

THE IMPERIAL POST











Playing time: about 180 minutes

The greater the Empire, the more important fast and reliable communication with all of its parts becomes. This is why the Emperor demands the Imperial Postal Services be expanded and improved. His Imperial Highness is aware of the fact that a gargantuan task like this cannot be done overnight. However, His Majesty requires progress in the matter be made at all times. It is now up to you to build the necessary infrastructure so that the Imperial Objectives be fulfilled. Get to work right away! Time is of the essence ...



ABOUT THIS SCENARIO


“The Imperial Post” is the first **solo scenario** for THE COLONISTS, and it is all about the Envoy Colony. Your goal is to establish relations with it and fully develop the relationship over the course of four Eras, while also completing specific Objectives in each Era. Some basic rules are tweaked to make things more interesting.

SETUP

- You will need **all** Buildings, Storage Facilities, and Goods in sufficient supply.
- Lay out an Embassy of levels  /  and  /  of the Envoy Colony, as well as the appropriate Colony overview. You will need all four Stewards of your color. Leave any other Colony-related components in the game box.
- Build the initial game board as described in the base game rules. **The starting Places must be placed no further than two hexes away from the Market.** You can use the provided template on pages 2 and 3. The light area is where you may place the starting tiles—according to the normal placement rules.
- Do not place a second Market.**
- Remove the Era  **JOINER** and the Era  **BUILDER: CUSTOMS OFFICE** from their respective piles. Place the Joiner on top of the shuffled pile of Era  Places and place the Builder: Customs Office below the pile of Era  Places. The Customs Office must be built in the fifth Year of Era  (see Objectives). The third Joiner will enter play at the start of Era .
- Turn your Community board to the side showing 30 Building spots. You start with the normal 2 Farms (*and Farmers*) and Goods (6 Tools, 1 Food, 3 Wood/Clay).
- Place **three neutral Stewards** of another color ready at hand.

COURSE OF PLAY

You play a full game, starting in Era  and going all the way through Era . Except for a few changes, the game plays as described in the base game rules.

Apart from the ENVOY COLONY, no other Colonies are in play. Your goal is to develop relations with the Envoy Colony all the way to level .




There is only a single Market for the entire duration of the game. No additional Markets are added. Over the course of the game, you will get all four Stewards in play (see Objectives). Remember you can always spend a turn to jump to the Market, even if you are already there.

Backtracking is no longer limited. You may ignore the rule at the bottom of page 9 of the base game rules. The rule about a Steward not being allowed to move to a Place with another one of your Stewards (*except for Markets*) remains intact.

A COLONISTS SCENARIO

translated by Grzegorz Kobiela

At the end of every Year, place a neutral Steward on each new Place that you add to the game board. When you move to these Places, you must pay the Fee. The neutral Stewards always go to the most recently added Places, which they will sometimes “block” for two Years in a row (*because you do not add new Places in the fifth Year of an Era*). As soon as you activate the **CUSTOMS OFFICE**, you can remove the neutral Stewards from play.

In Eras  and , new Places must be placed no further than **three** hexes away from the Market—according to the normal placement rules. In the template, the eligible hexes are shaded light and medium dark. From Era  on, new Places must be placed within **four** hexes from the Market. Then all hexes in the template are available.

You may not remove working Merchants. They enjoy a life-time employment guarantee. You must still sustain them. If you cannot sustain a working Merchant at the end of a Year, you lose immediately. The same applies to the Citizen working in the CUSTOMS OFFICE (see Objectives).


OBJECTIVES

In each Era, you must complete certain Objectives. If an Objective is not complete at the end of the Era, you lose immediately.

Era


- You must establish relations with the ENVOY COLONY, i.e., build the Embassy.

Era


- You must improve your relations with the ENVOY COLONY to level .
- You must build and activate the CUSTOMS OFFICE. It must remain active at all times. If you ever cannot sustain the Citizen working in it, you lose immediately. Once you activate the CUSTOMS OFFICE, remove the neutral Stewards from play.

During the transition from Era II to Era III, you get the “Assembly Hall” improvement card (#326) into your hand. If this causes you to exceed the hand size limit, you must immediately discard a card from your hand. For a much more difficult game, do not take the “Assembly Hall”.

Era

- You must improve your relations with the ENVOY COLONY to level .
- You must gain **permanent** access to all four of your Stewards, i.e., you must build and activate **both** BOARDINGHOUSES. The Stewards need not be in play, but they must be unlocked. Remember you may not remove working Merchants. You cannot use the „Apprentice” (#234) improvement card to circumvent the need for two BOARDINGHOUSES.

Era

- You must improve your relations with the ENVOY COLONY to level .
- You must have a Range of 4, i.e., you must build and activate the STABLES. Remember you may not remove working Merchants.
- Your Community must be self-sufficient in the end, i.e., you must generate all the Sustenance Goods you need yourself. In other words, during the final Sustenance Phase of the game, you may not use stored or buffered Sustenance Goods to sustain your Citizens and Merchants. You may have to remove Citizens from Buildings if you do not generate enough Sustenance Goods. You lose immediately if you remove the Citizen in the CUSTOMS OFFICE or any working Merchant.

GAME END

The game ends after four Eras, unless you lose earlier. Score your Community using the normal rules. You win regardless of your score if you managed to complete all Objectives. If you score at least 300 Dollars while doing so, you are considered a master of this scenario.

Good luck and have fun!

THE ALLIANCE OF THE SIX CITIES


A COLONISTS SCENARIO

translated by Paul Sudlow and Grzegorz Kobiela

In a remote Imperial colony, six cities have undergone a curious development. Over the years, people of similar professions have been increasingly attracted, while almost all other occupational groups have moved away. Consequently, the cities became extremely specialized. It quickly became clear that the six cities could not remain independent for long, so they made an alliance of mutual support.

The Emperor is worried that this experiment could fail and that all six cities are threatened. For this reason, he sends you, his most trusted friends, to test the alliance of the six cities. Six tasks are to be mastered; only then can the Emperor be certain that the six cities can continue to exist in a distant future.




ABOUT THIS SCENARIO

“The Alliance of the Six Cities” is a scenario for **THE COLONISTS** set in Era . The game board and the starting setup of the players are fixed. There are a few special rules intended to deepen the experience and impose new challenges on the player. The scenario is designed for 1-4 players and is played without Colonies.

GOAL OF THE GAME

This scenario introduces six Tasks, of which only one is active in each game. A player who completes the set Task is rewarded additional Dollars at the end of the game. The goal of the game is still to build the most valuable Community. Completing the Task will, of course, increase your chances to win. However, completing it is not a prerequisite for victory. Only when playing solo, you must complete the Task to win the game.

SETUP

- Print out the game board (*pages 2 and 3*) and place it in the center of the playing area. It shows all the Markets and Places you need. Consequently, leave the base game Markets and Places in the game box.
- Decide which Task to apply to the game. There are six Tasks to choose from, which are explained in detail on page 4. They are symbolically depicted in the center of the game board. (*If you cannot decide, roll a die to select a Task.*)
- Place an arbitrary Special Ambassador on the Head Official in Freetown. He represents a neutral Steward. You do not need the Embassies or any other Colony-related components.
- Lay out all the Buildings and Goods needed in Era II, i.e., all Buildings with the  /  or  symbol as well as all Goods except Coal, Iron, and Robes. Also place the Farmers and Citizens nearby.
- Prepare the Era II cards as described in the base game rules. Also lay out the Round card and Round indicator.
- Each take a Community board and a Steward in a color of your choice. Place Buildings, Colonists, and Goods on your Community board as shown in the illustration on the right. Determine a starting player and give them the starting player marker.



Note: *Unlike starting the game in a later Era, you do not start with a permanent Improvement. Also you do not get any additional Goods from Goods Dollars.*

COURSE OF PLAY

The scenario is set in Era II, so you are going to play five Years. In addition to your own Steward, the Emperor provides a neutral Steward (*represented by the Special Ambassador*), which may be used by all players alike. In each turn, you move either your own Steward, which no other player has access to, or the neutral one. Then carry out the actions of the target Place as usual.

As the name of this scenario suggests, the game board is divided into six cities. In the center of each city is a Market bearing the city name, surrounded by six Places. You get from city to city by jumping to the appropriate Market. In this scenario, **you must also pay the Fee at Markets.** Because you are playing Era II, the Fee amounts to 2 Building resources as well as your choice of 1 Food or 1 Tool.

You may move the neutral Steward to a Place with other players’ Stewards. If you do, you must pay the Fee to those other players. Moving your own Steward to a Place with the neutral Steward or vice versa is **not allowed**. Markets are **not** exempt from this rule! The neutral Steward is also bound by the limited backtracking rule: if you move him during your three turns, at the end of your third turn, he must be at a different Place than at the start of your first turn.

GAME END

The game ends after the Production phase of the fifth Year. Each player who completed the Task is given 6 Dollars before scoring. The player whose Community is worth the most Dollars wins. First tiebreaker is having completed the Task; second tiebreaker is reverse play order in the first Year (*see base game rules*).

THE TASKS

TASK 1: Have 4 Forester’s Houses and 2 Hollows

To complete this Task, you must have at least 4 Forester’s Houses and 2 Hollows on your Community board at the end of the game. The Buildings you have from the start of the game count towards the Task, so you must only build another two Forester’s Houses and one Hollow. The Forester’s Houses and Hollows need not have Workers in them.

TASK 2: Have 3 Storage Houses

To complete this Task, you must have 3 Storage Houses at the end of the game. Consequently, you must remodel your starting Storage Sheds to Storage Houses. They need not have Workers in them.

TASK 3: Have 2 Iron Mines

To complete this Task, you must have at least 2 Iron Mines at the end of the game. They need not have Workers in them.

TASK 4: Have 3 Permanent Improvements

To complete this Task, you must have at least 3 permanent Improvements (∞) in play at the end of the game. You must actually have played the Improvements; it does not suffice to have them in hand.

TASK 5: Have 25 Dollars Cash

To complete this Task, you must have at least 25 Dollars in your Toolbox at the end of the game. The additional 6 Dollars that you get from completing this Task are not included. You must actually collect 25 Dollars yourself. (*You will have at least 31 Dollars cash after being paid the reward.*)

TASK 6: Have 10 Citizens

To complete this Task, you must have at least 10 Citizens at the end of the game. These Citizens need not be working. All Citizens count, regardless of whether you got them from Buildings or Improvements.

The Colonists

DEVELOPER
+2 1

LIBRARIAN
+1 +2

BUILDER
1 1 1

ALFORD
1x

CANTEEN
2 1

OR
+3

BUILDER
1 1 1

LIBRARY
1x

BUILDER
3 2 2

INSTITUTE
1x

GROVE
+2

FOREST PIT
+1 +1

BROOKFIELD
BUILDER
3 2 1

HUNTING LODGE
1

BUILDER
1 2

3x

STORAGE SHED
2

FORESTER'S HOUSE
2

GROVE
+2

LOAMBURNER
1 1

FOREST PIT
+1 +1

CLAYBURG
BUILDER
2 3

HOLLOW
2 3

1

CLAY DELVE
+2

CLAY DELVE
+2

GROVE
+2

DENTON
2 1

JOINER
2 1

FOREST MINE
+1 +1

BLACKSMITH
1 1

1 2

BUILDER
3 3 3

FACTORY
4

CLAY PIT
+3

ELDERVILLE
BUILDER
2 2 3

THEATER
6

BUILDER
2 2 3

IRON MINE
2

BUILDER
2 1 1

3x

STORAGE SHED
3

STORAGE HOUSE
5

RIVERBANK FOREST
+3

HEAD OFFICIAL
+2

BUILDER
1 1

FARM FLAT
1

BUILDER
1 1

FARM
1

2 1

OR
+2

BAKER
2 1

BUILDER
1 3 1

FARM ESTATE
4

TASK 1	TASK 2	TASK 3	TASK 4	TASK 5	TASK 6
4x & 2x	3x	2x	3x	25 CASH	10x

Game Board:

Rules:

- Unlimited backtracking
- "Block" new Places
- Do not remove working Merchants!
- Do not remove the Customs Officer!

Start of an Era:

- No second Market
- No third Market
- Joiner II ↔ Customs Office III
- No new Colony
- Assembly Hall (#326)
- See Era card

Objectives:

- Embassy level I
- Embassy level II
- Active Customs Office
- Embassy level III
- Active Boardinghouses
- Embassy level IV
- Active Stables
- Self-sufficient

