












Colonialism

Vin d'Jeu d'aide

Action round		Draw 1 Influence Card The player draws the top influence card from his deck and adds it to his hand. If no more cards, shuffle discard pile to form a new deck
		Move 1 Ship Move 1 ship to <i>any</i> sea zone. Ship keeps its current status. A <i>fresh</i> ship used to satisfy an action requirement becomes <i>used</i> .
		Play 1 Influence Card Unless  , a <i>fresh</i> ship is required in the sea zone adjacent to the region receiving the card. If  , at least 1 influence present in the region receiving the card. Action card: resolved immediately Policy card: not resolved until next colonization phase. 1 st card of a region face down, others face up.
		Explore 1 Region A <i>fresh</i> ship is required in the sea zone adjacent to the affected region. Place 1 influence in that region
		Withdraw Influence Discs A <i>fresh</i> ship is required in the sea zone adjacent to the affected region. Withdraw ≤ 5 of his influence disks (back to the player's reserve)
	End	After all players have been active 3x and performed 3 actions <ul style="list-style-type: none"> Used ships \rightarrow fresh ships Move game turn disc Reset turn order track
Colonization round	Check	The following check is done in Region order <ul style="list-style-type: none"> There are Policy cards in play in the region The region fails a limit check: ≥ 2 factions and total influence > region's limit
		Resolve Influence Cards Players <i>must</i> attempt to place a number of influence discs into the region equal to the value of their policy card(s).
		Resolve conflict (≥ 2 factions AND limit exceeded) Remove 1 influence disc from each faction, from lowest to highest populated. Simultaneous in case of tie. Repeat until one check is validated.
		Collect Resources If no native influence remains, collect resources by type, from most to least influence. In case of tie \rightarrow turn order
	End	Draw influence cards If > 1 card, discard all but one and fill hand to 6 cards. Influence check <ul style="list-style-type: none"> Remove any mercenary disk from the board; Remove influence in regions where limit is exceeded; (native not subject not this removal) Determine new turn order From least to highest (number of resources collected this turn), players choose position on the turn order track. In case of a tie, current turn order is followed (highest positioned player choose first) Determine new region order Remove, shuffle and place all region order tiles back on the board Adding Resources/Natives (only at end of 1st colonization phase of a turn) <ul style="list-style-type: none"> Add 1 resource cube to each region. Add 1 native to each region <i>without</i> native influence Advance the Game Phase Token
End of turn		Refresh region resources <ul style="list-style-type: none"> Add new resources to every region (= region value). Resources are added to existing one (if any). Refresh Native Influence Add native influence to every region without any native influence (# dice = region value) Advance game track token <ul style="list-style-type: none"> Move game turn token to the right Return all other tokens to the left most position
END		<ul style="list-style-type: none"> Bonus resources from Economic Interest cards Player must have more influence than any other faction Convert resources 3:1 Scoring = least resource type (most resources total in case of a tie)