

Hutson Hall

Colonies Deckbuilding Game is a competitive game for 2-6 players where each player plays as the governor of an early North American colony. Players compete to grab territory and strip wealth from the land faster and more effectively, while struggling with famine, disease, and the native peoples.

All art used are faithful photographic reproductions of 18th-19th century public domain artworks.

Setup:

-Each player takes 5 Food cards, 2 Farmer cards, a Soldier card, a Coast card, and a Farmland card. Shuffle these cards and place them face-down. This will be your starting deck. As the game goes on, you will add more cards to your deck as your colony grows, and likely remove them if your colony falls on hard times.

-Each player draws 5 cards from the top of their deck. This will be their hand. If a player has either no Food in their first hand or a hand composed entirely of food, they must reveal their hand, shuffle it back into their deck, then draw 5 cards. Repeat this process if necessary.

-Set out the Food and Wealth decks face-up. These decks do not need to be shuffled, as they only contain copies of the same cards.

-Shuffle and set out the Event, Population, Land, Threat, and Shipment decks face-down.

-Flip over three cards from the Population deck and array them in a line. This is called the Line-Up

-Flip over three cards from the Land deck and array them in a line. This is called the Frontier.

-Decide which player will go first. This player will be known as the First Settler.

GAMEPLAY:

Winning the Game:

The game can end in one of two ways: Either the Event deck is depleted, or one player is left after all other players have been eliminated. At the end of the game, each player who has not been eliminated combines their hand, deck, and discard pile, and counts up the number of Victory Points they have gained over the course of the game. The player with the most Victory Points wins!

Victory Points are scored as follows:

+1 Victory Point for every Population and Wealth in your deck at the end of the game.

+2 Victory Points for every Land in your deck at the end of the game.

+5 Victory Points for every Wealth you have shipped by the end of the game.

Getting Eliminated:

If a player has no Population left between their hand, deck, and discard pile at the end of their turn, their colony has gone the way of Roanoke, and they are eliminated and removed from the game. They must trash all remaining cards in their hand, deck, and discard pile.

Definitions:

Play - Put a card face-up in front of you. This card is considered *In Play* (It is neither in your hand nor in your discard pile!!!).

Discard - Put a card into your discard pile.

Trash - Put a card into the Trash pile (Note: Food and Wealth cards are returned to their pile when trashed, rather than put in the Trash pile). These cards are removed from the game permanently, and cannot come back.

Gain - Take a card from the communal area in the middle of the table and put it in your *Discard Pile* (Not your hand or your deck!). It will enter into the rotation of your deck next time you shuffle.

Turn Overview

1. If you are the First Settler, flip a new Event card (Note: do not do this on the first turn).
2. Play any Soldiers you wish to from your hand.
3. Play all Threats from your hand.
4. Play any Population (with corresponding Food), Land, Wealth, and Shipments from your hand, and/or take actions with your Population. These can be done in any order.
5. Discard all cards you have in play (with the exception of Livestock).
6. You may choose to store excess food in your hand in your Granary.
7. Reveal your hand and discard all remaining unplayed Food, Wealth, and/or Shipment cards. Trash all remaining unplayed Population cards.
8. Refill the Line-Up and Frontier back to three cards if you gained any cards from them during your turn.
9. Draw from the top of your deck until you have 5 cards in your hand. If you cannot draw a card, shuffle your discard pile and flip it over. It becomes your new deck.

Flipping Events

At the beginning of each of the First Settler's turns, they flip an Event card. This is the active Event card for that round of play, and it affects all players. When the final card in the Event deck has been flipped, play continues until the end of the turn of the player to the right of the First Settler. Do not flip an Event card on the first turn of the game.

Playing Threats:

Threats are negative cards that cause harmful effects to the person who plays them. At the beginning of each turn, you must play all Threats you have in your hand before you play any other cards (Note: Soldiers can be played before Threats to counteract their effects. More on this under the Population section). When you play a Threat, immediately do what the card says, *then* draw a card. If you cannot do what the Threat says with the cards remaining in your hand at the time that you play it (i.e. *before* you draw), you suffer no ill effects from that Threat this turn (with the exception of the Peaceful Tribe. More on this under the Threats section). You may play Threats from your hand in any order you choose. If you draw a Threat from another card (such as Wealth or Horses), you must play it before playing any more non-Threat cards from your hand.

Playing Land:

Land has no effect on its own, but must be worked by a Population once they are in play. Multiple Population may work the same Land (see the Actions Your Population Can Take section).

Playing Population:

When you play a Population from your hand, you must simultaneously trash a Food from your hand or granary pile. Once a Population is in play, it may take one action (see the Actions Your Population Can Take section). You may play Population in any order you like, and you may take an action with a Population in play before playing more Population.

-Cannibalism:

You may trash a Population from your hand to gain 1 Food and immediately put it in your hand. If you do, also gain 1 Threat.

Playing Shipments:

When you play a Shipment, immediately do what that card says.

Playing Wealth:

When you play a Wealth, immediately draw a card.

Clean-Up:

After you play all the cards you can/wish to play, begin the clean-up phase. Discard all cards you have in play (with the exception of Livestock. See Shipments). If you have any cards remaining in your hand, reveal them. You may put one-half of the Food remaining in your hand (rounding down) into your granary pile. Discard any Food, Wealth, and/or Shipment cards that remain in your hand, and trash all Population cards. If you have gained any cards from the Frontier or the Line-Up, replenish them back to three cards each. Finally, to end your turn, draw from the top of your deck until you have 5 cards in your hand. Any time you must draw but cannot (either from a Threat, Horses, or at the end of your turn), immediately shuffle your discard pile and flip it over so it becomes your new deck.

ACTIONS YOUR POPULATION CAN TAKE

Work a Land

Do what the Land says.

Trade

Trade any amount of cards in your hand for an equal number of cards from another players hand. Threats cannot be traded, and both players must agree on which cards will be traded.

Explore

Gain one card from the Frontier AND the top card of the Threat deck.

Reproduce

Gain one card from the Line-Up.

Combat

Trash a Threat in your hand or that you have played this turn.

LAND

Coast

Gain 2 Food OR Ship a Wealth, setting aside a Wealth in your hand or in play (DO NOT put it back into the Wealth pile) and gaining a Shipment.

Farmland

Gain 2 Food. If you work this card with two or more Population, you may instead gain 1 Wealth (for every Population working the Farmland).

Mountains

Roll a d6

1: The Population working dies. Trash it immediately.

2: The mine is empty, do nothing.

3-5: Gain 2 Wealth

6+: Gain 3 Wealth

Forest

Roll a d6

1: The population working dies. Trash it immediately.

2-3: Gain 2 Food

4-5: Gain 1 Wealth

6+: Gain 2 Food, and 1 Wealth

POPULATION

Farmer

Gain 1 additional Food when working a Farmland or Livestock.

Soldier

You may play this card and take actions with it before playing any Threats.

Miner

Add 1 to your roll when working a mine with this population.

Trader

If you work a Coast with this population to Ship a Wealth, gain an additional card from the Shipment deck.

When you take the Trade action with this population, both you and your trade partner gain 1 Wealth.

Explorer

If you take the Explore action with this Population, rather than gaining the top card of the Threat deck, pick up the top 3 cards of the Threat deck, gain one, and return the others to the top of the deck.

Trapper

Add 1 to your roll when working a Forest with this population.

THREATS

Crop Failure

Trash a Food from your hand. Draw a card.

Disease

Trash a Population from your hand. Draw a card.

Pirates

Trash a Wealth or a Shipment from your hand. Draw a card.

Peaceful Tribe

Discard a card.

Warlike Tribe

Trash a Land from your hand. Draw a Card.

SHIPMENTS

Supplies

Gain 5 Food and trash this card.

Settlers

Gain the top 3 cards of the Population deck and trash this card.

Horses

Draw 3 cards.

Livestock

Leave this card in front of you. You may work this card as if it is a Land card to gain 1 Food.

Arms

Trash a Threat from your discard pile or that you have played this turn.

Slaves

When you play this card, choose a Land in play to work.

EVENTS

Bountiful Harvest

Whenever you gain Food from working a land, gain one additional Food.

Harsh Winter

You cannot gain any Food this turn.

Gold Rush

Whenever you work a Mountains, gain a Wealth in addition to the Wealth you would gain from the die roll.

Trade Winds

You may Trade this turn without taking the Trade action.

Strife in the Homeland

You may not Trade or Ship.

Witch Trials

The first time you play a Threat this turn, trash a Population in your hand or discard pile.

Pilgrimage

Whenever you take the Explore action, also gain the top card of the Population deck.

Vermin Infestation

When this Event is revealed, discard all card in your granary pile.

Number of Each Card:

Starting Decks: 60

6 sets of:

1 Coast, 1 Farmland, 2 Farmers, 1 Soldier, 5 Food

Population: 40

15 Farmers
5 Traders
5 Trappers
5 Miners
5 Soldiers
5 Explorers

Land: 25

10 Farmland
5 Forest
5 Mountains
5 Coast

Events: 24

3 Witch Trials
3 Harsh Winter
3 Gold Rush
3 Pilgrimage
3 Trade Winds
3 Strife in the Homeland
3 Vermin Infestation
3 Bountiful Harvest

Shipments: 30

5 Supplies
5 Settlers
5 Horses
5 Arms
5 Livestock
5 Slaves

Threats: 25

5 Crop Failure
5 Warlike Tribe
5 Disease
5 Pirates
5 Peaceful Tribe

40 Food

15 Wealth

12 Informational