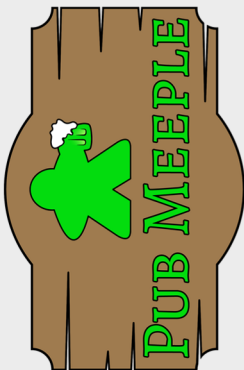


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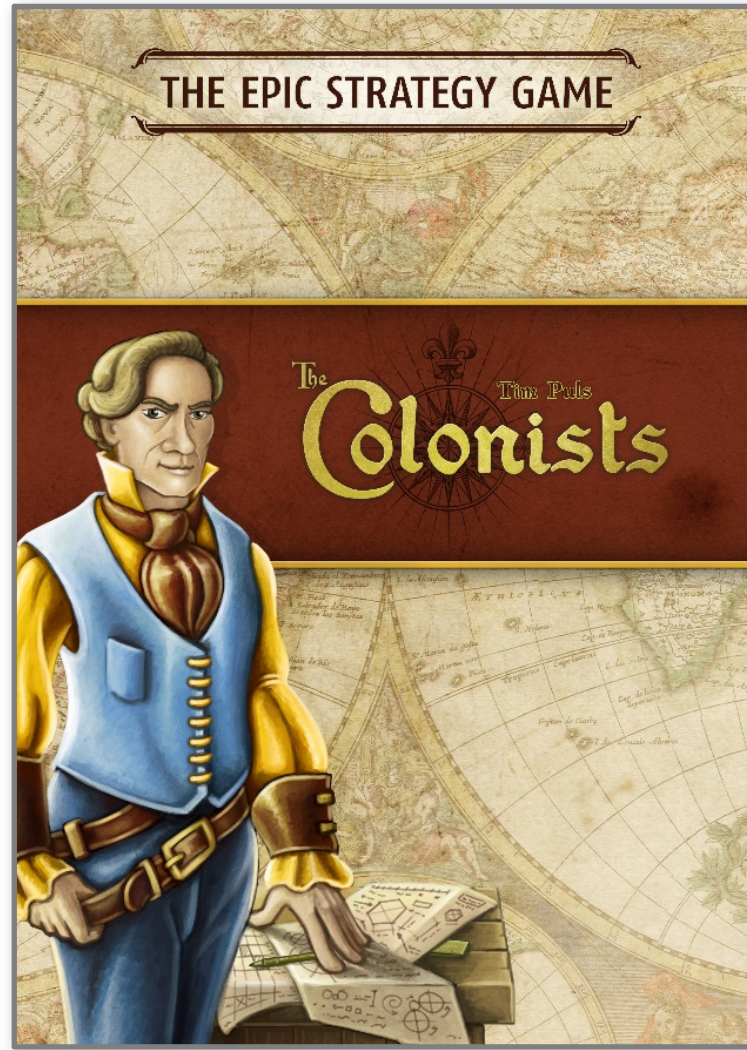
Game: **The Colonists**  
Publisher: **Mayfair Games**

File Version: **1.1**  
Author: **Sean Huck**

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# The Colonists Game Reference



**Note:** Print as “Actual Size” under print options so that the front and back line up properly.

COURSE OF PLAY

**SETUP:** See Page 4 of Rulebook. **ERA 2+:** See Page 23 of Rulebook.

**START OF AN ERA** – Turn era card face up and follow instructions.  
 ERA I – 2<sup>nd</sup> Market  
 ERA II – 3<sup>rd</sup> Market  
 ERA III – Small Market (optional)  
 ERA IV – Replace *Head Official* with *Chief Officer*.

**START OF A YEAR** – Reveal new Market card and 3 new places.  
 SUMMER – Take 3 consecutive turns  
 WINTER – Take 3 consecutive turns



**END OF A YEAR** – 5 phases after 2 sets of 3 turns.  
 PHASE1: Current holder of the starting player marker becomes the Starting Player.  
 PHASE2: Starting Player adds the 3 face-up Places to board. (except 5<sup>th</sup> Year)  
 Some may replace old existing Places.  
 PHASE 3: Redistribute Colonists. (Only time allowed)  
 Goods left in abandoned buffers must be moved or discarded.  
 PHASE 4: Sustain Workers – Compare sustenance demand to capacity  
 Demand = Sum of employed worker costs  
 Capacity = Sum of goods generated from Sustenance Buildings  
 Demand > Capacity – Pay the difference  
 Demand < Capacity – Distribute excess goods amongst storages  
 Demand = Capacity – Nothing happens  
 PHASE 5: Production and Money Buildings generate goods. (including Smithy)

**END OF AN ERA** – Ends after the production phase of the 5<sup>th</sup> year.  
 Move onto next Era OR the game ends.

**GAME END & SCORING** – To have a community worth the most Dollars.  
 Add up the Dollar values of all Buildings, Embassies, and permanent Improvements.  
 Add up the Dollars collected in the Toolbox.  
 Add up the value of all *employed* Workers.

GOODS

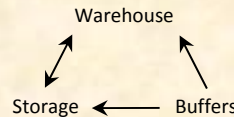
**TOOLS** – Required for building. Kept in Toolbox.  
 Generated via the Smithy or the Developer. (see end of year)

**BUILDING RESOURCES** – Required for Building. Kept in Storage/Warehouse.  
 Via Resource Places, Production Buildings, or Refiners.

- Wood → Planks or Coal
- Clay → Brick
- Ore → Iron

**SUSTENANCE RESOURCES** – Needed to sustain workers.  
 Via Sustenance Buildings.  
 Food & Robes

**DOLLARS** – Essentially Points. Kept in Toolbox. (not used)  
 Via Money Buildings




PLAYER TURN

**PLACING A STEWARD** – Stewards **MUST** start on a Market. (no action)

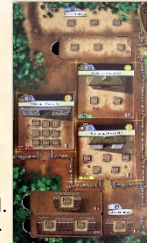
**MOVEMENT** – **MUST** move to an adjacent Place **AND** take an action.  
 Can **ONLY** move 1 Steward per turn.  
 Range can be increased to 4. (indirectly through tiles)  
 Cannot end on starting Place. (except Markets)  
 Places can **ONLY** have 1 Steward of each color. (except Markets)  
 May jump to Markets from anywhere.

**ACTIONS** – Taking an action ends movement.  
 Market Jump = 1 action.  
 Using a Place = 1 action.  
 Paying Fees = 1 action.  
 Sustaining Workers is **NOT** an action.  
 Establish/Improve diplomatic relations (up to Era level) = 1 action.

**FEES** – Current Era card shows Fee.  
 **MUST** be paid before carrying out a Place's action.  
**MUST** be paid when ending on an occupied Place.  
 Player fees are paid simultaneously w/o rearranging.  
 Special abilities may require fees.  
 Markets & Ambassadors = No Fee.  
 Improvements & Buildings can reduce Fees.

STORING RULES

**STORAGE** – Basic Storage & Storage Facilities.  
 Basic Storage – Starting 3 Storage on Community Board.  
 Storage Sheds – 2 extra Storage Spaces. (Era I)  
 Storage Houses – 5 extra Storage Spaces. (Era II)  
 Storage Halls – 9 extra Storage Spaces. (Era IV)  
 Storekeeper Colony can expand further.



**WAREHOUSE** – Located below Storage Facilities.  
 Warehouse Lot – One starting space on Community Board.  
 Warehouse Extensions – Can extend Warehouse by 7 lots.  
 (Altruist, Industrialist, & Storekeeper Colonies)  
 Improvement cards can also provide additional Warehouse Lots.

**BUFFERS** – Production & Sustenance Buildings store generated goods.

**THE WAREHOUSE AND BUFFERS ARE NOT PART OF STORAGE!**

**STORING GOODS** – **MUST** decline or store immediately.  
**MUST ONLY** store on Storage Spaces/Warehouse Lots.  
 You may discard goods at **ANY** time.  
 TIP: Don't discard from Buffers.

**USING GOODS** – **MUST ONLY** spend goods from Storages during an action.

**REARRANGING GOODS** – At **ANY** time, **EXCEPT** during an action.  
 May move/swap goods between Storages & Warehouse.  
 Moving goods into Buffers is **NEVER** allowed.

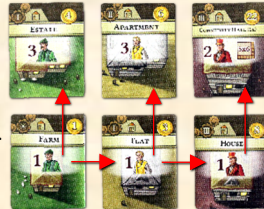
**COMMUNITY**

**BUILD** – MUST visit a Builder Place to build that Building.  
MUST be placed on empty Building Lot.  
Begin = 20 Lots  
Community Hall -> 30 Lots  
Storage Facilities = 3 Lots  
Buildings may have quantity restrictions.



**RAZE** – May return a building to the supply at ANY time.  
Razing costs 2 Tools.  
Colonists MUST be “at home” to raze a Residence. (lose Colonists)  
Workers employed on a razed building return to their Residence.  
May be used to activate new Building immediately. (pay sustenance cost)  
May use goods from a Razed Storage Facility to for its replacement.  
May rearrange goods before Razing a Buffer.

**REMODEL** – Upgrade existing Buildings.  
Replace the upgraded Building, it is not razed.  
Cannot remodel Improvement Cards.  
Residences can be upgraded 2 directions:  
Increase number of Colonists it provides.  
Replace “at home” Colonist with a better version.  
Return unemployed Workers to their Residences.



**COLONIES** – Provide special abilities.  
**Alchemist** – Gain ability to exchange goods immediately.  
**Altruist** – At the start of each year, get free goods.  
**Envoy** – Increased movement range. +1 Steward  
**Industrialist** – At the end of each year, may refine goods.  
**Laborer** – Activate Buildings easier.  
**Lord** – Easier to move across board.  
**Scholar** – All about Improvements and hand cards.  
**Storekeeper** – All about storing capabilities.  
**Trader** – Gain additional Market exchange action.

**AMBASSADORS** – Era II – shared by players with Level II+ relations.  
MUST start on a Market when unlocked.  
Same movement as Stewards w/o fees (once per half-year)  
Intrinsic movement range of 2. (can be increased)

**Alchemist** – Move at start/end of one of 3 turns.  
May move to other player’s Steward to use action.

**Altruist** – Move at start of one of 3 turns.  
Action discount = unconditional goods provided at Altruist’s Place

**Laborer** – Move at end of 3rd turn.  
If another player spends goods @ Laborer’s Place receive 1 of each type (-tools)



**IMPROVEMENTS** – Provide special abilities. (6 max)  
MUST be played at the Developer (cannot discard)  
Immediate – 1-time use, discard.  
Permanent – Pay cost to use, keep. Workers not required.  
Limited – Pay cost to use & place on card, discard when empty.



**SCHOLAR COLONY** – Exceed hand size briefly when drawing.

**DIPLOMACY**

**CARDS**

**COLONY PLACES**

**BUILDINGS**

**EMPLOYMENT**

**MARKETS** – Market Card provides 3 action options.

**SALE:** (Top) Sell Goods, from Storage ONLY

May use 1 or both any number of times per turn.

**SUBSIDY:** (Middle) Take & Store goods from general supply.

May only take offered goods once per turn.

**ACTION:** (Bottom) Weaker Place Action.



**RESOURCE PLACES** – Take & Store goods from general supply.

**SUSTAINERS** – Take & Store sustenance goods OR sell from Storage

**BUILDERS** – Lets you build or remodel a building.  
Unless stated otherwise, may build any number of buildings per turn.

**REFINERS** – Allow to refine goods by exchanging basic resources.  
May refine any number of goods per turn.  
Exchanged goods MUST be in storage.

**OTHER** – Provide actions that don’t fit in any other category.  
Head Official/Chief Officer – Take Starting Player marker for NEXT year.  
Diplomat – Build/Upgrade Embassies

Provide useful effects and worth Dollars.

**RESIDENCES** (Beige) – Provide new Colonists that can be employed.

**STORAGE FACILITIES** (Blue) – Store Goods.

**PRODUCTION** (Brown) – Generate Goods once per year.

**SUSTENANCE** (Purple) – Generate Sustenance Goods once per year.

**MONEY** (Gold) – Generate Dollars once per year.

**SPECIAL** (White) – Don’t fit in any other category.

Library – Exceed hand size briefly when drawing.

Institute – May play 2 Improvements at Developer.

**ACTIVATING A BUILDING** – ANY time by employing the required Worker.

May NOT remove Workers until the end of the year.

Citizens and Merchants MUST be immediately sustained when employed.

Citizen – 1 Food 🍌 ... Merchant – 2 Food 🍌 & 1 Robe 🧥

**COLONISTS** – Can be employed as Workers to activate Buildings of same color.

**FARMER** (Green) – Worth 2 Dollars at the end of each Era if employed.

**CITIZEN** (Yellow) – Worth 6 Dollars at the end of each Era if employed.

**MERCHANT** (Red) – Worth 16 Dollars at the end of each Era if employed.

**FACTORY** (Green/Yellow/Red) – Can be employed by any Colonist.

Increases output of all matching Production & Sustenance Buildings by 1 Good.  
Factories have NO impact on Money Buildings or Permanent Improvements.

**LIBRARY** – Works without any worker.

**THE LABORER COLONY** – Allows employment of Colonists in “wrong” Buildings.