

Colonialism

A game for 2-4 players



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1.0 Introduction

Colonialism is a game of 19th and early 20th century imperialism. The players each assume the role of a nondescript colonial power. They try to gain influence in the unindustrialized regions of the game board and to obtain as many resources as possible.

2.0 Components

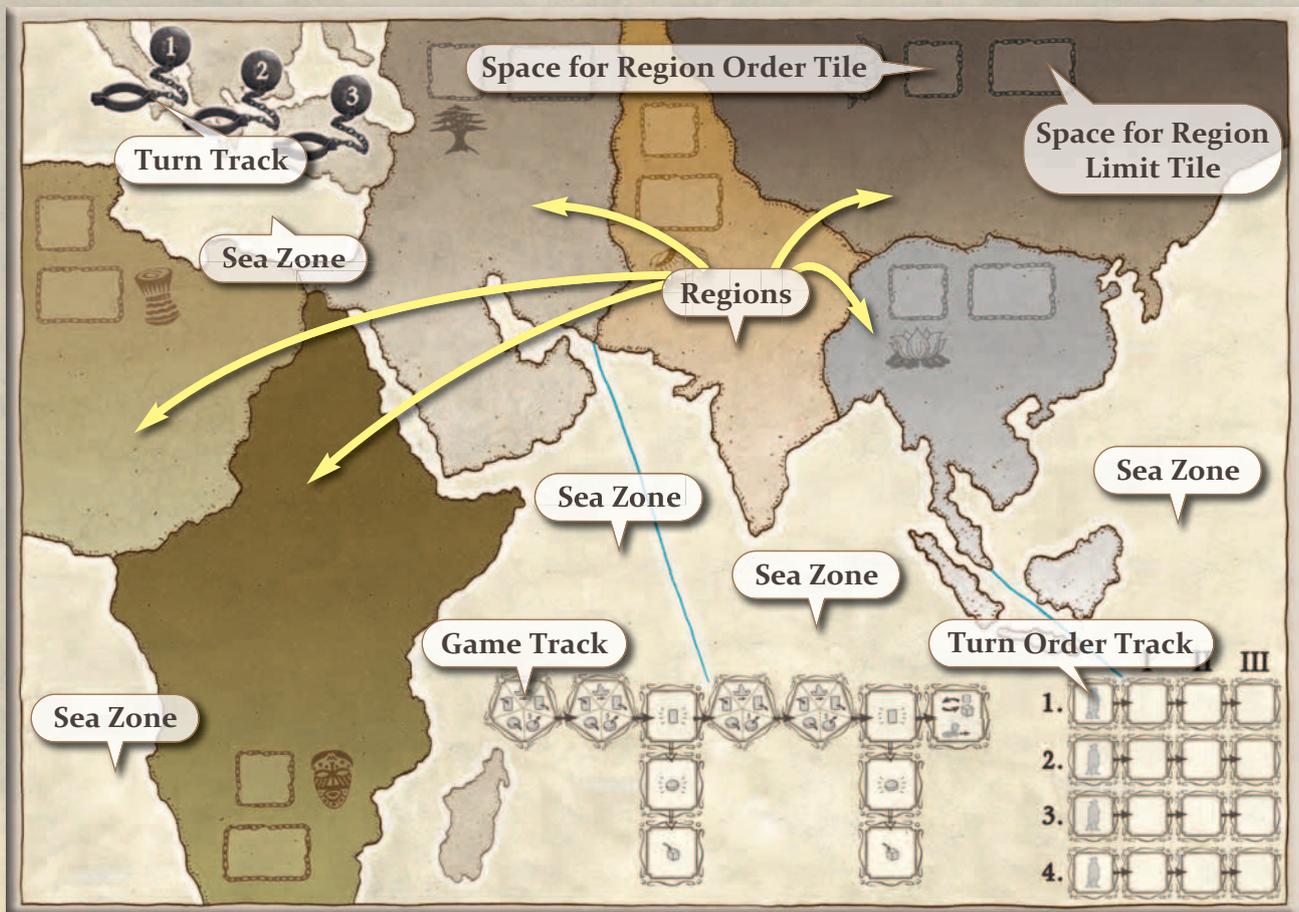
- ♣ 1 game board
- ♣ 4 player boards
(each consisting of 2 parts)

- ♣ 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

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.

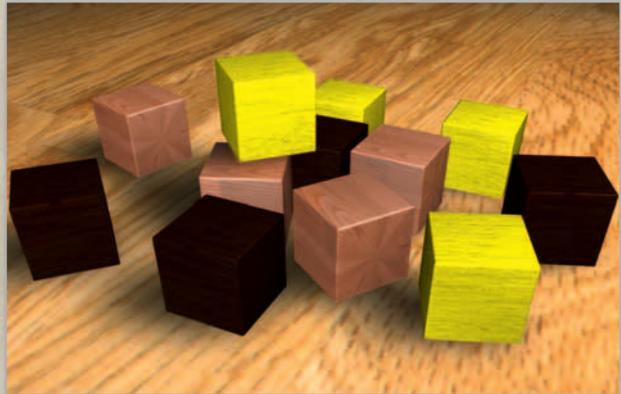
2.2 The Player Boards

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 in-



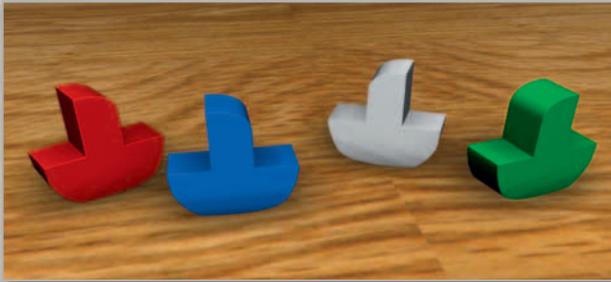
fluence discs representing *mercenaries* which may be recruited to help a colonial power.

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 hard pressed to see their government’s policies enacted in the 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 17 *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.



Chain Frame

2.6.2 Action Cards

Each player has 7 *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.



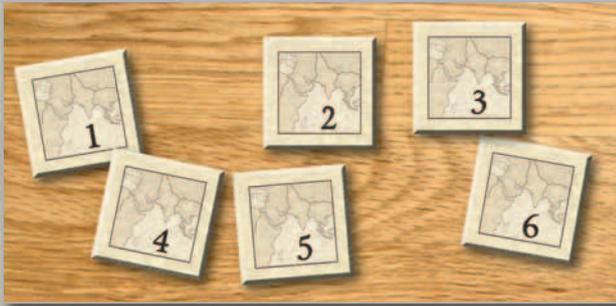
2.7 The Region Tiles

Colonialism includes region order tiles and region limit tiles.

2.7.1 Region Order Tiles

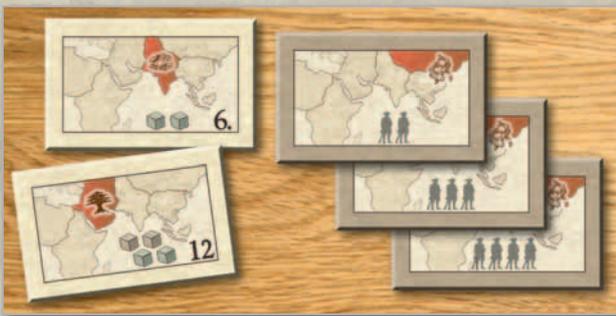
The six *region order* tiles are numbered 1 to 6. They determine the order in which the

regions are processed, 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.



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.

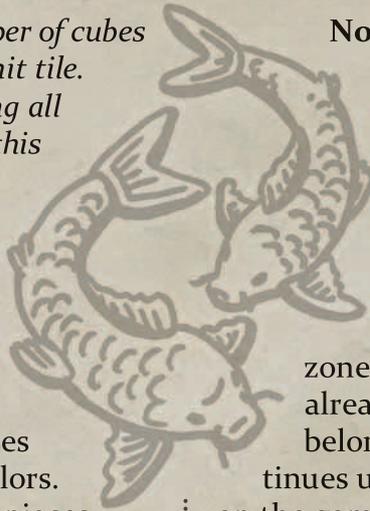
Note, too: We recommend placing all discs of one color in stacks of 5 – this allows a quick overview how many are in a region.

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

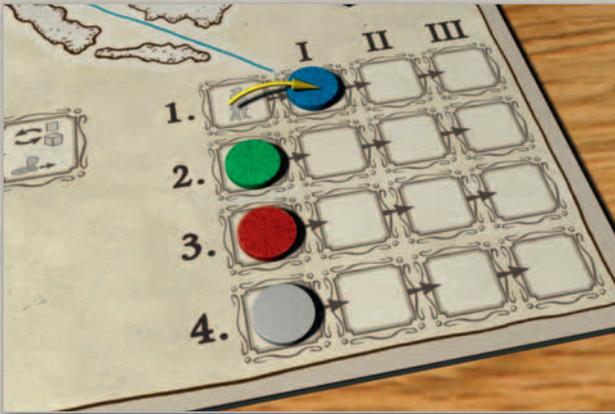


(the first pentagon-shaped space). The other game turn token is placed on the game turn 1 space of the turn track. The players are now ready to begin the game!

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. The active player may take one of the following actions:



👑 **Draw 1 Influence Card**
The player draws the top influence card from his deck and adds it 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 needed to perform the 'Draw 1 Influence Card' action or the 'Move 1 Ship' action.

5.1.1 Draw 1 Influence Card



The player draws the top influence card from his deck and adds it 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, too: 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 face-down 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.

Important: “Consolidate Holdings” is the exception to this rule. If a player resolving “Consolidate Holdings” has less than 7 influence discs in his reserve, no influence is placed for this card.

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.

Note: It is possible that through the use of a “Military Campaign” card all native influence is removed from a region during an action round. If this happens, Collecting Resources occurs IMMEDIATELY in this region.

5.2.3 Ending a Colonization Phase

The following actions are conducted:

👑 Influence Cards are drawn

Players with *more than one* influence card *must* discard all but one from their hand. 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.

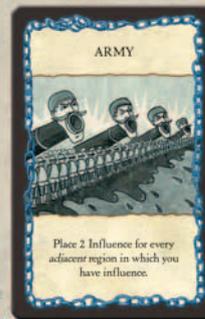
Example: Red has 5 black cubes, 3 brown cubes and 4 yellow cubes. His score is 3. Blue has 7 black cubes, 8 brown cubes and 0 yellow cubes. He “virtually” exchanges 3 black cubes for 1 yellow cube and 3 brown cubes for another yellow cube. His score is 2. Green has 2 black cubes, 3 brown cubes and 8 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.

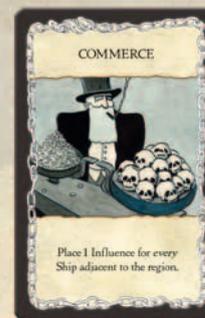
Army



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, 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, 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.

Consolidate Holdings



Requirements & Restrictions: Requires adjacent, *fresh* ship in order to be played in a region. After playing the card, the ship is *used*. If the owning player has less than 7 influence discs in reserve, no influence is added. "Consolidate

Holdings" is resolved after all policy cards except "Unrest at Home".

Effects: During region's colonization, the owning player adds 7 influence discs.

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, 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, owning player adds 2 influence discs for every one of the player's 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, owning player adds 1 influence disc for every one of the player's ships located in all sea zones adjacent to the region *and* for every adjacent region in which the player currently has influence.

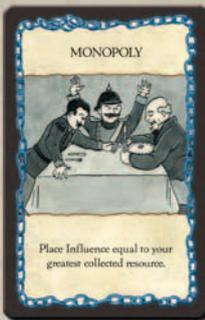
Influence Region (2-5)



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, 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, 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, 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.

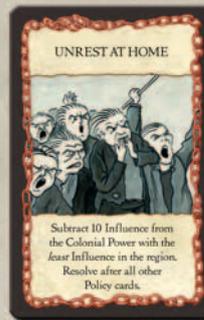
Treaty



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 have the least influence in a region, all remove 10 influence discs.

7.2 Action Cards

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

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 a 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 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 turn segment, 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.

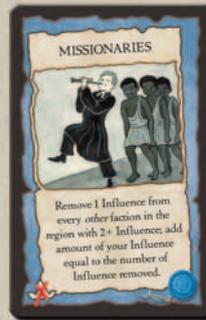
Military Campaign



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 a faction. He rolls a die and adds +1 to the result. He then removes that number of influence discs (2-4) from the target faction. If playing a "Military Campaign" card results in *all* native influence being removed from a region, resource collection occurs *immediately*.

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.

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.

CREDITS

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