

Your Warehouse and Buffers are not part of your Storage!

During actions, you may **not** spend goods from your Warehouse or (*Building, Improvement, and Embassy*) Buffers. However, **immediately before you carry out the action**, you may **rearrange** goods.

Rearranging Goods

At any time—**except during an action**—you may **rearrange** your goods, i.e. move them between the three storing options according to certain rules. The following diagram shows the permitted “directions” in which you may move goods:



You may move goods back and forth between your Storage and Warehouse without any additional restrictions. You may even swap two or more goods (*especially when both your Storage and Warehouse are full*).

Moving goods into Buffers is never allowed!

You only place goods into Buffers when they are being generated (see “End of a Year” on page 20). From there, you can move them into your Storage or Warehouse, but never the other way round.

Example 1: You have a Forester's House storing 2 Wood in its Buffer; there are 3 Wood in your Basic Storage. If you move to the Joiner, you may only produce 1 Plank, because you only have 3 Wood in your Storage (of which you only would need two anyway). You may **not** produce 1 Plank first, then move 2 Wood from the Forester's House to the Storage in order to produce another Plank.

Example 2: There are 2 Wood in a Forester's House, as well as 2 Food and 1 Wood in your Basic Storage and 2 Clay in a Storage Shed. Your Warehouse contains 1 Wood. You would like to use the Joiner to produce 2 Planks. Immediately before the action, you swap 1 Clay in your Storage with the Wood in your Warehouse. Then you discard 2 Food from your Storage, replacing them with the 2 Wood from the Forester's House. Now you have 4 Wood in your Storage so you can produce 2 Planks at the Joiner.



What Is Considered an Action?

Basically, carrying out a Place's action is considered **one action**—regardless of how many micro-transactions were made in the process. For instance, it does not matter how many Buildings are built at a **BUILDER**—the action starts with building the first and ends with building the last Building. The same applies to Refiners.

In terms of the storing rules, paying the Fee is considered an **action of its own**; it is never part of another action. You must complete this action **before** you may carry out the Place's action (or *special ability*). If you must pay multiple players, you must pay all of them **simultaneously**, i.e. you may not rearrange goods in-between the individual payments. Only after you pay all affected players, the action ends.



The **INSTITUTE** Building allows you to play two Improvements instead of one. Playing the second Improvement is an **action of its own**. This means, in particular, that you benefit from the effects of the first Improvement while you play the second.



Certain Colonies may grant you additional actions during your turn or at the end of the Year. If you get multiple actions at the same time, you decide in which order you carry them out. An action must be completed before you can rearrange goods and carry out the next action.

Sustaining your Workers is not subject to the storing rules!

Sustaining your Workers is not an action. Usually, you must sustain your Workers at the end of the Year (see “Sustenance Phase” on pages 20-21). Activating a Building may also require Sustenance (see “Activating a Building” on page 15).

DEVELOPING THE COMMUNITY

You use the goods that you collect to develop your Community, which you can do in three categories: **Buildings**, **Improvements**, and **Diplomacy**.

BUILDINGS AND EMPLOYMENT

The Buildings are the heart of the game. Your goal is to build as many as you can and place Workers in them. In the end, this will be worth a lot of Dollars. Plus, they provide useful effects.

There are 6 different types of Buildings:

- **Residences:** They provide new Colonists that you can employ in your Buildings (see “Colonists and Workers” below). You start the game with two **FARMS**; each **FARM** provides a Farmer. Residences are indicated by the 🏠 symbol as well as a **beige** icon.
- **Storage Facilities:** You store goods in them that you may use during actions (see “Storing Rules”). Storage Facilities are indicated by the 📦 symbol as well as a **blue** icon.
- **Production Buildings:** Once per Year, these Buildings generate goods, saving you valuable turns, because you will not have to collect as many goods yourself. Your Community board comes with a preprinted **SMITHY** that generates Tools. Production Buildings are indicated by the ⚙️ symbol as well as a **brown** icon.
- **Sustenance Buildings:** Once per Year, these Buildings generate Sustenance goods (Food and Robes 🍴). Especially in later Eras, you will need them to sustain your Workers. Sustenance Buildings are indicated by the 🍴 symbol as well as a **purple** icon.
- **Money Buildings:** Once per Year, these Buildings generate Dollars. Money Buildings are indicated by the 💰 symbol as well as a **golden** icon.
- **Special Buildings:** This category is for all Buildings that do not fit in any of the other categories. Special Buildings are indicated by the ⭐ symbol as well as a **white** icon.



Colonists and Workers

Residences draw new **Colonists** into your Community: **FARMS** and **ESTATES** provide **Farmers**; **FLATS** and **APARTMENTS** provide **Citizens**; **HOUSES** 🏠 and the **COMMUNITY HALL** 🏠 provide **Merchants** 🏠. (More on that on page 15)

Colonists do you no good until you **employ** them in your Buildings, turning them into **Workers** (see “Activating a Building” on page 15). This is not only worth a lot of Dollars at the end of the game, but it is also necessary so that your Buildings actually do something. Most Buildings (including the Storage Facilities) do nothing until someone works in them. Depending on which Worker a Building requires, you may put them in the following categories:

- **Farmer Buildings:** They only do something when a **Farmer** works there, as indicated by the illustration at the bottom left of the Building and the **green** background color. Citizens and Merchants 🏠 may not work in Farmer Buildings.
- **Citizen Buildings:** These require a **Citizen**, as indicated by the corresponding illustration at the bottom left and the **yellow** background color. Farmers and Merchants 🏠 may not work in Citizen Buildings.
- **Merchant Buildings** 🏠: These Buildings are only available from Era III onward. They require a **Merchant** to work there, as indicated by the corresponding illustration and the **red** background color. Farmers and Citizens may not work in Merchant Buildings.
- **Other:** Residences as well as the **FACTORY** and **LIBRARY** are special in this regard. Residences provide potential Workers; they do not need any. The **LIBRARY** works without any Worker; and the **FACTORY** can take any type of Worker.



This means for the **Storage Facilities** in particular: you only gain access to the additional Storage spaces when you employ the appropriate Colonist in them! Your Basic Storage and Warehouse (as well as the preprinted **SMITHY**) do not require any Workers.



🔧 The **LABORER COLONY** allows you to employ Colonists in “wrong” Buildings (see page 3 of the Appendix).

Building

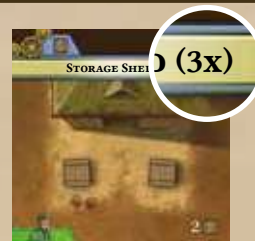
In order to build a particular Building, you must visit the appropriate **BUILDER** on the game board. Occasionally, Markets and Improvements may allow you to build a certain Building.

Most of the Buildings do not have a limitation on how many of them you may have. You may build any number of them at the appropriate **BUILDER** during the same action, provided you can pay the total Building cost. Buildings of which you may only have a limited number show that number **behind their name**. At no point in the game may you have more copies of such a Building than it states behind its name.

After you pay the total building cost from your Storage, you must place the new Buildings on empty Building spots of your Community board. At the start of the game, you have access to 20 Building lots (or just 12, if you only play Era I), of which two are already occupied by a **FARM**. You may not build on the dark **Borderland spots**. Additionally, you have 3 Building spots for Storage Facilities, which you may use to build normal Buildings instead. The Building spots for Storage Facilities are the only ones on which you may place Storage Facilities.



From Era III onward, you may build the **COMMUNITY HALL** to gain access to all 30 Building spots, including the Borderland spots.



You may have at most 3 Storage Sheds.



In this example, the second Building spot for Storage Facilities has been used to build a Farm.

Razing

When you run out of Building spots on your Community board, you may **raze** Buildings when building new ones. Simply return the razed Building to the general supply and replace it with the newly built one.

Razing a Building costs an additional 2 Tools.



Details on razing:

- You may **raze Buildings at any time**, even if you have empty Building spots left!
- **Remodeling** Buildings (see next section) does not count as razing!
- Razing **increases** the Building cost of the new Building (these are the 2 additional Tools you have to pay).
- You may only raze a **Residence** if all of its Colonists are "at home", i.e. you must have enough **unemployed** Colonists left (where they live exactly does not matter). You lose these Colonists together with the Residence.
- If you raze a **Storage Facility**, you may use the goods in that Facility to pay the Building cost of the replacing Building, before you must return the Storage Facility to the general supply. You may rearrange or discard leftover goods.
- If you raze a **Production or Sustenance Building**, you may rearrange the goods in their Buffers, before you must return the Building to the general supply. If you do not have enough space in your Storage and Warehouse, you must discard these or other goods.
- If you raze a Building with a **Worker** present, the Worker becomes unemployed and returns, as a normal Colonist, to his Residence. You may activate the new Building immediately (but you may have to pay the Sustenance cost, see page 16).
- Although rarely reasonable, you may raze a Building only to replace it with the exact same Building (e.g., replace a **LIBRARY** with a **LIBRARY**).

Remodeling

Some Buildings are **upgrades** to existing Buildings and are not simply placed on empty Building spots. Instead, they **replace** the upgraded Building, as indicated at the corresponding **BUILDERS**.

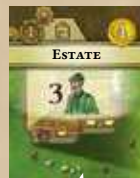
Almost all of the **Residences** are prime examples of that: **FARMS** are the only Residences built directly; every other Residence is an upgrade of another.



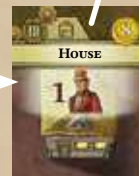
There are two directions in which you can upgrade Residences:

- You increase the number of Colonists it provides. In this case, you turn the tile to the other side and place the additional Colonists on it. This is possible even if the Residence is empty (*because its Colonist is employed somewhere*).
- You replace the Colonist with a “better” version. For this, the Colonist **must** be “at home”, i.e. you must have an unemployed Colonist of the appropriate type left (*somewhere—it does not matter where he lives at the moment*). Replace the Colonist and the tile with the new versions.

Note: Only at the end of a Year may you remove employed Colonists from Buildings (see “Redistributing Colonists” on page 20).



Estates and Apartments provide two additional Colonists; the Community Hall provides one additional Colonist.

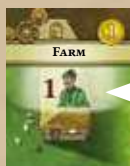


Farmers become Citizens; Citizens become Merchants.

Certain Improvements (“Holiday Cabin”, “Holiday Flat”, and “Holiday House”) are effectively Residences: they provide additional Colonists without costing you valuable Building spots. These Improvements cannot be remodeled. Building Contracts (*i.e. certain immediate Improvements*) that allow you to build Residences, on the other hand, work like **BUILDERS**. They may require you to remodel an existing Residence, for which a Colonist must be “at home”.

From Era II onward, you may remodel other types of Buildings as well, replacing them with stronger versions of themselves (*e.g., so they can generate or store more goods*). The stronger versions, however, require a “better” type of Worker be employed. This in turn renders the previous Worker unemployed, so he returns to his Residence.

Example: If you remodel a Storage Shed into a Storage House, you increase your Storage capacities by three Storage spaces. However, the Storage Shed was run by a Farmer who must now return to an appropriate Residence. In order to get access to the 5 Storage spaces of the Storage House, you must employ a Citizen in it.



If you remodel a **Production or Sustenance Building**, the goods stored in its Buffer are lost, unless you can rearrange them or store them in the upgraded version of that Building. To do so, you must **immediately** employ an appropriate Colonist in the upgraded Building.

Some **Improvements** are effectively Production and Sustenance Buildings. These Improvements **cannot** be remodeled.



Activating a Building

As you have already learned in the “Colonists and Workers” section, most Buildings require a Worker to actually do something. Normally, you want this to happen as soon as possible:

At any time, you may activate a Building by placing the required Worker in it.

Whenever you build a new Building, regardless of whether you build it directly or by remodeling, you may **immediately** move an unemployed Colonist (*of the appropriate type*) from a Residence to the new Building. The effects of that Building become available immediately.

Note: Do not activate Production, Sustenance, and Money Buildings (or the **FACTORY**) immediately. Do this at the end of the Year when it matters—see “Redistributing Colonists” on page 20.

The **INSTITUTE** is the only Building in this game requiring 2 Farmers to activate, i.e. you must place 2 Farmers in it, before you can use its effects. (*As long as no or only one Worker works there, it does not have any effect.*)



When you place Citizens or Merchants in Buildings, you must immediately sustain them.

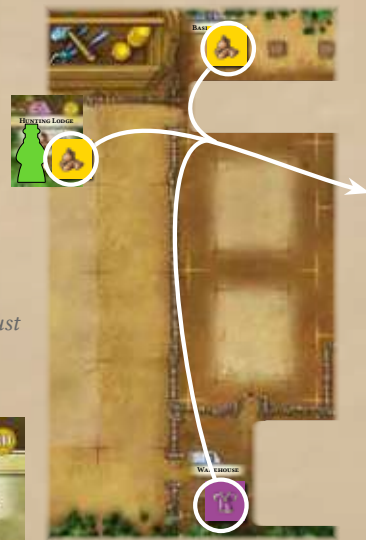
This means that you must immediately pay the **Sustenance cost** for the newly placed Worker (see also “Sustenance Phase on pages 20-21”):

- 1 Food for each newly employed Citizen, and
- 2 Food and 1 Robe for each newly employed Merchant.

You may pay the Sustenance cost **from any of the three storage options**, because sustaining Workers is not subject to the storing rules!

Example: You build a Stables to increase your Range. You need the increased Range as soon as possible, so you place an unemployed Merchant in the Stables. You must immediately pay 2 Food and 1 Robe. You pay one Food from a Hunting Lodge and another from your Storage, and the Robe from your Warehouse.

Note: Even though you just sustained the Worker, you will have to sustain him again at the end of the Year, if he remains in the Building! This is why you should not immediately activate Buildings that only do something at the end of a Year, in order to avoid paying the Sustenance cost twice.



Removing Workers from Buildings is strictly controlled!

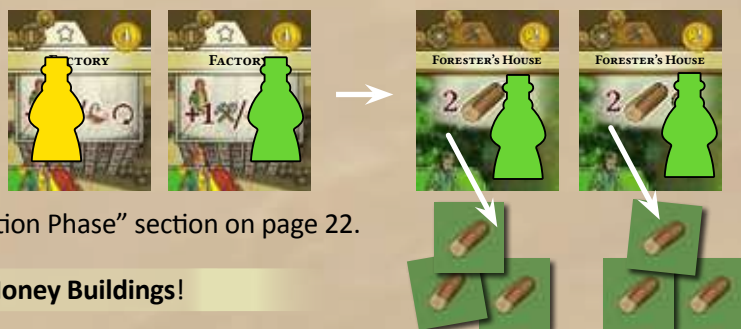
You may activate Buildings at any time, but you may not remove Workers from them (e.g., to send a Worker “home” so you can remodel a Residence). This is only possible at the end of each Year (see “Redistributing Colonists” on page 20).

The Factory

The **FACTORY** is the only Building in this game that may be run by any type of Worker (Farmer, Citizen, or Merchant). Its effect depends on who is working in it: The Factory increases the output of all of your **Production and Sustenance Buildings** that are run by the same type of Worker as the **FACTORY** by 1 good. Permanent Improvements that generate goods (e.g. the “Beaver’s Lodge”) do not require any Workers, so **FACTORIES** do not affect them.



Example: You have a Factory and two Forester’s Houses run by Farmers as well as a Factory run by a Citizen. Consequently, your Forester’s Houses generate 3 Wood per Year. The Factory with the Citizen does not affect that.



How exactly goods are generated is explained in the “Production Phase” section on page 22.

Important! **FACTORIES** have no impact on **Money Buildings**!

IMPROVEMENTS AND HAND CARDS

Aside from Buildings, Improvements are another way to gain special abilities. There are three types of Improvements:

- **Immediate:** When you play an immediate Improvement, **immediately** carry out its effects; then place it on the discard pile. These cards are indicated by the symbol.

The “Stone Axe” provides an immediate 4 Wood that you must store or discard.



- **Permanent:** When you play a permanent Improvement, pay its cost and place it face up in front of you. These cards have a Dollar value and provide a permanent effect. Some of them provide the same effects as certain Buildings; even though they do, Improvements in general do not require any Workers. Permanent Improvements are indicated by the symbol.

The “Loam Hollow” generates 1 Clay per Year. Even though it does the exact same thing as the Hollow, it does not require a Worker.



- **Limited:** These cards can only be used a limited number of times, before you must discard them. When you play a limited Improvement, place it face up in front of you and place the depicted goods from your Storage on the card. Every time you use the effect of that card, you must return one of its goods to the general supply. Once all goods have been removed, place the card on the discard pile. Limited Improvements are indicated by the symbol.

When you play the “Ticket”, you must place 3 Wood from your Storage on the card. Up to three times during the course of the game, you may spend 1 Wood from the “Ticket” as well as an additional 2 Wood from your Storage to move your Steward to any Place on the game board.



Drawing Improvements

At the start of the game, you do not have any Improvements in your hand. To get some, you must move to the **LIBRARIAN**, where you get 2 Improvements from the draw pile **into your hand**. (If the draw pile runs out, shuffle the discard pile to form a new draw pile.)



You may not have more than 6 cards in hand!

So if you have 5 cards in hand already and move to the **LIBRARIAN**, you may **only draw one** new Improvement. Exceeding the hand size limit is **not** allowed. As long as you have 6 cards in hand, you may not use the **LIBRARIAN** at all.

You may not discard cards from hand!

The only way to get rid of cards from your hand is to play them (see "Playing Improvements" below). It is possible that you get stuck with cards in your hand that you cannot play any longer (e.g., because you cannot meet their requirements).

Both of these rules can be (partially) disabled by the **LIBRARY** and the **SCHOLAR COLONY**. Their special abilities allow you to exceed the hand size limit for a brief moment. Even with 6 cards in hand, you could still use the **LIBRARIAN**. If you do, you must reduce your hand size to 6 cards immediately afterward by discarding cards from hand unused.



The **LIBRARY** and the **SCHOLAR COLONY** also enhance the **LIBRARIAN** action for you: you get 4 cards from the draw pile, from which you may keep two, discarding the other two. Only after keeping cards, do you check your hand size.

Playing Improvements

You can play your hand cards at the **DEVELOPER**. First, you get 2 Tools; then you **must play a card from your hand**. (It is not allowed to just take the 2 Tools and not play a card.) If the card shows a cost at the top, you must pay it, before you may carry out its effect.



- Once you improve your relations with the **SCHOLAR COLONY** to level II, you may also play an Improvement every time you draw cards at the **LIBRARIAN**.
- With an active **INSTITUTE**, you may play 2 Improvements at the **DEVELOPER**, one after another. Playing more than 2 Improvements in one turn is (currently) not possible.



Depending on which type of card you play, you must either place the card face up in front of you (if it is permanent or limited) or carry out its effects and place it on the discard pile (if it is immediate).

- By the way, it does not matter which Era the card you play belongs to. You may play cards from earlier Eras.

Like most Market actions, the actions you get from Improvements may be limited.

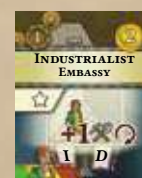
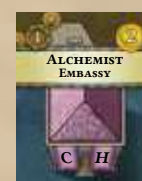


DIPLOMACY

A third way to develop your Community and to gain special abilities is to establish diplomatic relations with distant **Colonies**. There are 9 different and unique Colonies; only 4 (or 5 from Era III onward) of them are available each game. Depending on the Eras you play through, you can establish relations with each Colony on up to **4 levels**, gaining powerful special abilities in the process.

There are the following Colonies:

- Alchemist Colony:** You gain the ability to exchange goods for other goods the moment you get them. In Era II, the **Alchemist** Special Ambassador comes into play.
- Altruist Colony:** At the start of each Year, you get goods for free. In Era II, the **Altruist** Special Ambassador comes into play.
- Envoy Colony:** You get another Steward as well as increased Range.
- Industrialist Colony:** At the end of each Year, you may refine goods.



- **Laborer Colony:** Activating your Buildings becomes easier. In Era II, the **Laborer** Special Ambassador comes into play.
- **Lord Colony:** Moving across the game board becomes easier.
- **Scholar Colony:** This is all about Improvements and hand cards.
- **Storekeeper Colony:** This is all about storing capabilities.
- **Trader Colony:** You gain an alternative Market action that allows you to exchange goods.



Establishing a Diplomatic Relation

At the **DIPLOMAT**, you can **establish** a diplomatic relation with a distant Colony by building an **Embassy** of that Colony in your Community. Alternatively, you can **improve** your relations with a Colony by **upgrading** its Embassy. The cost is printed on the **Colony overview**—it does not depend on the Colony but on the relation level. Also, the Colony overview shows how many Dollars each level is worth; this is also printed on the Embassy tiles. The costs of the various levels are cumulative; the Dollar values are not.



In a single action, you may establish and improve any number of relations!

When you establish a new relation with a Colony, pay the **level I cost**, take the corresponding **Embassy** from the general supply, and place it on an empty Building spot of your Community board.

Each Colony provides two Embassy tiles per player: one tile shows **I** and **II** on its front and back side; the other one shows **III** and **IV**. These numbers indicated the **level** of your relation with that Colony. They look like Era numbers intentionally, because you may not improve a relation beyond the number of the current Era (see “Improving Relations” below).

Every time you establish a new relation with a Colony, take the corresponding Embassy tile showing **I** / **II** and place it with the **I** side facing up on your Community board. Each player may have at most one Embassy of each Colony. An existing relation may be improved (see below).

Embassies are subject to the same rules as Buildings.



This means, in particular, you may raze an Embassy (by paying an additional 2 Tools as usual). If you do, you immediately lose all special abilities the corresponding Colony granted you. You may lose additional components in the process.

Improving Relations

You can **improve** an existing relation with a Colony (during the same or a later action) by paying the cost of the next higher level. Turn the Embassy tile to the other side (when going from level I to II, or level III to IV) or exchange it with the other one, placing it accordingly (when going from level II to III).



You may only improve relations up to the level that is equal to the current Era number!

For instance, in Era II, you may only improve relations up to level II. For your convenience, this is described on the Era card.

Note: In a single action, you may establish any number of new relations as well as improve any number of existing relations. You may even improve relations that you just established during that action. However, note that this is a single action so you must have all the required goods in your Storage before the action.

In Era II, the **ALCHEMIST**, **ALTRUIST**, and **LABORER** COLONIES introduce Special Ambassadors of the same name—the **Alchemist**, **Altruist**, and **Laborer**, respectively. Once you improve your relations with these Colonies to level II (or higher), you may move the corresponding Special Ambassadors **once per Half-Year**, in addition to your Steward's movement. Each of the Special Ambassadors' moves is printed on the corresponding Colony overview and will be mentioned in this section as well.

General rules:

- Like Stewards, the Special Ambassadors enter the game board via **Markets**. The first player to unlock a Special Ambassador must immediately place him on a Market of their choice.
- Special Ambassadors are subject to the same **movement rules** as Stewards, except they do not pay the Fee. In particular, Special Ambassadors may jump to Markets, and placing them on a Market for the first time is not considered their movement.
- Special Ambassadors have an intrinsic **Range of 2**. You can increase their Range in the same ways you can increase it for your Steward (e.g. via an activated **Stables** ).
- All players "share" the same Special Ambassador figures. You may talk with each other and agree upon where the Special Ambassadors should be. You do not have to honor such agreements though.

Details on the Special Ambassadors:

Alchemist: You may move the Alchemist **at the start or end** of one of your three turns. If you move the Alchemist to a Place with **at least one other player's Steward** on it, you may immediately carry out that Place's action, as though you moved there with your Steward.

 If you also have relations to the **LORD COLONY**, you may ignore the action of the Place to which you move the Alchemist and take a good instead (see page 3 of the Appendix).



Altruist: You may move the Altruist **at the start** of one of your three turns. The Altruist grants you a discount on all of your actions, if he is at a Place that is providing goods **unconditionally**, including all Resource Places, Markets (due to the *Subsidy action*), and Sustainers. (The **DEVELOPER** is **not** included, because he does not provide 2 Tools unconditionally.) The amount of the discount is equal to the number of goods provided by the Place with the Altruist.

Examples: You have unlocked the Altruist who is at the Grove, providing a discount of up to 3 Wood on all of your actions.

(1) You build a Farm, normally costing 1 Tool and 2 Wood. Thanks to the Altruist, you only have to pay 1 Tool.

(2) You produce 4 Planks at the Joiner. Normally, this would cost 8 Wood. Due to the Altruist, you only have to pay 5 Wood.



The Altruist does not only reduce Building costs; he can also reduce your Sustenance demand during the Sustenance phase, if he is at a Sustainer (or Market with the appropriate *Subsidy action*). (See "Sustenance Phase" on page 21 for examples.)

 Relations to the **ALCHEMIST COLONY** have no impact on the Altruist discount. The Altruist provides exactly what is printed on the Place he is at.

Laborer: You may move the Laborer **at the end** of your **third** turn. You will only benefit from him on another player's turn. Every time **another player** spends goods at the Place (Market included) where the Laborer currently is at, you get 1 good of each type spent—except Tools.



You have unlocked the Laborer. Another player builds 2 Hunting Lodges at the Place where the Laborer is at, paying 6 Tools, 4 Wood, and 2 Clay. You get 1 Wood and 1 Clay.

STARTING PLAYER

As the starting player, you go first and, at the end of every Year, you may add the new Places to the game board. The starting player is indicated by the **starting player marker**.



The starting player does not change automatically. To become starting player, you must either move to the **HEAD OFFICIAL** or take the corresponding Market action (*if it is available*). When you do, take the starting player marker. However, you do **not** become starting player **immediately**—the Year (*especially the Winter Half-Year*) must be finished in the current order. Until it does, the starting player marker may change hands multiple times! Only at the end of the Year, the current holder of the starting player marker becomes the actual starting player (*see “End of a Year” below*).

 At the start of Era IV, the **HEAD OFFICIAL** is replaced with the **CHIEF OFFICER**. There you still get the starting player marker. Additionally, you may **swap** any two unoccupied Place tiles.



Aside from the starting player marker, the **HEAD OFFICIAL** also provides 1 Clay from the general supply (*the **CHIEF OFFICER** provides 1 Tool and 1 Dollar instead*). At the start of Era I, the **HEAD OFFICIAL** is the only source of Clay (*unless the current Market card provides Clay*). During the course of Era I, additional Clay Resource Places will become available.

END OF A YEAR

After each player had three consecutive turns twice (*namely once per Half-Year*), you must go through the following 5 phases in the given order. The Year ends after those phases.

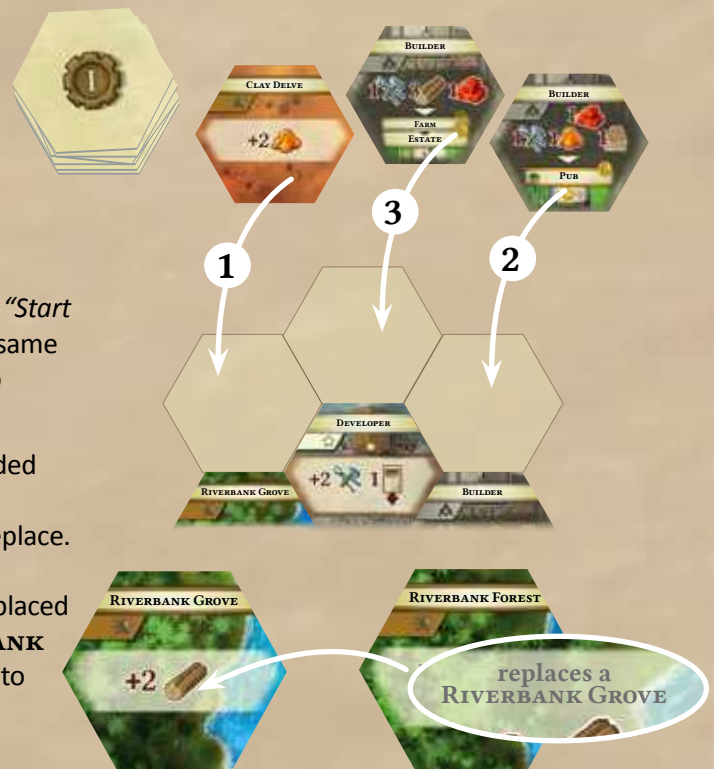
1. New Starting Player

The current holder of the **starting player marker** becomes starting player. This may be the same player who was starting player last Year, if no other player has taken the starting player marker from them.

2. Adding New Places (*not in the 5th Year of an Era*)

The starting player now adds the three face-up Places (*see “Start of a Year” on page 6*) to the game board, according to the same rules during setup: each new Place must share at least two edges with an already existing tile.

 **Replacement Places:** Some Places are not simply added to the game board; instead, they replace an already existing Place. These Places state which Place they replace. Remove the replaced tile from play and position the replacing one on the same spot. If a Place is to be replaced of which there are multiple copies (*like the **RIVERBANK GROVE***), the starting player may choose which copy to replace.



3. Redistributing Colonists

Now you may redistribute all of your Colonists among all of your Residences and other Buildings. **This is only allowed in this phase!** If you wish to remodel your Residences next Year, now is the time to send some Colonists back “home”.

Note: If you remove a Colonist from a Building that has goods left in its Buffer, you must move those goods to your Storage or Warehouse, or discard them.

Important! In this phase, you do **not need** to sustain your Workers. This is done in the following phase—the Sustenance phase. You still have to make sure that you can sustain all of your Workers.

4. Sustenance Phase

In this phase, your **Sustenance Buildings** generate goods and you must sustain your **Workers**. Colonists in Residences are not considered Workers—so they do not require sustaining. Proceed as follows:

- a. First, determine your **Sustenance demand**, i.e. the sum of the Sustenance costs of all of your Workers (*not unemployed Colonists*). Your Community board and the following table tell you which and how many goods are required per Worker:

Worker	Food	Robes 
 Farmer	—	—
 Citizen	1 	—
 Merchant 	2 	1 

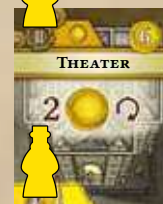
If you only play through Era I, Farmers are usually the only Workers you have; and they do not require sustaining. Once you start employing Citizens in Factories towards the end of the game, you will have to worry about sustaining them.

Once you determine your Sustenance demand, you may spend Sustenance goods from your Storage, Warehouse and Sustenance Building Buffers (*including certain Embassies and Improvements*) to lower the Sustenance demand.



If your relations to the **ALTRUIST COLONY** are at least on level II, the **Altruist Special Ambassador** can lower your Sustenance demand even further, if he is at a Place providing Sustenance goods. If he is, your Sustenance demand is reduced by the amount of goods provided by that Place. Neither value can be less than 0.

Farmers sustain themselves—you do not have to sustain them.



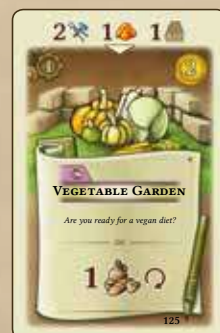
Example: You have 2 Citizens and 1 Merchant  working in your Buildings. Therefore, your Sustenance demand is 4 Food and 1 Robe . If you unlocked the Altruist  , your Food demand would drop to 2 Food, because the Altruist is at the Baker, providing 2 Food.

- b. Next, determine your **Sustenance capacity**, i.e. the sum of all Sustenance goods generated by your Sustenance Buildings (*including certain Improvements and Embassies*).

Example: In the above example, your Sustenance capacity is 3 via the Hunting Grounds. If you also had the “Vegetable Garden” Improvement, your Sustenance capacity would be a total of 4.

- c. Finally, compare the two values:

➔ If your **demand** is **greater than** your **capacity**, you did not lower your Sustenance demand enough, so you must pay the missing Sustenance goods from your Storage, Warehouse, or Sustenance Building Buffers (*including certain Improvements and Embassies*).



Important! If you notice at this point that you cannot sustain all of your Workers, you must repeat the “Redistributing Colonists” and “Sustenance” phases until you can sustain all of your Workers.

Example: In the above example, you generate fewer Robes  (0) than you need (1). Without the help of the Altruist   and the “Vegetable Garden” you would also lack Food (you need 4, but you only generate 3).

➔ If your **demand** is **lower than** your capacity, your Sustenance Buildings produce more than you need. Distribute the surplus goods between your Sustenance Buildings (*with regard to their Buffer sizes, see page 11*), or place them in your Storage and Warehouse. Discard the excess, if need be.

Example: In the above example, with the help of the Altruist  , you would have a Food surplus (you need 2, but you would generate 3).

➔ If both values are **equal**, nothing happens. You have successfully sustained your Workers, without generating any surplus.

Important! Your Sustenance demand and Sustenance capacity are applied against each other. You do not generate Sustenance goods first and then sustain your Workers. Both things happen simultaneously. This is especially important when the Buffers of your Sustenance Buildings are full.

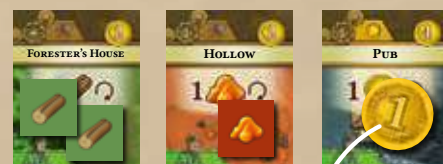
The Balance Card

Your Balance card is there to help you keep track of your Sustenance demand and capacity or, more specifically, of the difference between the two. Use a Food and Robes  marker to track that difference. Every time you put a new Citizen or Merchant  to work, move the Food and Robes  marker **back** by the appropriate number of spaces. Every time you activate a new Sustenance Building (or play a corresponding Improvement or build a corresponding Embassy), move the markers **forward** accordingly. (When you deactivate a Sustenance Building, you must move the markers back again.) This way you will always know at a quick glance whether or not you are currently capable of sustaining your Workers. If the spaces on the track do not suffice, use additional markers to indicate the over-/underflow.



5. Production Phase

In this phase, your Money and Production Buildings generate goods, including the preprinted **SMITHY** on your Community board, which generates Tools. Place any produced Tools and Dollars in the Toolbox on your Community board. If possible, place any produced Building resources on the Production Buildings that generated them (with regard to their Buffer sizes, see page 11). If there is not enough room on the Buildings, place the goods in your Storage and Warehouse. If need be, discard the excess.



END OF AN ERA

The current Era ends at the end of the Production Phase of the fifth Year. If this was the last Era you agreed to play, the game ends. Otherwise prepare the next Era, as described in "Start of an Era" on page 6.

GAME END AND SCORING

The game ends at the end of the last agreed-upon Era. Then score your Communities:

- Add up the Dollar values of all of your Buildings and Embassies as well as your (*permanent*) Improvements.
- Add to this number the Dollars you collected in your Toolbox throughout the game.
- Finally, add to this number the value of your Workers. Unemployed Colonists sitting in their Residences are worthless. The following table tells you how many Dollars each Worker provides:

Worker	Dollars
Farm	2 
Citizens	6 
Merchant 	16 

Use the scoring pad provided with this game to compute your score (*it also shows the above values*). **The player whose Community is worth the most Dollars wins.** In case of a tie, the initial turn order at the start of the game breaks ties: the later you took your first three turns the better. Otherwise (*or if you cannot recall the initial turn order*), there are multiple winners.

Example: At the end of the game, you have 6 Farms, 2 Flats, 2 Factories, 2 Forester's Houses, and 3 Storage Sheds. These Buildings are worth a total of 30 Dollars. You also have played the "Beaver's Lodge" and "Loam Hollow" Improvements for another 3 Dollars. You have 6 hard Dollars in your Toolbox. On top of these 39 Dollars, you must add the value of your Workers. All but one of your 6 Farmers are employed—this is worth 10 Dollars. Both of your Citizens work—this is another 12 Dollars. In total, your Community is worth 61 Dollars.



Name	
Buildings	30
Embassies	—
Improvements	3
Dollars	6
Sub-Total	39
Farmers (2)	10
Citizens (6)	12
Merchants (16)	—
Sub-Total	22
Total	61

STARTING IN A LATER ERA

You do not have to start this game in Era I necessarily. You can start in any Era, if you like (*even in Era IV*). If you start in another Era but Era I, there are some changes to the setup of the game. Lay out all the components that you need (*including the Colonies*). Then play the following five phases, which are basically slightly adjusted versions of the “End of a Year” phases:

PHASE 1: STARTING PLAYER

Determine a starting player.

PHASE 2: GAME BOARD

Beginning with the starting player and in clockwise order, set up the game board using the Places of all Eras prior to the Era you want to start in. The procedure is the same as during the setup of Era I. Lay out the Places (*and replace them, if required*) Era by Era. Before you start laying out the Places of the next Era, perform the **first step** of the Era card of that Era (*e.g., place the second and third Market, introduce a fifth Colony, and replace the HEAD OFFICIAL with the CHIEF OFFICER*).

PHASE 3: PERSONAL DISPLAY

Each player gets **1 random permanent Improvement from each skipped Era**. Place these Improvements face up in front of you—they are considered played. You do not have to pay their Building costs. Additionally, each player gets **2 random Improvements from the last skipped Era** into their hand.

Example: You start in Era IV. Each player gets 1 permanent Improvement from Eras I, II, and III, which they place face up in front of them, as well as 2 Improvements from Era III into their hand.

Next, decide which **Buildings, Embassies, and goods** you want to start with. In each category, you get a certain amount of Dollars that you can spend. You may choose any Buildings, Embassies, and Goods up to the **last skipped Era**. The three columns in the middle of the following table show how many Dollars you may spend in each category. (*This and the next table are also printed on one of the overview cards.*)

Start in Era	Embassies	Buildings	Goods	Tools
	2 	29 	5 	0 
	8 	59 	8 	1 
	16 	92 	12 	2 

If you want to avoid that certain Players only place Money Buildings on their Community board (which is a little boring), you may require each player place at most 3 Money Buildings during setup.

The Embassy values also indicate Dollars, i.e. pay attention to the printed Dollar values on the Embassy tiles you place.

You may spend any or all of your Embassy Dollars as Building Dollars!

Example: You start in Era III. You only need an Embassy of level I, which is worth 2 Dollars. You may spend the remaining 6 Dollars on Buildings. In total, you may spend 59+6=65 Dollars on Buildings.

After you placed all of the Buildings and Embassies you want, place Colonists into your Residences and immediately put them to work in your other Buildings. You will have to sustain your Workers in the next phase.

Then spend your Goods Dollars. During scoring, goods are not worth any Dollars, but if you start in a later Era, each good is assigned a Dollar value during setup—for this purpose only!

You may add any remaining Building Dollars to your Goods Dollars!

The following table shows how many Dollars each good is worth during setup, as well as when each goods type is available for purchase:

Goods	Available from Era	Dollars
  		1 
 		2 
		3 
 		3 
		6 

Additionally, each player gets **1 Food** (*regardless of which goods you spent your Goods Dollars on*), as well as the number of Tools shown in the other table. You cannot spend Goods Dollars on Tools. Place your goods in your Storage and Warehouse.

Note: *If need be, you may even place goods in the Buffers of your Buildings (which is only allowed during setup!). This only makes sense for Sustenance Buildings, though, because your Production Buildings will all generate goods in phase 5.*

PHASE 4: SUSTENANCE PHASE

Proceed with a regular Sustenance Phase. If you notice that you cannot sustain your Workers, repeat phase 3 until you can.
Not sustaining your Workers is still not allowed!

PHASE 5: PRODUCTION PHASE

Finally, play the Production Phase as usual (*including the SMITHY*).

Now you are ready to go!

SAVING THE GAME

The Colonists allow you to save the current game state and continue playing at a later point in time. To do so, you must quit the game **just before the “End of a Year” phases at the end of the fifth Year!**

Proceed with a simplified scoring. Use the scoring pad to write down your Building and Embassy Dollars as well as the Dollars in your Toolbox. You do not need to score your Improvements or Workers. Instead, write down the following things:

- the total Dollar value of your goods, **except Dollars** (*according to the table on page 23*)
- the number of Tools in your Toolbox
- the permanent Improvements you played
- the number of cards in your hand

Of course, you are not playing the exact same game this way. If you really want to continue where you left off, you should take a photo.

Alternatively, put your goods, tools, and the (*permanent*) Improvements you played in a plastic bag with the components in your color. The starting player should also put the starting player marker into their bag.

Also take note of the Colonies in play as well as which Era is up next.

When you wish to continue the game, proceed as described in “**Starting in a Later Era**” (*see page 23*), with the following changes:

- **Colonies:** Lay out the Colony overviews and Embassies of the noted Colonies.
- **Improvements:** Restore the permanent Improvements you played according to your notes. Then draw the noted number of random Improvements into your hand. You may choose between all Improvements of all Eras prior to the one that is next up.
- **Community board:** Spend the Building and Embassy Dollars on the scoring pad to set up your Community board, instead of the values provided in the table on page 23. Take goods and Tools according to your notes or from your plastic bag. You do **not** get any additional Food or Tools! However, restore the Dollars in your Toolbox according to the scoring pad. Do not forget to play the Sustenance and Production phase!

Have fun!

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