

Colonization

A game for the piecepack by Ken Leyhe
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2-4 players

Objective

As an interstellar explorer your mission is to colonize more planets than the other species before you run out of time.

Equipment

1 piecepack

Setup

1. Each player takes a pawn and a set of coins from the same suit. These represent a player's ship and power reserves respectively.
2. Remove the four null tiles and place them, face-up, in four separate locations on the table. These represent the suns in each of the four solar systems.
3. Each player places his pawn on one of the four suns.
4. The remaining tiles are shuffled and placed facedown to the side. These represent planets.
5. On tiles and coins an Ace has a value of 1 and a Null has a value of 0.

Play

On a player's turn he may do one of the following five actions:

- A. Draw and place a planet.
 1. A planet's suit determines the solar system it will be played to.
 2. The value of the planet determines where in the solar system it will be placed.
 - a. If the planet is the first to be added to a solar system it is placed to the right of the sun.
 - b. If the value is higher than the last planet to be played in that system it is added to the current string of planets.
 - c. If the value is lower than the last planet to be played in that system it is added to the sun.
- B. Colonize a planet.

1. The player must be on the plane the wishes to colonize.
2. Only planets can be colonized, a sun cannot.
3. A player must have coins left in his stash to colonize.
4. If the planet is not colonized the player can attempt to colonize it.
 - a. The player determines if any coins will be used for colonization.
 - b. The player rolls the die and adds the value of any coins used.
 - c. With the exception of an Ace planet, if the modified roll is higher then the planet's value the player has colonized it.
 1. The player discards any coins used for the roll.
 2. The player places a coin on the planet to show the colony.
 - d. An Ace planet can only be colonized by using a Null or Ace coin or rolling a Null or Ace on the die. If the player uses a Null or Ace coin or rolls a Null or Ace then the player has colonized the planet. The same rules for success still apply.
 - e. If the modified roll is unsuccessful the player discards any coins used and ends his turn.
5. If the planet is colonized by another player you must first destroy the existing colony.
 - a. The player rolls the die.
 1. If the roll is equal to or higher then the value of the colony it is destroyed, unless it is a value 0 colony.
 2. If the value of the colony is 0 only a roll of a Null or Ace can destroy it.
 3. If the roll is less then the value of the colony the attempt is failed.
 4. If the colony is destroyed it is removed from play.
 - b. Once a colony has been destroyed, the player may, on his next turn attempt to colonize the planet.

C. Roll die and move ship.

1. Two ships may never be on the same planet, but they may pass each other.
2. Several factors determine what moves a player can make when he rolls the die.
 - a. If a player rolls a Null he may warp to another systems sun as long as it is unoccupied.
 - b. If a player is on a planet on which he owns a colony and he rolls an Ace he may warp to any planet of the same value that is unoccupied.
 - c. If the player rolls an Ace through five he may move a number of planets up to his roll with two exceptions.
 1. He may not leave the system he is in (except where noted above).
 2. To move onto or through a planet with an opponent's colony counts as two moves.

D. Play a coin and move ship.

1. You may discard your Null coin and move to any unoccupied sun.

2. If you are on a planet you have a colony on and you have a coin that has the same value you may warp to an unoccupied planet with the same value in another system.

E. Restore power reserves

1. You may select one of your discarded coins and return it to your stash.
2. If you are on a sun you may select two of your discarded coins and return them to your stash.

Winning

1. The game ends when a player has no more coins left. At this point all other players are allowed one last move.
2. Scores are tallied and the highest scoring player wins.

Colonies	Score Awarded
Each planet colonized.	Points equal to the value of the planet.
Each colony on an Ace planet.	+ 5 points
Each colony where the value of the colony equals the value of the planet.	+ 2 points
Player has five colonies at the end of the game.	+ 3 points
Player has six colonies at the end of the game.	+ 5 points

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