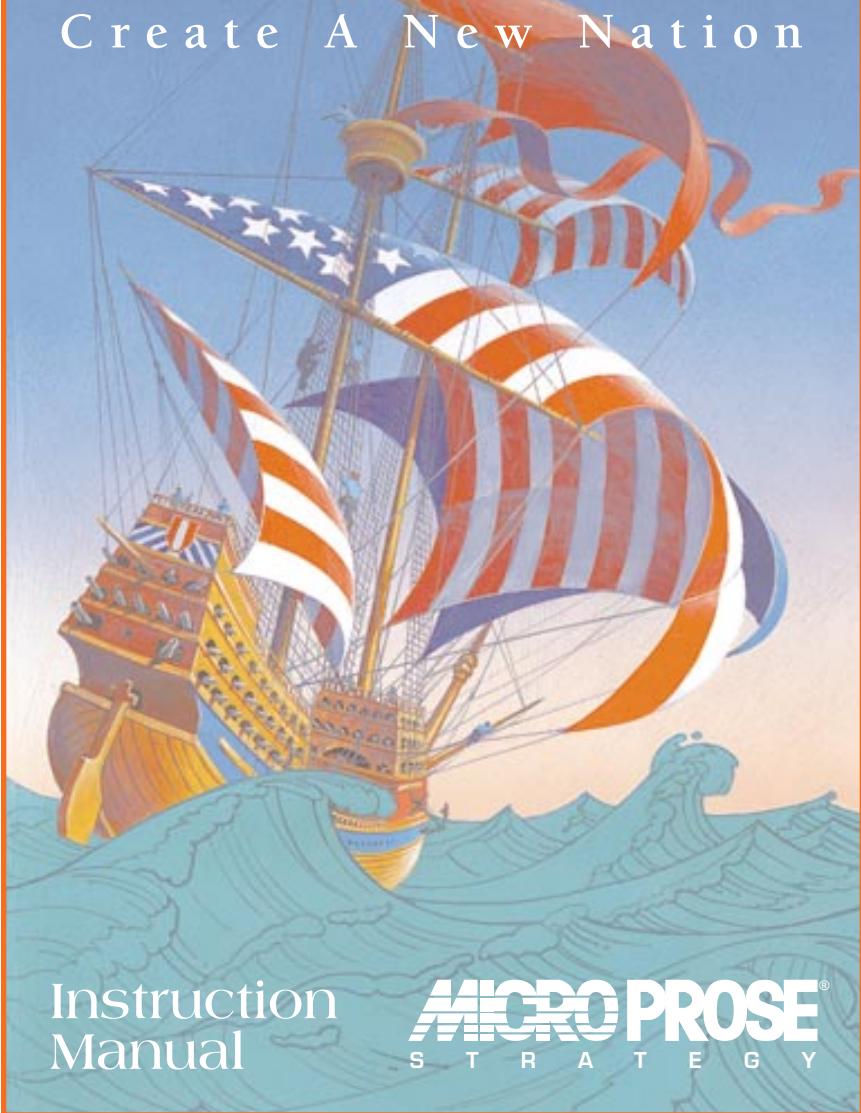Sid Meier's

COLONIZATION™

Create A New Nation

Instruction
Manual

MICRO PROSE®
STRATEGY

INTRODUCTION

BACKGROUND

Colonization puts you in the role of Viceroy of the New World. You are sent by your King and country to establish colonies in the newly-discovered Americas that lie to the west. You face many of the same challenges that faced colonial organizers of the time—competition from other Old World powers, strange native cultures, the problems of establishing profitable trade programs, and the problems of organizing an army from a rag-tag band of colonists.

The game begins with the European discovery of the Americas (1500) and continues until approximately the time of the American Revolution (1800). In the beginning of the game you are given a trading/exploration ship and a small group of colonists. You have no knowledge of what lies ahead of your ship, so you must explore until you find a suitable spot to lay down your first colony. As your colonies grow larger and larger, you inevitably encounter native populations and are confronted with competing imperial powers from the Old World.

To be successful in *Colonization,* you must balance your need for military might with your need for essentials. You must decide early what your strategy is and pursue it relentlessly, but be flexible enough to adjust to a changing situation. It is very important to have a consistent policy with the natives, because your handling of those relationships are critical. Finally, you must build a colonial society that has the infrastructure to survive a test by fire— the War of Independence.

In *Colonization*, you have the chance to change history. As a colonial power, you decide the policies, you make the plans, you choose what is important and what is insignificant. Finally, you will be called upon to decide when to declare independence from your mother country.

The French, British, Spanish, and Dutch competed in the New World for dominance. But only the British and Spanish remained when the dust settled.

What happened to the Dutch; what did they do wrong?

And the French... there are still French-speaking peoples in Canada and Louisiana, but they do not predominate.

Why?

COLONIES AND COLONISTS

The major problem the real colonists had upon arrival in the New World was survival. They could bring very limited food supplies and tools across the Atlantic on their initial voyage, so colonists had to quickly establish a steady source of nutrition to enable them to live. Many colonial enterprises, such as those at Roanoke Island and countless others in the Caribbean, vanished soon after they arrived, and starvation was probably the cause. Others, like the English settlements in Virginia, were just barely able to scrape by for the first several years—and without the aid of native tribes they very likely would have perished.

The colonists of New England in Massachusetts were lucky enough to settle in an area with exceptionally friendly, helpful natives. They established and maintained with the Indians a peace that lasted for many generations, to the great benefit of the colonies. Without this forbearance and compassion from the natives, this colony, too, would have vanished.

Resources: One thing the New World had in abundance was resources. Colonists had to learn the best ways to cultivate these new foods and staples like corn, tobacco, cotton, and so on, to establish a viable economy. Of course in Mesoamerica, the Spanish were after different resources—gold and silver. The Spanish sought to exploit the existing cultures to enrich their royal coffers. Frenchman found a different sort of wealth in the pelts of beaver and otter along the waterways of North America, and in the fisheries off the Great Northern Banks. The Dutch were interested in a vast global trading empire that would dominate the world market, and beaver was at the center of their North American enterprise. Whatever their approach to the exploitation of the New World, the natural resources of the largely undeveloped Americas were the catalyst that kept the Europeans coming to the New World in hopes of riches.

Colonies: Your colonies act as processing centers for the resources found in the countryside. The people in a colony work the area surrounding their settlement to grow food, to harvest cash crops (cotton, tobacco, sugar cane), to mine ore and silver, and to trap the elusive beaver. Inside each colony is a small cottage industry capable of turning out a meager supply of processed goods like cloth, rum, or cigars.

Some colonists can act as lumberjacks to provide timber needed for internal building. As the population of a colony increases, it can erect more and more buildings. A carpenter's shop allows colonists to add improvements such as a stockade for protection from angry natives, docks which allow the development of a fishing enterprise, or larger processing facilities to improve the output of the colonial industries.

Skills: Possibly the most important resource you have at your disposal is the skills of your people. Many of your colonists arrive in the New World as unskilled, indentured servants or petty criminals. Others arrive as free colonists ready to work. Still others bring skills learned and practiced for many generations in Europe. These skilled workers can be very valuable because their output is far superior to that of ordinary, unskilled workers.

Education: Your colonies can construct schools so that the skilled can teach the unskilled what they know. Education is a vital aspect of creating a viable society. Petty criminals can learn to be servants, and servants can earn their freedom through education. Free colonists can become masters of their new trade—capable of teaching others.

Indian Lore: Expertise in some areas, such as tobacco planting, fur trapping, and wood lore, can be learned from natives, so maintaining friendly relations with the Indians is important. As your presence in the New World increases, they become uneasy, restless, angry and somewhat unpredictable, unless you trade with them and succumb to their demands. You must maintain friendly relations in order to learn what they have to teach.

Trade: Once your colonists have a thriving cottage industry, are producing enough food to sustain colonial life, and have learned to grow cash crops, you can begin to build an economy. To do this, you must trade with your home country. The market sets the prices of goods and commodities, and if you flood the market you'll see prices fall. You must be careful, therefore, to create a balanced economy. As your colonial treasury grows and your people learn more and more skills, you can convert your cottage industry into a much larger production machine.

Taxation: Your king sees your colonies as a mere extension of his personal domain and as a source of revenues to support his international activities. From time to time, he increases your tax rate, enabling him to take more profit from your trade. He may also increase taxes whenever his government intervenes upon your behalf.

Ships: In order to maintain your trade, and protect your commerce from privateers and other unfriendly sea forces, you'll need to establish a naval presence in coastal waters. You can purchase cargo ships and warships from the Crown (your king's government) or you can build them yourself. The latter strategy requires a coastal colony with a shipyard and plenty of lumber. There are three types of cargo ships (caravels, merchantmen, and galleons) and two warships (privateers and frigates). Sooner or later your European rivals will ply the coastal waters with their own frigates and privateers, and blockade your main harbors—you must be ready for this. A third type of warship, the man-o-war, does not appear in American waters until the War of Independence begins.

Ore: In the long term, one of the most important resources found in the New World is an abundance of metal ores. Your blacksmiths can process this ore to create tools and other metal products. Gunsmiths can then use the tools to fashion muskets. As European competition heats up, you'll find it more and more necessary to stockpile muskets.

Founding Fathers: From the time your people build their first colony, great issues are debated in the Town Halls. There are five categories of discussion: trade, politics, military, religion, and exploration. As the discussions continue, great ideas are formed—ideas that fundamentally affect the course of history. As your colonies grow, these ideas—embodied in the men who articulate them—increase the potential inherent in your colonies as an independent nation.

Independence: Ultimately, if your colonies grow and become self-sufficient, your people will desire independence. When you feel ready to take on the Royal Expeditionary Force, which you can see growing throughout the game, you can declare independence. If you successfully defend your colonial empire, you win the game.

TO PLAYERS OF CIVILIZATION

One of the main goals in the design of *Colonization* was to provide a rewarding experience to those who loved *Civilization*. This meant maintaining a lot of the same features that were used so successfully in *Civilization*. For this reason, if you played *Civilization*, you'll find a lot that is familiar—particularly in the user interface. Many of the same game mechanics have found a life here, as well.

If you've played *Civilization* a lot, probably the best way to learn this game is to jump right in and start to experiment; if you are unfamiliar with *Civilization*, read on, and have fun.

Even if you are familiar with *Civilization*, we strongly encourage you to play one game at the Discoverer level and take advantage of the tutorial.

BEFORE YOU START

This manual contains details and tips on playing *Colonization*. It also provides background material about the topic and suggestions for further reading on the Age of Discovery. The manual applies to all computer systems, except where indicated.

Components: The game includes three 3.5" disks, this manual, a player-aid card, and a short technical supplement that provides technical information not included in the manual. If your copy of *Colonization* does not include all these components, contact our customer service department for help: (410) 771-1151.

Installation: To install *Colonization* onto your hard drive: Insert Disk A into your floppy drive, and type INSTALL. Follow the instructions that appear on the screen thereafter.

Learning the Game: There are essentially two ways to approach learning this game: you can study the manual first (Chapters I through VII), or you can just begin playing, referring to the manual when you have questions. The table of contents and the index will help you pinpoint information about a particular aspect of the game. Whichever method you prefer, we recommend you read the introduction of this manual first to get an idea of your goals.

INTERFACE

This section is for players using an IBM-compatible machine. If you're playing a different version of the game, refer to the technical supplement for details about the interface.

Colonization is designed to be fully operational using a variety of controllers. It can be operated using the mouse only, the keyboard only, or with a combination of both. The easiest way to control the game is by using both mouse and keyboard. This manual is written along these lines.

A description of how to operate the game with keyboard only appears in the technical supplement.

Using the Mouse: We assume here that the user understands basic mouse functionality, like clicking and dragging. Since your mouse has two buttons, the interface distinguishes between them. The following definitions refer to their usage in this manual.

- A "click" refers to placing the pointer over an area of the screen and clicking with the *left* mouse button.
- A "click-and-hold" refers to holding the *left* mouse button down until the cursor changes to a direction arrow.
- A "right-click" is a click with the *right* mouse button.
- A "drag" means holding the left button down while moving the mouse.
- A "Shift-drag" is dragging while holding down the Shift key.
- "Opening a menu" requires a "click" on the name of the menu in the menu bar.
- "Selecting" means clicking on something.
- "Pressing a button" with the mouse means "clicking" on the screen button.

Right Mouse Button: In general, the *right mouse button* provides the user with information about whatever he has right-clicked on. Not everything responds to a right-click, but it's almost always worth a try.

Menu Bar: Along the top of the main display (see Map Display), is the *menu bar.* The game can be played exclusively using menu bar commands accessed by mouse.

Short Cut Keys: Most menu items have a *short-cut key* associated with them: this key is indicated on the menu by a highlighted letter that corresponds to the key that can be used instead of the mouse and menus.

PRE-GAME OPTIONS

When you start *Colonization*, you are required to make a number of choices about the game you wish to play. To start the game, follow the instructions in the **technical supplement**. After the title and credits animation, you are asked some questions.

Game/World Options

In *Colonization* you have a variety of choices concerning the world in which you wish to play.

Start Game in NEW WORLD: If you choose this option, the computer creates an "undiscovered America" (randomly generated), so you can get the sense of what it might have been like to actually discover and explore a "New World."

Start Game in AMERICA: This option causes the computer to create a world in which the Americas are accurately mapped according to real-world geography.

Customize New World: Choose this option if you want to have some control over the world that is created. You can adjust the average size of land masses, the amount of moisture in the world, whether you want the climate to be temperate, cold, or tropical, and so on. All of these choices have a dramatic effect upon the final geography of the New World.

Load Game: Use this option to continue a game that you have previously saved. There are 10 slots for saving games during play (see Save/Load Game). The next-to-last and last slots of the **saved game menu** contain autosaved games from the most recently played game, if the *autosave* feature was on (see Game Options). Other slots contain games that you have previously saved.

View Hall of Fame: This option shows the Hall of Fame screen – all the top scoring games you've played.

Difficulty Levels

The next set of options allows you to select the difficulty level at which you wish to play. A number of factors are adjusted at each level to make the game more or less difficult to win.

Discoverer: This is the easiest level and is recommended for novice players.

Explorer: Your opponents are now a little stronger and smarter, and the natives, a little less friendly. This level is recommended for the occasional player who wants an interesting game, but doesn't want too difficult a challenge.

Conquistador: This level is recommended for those who are experienced with *Colonization* and who like a challenging game experience. The enemy powers are substantially more aggressive and cunning, but still probably somewhat below your level.

Governor: At this level, your opponents are evenly matched with you. Skilled players will generally like this level the best; it is a strong challenge, and victory is never guaranteed.

Viceroy: This is the most difficult level at which to play. You can win if you are very skilled, have lots of experience, and make few mistakes. This level can be won, but not consistently.

Choose Your Nationality

Here you select the nationality you wish to represent in the game. Each nationality has a special power or condition that differentiates it from the other three. These powers and conditions can fundamentally affect the strategy you use to play the game.

English Power: During the Age of Discovery, England was steeped in religious strife and dissension. The colonies became a safe haven for religious groups looking for freedom from persecution.

- Accordingly, the English produce a greater number of immigrants than the other nations.

French Power: The primary strength of the French colonial endeavor lay in their ability to cooperate with the native population. Alliances and trade agreements were made and maintained between French colonists and native tribes for many years. While these relationships were not without violent incident, they were largely successful.

- The French have the ability to live among the natives more peacefully than other nations.

Spanish Power: Spain had recently completed a centuries-long war of re-conquest of the Iberian Peninsula and had an abundance of military-minded young men spoiling for further conquest. The Native American population offered a good target for just such adventures. The Spanish ruthlessly destroyed countless Amerindian civilizations in their relentless search for gold, silver, and other plunder.

- Accordingly, the Spaniards receive a 50% attack bonus when attacking Indian villages and towns.

Dutch Power: During the Age of Expansion, the Dutch gained their independence from Spain, and quickly began to extend their economic influence globally. They established the Dutch East India Company, which dominated trade in the East Indies. They subsequently attempted to do the same in the west by establishing the Dutch West India Company. These large-scale trading concerns were made possible by the rulers of the Netherlands, who were primarily of the merchant class.

- Accordingly, the Dutch economy is more stable than the other European powers. This is reflected by the consistency of prices in Amsterdam. Also, the Dutch start the game with a trading vessel.

Your Name

Type in the name by which you wish to be known. Enter it by pressing the Enter key. The game suggests a name if you can't think of one.

THE GAME TURN

Colonization is played in a series of game turns, each following a strict sequence of actions. Each of your opponents (including the natives) has a segment of the turn (called player turn) in which to move units and manage affairs. During your segment, you direct the movement of colonists, ships, and wagons, make decisions about the jobs each of your people is doing, attack enemy units, make naval attacks, and so on.

Date

At the beginning of each game turn the date advances.

Player Turns

Each game turn is divided into a series of player turns. The natives go first in every game turn, then each nationality goes in order (England, France, Spain, Netherlands).

European Issues: During each player turn, events in Europe are assessed first (like changes in market prices and the tax rate, the arrival of new immigrants to the docks, and various other items).

Colonial Issues: Next, events and issues in each of the nation's colonies are assessed and reported if necessary (food shortages and spoilage, lack of this or that resource to complete this or that project, and completion of construction projects).

Movement and Combat: Finally, each unit may now move and attack according to the rules of movement and combat (see Moving Units and Combat in the New World). Each unit is activated one after the next, until all have had the opportunity to move (see Giving Orders for details).

During the movement phase, you may perform all other management tasks for your colonies, like examining the map and your colonies (see The Map Display), checking European status (see The Europe Display), consulting any of your advisors for reports (see Other Menus), and so on. When all active units have been moved or have had the chance to move, your player turn ends and the next player's begins.

End of Game Turn

At the end of each game turn, you see an "End of Turn" message flashing (if the "End of Turn" option is turned on under **Game Options**). Otherwise, "End of Turn" is only displayed at the end of a turn in which you haven't yet had a chance to move a unit. Pressing the Space Bar, Enter key, or clicking on the **information sidebar** (see Information Sidebar) causes the next game turn to begin. Before invoking the next turn—while the "End of Turn" message is still flashing—you may continue to perform management functions as described above.

ENDING THE GAME AND WINNING

A game of *Colonization* may be ended in several different ways. You may quit or retire at any time, attempt a revolution (which you can either win or lose), or play until the game ends automatically.

Quitting: You may quit during your turn by choosing "Exit" from the game menu on the map display (see Game Menu). When you quit you are given a chance to change your mind before the decision is irrevocable. Your score will not be calculated, and you will not be entered into the Hall of Fame if you quit.

Retiring: You may retire from play during any turn by choosing "Retire" from the game menu. Again, you are given a chance to change your mind. If you proceed, your score is calculated and shown, and you may be entered into the Hall of Fame if you qualify.

The Revolution: If you declare your nation's independence, then back up that claim with a convincing show of military strength that results in victory, the game ends with a celebration, and you receive a hefty bonus to your score. If you fail to establish your sovereignty, you do not receive a bonus.

Automatic Ending: The game ends for scoring purposes in the year 1800 if you're not fighting the War of Independence. At this time, your score is calculated and the end of game sequence is shown. You may continue to play after 1800, but no further scoring will occur. The game ends automatically in 1850 if you're fighting the War of Independence in 1800 and you don't win the war first. It also ends if you lose your last colony (for any reason) and it is the year 1600 or later.

WINNING

You win by successfully gaining independence from your mother country. Any other result is considered inferior. While you may receive a good score, you will never achieve true greatness without declaring and winning independence.

SCORING

Your *Colonization* score is a sum of the following points:

Colonization scoring

Population Score: You score points for the colonists in your nation at game's end according to the following schedule:

+1 for each petty criminal or indentured servant (see Colonists and Skills).

+2 for each free colonist (see Colonists and Skills).

+4 for each skilled colonist (see Colonists and Skills).

Continental Congress Score: +5 for each Founding Father in your Continental Congress (see Continental Congress).

Treasury Score: +1 for every 1000 gold in your treasury.

Rebel Sentiment Score: +1 for each point of rebel sentiment (see Liberty Bells).

Indian Destruction Penalty: -(difficulty +1) for each native settlement you destroyed.

Revolution Bonus

If your people achieve their independence before any other European powers do, your *Colonization* score is doubled. If one other power declares before you, your bonus is 50%, and if two other colonial powers become independent ahead of you, your bonus is 25%. In addition, you get one point per liberty bell produced after foreign intervention (see Liberty Bells During the Revolution).

Additionally, if you've declared your independence before 1780, your score is increased; the sooner you declare, the better your Bonus.

YOUR EPITAPH

At the end of every game, the people of the world remember you for your accomplishments—great or small. They will give your name to some item for which you will forever be remembered.

HALL OF FAME

The Hall of Fame records the best colonial empires you have built, listed in order of ranking. The ranking is derived from the *Colonization* score modified by a difficulty factor (derived from the Level of Difficulty you chose when starting the game).

You can examine the Hall of Fame when starting a new game from the pre-game options menu. When you retire or reach the end of a game, you are shown the Hall of Fame even if you don't qualify to carve your name there.

THE NEW WORLD

The New World in which you establish your colonies is the newly-discovered Americas. If you chose "Start a Game in America" from the **world menu**, it is the "real" Americas—geographically accurate. If you chose "Start a Game in New World," it is an imaginary world—historically plausible, but imaginary. If you wish to experiment and, to some extent, customize the New World, you can choose "Customize New World" from the **world menu**.

Regardless of the setting you chose, the eastern and western edges of the New World map connect to your home country, so a ship can reach your home port by sailing off either the eastern or western edge of the known ocean (although it takes longer to reach Europe from the western edge). The northern and southern map edges are bounded by polar ice which cannot be penetrated.

When the game starts, you have no knowledge of what lies over the horizon; you only recognize the area immediately surrounding your ship. The Native American tribes and other European powers remain hidden until you encounter them directly. As you move and explore, you discover more and more of the New World. Once revealed, an area remains visible for the remainder of the game.

The map is divided into squares, which are illustrated according to terrain type. Each terrain has its own economic usefulness, effect upon movement, and effect upon combat (see the Terrain Chart).

The economic usefulness of underlying terrain is important when considering where to build a new colony, since the area surrounding a colony can be worked by the colonists to produce commodities such as food, tobacco, cotton, fur, and so on. The inhabitants of the colony need to grow food to eat and to increase their population; other commodities can be sold or processed to produce goods for sale (see Working the Colony). Most terrain on the map may be "improved" by clearing the forest, plowing, and building roads to make it more productive (see Other Orders and the **orders menu**).

THE MAP DISPLAY

The most important display in the game is the **map display**. This is the screen most commonly used during play. From here you control the movement of your people around the New World, observe the development of other European powers, and examine reports from your various advisors.

Menu Bar

Area shown in Map View

New World View

Information Sidebar
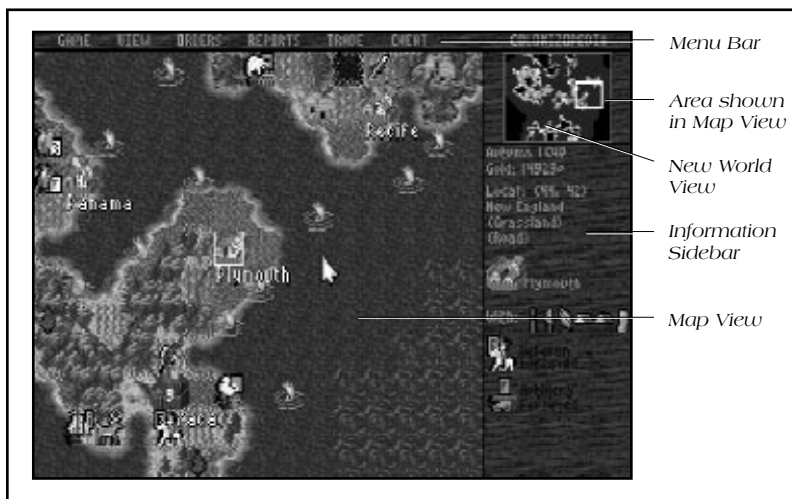
Map View

The **map display** consists of several different parts: the **map view**, **New World view**, **information sidebar**, and the **menu bar**.

MAP VIEW

The largest area of the **map display** is the **map view**. It shows a part of the New World in detail. Here you can get as close to the surface of the planet as possible, so you can examine the terrain, move your colonists, and observe the activities of your neighbors.

At the beginning of the game, when the New World is largely unexplored, the **map view** appears to be one large ocean—as far as you know, there is no New World. But as you travel farther westward, you encounter islands and continents. As you explore, more and more areas appear until you have "recorded" an entire map.

It is sometimes advantageous to explore the world as quickly as possible so you can discover important resources, good defensible areas, and exotic tribes.

Changing the Map View: You can quickly and easily move the **map view** (scroll) to a different area of the New World in a variety of ways. If you click anywhere on the map, the view centers on your click. Use the Center key (C) to center on the currently-active (flashing) unit. You can select "Find Colony" from the **view** menu, and type the name of a known colony into the dialogue box. The view centers on the chosen colony. Finally, you can click in the **New World view** (see below), and the **map view** centers.

Movement or View Mode: The **map view** can be in either of two modes at any time. *Move mode* is the "normal" mode—that is, the mode in which you normally play the game. *View mode* allows you to check out any square on the map to see what type of terrain is there. The display may be put into view mode in one of two ways.

To examine a terrain square, right-click on the square (or put the display into view mode (V)), causing a square cursor to appear. Use arrow keys, number pad, or mouse to move the square cursor around on the map. As you do so, information about the currently-selected square appears in the **information sidebar** to the right (see Information Sidebar). Press the move mode key (M) or click in the **information sidebar** to return to movement mode.

Zooming in and out: If you want to see a wider area of the map for some reason, you can *zoom* and *unzoom* the view. Press the zoom key (Z) to zoom in, and the unzoom key (X) to zoom out.

Showing Hidden Terrain: To get a clearer picture of what terrain lies under forests, colony icons, and so on, press the *hidden terrain key* (H), and the map automatically clears the land of all obscuring terrain. Terrain returns to normal when you do anything else.

Alternatively, right-clicking on any square causes information about that square to appear in the **information sidebar** (see below) and switches to view mode automatically. To return to move mode, either press the move mode key (M) or click in the sidebar.

Terrain Types

The following is a brief description of each terrain type.

Prairie (Cotton Land): This is relatively flat, open land, ideal for producing *cotton*; you can also grow food crops here.

Grasslands (Tobacco Land): Fertile soil in temperate areas, this is perfect for *tobacco* growing; you can also harvest food here.

Savannah (Sugar Land): Rich, moist soil specially suited for growing *sugar;* this land is good for food production, as well.

Plains (Food Land): This area is good for growing a wide variety of *food* stuffs. You can grow a little cotton here as well.

Tundra: This rather cold, open land can produce a minimal amount of food, but little other agriculture; however, you often find ore here.

Marsh: A cool, wet, briny area where the sea meets the land. You can grow some foodstuffs, and find ore in abundance.

Swamp: Low, tropical wetlands that often harbor bog deposits of ore. You can grow a little food and some sugar cane here.

Desert: A dry, sparse area difficult to grow food in (although it is possible). You can sometimes mine ore here.

Arctic: Cold and icy, the arctic is almost incapable of supporting life.

Forested Terrain: Each of the above types of terrain may also be forested. When forested, the agricultural potential of the terrain is severely limited. However, wooded terrain can produce lumber, and trappers can find beaver and deer pelts in the forests. Note that forests in the colder terrain types produce the most fur and lumber.

Mountains: There are large areas of mountainous terrain, difficult for travel, but likely sources of ore and silver. Colonies cannot be established in mountain terrain.

Hills: A gently rolling area that offers easy access to ore; you can also develop some agriculture here.

Rivers: You can find rivers in any of the above terrain types as well. In general, the presence of a river, with its nourishing water and sedimentary soil, enhances the production of whatever can normally be produced in a terrain type (major Rivers are even more productive). Fur trapping is more lucrative along rivers because of the many beaver dams found in such places. Additionally, rivers function much like roadways in the wilderness. Colonists and wagons moving along a river are assumed to be using canoes or other types of boats to hasten travel.

Lakes: These are bodies of fresh water—good for fishing.

Ocean: This is the wide open water of the sea. It is somewhat useful for fishing, especially along the coasts.

Sea Lane: This is open ocean that leads to standard sea routes from the New World to Europe, and vice-versa. To return to Europe, a ship only has to enter a sea lane, then move toward the east (if exiting east) or west (if exiting west) map edge.

Special Resources

Aside from the intrinsic terrain in a square, some squares also contain special resources, represented by icons superimposed over the normal terrain. These icons indicate a particularly abundant source of produce. They are as follows:

Silver Deposits: Usually found in the mountains, these are particularly abundant sources of silver, like the incredible veins the Spanish found near Potosi. Silver deposits, if mined, become depleted after a while, depending upon the extent of the deposit.

Ore Deposits: Found in hilly areas, these are abundant sources of iron and other metals used in making tools and weapons. Ore deposits, if mined, also become depleted after a while.

Mineral Deposits: These are generally rich metal deposits that yield both ore and silver. They are not as productive as other deposits, but have the benefit of diversity. These too may deplete after extensive mining.

Trapping Areas: These are areas in which particularly large numbers of fur-bearing mammals—beaver, otter, raccoon, and so on—are found. This can be especially productive terrain if a river runs through it.

Game Areas: The presence of game indicates abundant food. Trapping is also worthwhile in these areas.

Oasis: An oasis is a fertile area with water reserves and nutrients, found in dry, arid terrain like deserts. These areas are capable of producing a surprising quantity of food, and a few other resources.

Prime Cotton Land: This is an area extremely well suited for cultivation of cotton.

Prime Tobacco Land: This is an area particularly well suited for cultivation of tobacco.

Prime Sugar Land: This is an area especially well suited for cultivation of sugar cane.

Prime Timber Land: This is an area of tall pine and straight oak that produces lumber perfectly suited for construction.

Prime Food Land: This is an area ideal for agriculture involving food—corn, squash, beans, and wheat.

Fishery: Underwater banks, reefs, and nutrients make these excellent fishing grounds.

Rumors of Lost Cities: There may be something of value if you enter this square, or there may be nothing; it may be very dangerous to enter, or benign; there may be a Fountain of Youth, or an abandoned burial ground. You're always taking a chance entering these squares, but it may be worth it.

Indian Villages, Towns and Cities: These are centers of Indian culture and commerce. There are three different sizes of settlement: the group of teepees is a camp of the nomadic tribes (Sioux, Apache, or Tupi). The long house represents a village of the woods-dwellers (Iroquois, Cherokee, and Arawak). The pyramids are Aztec cities and the terraced stone dwellings, Inca cities.
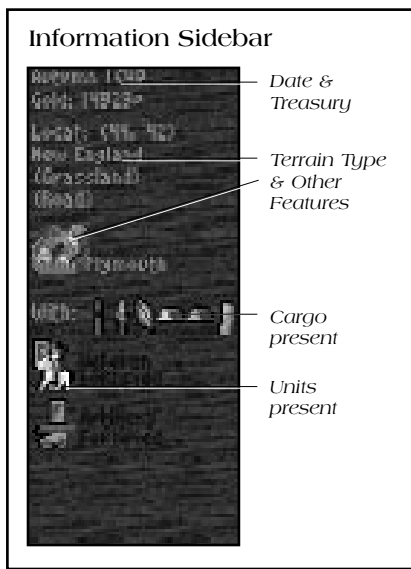
NEW WORLD VIEW

In the upper right hand corner of the **map display** is a smaller view. This is the **New World view** and is an extremely "zoomed out" view of the entire New World. The small white box inside this view shows the portion of the New World that is currently visible in the **map view**. The currently-active unit (if any) appears in the **New World view** as a flashing dot.

During the early years of exploration and discovery, the **New World view** is of little use because it is almost totally dark. But as you map larger areas, it becomes very useful in showing where your current view is located in relation to the rest of the New World. Also, you'll be able to locate at a glance the positions of your rivals and judge how close they are to you.

Map Scrolling: You can click anywhere in the **New World view** to cause the **map view** to center on your click. This is a very convenient, high-speed way to move the view from place to widely-separated place on the map.

INFORMATION SIDEBAR

Along the right side of the map display is an area called the information sidebar. The following information appears here.

Information Sidebar

— *Date & Treasury*

— *Terrain Type & Other Features*

— *Cargo present*

— *Units present*

Date and Treasury: Immediately beneath the **New World view** is the current game date and the amount of gold you currently control in your colonial treasury.

Active Unit: When the display is in movement mode (M), information about the currently active unit appears at the top—a picture of the unit, its name, how many moves it has remaining and its current location (given in x,y coordinates).

Terrain Type and Other Features: A brief description of the type of terrain appears as well—the underlying ground, whether it's forested, whether or not there are improvements such as roads and plowed fields, special resources, and so on.

Colonies and Cargoes: If there is a colony in the square, some information is given about it as well—its name, and the contents of its storage area. The order in which the cargo is listed depends upon the current market value of that cargo and the amount currently stored at the colony. In essence, the most valuable cargo is always listed first, the next most valuable second, and so on.

MENU BAR

Across the top of the display is the **menu bar**. From here, you can access all the various options, displays, reports, and so on in the game. All game functions such as passing orders to units and buying and selling cargo may be accomplished using the **menu bar**.

The **game menu** includes the following:

Game Options

From here you can adjust various game features. A standard toggle switch turns features on and off.

Show Indian Moves: When this switch is on, you can watch the motion of bands of natives as they move near your people.

Show Foreign Moves: When this switch is on, you can watch the movement of other Europeans in the New World—but only when they are near one of your people.

Fast Piece Slide: This option makes your game pieces move faster on the map.

End of Turn: The *end of turn* option causes a message announcing the end of each turn to appear.

Autosave: The *autosave* option causes versions of the current game to be saved at the end of each turn and at the end of each decade. The most recently saved game is always available in the last slot of the **save game menu**; the previous decade saved game is always in the next-to-last slot.

Combat Analysis: The *combat analysis* option causes a special screen to appear explaining the combat parameters before each combat situation is resolved.

Water Color Cycling: You can toggle water color cycling on/off to speed the game's performance.

Tutorial Help: If you want advice while you play, turn this on.

Colony Report Options

These options allow you to turn on or off certain types of reports that appear automatically during the game.

Sound Options

This allows you to turn music and sound effects on and off.

Pick Music

Because we know you'll love the music in this game (especially if you have a wave table synthesis sound card), we give you the option to listen to any of the compositions at any time. Note that music must be "ON" under *sound options* for this to work.

Save/Load Game

This allows you to save the game you're currently playing, or load a previously saved game. There are 10 slots for saving games during play. The last two are special, "autosave" slots. The next-to-last slot always contains a version of the most recent game from last turn; every ten years, a copy of the game is saved and placed in the last slot.

Declare Independence

Also included on this menu is the option to *declare your independence*. Do this only when you are sure your colonial empire is ready to withstand a prolonged conflict with your home country (see Declaring and Winning Your Independence).

Retire

This ends the current game and calculates your score. Note that your colonial empire will be lost if it's not already saved.

Exit

This ends the game without calculating a score; your colonial empire is lost if not already saved.

OTHER MENUS

The **views menu** contains options for switching the map display from view to move modes, for viewing the Europe screen, and other helpful commands.

The **orders menu** lists any special commands that can be given to the currently-active unit, in addition to normal movement commands (see Giving Orders for details).

The **reports menu** contains special reports that you can request from your various advisors. The reports are described in the appropriate sections of the manual.

The **trade menu** contains items related to automating various aspects of trade in the game (see Automating Trade).

The **Colonizopedia** gives you access to the on-line encyclopedia of *Colonization*. Use it to obtain information quickly about a variety of game-related topics. Right-clicking on units, terrain, and other stuff also accesses the **Colonizopedia**.

THE COLONISTS

As Viceroy of the New World, you control the activities of all the colonists from your nation. You decide where they move, what they explore, where they build settlements, what they build inside the settlements, and so on. Each of your people has a skill—or the potential to gain a skill—that can be valuable to you and your empire, if you use it wisely. Deciding whom to give what skills, and where to employ them is a major part of *Colonization*.

Not only do you decide where your people work, you also determine what job they do. It is usually wise to let skilled people do what they do best, although sometimes this is not possible, and sometimes it is not advisable. You must decide year-to-year how best to utilize your people resources.

Also, by combining your people's skills with other resources like horses, tools, and muskets, you can create colonists with special abilities and powers. Mounting a colonist on horseback creates a scout who can range far and wide gathering information about the New World and carrying news of your arrival. Giving a colonist tools creates a pioneer unit that can build roads, clear woods, and plow the land to make it yield its produce more efficiently. If you give your people muskets they become *soldiers* that can defend your hard-won foothold in the New World, expand the might of your new nation, and break free from tyranny.

Icon: Each colonist is represented by a small icon of a person. Each type of colonist wears clothes or carries implements that reflect his skill or status. For example, the carpenter stands in front of a sawhorse, the petty criminal has his head and hands in stocks, and the lumberjack wears a red shirt and holds a saw (see the Colonizopedia or Skills Chart for details).

Orders Box: In addition, each colonist who moves around the map carries an "orders box." This box has two functions: the color of the box indicates the colonist's nationality (red for English, blue for French, yellow for Spanish, and orange for Dutch); and a letter inside the box indicates the orders the colonist is currently carrying out.

GIVING ORDERS

Each turn you give orders to your colonists, ships, wagon trains, and artillery (collectively called *units),* one at a time. The unit that is currently flashing is waiting for orders. You have several options with each unit: you may move it (up to the limit of its movement allowance), skip it and move it later in the turn, or have it do nothing at all this turn. In addition, you may give some units orders to build roads, plow fields, clear woods, or attack enemies. Units may also fortify themselves or go on sentry duty.

MOVING UNITS

Each unit has a "movement allowance," which is the number of moves it may make in a turn. Normally, it requires one move to enter a square. But some squares, like those with a forest, require more than one move to enter; in fact, the move cost to enter a square may vary widely depending upon the type of terrain in that square. When a unit does not have enough moves remaining to carry out a movement order, its turn is finished and the next unit begins flashing (see the Terrain Chart for more about movement costs).

Normal Movement

To move a unit you may use the number pad or the mouse. You can even use special long-range movement orders if you like.

Movement Restrictions: All non-ship units must remain on land at all times (but see Naval Transport). All ship units must remain in ocean or sea lanes at all times unless in a coastal settlement (a colony adjacent to the ocean).

Standard Movement Order: A unit can be moved across the map by using the numeric keypad numbers 1-9 (except 5). The numbers on the keypad represent the eight directions in which a colonists may move (for example, pressing the "2" key causes a colonist to move south on the map; "9" causes it to move diagonally northeast).

Long Range Moves: If you want to set a long-term destination for a unit, use the mouse to point to the eventual destination and click-and-hold until the arrow cursor turns to the "To" cursor. This gives a move order and sets the destination of the unit. If the destination cannot be reached in one turn, the unit progresses in subsequent turns until it reaches the destination. You can tell when a unit has a long-term order because a "G" appears in its orders box.

The GO TO Menu: By using the *go key* (G) you can bring up a menu showing all the friendly named destinations that the currently-active unit could reach. Select the destination you want for the unit, and it will find its way there. This is identical to selecting the named destination using the mouse as above.

Naval Transport

Units may be transported over ocean squares by any ship that has enough empty holds. A ship needs one empty hold to carry a colonist (and any guns, tools, or horses he has with him, if he's a soldier, etc.) or artillery. It needs six holds to carry a treasure train.

Embarking: A unit may board a ship by moving onto it from an adjacent land square. Also, if on sentry duty (see Sentry, below) inside a settlement, a unit boards a ship automatically when the ship leaves the harbor. While aboard ship, all units are on sentry duty.

Disembarking: Units disembark automatically when their ship enters a coastal settlement. If you attempt to move a loaded ship onto land, a menu appears, asking whether to make landfall or not. If you choose to make landfall, all embarked units are automatically activated one at a time, allowing you to move them ashore. In addition, you can move some but not all units from a ship to any adjacent land by clicking the ship, then selecting the units you want to activate from the menu that appears.

OTHER ORDERS

Orders Box: When not at work in a colony, every unit has an *orders box* attached to it. The orders box is a small square containing a color representing the nationality of the unit. Inside the box, a letter (or dash) also appears, indicating the unit's current orders.

Fortify: Units may be ordered to fortify themselves by pressing the *fortify key* (F). A fortified unit receives a 50% defense bonus if attacked. Fortifying a unit stops automatic activation of that unit each turn. A fortified unit has an "F" in its orders box, and you must activate it to give it new orders (see below). Note that the unit will not gain the effects of fortifying its position until the following turn.

Sentry: Units can be put on sentry duty by pressing the *sentry key* (S). Units on sentry duty in a colony automatically board outgoing ships. Putting a unit on sentry stops automatic activation of the unit each turn, unless a foreign unit moves adjacent to it. A unit on sentry duty has an "S" in its orders box, and you must activate it to give it new orders (see below).

Clear Land, Plow Fields: If the active unit is a pioneer (a colonist carrying tools), and it's currently in a forested square, it may be ordered to clear the land. If the active unit is a pioneer and currently in a non-forested square, it may be ordered to plow the fields. Press the *plow key* (P) to clear or plow the land. Performing either action expends 20 of the tools the pioneer is carrying. A pioneer that is clearing or plowing the land has a "P" in its orders box, and must be activated to give it different orders (see below).

Clearing the land increases the potential crop production of a square, but eliminates the potential for timber and fur production. While you do get some lumber from the action, once cleared, land may never be re-forested.

Build Road: If the active unit is a pioneer (a colonist carrying tools), and it occupies a non-road square, it may be ordered to construct a road in the square. Press the *road key* (R) to build the road. Performing this action expends 20 of the tools the pioneer is carrying. A pioneer that is building a road has an "R" in its orders box and must be activated to give it different orders.

Roads speed movement through a square and increase its productivity of ore, fur, and timber by providing easier access into and out of the square. Building a road in a mountain square does not increase the production of silver unless there is a silver deposit in the square.

Build Colony: Any colonist (except Indian converts) can build a colony anywhere except in a mountain square. To build a colony, press the *build key* (B). The settlement is constructed, and you are asked to name it. After naming the new colony, you are immediately shown the colony display for your new settlement.

Activate Unit: A unit that is carrying out any kind of long-range order, is fortified, or is on sentry duty must be activated by you to give it new orders. To do so, click on the square containing the unit(s). If only one unit occupies the square, it becomes activated, and its orders box cleared. If more than one unit is in the square a menu displaying all units in the square is opened. Click again on the unit(s) you want to give orders to.

Units inside settlements are activated from the **units view** of the **colony display** (see The Colony Display).

Skip Movement: If you want the currently-active unit to do nothing this turn, press the *no orders key* (Space bar). The unit is skipped this turn.

Wait For Next Unit: To temporarily skip a unit's turn so you can move or order something else, press the *wait key* (W). This activates all your other units first, then returns to this one.

Disband Unit: If, for some reason, you want to delete a unit from the game, press the *disband key* (Shift-D). The unit disappears from the game forever.

Automating Trade

Transport units, wagons and ships, can be assigned to operate on trade routes, thus allowing you to turn the responsibility of a continuous and repetitive trade arrangement over to your subordinates. Trade routes are most advantageous when you have commodities in one colony that will be shipped to another continually over an extended period. Alternatively, you can arrange for a ship to travel back and forth from your ports to Europe, picking up and selling cargoes that you specify.

Creating a Trade Route: To create a trade route, choose "Create Trade Route" from the trade menu on the map display.

- You'll be asked to select a starting location for the route; do this by choosing the name of one of your colonies from the menu provided.

- Next choose whether the route is to be by land or sea.

- You're then prompted to enter the name of the route; a reasonable one is given as a default.

- Next, you must fill in the itinerary for the route. You are shown a table with three columns and four rows. Clicking on a cell of this table calls up a menu from which you may choose what entries to place into the itinerary. Clicking on an entry that's already in the table deletes the entry.

Trade Route Destinations: The left-most column is where you indicate the various stop points in the route (there may be up to four). By clicking a cell in this column, you get a menu of all possible destinations for this type of trade route. (For example if you're creating a land route, only colonies that can be reached by land from the initial starting location appear as choices.) The order of entries in this column determines the order of stops units assigned to this route will make.

Unload Cargo on Trade Routes: The center column lets you indicate which cargoes are unloaded at the various destinations you've selected. When you click in a cell of this column, you see a menu of all possible cargoes, from which you choose the ones you want unloaded at the destination. You may indicate up to six cargoes that you want unloaded at each destination.

Load Cargo on Trade Routes: The right-most column lets you indicate which cargoes are picked up at the destination. Again, clicking in a cell of this column calls up a menu of cargoes from which you choose the cargoes to be loaded there. You may load a maximum of six.

Assigning a Unit to a Trade Route: Only ships and wagons may be assigned to a trade route. To assign them, when the unit you want to assign is active (that is, flashing and awaiting orders), press the *begin trade route key* (T) or choose it from the **orders menu.** Then choose the trade route name from the menu of routes you've created previously. You may then select the port you wish the unit to go to first. Thereafter, the unit will follow the itinerary of the route, until you tell it to do something else.

Taking a Unit Off a Trade Route: As long as a unit is operating a trade route, it has a "T" in its orders box. To change its orders, click on it, and cancel its orders.

Editing a Trade Route: If you'd like to change the destination, unload, or load instructions for any existing trade route, choose "Edit Trade Route" from the **trade menu,** and re-configure the itinerary for that route as if you were setting up a new route.

Deleting a Trade Route: If, for any reason, you wish to delete one or more of your existing trade routes, choose "Delete Trade Route" from the **trade menu,** and choose the one you wish to eliminate.

COMBAT IN THE NEW WORLD

Military combat in colonial America was a brutal, savage, fluid affair. The weapons were crude but deadly, and the action was often hand-to-hand. There were few roads in the wilderness, making movement and supply of large forces almost impossible. The most common military encounter occurred between small forces in "meeting engagements"—unstaged encounters where one group came upon another unexpectedly. The dense forests provided ample cover for those who knew how to use it—like the natives.

Though few in number (a host of diseases having decimated them already) and poorly armed, the natives, when angered, proved valiant opponents who fought desperately and cleverly. They knew the wilderness trails and dead ends, and they controlled vast areas. But the muzzle-loaded musket—cumbersome to load and fire, with a host of potential problems—proved superior to the flesh-ripping and bone-crushing war clubs, the strong bows, swift arrows, and heavy tomahawks of the Indians.

Not only did conflict occur between the invader and the invaded, but between the Europeans competing for resources as well. Though weak at first, the Europeans quickly amassed military power in the New World. Almost from the beginning, warfare between the invaders marked the American wilderness with blood. The Indians often were in awe of the savagery of the white man.

ATTACKING AND DEFENDING

Combat may occur when a unit from one nationality attempts to enter a square containing a unit, village, or settlement of another. In many cases more than one type of interaction with a foreign unit is possible (for example, scouts have the ability to infiltrate enemy settlements, or meet with native chieftains) so a menu of options appears. If you choose to attack an enemy or if it attacks you, a battle is conducted immediately and the result is decided. A battle consumes all of a unit's remaining moves. A unit may never continue to move during a turn in which it has been involved in battle.

There are many factors to consider in battle situations. Every unit has an inherent combat strength, but various other factors influence the results of a battle as well.

Colonists armed with muskets (soldiers), and/or mounted on horses (dragoons) have increased strengths. Colonists at settlements are better protected than those outside, and a settlement with a stockade, fort, or fortress is a much safer place than the countryside. Units that have fortified themselves previously are better prepared for battle than normal, and veteran soldiers are usually more effective overall.

Combat Strength: This is the basic attack and defense value of a unit. Under some circumstances (outlined below) a unit can receive a "bonus" to its combat strength, giving the unit an advantage. The Combat Strengths Chart gives specifics about the strengths of various units.

Artillery Units: Artillery is a two-step unit. When you buy or acquire an artillery unit, you get a full-strength battery. If your artillery is defeated in battle, it is reduced to an artillery section, with less firepower. The Combat Strengths Chart notes the differences.

Attack Bonus: Because of the possibility of surprise in the wilderness, the attacker always receives a 50% bonus. This makes units in open terrain very vulnerable.

Terrain Bonuses: Defenders in forests, hills, and mountains receive a bonus to their combat strength. The amount of the bonus varies according to terrain type (see the Terrain Chart). Note however, that because of the native ambush bonus (see below) these bonuses apply only when defending against Europeans.

Native Ambush Bonus: Natives receive the terrain combat bonus every time they attack *or* defend in mountains, hills, or forests. This reflects the natives' knowledge of the terrain and ability to use it intelligently.

Colonial Forces Ambush Bonus: Like the natives, colonial units receive the ambush bonus when battling the King's regular army troops during the War of Independence. This bonus applies only if the battle occurs outside a colony, in appropriate terrain. This reflects the King's troops' lack of familiarity with the terrain.

Veteran Status: Soldier units (colonists armed with muskets) have their combat strengths increased by 50% when they become *veterans*. Soldiers may become veterans after winning a battle or they can be taught in a college or university. Additionally, veteran soldiers can be trained in Europe—for a price.

European Bombardment Bonus: Regular army troops of all European powers receive an attack bonus of 50% when attacking a colony. This represents the increased artillery or naval bombardment support that European units can bring to bear.

Foreign Intervention Bombardment Bonus: If your Continental Army forces ever gain support from foreign intervention (see Foreign Intervention), then your forces receive this bonus as well.

Popular Support Combat Bonus: During the revolution, each colony's Sons of Liberty/Tory status is translated into an attack bonus (see Sons of Liberty During the Revolution). In other words, the attacker receives a bonus equal to his side's popularity within the colony.

Fortifications: Colonists of any type may fortify themselves instead of moving in a turn by pressing the fortify key (F) to receive a 50% defense bonus. A fortified unit has dug shallow trenches and planned fields of fire for receiving an attacking enemy. Note that units defending in fortified colonies receive additional bonuses (see Defending a Colony).

The most effective manner in which to defend a colony is to fortify soldiers, dragoons, army, cavalry, or artillery units in the same square as a fortified colony. A colony may have various levels of fortification, and each level takes considerable time or money to complete. You'll probably find that it is well worth the investment to fortify your colonies.

Stockade: A stockade is a low wooden barricade made of poles hewn from the forest and sharpened at the top. Loop holes for firing muskets, and crude inside shelves on which gunners can stand also have been constructed. A unit defending inside a stockade has its defense strength increased by 100%.

Fort: A fort is a substantial improvement over a stockade. The stockade has been reinforced with metal braces, artillery has been installed to cover exposed approaches, and substantial defensive planning has been carried out. The defense strength of a unit defending in a fort is increased by 150%.

Fortress: A Fortress is an upgraded fort. The stout wooden barricade has been reinforced, and in critical spots replaced by stone masonry. Embrasures now house the artillery which is more extensively used. Well planned overlapping fields of fire now characterize the exterior approaches. Units receive a 200% defense bonus inside fortresses.

In many cases, an enemy settlement is defended by soldier units or artillery. If so, all enemy military units must be destroyed before you may enter the settlement. If there are no military units defending a settlement, then your attackers will meet a group of colonists, who, if defeated, turn the settlement over to your forces.

Once your forces enter a settlement, it is yours as if you had built it. All inhabitants swear allegiance to your government and work diligently for you thereafter.

COLONISTS AND SKILLS

In the Age of Exploration, Europe was teeming with peoples "straining to be free." Religious persecution, sustained warfare, and economic decline—among a host of other factors—caused a growing desire within many communities for a new life, a new start, and more living space.

Each of the major powers had its own reasons for attempting to colonize the New World—exploitation of resources, hopes of a major new trading empire, searching for a northwest passage to the Orient, or living space—that brought adventurers and hardy pioneer settlers to grips with the wilderness in the Americas, and face-to-face with alien cultures.

In general there are five types of colonists in *Colonization*, each with different capabilities: petty criminals, indentured servants, native converts, free colonists, and specialists. Any of these colonists can do any job available in the settlement, but the specialists—the experts—do their jobs very well.

PETTY CRIMINALS AND INDENTURED SERVANTS

Petty criminals are colonists that have been ordered "transported" to the New World as punishment for their crimes. They are sent to clear out the prisons of Europe and to give them a fresh start. In general, the criminals are the least productive members of your communities. They make good laborers but are almost totally ineffective in manufacturing or processing jobs.

Indentured servants are people who desire to come to the New World but who cannot afford to pay their own way. They have, accordingly, put themselves in bondage and agreed to work off their passage in the New World. Because of their bonded state, their productivity is less than desired. They, like petty criminals, are useful workers in the fields and mines, but are less productive in manufacturing and processing jobs than free colonists.

Getting Petty Criminals and Indentured Servants: These colonists can be found only in Europe, either on the docks or in the recruitment pool (see Immigration, below).

Limitations: Petty criminals can produce only one manufactured good per turn in the buildings of your settlement; indentured servants can produce two. The natives will not let petty criminals live among them because of their rude disposition, but will teach indentured servants the ways of the tribe.

FREE COLONISTS

Free colonists are people who came to the New World as free men and women and will work to the advantage of their communities to the best of their abilities. Free colonists are productive in both spheres of work—in the fields and in the cottages. Short of being specially trained in a trade, they are the most productive members of your society.

Getting Free Colonists: Free colonists appear as immigrants on the docks in Europe, or are born in America. A free colonist is produced every time a settlement produces 200 or more excess food (see Population Growth).

Limitations: Free colonists can produce 3 manufactured goods per turn in the buildings of your settlement (see Putting Colonists to Work), and natives happily help them learn the ways of their tribe.

NATIVE CONVERTS

Under the Spanish *encomienda* system, tens of thousands of natives were "converted" to Christianity and forced to serve as laborers on coastal plantations and in silver mines. Natives that join your settlements are unwilling to work inside your manufacturing concerns, but are able field laborers.

Loss of Faith: If Indian converts are not put to work in a colony within eight turns after conversion, they lose faith and return to their tribe.

Skilled colonists are people who have had training in a trade or whose family has taught them the family livelihood. There are a wide variety of skilled colonists; see the Skills Chart for details. When performing the jobs for which they are trained, and given all the necessary resources, they are extremely productive, valuable members of a settlement. When performing a job for which they are not trained, they function as free colonists.

Getting Skilled Colonists: Like the others, skilled colonists can be recruited or they appear for free on the **docks** in Europe (see The Docks View). In addition, you can appeal to your King for trained men to help in your colonial pursuits (see Hiring Colonists from the Royal University).

Learning Specialties: Petty criminals, indentured servants and free colonists can be taught *specialties* by skilled colonists working in a school. Some specialties can be taught in a schoolhouse, others in a college, and still others can be taught only in a university. These institutions can be constructed in your colonies. The Skills Chart details where each skill can be learned.

Teaching a Specialty: Place a specialist in a schoolhouse, college, or university by dragging him there. After a number of turns pass, you will begin to see the positive effects of education: a free colonist in the settlement may acquire the skill of the teacher; an indentured servant may become a free colonist; or a petty criminal may become an indentured servant. These improvements continue as long as a teacher continues working in the school.

Clearing a Colonist's Specialty: If you do not like the specialty a colonist has, you can transform her into a free colonist by selecting "Clear Specialty" from the **jobs menu**.

Indian Lore Skills: Some skills cannot be gained in Europe; they can be learned only from the natives. These skills pertain directly to crops and commodities that were new or rare in Europe. To learn from the Indians, move a free colonist or indentured servant into a friendly Indian village, and choose "Live Among the Natives" from the menu. The Indians will tell you what they can teach and you must choose whether to learn the skill or not. If you choose for the colonist to learn, he will become a skilled colonist of the appropriate type.

Acquiring Skills: A free colonist that works at a particular job for an extended period may become a specialist in that skill. The colonist has learned through experience.

Labor Advisor Report: The *Labor Advisor report* (see **reports menu**), provides a convenient way to locate any of your people at any time. The report shows all the different colonists available in the game and indicates how many of each is currently in play. By clicking on one of the types, you zoom to a report that gives the number and location of each colonist of the selected type.

IMMIGRATION AND POPULATION GROWTH

There are two ways for the population of your nation to increase: through immigration of people from Europe or through population growth within the colonies. Immigration can be voluntary, in which Europeans, because of persecution or general unhappiness at home, pay their way to come to the New World; you can offer to pay the passage of peoples that would otherwise not be able to make the trip. Finally, you can hire skilled colonists to aid in building the New World nation of which you dream.

RELIGIOUS UNREST

The docks on the Europe display (see The Europe Display) represent the place where people who are ready to go to the New World gather. These colonists can board any ship immediately and leave for your colonial empire. People come to the docks because of religious unrest in Europe. The more religious freedom your colonies exhibit (expressed by the number of crosses currently being produced) the more people want to immigrate.

Each turn, the total number of crosses produced by all your settlements combined is added to those produced in prior turns. When enough crosses have been generated, a new immigrant is driven to the docks. (The immigrant is drawn from the recruitment pool (see Immigration and Population Growth)).

Each colony automatically produces one cross per turn, represent-ing the religious freedom that the colonists are experiencing in America. The number of crosses produced by a settlement can be increased by having the people in the settlement build a church or cathedral, and further increased by placing a colonist in the church or cathedral to perform the role of preacher. Like any other building in the settlement, the church/cathedral can produce more crosses if more people are working there. An expert preacher working in a church dramatically increases cross production.

Religious Advisor Report: The Religious Advisor report provides up-to-date information about how soon another immigrant will appear on the docks in Europe.

RECRUITING

If you can't wait for religious unrest in Europe to put more colonists on the docks, you can recruit colonists to go to the New World. This costs you money because you have to pay the passage of the individuals making the sea journey. Press the RECRUIT button on the Europe display (see The Europe Display), and select the colonist you want from the recruitment pool.

The recruitment pool contains three colonists at all times. When a colonist is removed from the pool, either by religious unrest or recruitment, another immediately takes his or her place.

Royal College

If you can't wait for religious unrest to cause immigration, and you don't like the choices you have in the **recruitment pool**, you can "pull strings" with the King to get the skilled colonists you need to help your settlements grow. Press the TRAIN button on the **Europe display** and select the skilled colonist you want to from the list. You will pay dearly from your treasury for this training.

Population Growth

Each colonist working in a settlement eats two food per turn. If the settlement is producing more food than is needed to feed the population, the excess is accumulated in the settlement's warehouses. When there is 200 extra food, a free colonist is produced and added to the population; the 200 food is removed from the warehouse.
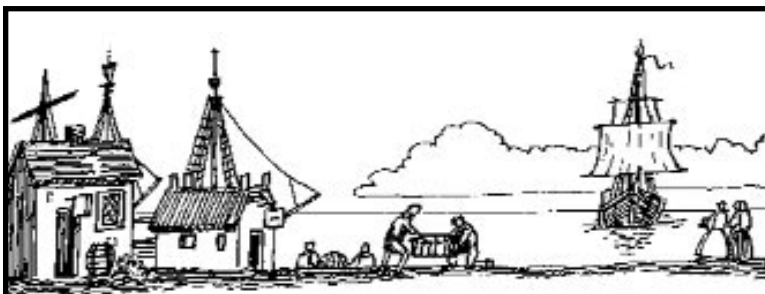
THE COLONIES

Settlements are the centers of commerce and government for your colonial empire. They are areas where several families build dwellings and shops in an attempt to establish a self-sustaining community. A colony must produce enough food to feed its inhabitants and, to grow, must have a reliable source of lumber out of which to fashion buildings and improvements.

As a settlement grows it can become a manufacturing or a shipping center for trade with the old world. It can become a center for agricultural productivity and population growth or a link in a chain of commerce. It can become a flash point in the struggle for independence from the Crown. You decide what shape your empire will take, and what goals it will pursue. But whatever you decide, your settlements are the pistons that drive the colonial engine.

Be careful when choosing settlement sites because the surrounding terrain will, to a large extent, determine the character of the new colony. Very soon after establishing a settlement, you'll probably want to produce some cash crops or resources. Make sure your colony is adjacent to proper terrain for these purposes.

There are two ways to acquire new settlements. The most common way is to build them (B key) but you can also capture them intact from another European power.

BUILDING A NEW SETTLEMENT

Any colonist (except Indian converts) may build a settlement in any land square on the map (except mountains). Simply press the build key (B) when a colonist is blinking in a square upon which you wish to build. Your advisors suggest a name for the new settlement, which you can accept or change at your whim. When you are satisfied with the name, enter it (Enter key).

When a settlement is named, the Colony Display appears, showing the settlement and important information about it (see The Colony Display, below). When you close this display, your new settlement is on the map. The unit that built it is now working inside the settlement.

It is important to consider carefully where to place your colonies, because success in the game is highly dependent upon where your settlements are. Try to put them in areas that will provide enough food to support the type of colony you have in mind. Consider the types of crops that can be grown in the area and look for abundant metal resources for future production of weapons and tools.

Town Commons: The terrain the settlement itself occupies is very important. Some of the original founders will work in this area and cannot be moved out of it. As a consequence, the original settlement square—the "town commons"—always produces some food and one other commodity, depending on the type of terrain in the square. If there are special resources (except Prime Timber) in the settlement square, the people take advantage of that too.

Colony Radius: In addition to the original colony square, the squares immediately surrounding it are also available for development.
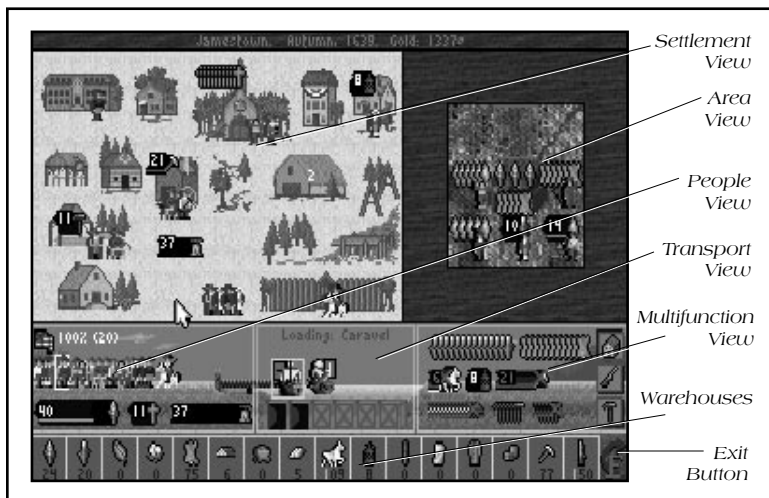
Clearing, Plowing, and Roads: When choosing sites for your settlements, remember that you can clear forest, plow fields, and build roads in squares to improve the productivity of the land (see Working the Colony).

Indian Territory: One of the most important factors to consider when founding a settlement is the proximity and attitude of the surrounding native towns and villages. When you first meet the Indians they tell you how many major towns comprise their nation. If the nation is large, it could be more dangerous, so be careful.

THE COLONY DISPLAY

You direct the operations and activities of each settlement from the **colony display**. From here you assign jobs to the colonists who live in the settlement. Some work the fields and woods of the surrounding countryside, growing food or cash crops, trapping beaver, mining ore, or prospecting for silver, while others work in the buildings of the town commons, fashioning goods from the commodities gathered from the fields or constructing new buildings from the lumber of the surrounding woodlands.

Settlement View

Area View

People View

Transport View

Multifunction View

Warehouses

Exit Button

The display provides an at-a-glance summary of all activities that are occurring in the settlement. You can see what the colony is producing, who is producing it, how much food, commodities, and goods are on hand, what is going on in the harbor (if there is one), what the settlement's main construction project is at the moment, and how many people there are.

The display is accessed from the map by clicking on the *colony icon* (or by pressing Return when the square is selected). The display is closed by clicking on the Exit button (in the lower right hand corner) or by pressing the Escape key.

The display consists of six major views: **people view**, **warehouse view**, **transport view**, **area view**, **settlement view**, and a **multi-function view**. Each of these is described below.

This view (lower left) shows all the people currently in the settlement and how many food, crosses, and liberty bells the settlement produces each turn. In addition, the **people view** summarizes the loyalty of the people to the Crown.
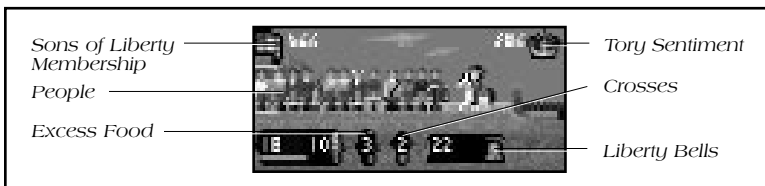
People: The population of a settlement is shown by a line of colonists standing in the display. Each colonist represents a group of settlers and corresponds to another icon working in either the **area view**, **settlement view**, or in the units section of the **multi-function view**.

If you click on a colonist in the **people view**, the corresponding icon in one of the other views is highlighted by a green box.

Sons of Liberty: In the upper left corner of the view is an early American flag with a number next to it. The number is the percentage of the settlement's population who belong to the "Sons of Liberty" and would favor rebellion against the mother country. In the upper right corner is a Crown with a number indicating what portion of the people are "Tory" and loyal to the Crown. (Note that Sons of Liberty membership is critical to the colony's ability to produce; see Sons of Liberty.)

Food: Each colonist eats two food per turn. If the settlement is currently producing more food than is needed to feed the total population, the excess is shown after a break in the food line. At the end of each turn any excess food is stored in the warehouse. If the settlement is not producing enough food to feed the population, the amount of shortfall is indicated by "X'ed-out" food.

Starvation: If there is food in the warehouse, any food shortfall will be made good by using stored food. If there is no food in the warehouse, each turn a shortfall cannot be made good, a colonist starves and is lost.

Crosses: Also visible in the **people view** is the number of *crosses* the settlement is producing each turn. These crosses represent religious freedom and satisfaction and contribute to religious unrest in Europe (see Religious Unrest, above).

Liberty Bells: This view also shows the number of *liberty bells* the colony is currently producing per turn. Liberty bells represent the growth and improvement of colonial government as well as general feeling of patriotism in the colonies.

Warehouse View

This horizontal strip along the bottom of the screen shows all the goods and commodities that can be stored in the colony, and the number of each currently on hand. The storage capacity depends upon the level of warehouse space that has been constructed in the settlement. A settlement without a warehouse can store up to 100 items of each type in its initial storage facilities. If the colony builds a warehouse or adds warehouse expansions each upgrade adds another 100 items to the capacity for all goods and commodities. The single exception to this is food. Up to 199 food may be kept in reserve at a settlement. Note that when more than 199 food is in the warehouse, a new colonist is created in the colony.

Colony Advisor Report: Your trusted Colony Advisor (see **reports menu**) has valuable information that will help you in making many important decisions. His report shows all goods and commodities that can be stored in your warehouses, and the number of each item currently on hand in every colony. This can be very useful in planning trade routes for your ships and wagons (see Automating Trade).

Transport View

Selected Ship
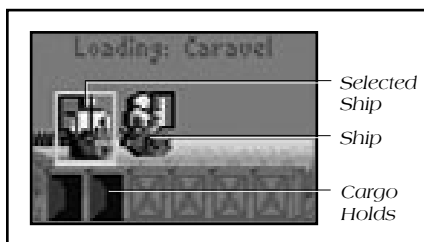
Ship

Cargo Holds

This view shows any and all wagons or ships currently at the settlement. Beneath the wharves is a row of boxes representing the cargo holds of the currently-selected ship or wagon. Note that different ships and wagons have a different number of holds available. In this view, you can transfer cargo from your warehouses to your ships and wagons, or vice versa. You can also transfer cargoes between ships and wagons.

Selecting Units: In the **transport view** you select a particular unit by clicking on it. The currently selected unit has a box around it, and the holds beneath the wharf belong to it.

Moving Cargoes: Each hold of a ship or wagon train stows up to 100 units (a full cargo load) of goods or commodities. Whenever you transfer cargo from ship to warehouse (or vice versa) you move as much as is available in the hold or warehouse, up to a full load. A full load in a cargo hold appears as a color icon. A partial cargo appears as a black-and-white icon.

Instead of cargo, each hold of a ship may carry one colonist or artillery unit. (Scouts and dragoons units, which are actually men *and* horses, are still considered one unit.) Wagons may never carry colonists or artillery, only cargo.

Loading Cargo

Loading Cargo Holds: Regardless of the type of unit containing the cargo hold—whether ship or wagon—the procedure for loading and unloading is the same. With the mouse, drag the cargo you want to load from the warehouse onto the vessel. You have now transferred all the cargo of that type (up to 100 items) from the warehouse to a hold.

Load the most Valuable Cargo: If you want to pick up the most valuable cargo in the settlement's warehouse, there's a shortcut: simply press the *load key* (L). This loads the most valuable cargo currently in the settlement into an empty hold of the selected ship or wagon. However, horses, tools, and guns are not considered cargoes for this purpose (since you seldom think of them as commodities to be sold). Note that the load key (L) works from the map display as well. When a wagon or ship with an empty hold is awaiting orders in a settlement, pressing the load key (L) functions as described above.

Unloading Cargo: Unloading cargo is the reverse of loading. Using the mouse, drag the cargo from the hold to the warehouse *area* of the Colony Display (you don't have to drag it to its corresponding slot, just to the area). The cargo is automatically stowed in its proper place. If there's not enough room in your warehouse to stow what you are unloading, your advisors point this out and ask for further instructions.

Unloading Shortcut: Alternatively, you can press the *unload key* (U) and empty the cargo from your first hold into the warehouse. Repeatedly pressing the unload key (U) eventually unloads an entire ship.

Moving Partial Cargoes: You may want to load or unload some—but not all—of the cargo in a hold or warehouse. To do so, shift-drag the cargo. A dialog box appears, into which you can type the exact number of items you want transferred.

Transferring Cargoes Between Units: To move a cargo from one unit to another, drag the cargo from one unit to the other in the **transport view**.

Loading Units

Units are not loaded in the same way as cargo. Instead, any unit (except other ships or wagons) that is on *sentry duty* (S key), automatically boards a ship with an available hold when it leaves the colony. However, units may never be transported by wagons.

AREA VIEW

This view (upper right) is a top-down view of the area surrounding the settlement and shows how it is being used. The **area view** is where colonists do outside jobs like farming, mining, trapping, woodcutting, and so on.


In use by another Colony

Fur Trapper

Settlement

Fisherman
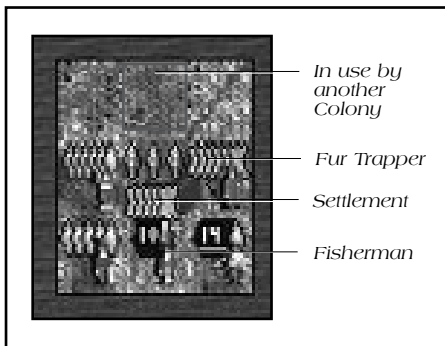
Colonists working in the settlement can be put to work in the **area view** by placing them in map squares on the **area view** and choosing a job from the **jobs menu** (see Putting Colonists to Work, below).

Each square can produce one commodity at a time. The number it can produce per turn varies according to the type of terrain, its level of forestation, and the expertise of the colonist working there. Only one person at a time can work a square in the **area view**. See the Terrain Chart for details.

SETTLEMENT VIEW

This view (upper left) shows the important buildings existing in the settlement. Colonists may be placed in the buildings to transform any commodities on hand into processed goods. The number of goods produced each turn varies according to the skills of the people working in the building. Up to three colonists can work in a building at once.

Statesman

Blacksmith

Carpenter

Tobacconist

Cathedral producing Crosses

Dragoon
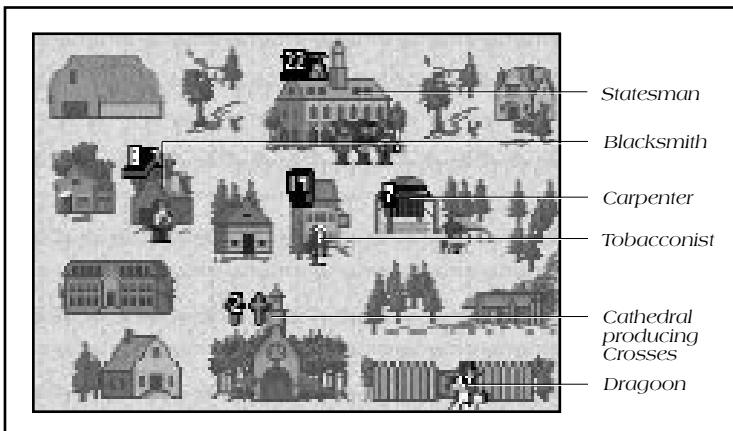
WORKING THE COLONY

In order to make a colony productive and profitable, you must put people to work there. The more people you bring to a colony, the more productive it is likely to be. But, the larger the settlement, the more annoying it is to the native population. You must balance the need for productivity and profit with the need for pacification of the natives.

Colonists can either work the fields and woods around the colony or work in the buildings of the town commons.

Putting Colonists to Work

To put a colonist to work, you must first decide if he should work the fields and woods around the settlement on the **area view**, or whether he should work inside the colony in one of the buildings of the **settlement view**. A third possibility exists: a colonist can be in the same square as the settlement, but not working there at all (see Defending a Colony).

Jobs in the Area View: Your first concern is to harvest enough food to feed the population. If you have enough food then you probably want to grow cash crops like sugar, tobacco, or cotton, or mine for ore or silver; you may also want to trap beaver, otter, or other fur-bearing creatures or chop lumber for building inside the settlement. All these jobs must be performed in the woods and fields surrounding the settlement on the **area view**.

Jobs in the Settlement View: Most jobs performed inside the settlement (in the **settlement view**) convert resources gathered from outside the colony, or those currently stored in the warehouse, into goods such as coats, tools, cloth, rum, or cigars. Therefore, it makes sense to work inside the settlement only if you have convertible resources or commodities on hand in the warehouse, or people working outside that are producing such commodities or resources.

Some jobs inside the settlement do not require other resources. Teaching requires only some type of school building and a skilled colonist to act as teacher. Preaching requires only a church or cathedral and a colonist to produce crosses. Statesmen require only a Town Hall and a colonist to produce liberty bells.

To Put a Colonist to Work: Drag him onto a terrain square in the **area view** or building in the **settlement view**. An icon (or icons) immediately appears next to the colonist indicating what he is producing in that location. If you want to change his job, click on the colonist to bring up the **jobs menu** and select the new job he is to perform in that location.

While the colonist is selected (a box is around him), you can move him to a new location on the **area or settlement views** simply by clicking the location to which you want him to move. He moves there automatically and the production icons change accordingly.

Note that to select a colonist you may click on his icon in either the **area or settlement views** or the **people view**. Regardless of which one you click, the same colonist is selected in both views. For example, if you click on the first colonist in the people view, a box appears around him and around his other icon in either the **area or settlement views**, depending upon where he is.

Jobs Menu: Open this menu by clicking a selected colonist in any view of the **colony display**. From this menu you assign the selected colonist to a job. If the colonist is a specialist, then the job in which he is skilled is highlighted; if he's unskilled, no job is highlighted.

The **jobs menu** lists all the possible jobs a colonist can do, and gives two values for each. The value to the left of the slash is the number of goods or commodities the colonists can produce in his current location; that to the right of the slash indicates the most that could be produced in any usable location in that colony.

If the selected colonist is working in the **settlement view**, his **jobs menu** has only one value for each item. This is the most that each of the jobs will produce. When you select the job you want him to do, he automatically moves to the most productive location available for the job selected.

Clear Specialty Option: The **jobs menu** includes the choice "Clear Specialty." This allows you to change a specialist into a free colonist so that he may be re-educated in a school, college, or university.

Entering and Leaving a Colony

The jobs listed at the bottom of the **jobs menu** are performed by colonists outside the colony, that is, on the **map display**. These tasks include colonist, pioneer, soldier, scout, missionary, and dragoon. In effect, these are units you can move around the map.

The Job of Colonist: The job "colonist" is simply a colonist unit that can wander around the map.

Pioneers Require Tools: To create a pioneer unit, you must have at least 20 tools on hand in storage. When you create a pioneer unit, he takes these tools to use outside the colony. A pioneer unit takes as many as 100 tools, if they are available in storage.

Scouts Require Horses: To create a scout unit, you must have at least 50 horses on hand in storage. When you create a scout unit, he takes these horses for transport.

Soldiers Require Muskets: To create a soldier unit, you must have at least 50 muskets on hand in storage. When the soldier unit is created, he takes these muskets to use outside the colony.

Dragoons Require Horses and Muskets: To create a dragoon unit, you must have at least 50 muskets *and* 50 horses on hand in storage. You may also create dragoons from soldiers or scouts by giving them horses or guns, respectively. When he is created, the dragoon takes the musket and mounts the horse.

Missionaries Need a Church: If the colony has constructed a church or cathedral inside the settlement, any colonist unit may be ordained as a missionary unit. A missionary unit carries out its duties outside the colony (see Missionaries).

This display has three modes, represented by the three buttons in the display: The top button is the Production button; the middle button is the Units button; the bottom button is the Build button.

Production View

- Sugar — Production Button
- Rum — Furs
- Horses — Tools
- Lumber
- Hammers — Shortfalls
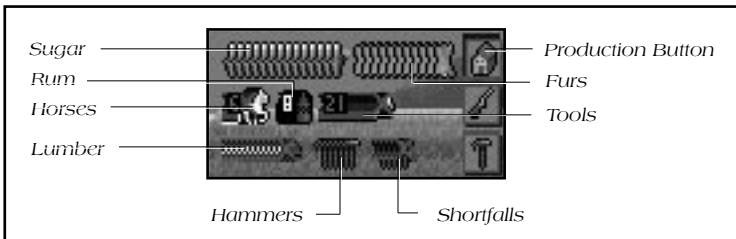
To open this view, click the Production button in the **multi-function view**. The view shows all commodities and goods the settlement will produce this turn. (To see a numeric representation, click anywhere in the **multi-function view** after you have clicked the Production button. Numbers appear superimposed on the commodities icons for clarification.) All goods and commodities produced by the colony go into storage at the end of each turn—unless some of these products are being converted into something else. For example, if an ore miner producing 3 ore per turn and a blacksmith producing 3 tools per turn work in the same settlement, the ore is not stockpiled, but is immediately converted into tools. Any ore on hand in storage remains untouched.

Shortfalls that occur in the production cycle are shown by "X'ed out" commodities. For example, suppose a miner is producing 3 ore per turn, but an expert blacksmith occupies the blacksmith's house, producing 6 tools per turn. The miner does not produce enough ore to fulfill the needs of the expert blacksmith, so the production display shows a shortfall of 3 tools. If, however, there is ore on hand in storage the shortfall is made good from there, removing the shortfall icons from the view, but reducing your stockpile by 3 ore each turn, until it is gone.

Units View

Units button

Units present (Dragoon and Artillery)
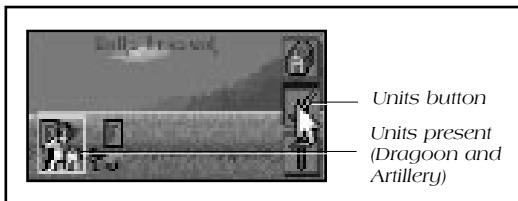
Click the Units (middle) button to open this view. This view shows all colonists in the colony's square but not currently in the colony. In most cases these units will be soldiers or pioneers. The main purpose of this view is to allow you to give orders to these units. If you select a colonist in this view (by clicking on it), the options menu appears.

Move to front row: This option appears if there are so many colonists in the square that they cannot all fit in the front row. The selected unit moves to the front row if you choose this option.

Clear Orders: This option removes the selected colonist from sentry duty or fortified status, and makes him available to receive normal orders on the map display.

Sentry/Board Ship: This option puts the selected colonist on sentry duty, which causes him to board the next available ship.

Fortify: This causes the selected unit to fortify itself. This is very useful when defending the colony. A fortified unit inside a colony—especially a colony defended by a stockade, fort, or fortress—is very well protected (see the Fortification Chart).

No Changes: This option removes the menu, causing no changes to the selected unit.

The Construction View

Current Project

Hammers completed

Tools needed

Build button
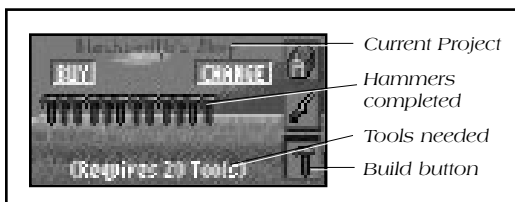
The **construction view** shows the progress of any major construction projects ongoing in the settlement and allows you to select which projects to start. There are two buttons in this view, labeled Buy and Change. The project that is currently under construction is listed above the buttons.

Building: To start a construction project, click the Change button to open the **buildings menu**. The **buildings menu** lists all construction projects the settlement could currently undertake, and the number of "hammers" (representing carpenters' effort and lumber resources) that must be expended to complete the project. In some cases, a project also consumes a number of tools (representing blacksmithing effort and metal resources).

The number of options appearing here depends upon the population of the colony—the more people available to work, the greater the variety of projects that can be started.

Producing Hammers: A colonist working in the carpenter's shop "produces" a number of hammers per turn, subject to available lumber resources. These hammers are deposited into the **construction view** at the end of each turn, and when enough have accumulated to complete the current project, the building is added to the settlement. Each building enhances a colony in some advantageous way, so expanding your colony is very important (see The Buildings).

Expending Tools: In a construction project that requires tools, the building is not completed until the requisite hammers *and* tools are available at the *same time*. When all the needed hammers have accumulated in the **construction view**, the required tools are removed from the colony warehouse to complete the building. If, however, the tools are not available at that time, an advisor informs you of the problem, and the building is not finished until sufficient tools are brought to the colony and deposited in storage.

Changing Projects: A project currently under construction can be changed at any time by opening the **buildings menu** and selecting a different project. Any hammers already accumulated in the **construction view** are retained and used toward construction of the new project.

Rushing Projects: Your colonial empire accumulates gold in its treasury from successful trade with natives, other Europeans, or your home country. You have the option of spending some of this hard-earned cash to rush the completion of the current project.

To do so, click the Buy button. A dialog box appears, offering you the opportunity to change your mind or go ahead with the expense.

THE BUILDINGS

One of the most important actions your colonists undertake is the expansion of their colony through the construction of new buildings. When a colony is first laid out, several basic buildings (enough for an initial manufacturing effort) are erected. As the population grows, you can build new buildings and improve existing structures. For details on how to construct buildings, see the **construction view**, above.

Each building allows your colony to carry out activities and operations that would not otherwise be possible. (For a summary of buildings and their effects, see the Buildings Chart.)

To utilize most buildings, you must put a colonist to work "in" the building. Simply drag him onto a building in the **settlement view**. An icon (or icons) immediately appears next to the colonist indicating what he can produce in that building if resources are available.

ORIGINAL COLONIAL BUILDINGS

At first a community constructs some basic organizational and manufacturing facilities—a town hall, and a carpenter's shop and a blacksmith's house. Then they construct houses for residence. Out of the residences, though, other manufacturing, on a small scale, takes place.

Town Hall: A small *town hall* is one of the first structures a community puts together. It provides a place where colonists from the surrounding area can gather to discuss issues facing their community. This is the first inkling of colonial government. Also, the town hall fosters colonial pride and rebel sentiment.
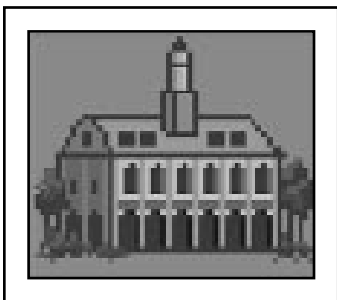
A colonist in a town hall produces liberty bells, which represent growing nationalism and colonial government. An elder statesman in a town hall produces many liberty bells.

Carpenter's Shop: The community also builds a *carpenter's shop* because of the obvious need for constructing all sorts of items for the good of the settlement.
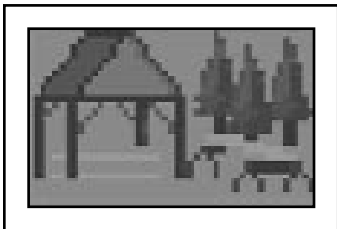
A colonist working in a carpenter's shop can produce hammers, which accumulate to construct other buildings and structures in the settlement. Note, however, that a carpenter needs lumber to create hammers.

Blacksmith's House: The community also helps build a *blacksmith's house* for much the same reason as they erected the carpenter's shop. They realize the need for basic metal goods—tools, repairs of existing implements, and so on.

A colonist working in the blacksmith's house can produce tools, which accumulate in the settlement's storage area. A blacksmith needs ore to produce tools.

Tobacconist's House: Some colonists have been introduced to tobacco by the natives and are already learning how to cure and dry the weed, to fashion pipes and to make cigars from it. Someday, this crop may grow into a major industry...

A colonist working in the *tobacconist's house* can produce cigars if there is tobacco available. Any cigars he produces accumulate in storage.

Weaver's House: A new strain of cotton is used by the Indians in America, and some of the colonists work with it to weave a fine grade of cloth.

A colonist working in the *weaver's house* can produce cloth if there is cotton available to work with. Any cloth she produces accumulates in storage.

Distiller's House: In some areas, fine cane sugar can be cultivated, and some of the natives cultivate large fields of it. The colonists know that it can be distilled to produce rum.

A colonist in the *distiller's house* can produce rum if there is sugar on hand to work with. The rum is bottled and aged in the storage area.

Fur Trader's House: One of the first things colonists noticed when they got to America was the incredible abundance of fur-bearing mammals, and the tremendous use that some Indians made of these pelts. They also realized the profits that could be made from selling fur or making clothing from it.

A colonist working in the *fur trader's house* can produce coats, if there is fur available to work with. The coats accumulate in storage.

Lumber Mill

Carpenter's Shop   Lumber Mill
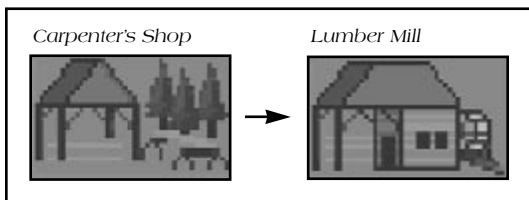
The humble carpenter's shop can be improved and upgraded to make those working there more effective. You may upgrade a carpenter's shop into a *lumber mill* when the population of a colony reaches 3. A mill doubles the output of hammers from any colonists working there (but requires an equal increase in lumber, of course).

Metal Working Facilities

The production of metal implements such as hoes, axes, nails,

Blacksmith's House   Blacksmith's Shop   Ironworks
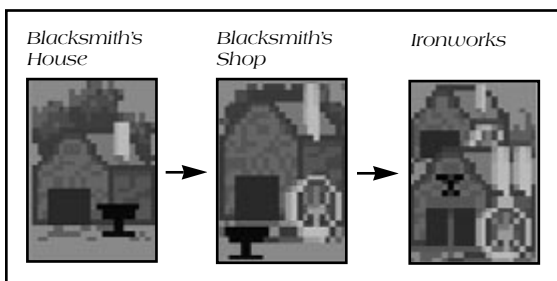
parts for wagons and ships, guns, and so on, is critical to the success of your colonial empire. In order to fulfill the growing demand for such items, it is imperative that you develop a metal-working industry. This industry is represented by blacksmithing facilities that output "tools," a generic term for all sorts of metal equipment. Note, however that blacksmiths require ore to make their products.

Blacksmith Shop: The modest smith's house may be expanded into a larger *blacksmith's shop* that increases the production of tools. You may begin the project when a colony's population reaches 4.

Ironworks: Your colonists may construct an *ironworks* when the population of their colony reaches 8, *and* after Adam Smith joins your Continental Congress (see Founding Fathers Ideas and Powers and Continental Congress). An ironworks is a factory-level building for metal-working/production and dramatically increases tool output.

Fortifications

Stockade   Fort   Fortress
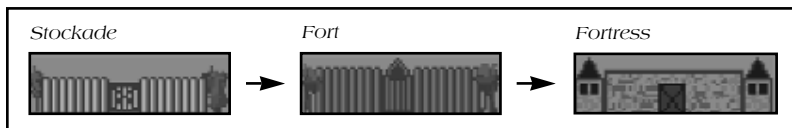
One of the most valuable structures your colonists can build is a fort to protect the town square of the settlement. These structures are used much in the same way city walls were used in the old world. While most of the work of a colony is accomplished outside the walls, fortifications provide a safe place for colonists to hide (and defend) when threatened by enemy forces. Many dwellings were not actually enclosed in the stockade, fort, or fortress, but their proximity to protection gave settlers a chance to retreat to safety. The decision to fortify a colony is important. It represents a commitment to a permanent settlement.

Stockade: Your colony can start erecting a *stockade* while it is still very small (population 3). A stockade is a low wooden barricade made of poles, sharpened at the top, with loop holes for firing muskets, and crude inside shelves on which gunners can stand. The defense strength of a unit increases by 100% inside a stockade. Once a colony has constructed a stockade, you may never reduce its population to less than 3.

Fort: A *fort* is a substantial improvement over a stockade; your colony can upgrade an existing stockade to a fort when their population reaches 4. The improvements entail reinforcing the walls with metal braces, installing artillery to cover exposed approaches, and substantial defensive planning. The defense strength of a unit increases by 150% inside a fort.

Fortress: Your colony can start upgrading an existing fort to a fortress when their population reaches 8. This entails reinforcing the wooden barricade for stoutness, and in critical spots replacing it with stone masonry. Further, your colonists now house their more extensive artillery in embrasures, located to cover the exterior approaches with overlapping fields of fire. Units receive a 200% defense bonus inside a fortress.

Luxuries Industry

Textile Mill   *Cigar Factory*   *Sugar Refinery*   *Coat Factory*
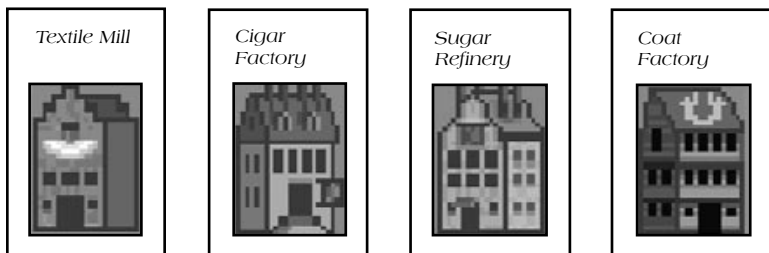
There are four cash-producing industries your colonies can develop: cigars, cloth, rum, and coats. Each industry is based upon a commodity that can be harvested from the woods and fields of the New World. Each colony begins with a basic form of each industry, represented by a tobacconist's house, weaver's house, distiller's house, and fur trader's house. Each location can be upgraded twice to increase the output of goods (see the Building Chart for details). Note that your colonists can construct factory-level buildings only after Adam Smith has joined your Continental Congress.

Military Production Facilities

Armory   *Magazine*   *Arsenal*

As your colonies grow, and the prices of goods and commodities in Europe rise, it becomes increasingly important to produce your own weapons. Your colonies can construct a military industry in your empire. Again, there are three levels of improvements.

Armory: Your people can construct an *armory,* a metal-working facility which allows the steady construction of weapons, when the colony is still quite small (population 1). Here, they forge muskets from tools being produced in the colony or on hand in storage. An armory also allows your carpenters to make artillery units.

Magazine: An armory can be upgraded to a *magazine* when a colony's population reaches 8. A magazine effectively doubles the output of muskets if the required tools are available.

Arsenal: A magazine can be upgraded to an *arsenal* when a colony's population is 8 and after Adam Smith joins your Continental Congress. An arsenal requires only half the number of tools to produce muskets as a magazine or armory.

Maritime Improvements

Dock   *Dry Dock*   *Shipyard*
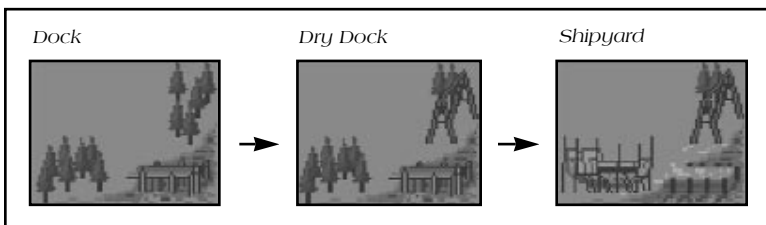
To support a large maritime effort, a colony must create substan-tial docking facilities. Just about any coastal colony has facilities to load and unload cargo from an anchored ship in their harbor, but if the settlement wants an extensive fishing fleet, ship repair, and ship construction abilities, they need to build specialized structures.

Dock: A *dock* encompasses the moorings and wharves necessary to process fish garnered from fishing beds and fisheries scattered along the coasts of the New World. Building a dock in your colony allows you to employ colonists as fishermen in any workable ocean or lake square of the **area view**. You may build a dock with a population of 1.

Drydock: A *drydock* includes facilities and equipment for repairing ships and boats that have been damaged in naval combat. (When-ever a naval unit is damaged, it is placed automatically in the nearest drydock for repairs.) Your mother country always has a drydock. Your people can upgrade the dock to a drydock in any coastal colony which has a population of 6. This enables your colony to repair any damaged ships, instead of having them returned to Europe.

Shipyard: *Shipyards* are facilities that contain all the equipment necessary to build ships. Your colony can upgrade its drydock to a shipyard once the population of the colony reaches 8, allowing your carpenters to construct ships.

Educational Facilities

Schoolhouse   *College*   *University*
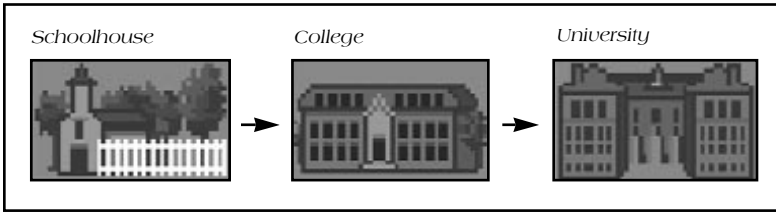
One of the most important assets a colony needs is the ability to educate its people. Through education, criminals can be rehabilitated, indentured servants can purchase their freedom, and free colonists can become skilled citizens.

Education is one of the few processes in a colony that does not require other resources. If an educational facility has been built in the colony, then one or more skilled colonists can become teachers, and pass along their specialties to free colonists. After a specialist has been teaching for a period of time, his "student" colonist will improve.

Only free colonists can become specialists through education. (You may clear the specialty of an existing skilled colonist so that he can learn a new skill by selecting "Clear Specialty" from the **jobs menu**.) Not only can free colonists learn skills through education, but servants can become free colonists, and petty criminals can become servants. For a summary of which skills can be taught in each level of school, see the Skills Chart.

Schoolhouse: To begin educating your citizenry, you must build a *schoolhouse*. A colony can construct a schoolhouse when its population is 4. One specialist may teach in a schoolhouse at a time.

College: A schoolhouse can be upgraded to a *college* when the population reaches 8. A college allows a broader range of specialists to teach (see Skills Chart), and two specialists may teach simultaneously.

University: A college may be upgraded to a *university* when the population reaches 10. Again, a broader range of specialists may teach, and three specialists may teach simultaneously.

Warehouse and Improvements

Warehouse

Stable
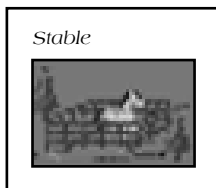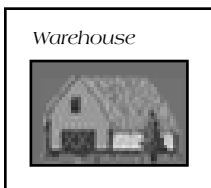
Normally, the initial storage facilities in each of your colonies can hold up to 100 items of each cargo type. Your carpenters can construct a *warehouse* and one expansion. The warehouse increases your storage capacity to 200 items of each cargo type (except food: see Population Growth), and the expansion adds storage space for another 100 items to this capacity.

A *stable* gives your colony somewhere to "stow" their livestock; it also allows them to breed horses faster.

Religious Facilities

Church   *Cathedral*
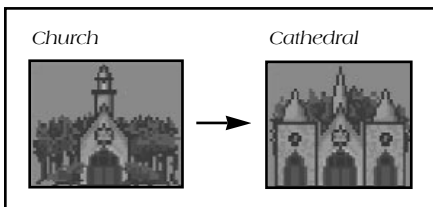
Much of the immigration that occurs during the Age of Expansion and Exploration is generated by religious persecution in the Old World. The enlightened religious institutions within your colonial empire create religious unrest in Europe, as word of the freedom of religion reaches the Old World shores. The more intense the religious activities in the New World (represented by crosses), the more unrest and thus immigration is created in Europe (see Religious Unrest).

Each colony generates one cross per turn. But constructing and utilizing churches and cathedrals can increase this output dramatically.

Church: Your colony can construct a *church* almost immediately upon landing on the shores of the New World. Their population need only be 3. Building a church increases cross production instantly, but putting colonists to work in the new structure creates many more.

Cathedral: Your colony can upgrade a church to a *cathedral* when their population reaches 8, dramatically increasing the colony's cross production and that of any colonist(s) preaching there.

Custom House
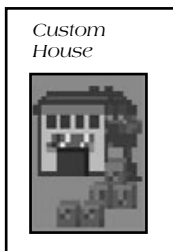
Custom House

After Peter Stuyvesant has joined the Continental Congress (see Founding Fathers Ideas and Powers), your colonies can begin to construct custom houses. Constructing a custom house allows you to automate some trading activities with the Europeans. A custom house serves as a permanent arrangement between the colony that constructs it and the mother country. Once completed, you indicate which goods and commodities you want to sell on a regular basis to Europe. The logistics are handled for you by a combination of European and colonial merchant shipping. You no longer have to load and unload cargo or move ships.

Another important function of the custom house is that it allows trade with Europe to continue after the Rebellion has begun; otherwise, access to European markets is closed (see Sons of Liberty During the Revolution, for more details).

Putting the Custom House to Work: Click on it in the **settlement view**. A shipping schedule appears, listing all goods and commodities. Select those items you want the custom house to sell to Europe automatically. In subsequent turns, any of the selected goods or commodities that the colony produces—or receives—are shipped to Europe automatically, and sold.

You can change the shipping schedule at any time by clicking the custom house again and resetting the list.

Political Activities

Printing Press → *Newspaper*
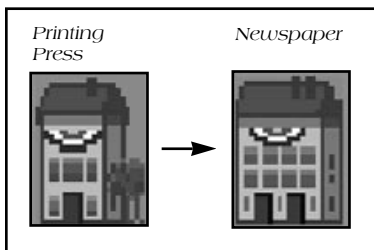
Your colony can start a *printing press* and *newspaper* when its population is 1. Printing presses and newspapers provide a forum for public expression of concerns facing the people. This public forum can create a sense of community and brotherhood which, in turn, generates feelings of patriotism within a colony. When a colony completes a printing press, all liberty bell production within is increased by 50%. Building a newspaper increases liberty bell production by 100%.

THE OLD WORLD

Regardless of what nationality you represent and how 'independence minded' you are, the bonds that bind you to your home country are strong and enduring. Your home country supplies you with people to populate the New World, ships to get them there, goods to trade with the natives, as well as muskets, tools, and other provisions that allow your colonies to exist in the early years.

However, this relationship is not without price. The King wants to profit from your endeavors. He will charge exorbitant prices for seemingly indispensable skills and military equipment. He will tax your colonies in order to gain revenue for the Crown, and he'll get you into unwanted wars with your rivals.

An important source of information and commerce is the **Europe display** on which you: trade goods and commodities, recruit new colonists, buy military equipment, and hire specialists.

SAILING TO AND FROM EUROPE

To leave the New World and sail a ship to the Old, the ship must enter a Sea Lane square on the **map display**, then move toward the nearest map edge. When this occurs, the ship disappears from the **map display**, and appears in the "Expected Soon" **transit view** of the **Europe display**. When the ship docks in the harbor, it appears in the **harbor view**. When it leaves the harbor to sail to the New World, it moves to the "Bound for New World" **transit view**. When the ship arrives back in American waters, it appears in the Sea Lane square from which it left.

The Voyage: During the voyage between continents, ships are in the appropriate **transit view** on the **Europe display**. The journey may last from one to four turns, depending upon the weather, the speed of the ship, its navigator, and whether the ship sailed east or west from the New World. It is impossible to predict exactly how long a given voyage will last, but one that begins from the east edge of the map is usually shorter than one from the west.

Reversing Direction: You can turn around a ship currently sailing for Europe and bring it back to the New World (before it arrives in Europe) by moving it from the "Expected Soon" to the "Bound for New World" **transit views**. The opposite is also possible.

Leaving the Harbor: When you wish to return a ship currently in harbor to the New World, simply drag it from the **harbor view** into the "Bound for New World" **transit view**. Any cargo currently onboard ship goes along, and any colonists on the docks that are on sentry duty ("S" appears in their **orders box**) board the ship if there is an empty cargo hold for them (see Recruiting and Hiring, below).

THE EUROPE DISPLAY

Transaction Monitor

Transit Boxes

En route to New World

Harbor View

Docks

Warehouses

Exit Button
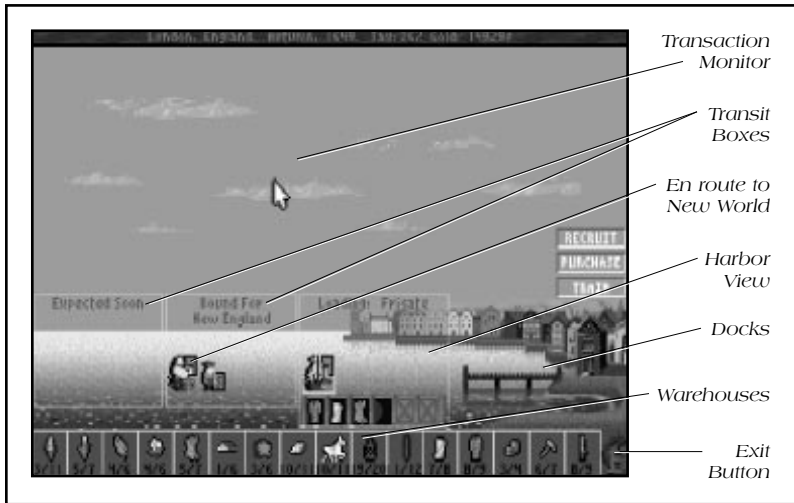
You conduct all trade transactions with your mother country on the **Europe display**. On this display, you can examine the current prices of all goods and commodities in your home country's market, check out all the ships currently in your home country's harbor, or en route to or from the harbor, pick up immigrants that are ready or willing to go to the New World, purchase ships or artillery units, or hire professionals to come to America to aid in your cause. As you establish yourself in the New World and begin trading with Europe, your ships will probably be making the journey from New World to Old almost continually.

To open the **Europe display**, press the Europe Status key (E). The display automatically opens when one of your ships docks at the harbor in your European home country. The display contains several different views: the **transit views**, the **harbor view**, the **warehouses**, and the **docks**.

HARBOR AND WAREHOUSE VIEWS

The **harbor view** and **warehouses** of the Europe display function identically to their counterparts on the **colony display**. The only difference is that loading and unloading cargo on the **Europe display** is an economic transaction, causing the value of your treasury to be adjusted according to the prices displayed in the **warehouses**.

The **warehouses** (horizontal strip along the bottom of the screen) show all the goods and commodities that can be sold or purchased in your home country port. There is an infinite supply of all these goods and commodities, and the port buys as much of each as you can bring to market. Both ask and bid prices are listed for each item. The number to the left of the slash is the amount of gold you are paid per unit of cargo you sell (bid); the number to the right is the amount of gold you must pay to *buy* the cargo (ask).

The **harbor view** shows all ships currently docked in the harbor. Beneath the wharves runs a row of boxes representing the cargo holds of the currently-selected ship. In this view, you can transfer cargoes from warehouses to your ships, or vice versa. You can also transfer cargoes from ship to ship.

Buying and Selling Cargo

The procedure for buying and selling cargo in Europe is nearly identical to that for loading and unloading cargo in one of your colonies. The only difference is that here your treasury is adjusted.

Buying Cargo: With the mouse, drag the cargo you want to buy from the warehouse onto the ship. You can purchase up to 100 items of that cargo, and your treasury decreases accordingly.

Selling Cargo: Selling cargo works the opposite way. Using the mouse, drag cargo from your ship's hold to the **warehouse area** of the display. The cargo is automatically stowed in its proper place, and your treasury increases accordingly. Alternatively, you can press the Unload key (U) and empty the cargo in your first hold into the warehouse. Repeated use of the Unload key (U) eventually unloads an entire ship, updating your treasury hold by hold.

Buying and Selling Partial Cargoes: You may want to buy or sell some—but not all—of the cargo in a hold or warehouse. To do so, shift-drag the cargo. A dialog box appears into which you can type the exact number of the cargo you want transferred.

Transaction Monitor

As you perform trading transactions on the **Europe display**, the results are monitored and displayed. The information provided is as follows:

Current Tax Rate: Each transaction is taxed at this rate and the yield goes into the King's treasury. The balance (net) goes into your treasury.

Number and Type of Cargo Sold/Bought: This tells the type of cargo involved in the current transaction, and how much of it is changing hands.

Net Gain: This is the total revenue you receive after taxes have been extracted.

European Economy

The prices of goods and commodities in Europe fluctuate throughout the game. The forces that drive the economy are many and varied. Each nation's economy responds to the trade it is receiving from its colonies, but it also responds to the economies of other nations. The primary factor is the amount of trade in each commodity: the more of a particular item sold in Europe, the lower the price drops; if there is little trading activity in a particular good or commodity, then the price rises. The economy is strictly supply driven.

To some extent, the prices in your home country are affected by trading activity in other ports of Europe. Therefore, if you can corner the market on an item that other powers are not trading, you can get rich fast. But since you cannot count on serendipity, it is to your advantage to remain flexible in your production capability, so you can switch from one item to another as easily as possible.

Economic Advisor Report: Any time you want to examine your trade practices to see what you've traded the most profitably, check with your Economic Advisor (see **reports menu**). His report shows a host of information that is otherwise hidden in the game. You can find out how many tons of each good or commodity you've bought and sold, and how much gold you've made or spent on each (all credits appear in green, and debits in red).

Additionally, you can see what your European rivals have been buying and selling. By examining this report carefully, you may be able to predict the price swings in the European market.

THE DOCKS VIEW

At the right side of the **Europe display** is the **docks**. When there are colonists awaiting passage to the New World, they appear here.

RECRUITING AND HIRING

You can recruit new colonists in Europe either for free, by picking up immigrants on the docks (see Immigration and Population Growth), or for money, by paying the passage costs of immigrants in the **recruitment pool**. In addition to recruiting those Europeans who are looking to go to the New World, you can also use money to persuade specific experts from the Royal University to make the crossing.

How Immigrants Get to the Docks

As discussed in the section Immigration and Population Growth, potential immigrants begin in the **recruitment pool** and are driven to the docks by religious unrest. Religious unrest in the Old World is sparked by religious freedom in the New World (represented by crosses produced in the colonies). When a new immigrant arrives on the docks, one of your trusted advisors informs you of the fact, and another immigrant joins the **recruitment pool**. Thereafter, the immigrants on the docks may be picked up by a ship that docks in Europe.

Giving Orders to Immigrants

All immigrants that appear on the docks start on sentry duty, meaning they will board the first available ship that leaves harbor. If you want to change the orders of an immigrant on the docks, click the one you want and choose a new order from the menu.

Don't Get on Next Ship: This option removes the selected immigrant from sentry duty and makes him watch all ships leave the harbor without boarding. Such an immigrant will never board ship unless he is placed back on sentry duty.

Get on Next Ship: This option appears if the selected immigrant is not currently on sentry duty. It puts the immigrant back on sentry duty and makes him board the next available ship for the New World.

Move to Front of Docks: This option moves the selected immigrant to the business end of the docks, so that he will be the first one to board when a ship is available. This option appears only if there is more than one immigrant on the docks.

Equip with Muskets: This option buys 50 muskets from the warehouse (for the listed price) and gives them to the selected immigrant, creating a soldier unit. This is exactly like choosing "soldier" from the **jobs menu** of the **colony display**. Note that if the selected immigrant already has horses, giving him muskets creates a dragoon unit.

Sell Muskets: If the selected immigrant already has muskets, this option appears. The muskets are sold for the current market price, and the immigrant resumes his previous identity.

Equip with Horses: This option buys 50 horses from the warehouse (for the listed price) and gives them to the selected immigrant, creating a scout unit. This is exactly like choosing "scout" from the **jobs menu** of the **colony display**. Note that if the selected immigrant already has muskets, giving him horses creates a dragoon unit.

Sell Horses: If the selected immigrant already has horses, this option appears. The horses are sold for the current market price, and the immigrant resumes his previous identity.

Equip with Tools: This option buys 100 tools from the warehouse (for the listed price) and gives them to the selected immigrant, creating a pioneer unit. This is exactly like choosing "pioneer" from the **jobs menu** of the **colony display**.

Sell Tools: If the selected immigrant already has tools, this option appears. The tools are sold for the current market price, and the immigrant resumes his previous identity.

Bless as Missionary: If you want the selected immigrant to act as a missionary in the New World, this option ordains him. This is equivalent to ordaining a colonist in your settlement's church or cathedral.

No Changes: This option removes the menu, causing no changes to the selected unit.

RECRUITING IMMIGRANTS FROM THE POOL

Immigrants in the **recruitment pool** are willing to come to the New World, but do not have the funding to get them there. If you wish, you may use money from your treasury to pay the passage costs for these people.

To recruit immigrants from the **recruitment pool**, click the RECRUIT button and select the immigrant you want to support. The selected immigrant automatically moves to the docks, and your treasury is adjusted accordingly.

Hiring Colonists from the Royal University

You can hire new colonists with specific skills from the Royal University, but the price to convince these professionals to make the journey can be steep. They are not necessarily looking to emigrate. The hiring price reflects your need to grease palms and pull "royal strings" as well as entice the professional himself with fiscal reward.

To hire a specialist, click the TRAIN button and select the professional you need; your treasury is adjusted accordingly.

Purchasing Ships and Artillery

While in Europe, you can purchase additional ships and artillery as well as any goods visible in the **warehouses**. The price of these items depends upon demand. Therefore, the more of each item you purchase, the higher the price rises. For more information about what ships you can buy here, see "Naval Power and Conflict." For the advantages of artillery, see "Combat in the New World."

To buy any of these items, click the PURCHASE button and select the item you want; your treasury is adjusted accordingly.
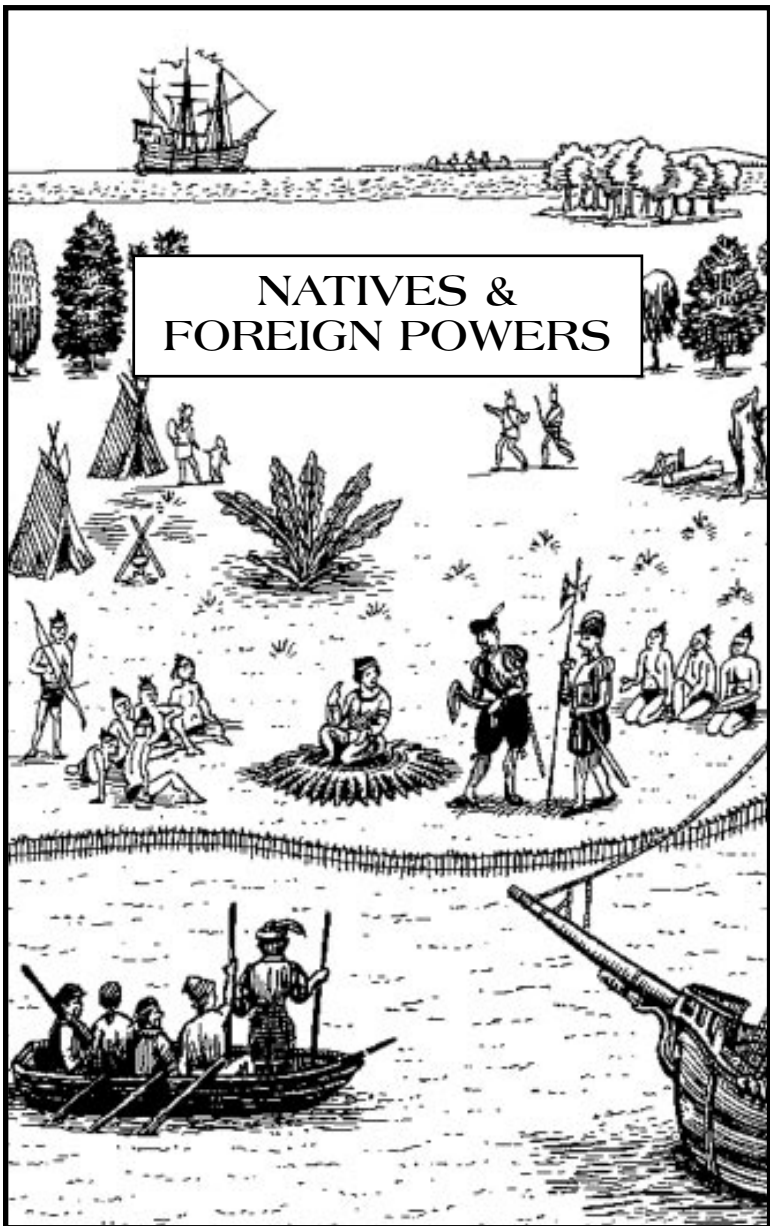
NATIVES &
FOREIGN POWERS

Aside from the details of growing your economy and expanding your population, you also have to contend with other European colonists and with natives.

The cultures that the European invasion of the Americas forced into contact couldn't have been more different. The Amerindians, in general, had a long-standing, deeply-rooted respect for nature and viewed themselves as an integral part of the ecosystem. Some of the concepts that Europeans found basic to society such as "ownership" and "progress" meant little or were interpreted in totally different ways by these American natives.

The vast differences which separated Amerindians from Europeans created misunderstandings that would flash into violent confrontations. Looking back, the friction seems inevitable—everything the European needed to grow and prosper (in his way of thinking), the Indian needed to maintain. Europeans were consumers, the natives, conservers.

The competing Europeans have, in general, interests in common with your own. Like you, they want to establish profitable trade arrangements, expand their colonial empires, and build a viable society in the New World. Conflicts often develop over valuable resource deposits like silver mines, prime commodity lands, or ore deposits. In some cases too, there are conflicting land grants and charters. Often the Pope seems to have promised the same land to several different nations, or the King of one nation believes he has rights to land claimed by another. In addition to these issues, there are a host of purely European conflicts that date back through the generations and occasionally erupt into warfare that spills from Old World to New.

In short, the behavior of both natives and Europeans can, at times, seem chaotic due to the complex societies from which it springs.

DEALING WITH THE INDIANS

Natives are everywhere in the New World and are, in general, friendly peoples. However, their cultures are alien to yours, and you must be very careful not to offend them. Suspicions on both sides have a tendency to escalate into violent confrontations. In general, the Indians are conservationists; they want things to stay as they are. Clearing land, building large colonies, and bringing weapons into close proximity alarms them and can lead to trouble. Many of the chiefs have good intentions but do not rule their young braves with an iron fist.

Indian Advisor Report: The Indian Advisor report, in the **reports menu**, provides some valuable information about the tribes with which you have come into contact.

THE TRIBES

There are eight different native tribes in *Colonization*, representing the major civilizations that existed in the Americas at the time of European discovery:

Arawak

The *Arawak* represent the island-dwelling cultures of the Caribbean—those first encountered by Columbus. These were friendly natives who at first welcomed the invaders with open arms and generosity. After extremely cruel treatment at the hands of the Spaniards, however, they became quite vicious.

Aztec

The *Aztec* represent all the advanced civilizations of Mesoamerica. They built magnificent stone cities on floating islands in tremendous lakes. Large pyramids served as backdrops for religious ceremonies. The Aztec and their subjects were warlike peoples with a long heritage of art and culture.

Inca

The *Inca* represent the advanced civilizations of western South America. The peoples of the Andes and coastal plains were highly skilled builders and farmers. Their cities were made without mortar of any type; instead huge stones were carved and fitted carefully together to form structures that still stand today. Evidence of advanced farming techniques and scientific experimentation indicates that the Inca were one of the most agriculturally advanced civilizations that ever existed.

Tupi

The *Tupi* represent various jungle-dwelling coastal communities of the Amazon Basin and eastern South America. Primarily stone-age peoples, they were able to scrape a quite productive lifestyle from their jungle habitat. The Tupi participated in ritual cannibalism as a source of protein, which was rare in their jungle environment. The Europeans, of course, viewed this as evidence of base savagery.

Cherokee

The *Cherokee* represent the Woodlands Indians of the southeastern areas of North America. These were some of the most highly developed civilizations existing in America at the time of the European Invasion. Unlike the Aztec and Inca peoples, they were not builders of vast stone structures and cities, but tenders of forests. They lived in harmony with the animals and plants of their environment, almost as if they sprang from the ground themselves. Other tribes represented by the Cherokee include Creek, Choctaw, Chickasaw, and Seminole.

Iroquois

The *Iroquois* are analogous to the northeastern Woodlands Indians. Traditionally, the Iroquois and Cherokee are similar. They had similar dwellings, religious beliefs, and cultural icons. The Iroquois, however, developed an elaborate democratic government that in many ways formed the basis for the US Constitution. They were a coalition of as many as six different tribes with elected representatives and mutual protection agreements. These tribes included Mohawk, Oneida, Onondaga, Cayuga, Seneca, and later, Tuscarora.

Sioux

The *Sioux* represent the Indians of the Great Plains in the northwestern areas of North America. These peoples, like the Cherokee, were from highly developed cultures. They were nomads that followed buffalo herds. Often called the world's best light cavalry, Sioux warriors were highly talented horsemen. They obtained the horse from the Spanish in the early 1500s, and by the time of their first encounters with other Europeans, were formidable mounted warriors. The Sioux relied upon the horse to such an extent that their culture is often called a "horse culture."

Apache

The *Apache* are representative of the great nations of the American Southwest. They were civilized nomads with advanced agricultural techniques. Fierce warriors, the Apache were among the last tribes to be subdued by the invaders. Their entire culture was transformed by the fight for survival with Europeans. They became desert wanderers in an attempt to remain untouchable by European military tactics, which centered upon destruction of military bases.

CITIES, VILLAGES, AND CAMPS

Indian Settlements
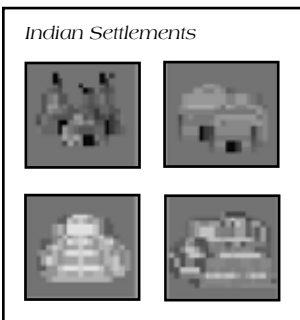
Each tribe consists of several settlements scattered over an area of the map. A settlement is the dwelling place of several braves that patrol the map nearby. Each Indian settlement is marked by a tiny spot (or line) of color that matches the color of that tribe's orders boxes.

There are three types of Amerindian settlements: cities, villages, and camps. The most agriculturally based tribes live in large, permanent cities; the tribes that rely primarily upon hunting but indulge in some agriculture live in smaller villages of long houses; the nomadic tribes dwell in camps of teepees.

Cities: Two of the native civilizations reside in *cities*: the Aztec and the Inca. Aztec cities are identified by the pyramid icon; Inca cities are the gray, terraced citadels. Cities are much better defended than the other native settlements because of the large populations that dwell there. In addition, cities are wealthier than other settlement types (according to European standards, of course) and, therefore, much more likely to yield large treasures if captured. The level of goods cities have available to trade is usually of higher value than that found in villages and camps.

Villages: Three of the native peoples in the game—Cherokee, Iroquois, and Arawak—occupy *villages*. Villages are represented by a collection of long houses with thatched roofs and bark walls. Villages are not as populated as cities, but are still quite well defended. The civilizations that live in villages were not as "advanced" as the Mesoamerican tribes and, therefore, villages do not contain as many items valued by Europeans.

Camps: Three tribes in *Colonization* dwell in *camps*—Tupi, Sioux, and Apache. These tribes were nomadic cultures that did little farming and had not developed a European-style society at all. Camps are poorly defended and, generally, have the least valuable items to trade.

Tribal Capitals: Every native nation has a *capital*, indicated by a golden star superimposed upon the settlement icon. Capitals are important focal centers of Indian culture and government. They are better defended, have more treasure, and have more valuable trading goods than an average settlement of the same tribe.

Indian Land: Each native settlement has a radius of land squares which the Indians of that village consider to be their homeland. Camps and villages have a home radius of one square; cities have a home radius of two squares. On the **area view** of the **colony display**, Indian homeland squares are indicated by the presence of *totem poles* in those squares.

INDIAN ANGER AND ALARM

In general, the Indians remain a mysterious entity, moving silently through the woods and plains of their land. The attitude of each tribe toward the settlers is a source of worry and concern to all, but is cloaked in mystery. The native settlements each have an identity of their own, but a general tribal uprising—involving all settlements of that tribe—can occur if your actions toward some villages of the tribe are insensitive or brutal.

In addition to tribal anger, each native settlement has a level of alarm, which increases with your population and proximity. Overall tribal anger is affected by direct action you take against the Indians. Alarm in individual settlements is affected not by direct action, but by indirect pressures such as your proximity to that settlement, the size of your colony, the presence of weapons, and so on.

ANGERING THE NATIVES

In general, Indians dislike change in the environment. Working or changing land they deem their homeland or sacred makes the natives more discontent.

Improving Indian Land: If you clear, plow, or build a road in Indian homeland squares, or work their land in any way without buying it first, their attitude shifts toward anger.

Attacking or Demanding Tribute: If you attack braves or native settlements, the tribe's attitude swings dramatically toward anger. This is true regardless of the number of times they have attacked your holdings.

If one of your soldier, scout, or dragoon units demands tribute from an Indian village, this increases the tribe's anger.

Alarming a Village: The more alarm generated by your colonies (see Village Alarm, below) in villages of a certain tribe, the faster the mood of that tribe turns from content to angry.

Involving a Capital: All of the provocations above have a more devastating effect if a tribal capital is involved. Treat Indian capitals with care.

Corrupting Burial Grounds: Sometimes when you explore rumors of lost civilizations, you break into burial grounds. They may be sacred to a nearby tribe. In some cases, it can be very profitable to search these grounds for treasure. Be aware, though, that if you do, you may anger the nearby Indians dramatically, causing them to immediately attempt to rid the New World of you and your kin.

Controlling Tribal Anger

There are several actions you can take to assuage tribal anger. Some of them are active and some are passive.

Trading with the Indians: A healthy trading relationship with the natives can quickly diffuse a volatile situation. You can trade with natives by carrying cargo in a wagon or ship into an Indian village. To be more effective at re-establishing friendship, offer them gifts instead of always trading (see Executing the Trade).

Establishing Missions: This reduces suspicion and helps establish friendly relations. You can establish a mission within an Indian settlement by creating and sending missionaries to their villages (see Missionary Powers).

Involving the Capital: Again, if any of the conciliations above involve a capital village, the effects are more intense and, therefore, favorable.

Cooling Down: *If* you can afford to wait, the Indians will eventually forgive your "atrocities." The natives are essentially friendly peoples, and as time passes in which no further hostile acts are committed by your colonists, the Indians grow more and more content.

Village Alarm

In addition to overall tribal attitude, each individual settlement of a tribe has its own feeling toward you. Individual settlement attitude is called alarm and contributes to overall tribal anger. Alarm is generated by various factors as outlined below.

Exclams: *Exclams* (exclamation points) superimposed over Indian settlements on the map graphically indicate the degree of village alarm. The number of exclams tallies how quickly the Indians are becoming alarmed, and the color indicates what type of interaction Indians from that settlement are likely to have with you.

As the alarm of a native settlement increases, the color of the exclams intensifies and changes. Exclams start out pale green and progress through shades of blue, then yellow deepening to brown, and finally to red. Braves from villages with green exclams have friendly interactions with you; those from camps with red ones are angry and are likely to attack as soon as possible; blue and yellow exclams indicate less predictable behavior, but settlements with blue exclams are usually more friendly than those with yellow.

If a native settlement is alarmed by other European colonies, but not by yours, exclams appear on a background of the color representing the European nation with which they are alarmed.

What Alarms the Indians

Population and Building Density: Your presence is alarming to the Indians. They are suspicious of you to begin with, because they don't understand your ways and culture. The larger the population of a colony, the higher the density of buildings there, and the closer it is to them the more alarmed the natives become.

Weapons: If you bring weapons into your colony (muskets and/or cannon), this increases Indian alarm. If you move a soldier near one of their settlements, they become more alarmed.

Foreign Missionaries: If a foreign power establishes a mission in an Indian settlement nearby, those natives become more alarmed at you. Foreign missionaries are bad-mouthing you and your colonists.

How to Assuage Indian Alarm

Trading with Amerindians helps establish trust and reduces alarm (see Controlling Tribal Anger), and a missionary working in a settlement reduces suspicion and helps keep alarm under control. If you establish a mission in a settlement that already has a foreign mission, your missionaries help control the situation. You can use a missionary to denounce the heresy of a foreign missionary in an Indian settlement, thus causing the Indians to destroy the foreign mission (see Missionary Powers, below).

INTERACTING WITH THE INDIANS

Whenever a unit enters an Indian settlement, some form of interaction occurs. In most cases, a menu of possible actions appears, and you choose the type of interaction you want to pursue. The contents of the menu vary depending upon the type of unit you are moving into the settlement.

TRADING WITH THE INDIANS

When the Europeans first arrived in the Americas, they discovered that trade with the natives could be a very profitable enterprise. The Indians had generations of experience trapping beaver, collecting silver, growing tobacco, cotton, and sugar, and they were willing to trade the products of these activities for items produced relatively cheaply in Europe. Such items as tools, cheap jewelry, or articles of European clothing, could buy a fortune in Indian goods.

In *Colonization* you can trade with the natives very profitably as well. Also, trade is a way of establishing trust between your people and the tribes. By maintaining a friendly, cooperative trade relationship with the Indians, it may be possible to peacefully co-exist, and profit at the same time.

In order to trade with an Indian settlement, you must move a ship or wagon unit containing at least one cargo into the settlement.

Indian Economy

To a large extent, the supply-demand structure of the native economy can be deduced by examining the terrain in which they live. The goods and commodities that the land is capable of producing in the area of the Indian settlement are probably abundant. Those the land does not yield are probably in short supply. Logically, Indians are willing to trade for things they need, but not for items they have in abundance.

Scouts as Emissaries: You can find out what an Indian settlement will trade for by sending a scout (mounted colonist) to speak with the chief. Move the scout into the settlement and choose "Ask to Speak with Chief" from the menu. The Chief tells you what the village will trade for and what skill a colonist could learn from them if he were to "live among them" (see Other Interactions, below). Whenever you send a scout into a village, there is a chance he will not come out alive. This chance is influenced by the mood of the tribe at the moment.

Exploring Trade Arrangements: To open trade talks with a new tribe, you must meet with them on land first (to introduce yourself). You may not open trade talks simply by sending a ship or wagon into a newly-discovered tribe's settlement. However, after meeting them, if you think you want to open trade with a settlement but do not have a scout to speak with the chief, you can send a ship or wagon to the settlement, and refuse any trade, just to discover what they will buy.

Executing the Trade

Initiating the Trade: To trade with an Indian village, city, or camp, you must bring cargo to the settlement. You may bring cargo by ship to a coastal settlement, or by wagon train to any settlement (simply move the ship or wagon into the square).

Striking a Deal: If the Indians are in a trading mood, they'll examine the cargo and offer you gold if they want it. You have the opportunity to haggle with them if you think their offer is low, or you may accept the offer. Once you accept the offer, the cargo is removed and your treasury is adjusted.

Make it a Gift: You may, however, choose to accept no payment for your cargo, and make it a gift to the Indians instead. This strategy is useful if your trade is designed to assuage Indian ire. By giving them gifts, you reduce their anger more quickly.

Buying from the Indians: Whether you give them a gift, or sell them your cargo, the Indians now offer to sell you some of their goods; they offer three goods or commodities, and after you choose the one you want, you can haggle over the price or reject the whole deal. If you make a trade, your holds are filled with the appropriate cargo and your treasury reduced according to the terms of the trade.

Restrictions

Angry Natives: If you bring stuff the settlement doesn't need, the Indians won't trade. Also, if the tribe is angry because of your actions, or if that village is highly alarmed (red exclams) they will not trade with you.

Restless Natives: If the tribe is restless (yellow exclams) at the moment, a village will not trade with your ships.

Consecutive Trade: If willing to trade, the Indians always take one of at least three different goods or commodities, but never the same one twice in a row. If you try to bring the same village the same cargo in consecutive trading expeditions, the villagers refuse the subsequent trades. The single exception to this is muskets. The natives almost always trade for muskets.

Trade from Ships: Indians will not trade with a ship unless the tribe already knows your people. The introduction must occur between land units. In addition, the uneasiness of natives towards ships in general prevents ship-borne trading from being as profitable as overland commerce. The natives much prefer trading with wagons that come from known colonies.

OTHER INTERACTIONS

Living Among the Natives: Whenever a colonist or pioneer unit enters a friendly Indian settlement, he has the opportunity to "live among the natives" (to become what the French called a *coureur de bois*). If you choose this option, the Indians may teach the colonist a skill. A colonist that is already skilled cannot be taught anything further, but the Indians are honored to have him living among them. The Indians do not allow petty criminals to live among them.

Demanding Tribute: Soldiers, dragoons, and scouts may demand tribute from a settlement, hoping to gain gold from the natives.

Attacking a Village: Soldiers, dragoons, scouts, and artillery may attack villages. Simply choose this option from the menu.

Meeting With the Chief: Scouts may ask to speak to the settlement Chief. The scout can learn all the goods and commodities the natives would like to buy from your colonists and what skills the Indians of this settlement have to teach young Europeans. In addition, the chief may "tell tales of nearby lands," which reveal vast areas of unexplored territory; or he may offer a peace gift of gold or beads to the scout.

Treasure Trains: If you capture an Indian settlement, you may find treasure. To carry these valuables, you get a special unit: a *treasure train*. Treasure trains fill six holds of a ship (it takes a galleon to transport your prize to Europe). If you park the treasure train in a coastal colony, your King will send one of his galleons to transport it for you—for a price.

Missionaries are very useful emissaries of your colonies. They can influence the mood of the native population with regard to your colonies and the colonies of your European adversaries. They can even incite the Indians to attack other European colonies and peoples. Any colonist can be ordained as a missionary, but expert missionaries perform all missionary powers better than non-experts.

Obtaining Missionaries

There are several methods for obtaining missionaries.

Expert Missionaries: Expert missionaries can be purchased from the Royal University, or they may appear as normal immigrants on the docks in Europe (see The Europe Display).

Ordaining Missionaries: Any colonist, even skilled immigrants on the docks of Europe, may be "Blessed as Missionaries" before they board ship to come to the New World. In addition, any colonist in a colony that has a church or cathedral may be ordained and made a missionary.

Missionary Powers

A missionary that enters an Indian settlement has several options:

Establishing a Mission: A missionary can *establish a mission* by choosing that option from the menu that appears when he attempts to enter an Indian settlement. The presence of a mission in an Indian settlement reduces the alarm in that location, and thus reduces overall anger of the tribe. Also, if a village is alarmed by another European power, then one establishing a mission there increases the village's alarm at the foreign power. An Indian settlement with a rival European mission inside is indicated by the presence of a small cross of that nation's color superimposed upon the village icon; expert missions (those established by expert missionaries) appear in a brighter color than inexpert missions.

Denouncing as Heresy: A missionary that enters an Indian settlement already containing a mission of another European power has the option of *denouncing the existing mission* as heretical against the true church. Faced with a proclamation of heresy, the Indians go into council to decide what to do. Either your missionary or the foreign one will be burned at the stake. Your likelihood of surviving the decision depends upon the natives' view of you contrasted with their view of your European rivals.

Inciting Indians: A missionary may enter a settlement and request support in a war against another European power. If you choose this option, the Indians ask which European colonies you'd like them to attack, and offer to do it for a price. The price they want depends upon three factors: the number of missions you have operating within settlements of their tribe, their current attitude toward you, and their current attitude toward the Europeans you want them to whack. The more missions you have, the better; the more they like you and dislike the target of your attack, the better.

INDIAN WARS

The English colonists experienced a host of wars with the Indians. Often these were protracted affairs of low-intensity combat stretching over many years. These long periods were punctuated by bursts of intense violence and lulls of uneasy peace. Few permanent colonies experienced protracted periods of peace.

These "wars" were often tit-for-tat retaliations for minor incidents that would flare into full-fledged war for short periods. Most of these catalyst incidents were perpetrated by settlers and involved unfair or brutal treatment of the native population.

In the unlucky event that you allow a native tribe to become angry, and all the exclams in its villages are red, those Indians relentlessly attack your settlements and units. It may be difficult to avoid these conflicts, though it is possible. Whether or not these wars are prudent and moral must be left to you.

Should you find yourself in an unwanted war with some natives, seek to reduce their anger through the conciliatory techniques outlined above (see Controlling Tribal Anger) and hunker down and wait for them to cool off.

DEALING WITH COLONIAL POWERS

Every one of your European rivals will attempt to dominate the Americas, to establish a monopoly on the valuable trade coming in and out of American waters. As you operate your colonial concerns, you will encounter foreign vessels on the high seas and sometimes even in waters you consider your own.

Rival Europeans aggressively attempt to colonize the entire area of the New World through whatever means available. If they sense weakness in your attitude or deployment, they are likely to take advantage of that and attack your forces. They attempt to capture your colonies and force allegiance to their rule upon the population. To achieve dominance in the New World, your rivals will use their naval and ground forces in a variety of ways to interrupt the smooth flow of your commerce.

Foreign Affairs Advisor: This trusted counselor has information about the colonial holdings and activities of other European powers. At first, his report shows only broad political realities like who is at war with whom. After Jan de Witt joins your Continental Congress (enabling trade with rival colonies), the report becomes much more detailed. Now it includes a comparison of all Europeans showing the total New World populations, the number of colonies each has, and the average size of those colonies, along with an assessment of your military, naval, and merchant marine forces.

NAVAL POWER AND CONFLICT

| Caravel | Merchantman | Galleon | Privateer | Frigate | Man-o-War |
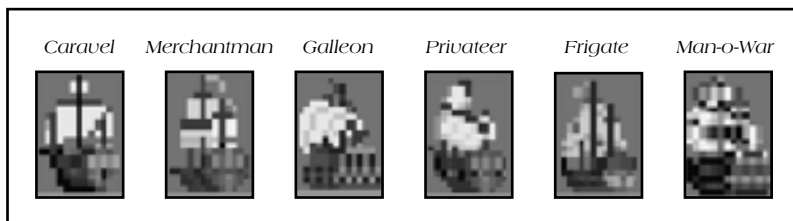
Your European competitors have access to the same ships you do—both cargo and war vessels. Like other units, foreign ships carry orders boxes to identify their nationality. The number within a foreign ship's orders box does not indicate the current orders it's conducting, but the number of cargo holds currently containing goods or commodities. This is important information for your privateers and frigates that may be prowling for plunder.

Naval Advisor: This trusted advisor has information about all your ships currently in play. His report lists all your ships, the cargo each is carrying, current locations, and destinations (if carrying out a long-range order).

There are three types of warships in *Colonization*. Some are officially flagged by the government that produced them (men-o-war and frigates), while others are not *officially* sanctioned (privateers). All types are capable of sinking or damaging vessels, and seizing cargo on the high seas. See the Naval Units Chart for a summary of information about naval vessels. Note that once Ferdinand Magellan joins your Continental Congress, the movement allowances of all your ships are increased by one.

Man-O-War: These powerful vessels appear in American waters only when a War of Independence develops. Your mother country sends them against your forces, and, if foreign intervention (see Foreign Intervention) occurs, you receive some (from your ally) to support your forces. *Men-o-war* are very heavily armed with cannon and feature 6 holds to carry large invasion forces or cargoes. While these ships move 6 squares per turn and may seem invincible, remember that in naval combat, as in all other types, there are no guarantees of success.

Frigates: *Frigates* are dangerous gunships, capable of sinking or damaging any of your vessels. Frigates have four cargo holds and may move 6 squares per turn.

Privateers: These are ships owned by individuals who have obtained a "Letter of Marque" from their government, giving them the "right" to prey upon foreign shipping. Foreign privateers can be very dangerous to your commerce because they observe no code of international behavior; the countries sponsoring them will likely claim no knowledge of their actions. Privateers move 8 squares per turn and have two cargo holds.

Naval Patrol Radius: Armed vessels have a "zone of patrol" that extends into all squares adjacent to the ship. This area is considered to be under observation by the ship. As a result of this observation, foreign ships that pass through the zone may be slowed or stopped. In some cases, foreign ships can slip past a warship unobserved.

Blockading Harbors: To interrupt the flow of trade from your harbors, foreign warships often blockade them. They hover just outside the entrance to the harbor and attack any ship that attempts to enter or leave the port. You, of course, can use the same tactic.

Sea Battles: A battle at sea between naval vessels is initiated the same way that land battle is; just attempt to enter an enemy-occupied square and the battle is resolved.

Forts and Fortresses: Coastal colonies that have constructed a fort or fortress "control" the sea squares adjacent to the colony. This area functions much like the "zone of patrol" of a war vessel, except that forts and fortresses actually open fire upon passing vessels, in addition to merely slowing their progress.

While all forts/fortresses have an intrinsic artillery component, those into which you have placed artillery units have a greatly increased strength; and of course, the larger the fortification, the more powerful the artillery.

CARGO SHIPS

In addition to the gunships that are available, there are three types of cargo vessels in *Colonization*. These are capable of carrying men and materials, but incapable of initiating combat. They move at varying speeds and have various cargo capacities (see the Naval Units Chart).

LAND CONQUEST AND DIPLOMACY

As your colonies expand and you build more of them, you will inevitably come into contact with other Europeans on land. The attitude you decide to take toward these rivals is very important. In some cases, the government of the power with which you're dealing will leave you no choice but to take some particular action, but in others you can decide the best course—whether to be conciliatory or aggressive, sly or forthright... whatever. Be warned though, that, unlike the native population, the Europeans are ruthless. They will stop at nothing to control large areas of your "hard-won" territory.

War

If you commit an act of war against a colonial power, they immediately declare war upon you, and pursue it vigorously. An act of war is an attack upon one of their colonists or colonies. In addition, if you attack one of their vessels at sea with a flagged warship (frigate), they view this an act of war. Your privateers can attack other powers' vessels without much fear of reprisal because privateers fly pirate flags, not national flags. Just remember, rumors can travel quickly, even in the New World.

Once war has been declared, it continues until one side or the other seeks and gains peace through diplomatic means. These colonial wars may languish on and on, draining both sides of much-needed resources. Long, protracted colonial warfare can be damaging even if you are "winning," so it's best to avoid it if possible. However, sometimes it may be to your advantage to prosecute a lightning campaign of conquest, if you feel the deed can be ended quickly.

Peace Treaties

You can seek peace through diplomatic means (see below) or grant peace to a repentant adversary. Signing a treaty symbolizes cessation of hostilities between the colonial portions of both signatories. However, a treaty is not entirely binding; either you or the other side are capable of treachery at any time.

Diplomacy

Contacting a Foreign Power: There are several ways communication between you and your rivals may occur. Whenever you are adjacent to a foreign unit, there is a chance some envoy from the foreign unit will make contact with you. Additionally, you can send a scout (colonist on horseback) into an enemy city to speak with the mayor.

The Negotiations: The tone and result of the negotiations are greatly dependent upon the mood of your rival, which ranges from cowardly to aggressive. This mood is related to many factors such as a comparison of your two empires militarily, economically, and strategically.

If you have been very successful in growing militarily, your rival may be reluctant to start trouble with you; if not, he may desire a war to take advantage of a perceived opportunity. Other possible results include demanding or paying a tribute to avoid war, making an alliance against another power (including native powers), or simply agreeing to peace.

All dialogs between you and a rival require you to choose responses from a menu of options, then read the result.

Mercenaries

When you have built up your treasury to the point where foreign powers begin to take notice (around 5000), they may offer you mercenary forces to aid you in your cause. Most often, the troops offered are combined arms forces—that is, several units in one package, with a mixture of cavalry (dragoons), artillery, and infantry (soldiers). You can pay the fee and hire the whole package, or you can decline the deal, but you cannot choose to hire only some of the troops offered. Once hired, mercenary forces look just like your own, and they are always veterans. Declining to hire mercenaries on the first occasion they are offered does not stop them from approaching you again.

COLONIAL TRADE

Once Jan de Witt joins your Continental Congress (see Founding Fathers Ideas and Powers), you may trade with the colonies of other nations, provided you are not currently involved in a war with them. To execute these trades, move a ship or wagon into the foreign colony and offer a cargo. They then either trade other goods for what you offer, or buy it. It's your choice.

INDEPENDENCE

The goal of *Colonization* is independence from the Crown. This is not an easy task. All the growth, planning, building, manufacturing, and exploration you've engaged in throughout the game will be tested by fire. You must withstand the onslaught of the Crown, and defeat his forces in war before your nation has the right to call itself sovereign.

INCREASING TENSIONS

As your colonial government improves and becomes responsive to the needs of its citizenry, the mother country begins to be perceived as the source of problems. The Crown is continually raising taxes (for what appear to be whimsical purposes), so that trade with the mother country is no longer as profitable for the colonies; the King's share increases while the colonial share decreases.

The growth and development of your government aids in your cause. As your colonies grow and your people work on creating government institutions, leaders emerge to help in the struggle. These "Founding Fathers" join the Continental Congress.

A growing sense of independence and community in the colonists themselves aids the cause, making the people more productive and able. When half (50%) of your people feel a sense of urgency about severing the ties to the mother country, you may declare your independence!

Continental Congress Report: This report contains valuable information concerning your progress toward independence. Its items concern *rebel sentiment*, *Founding Fathers*, the *Royal Expeditionary Force*, and sessions of the *Continental Congress*. For details, see below.

Taxation and Boycott

At the beginning of the game, the King of your home country is happy to support your efforts at colonization free of charge, but as time goes by, he'll want a larger and larger cut of the profits. The primary method by which the King exacts payment is through the implementation of taxes. After all, he granted you the right to settle the New World, he supplied the initial funding and materials; and when you need naval support, who offers you the use of frigates and galleons?

The King announces all tax increases and tells you the reason for imposing each new tax. The King always seems to have a reason for tax increases, but you may tire of them. Whenever he increases your tax rate, some of your people may rise up, expressing opposition to taxation without representation. You are given a choice of submitting to the new tax, or demonstrating against the Crown. If you demonstrate, by throwing some of your cargo into the sea and refusing to pay the new tax, rebel sentiment will increase but you will no longer be able to buy or sell that item in your home port until you pay all back taxes accumulated during the boycott.

Should you decide to pay your back taxes, click the boycotted item in the European **warehouses**, and choose to pay the sum requested. The item is again available for purchase.

Once Jakob Fugger joins your Continental Congress, the Crown no longer remembers the anti-taxation "parties" you had, regardless of how many commodities you threw into the sea. You may once again trade the boycotted items, even if you never paid your back taxes.

LIBERTY BELLS

The success and responsiveness of your colonial government, and the ability of it to produce inflammatory press against the Crown, is reflected by the production of *liberty bells* within your colonies. The more effort you put into governmental concerns (in other words, the more people you have working in government buildings), and the more presses and newspapers that are operating within the colonies, the faster your government improves, and the more your people are willing to support the notion of independence (in other words, the more bells you produce). Liberty bells are used to make a number of important calculations in *Colonization,* as follows.

REBEL SENTIMENT

A cumulative count of all liberty bells produced throughout your colonial empire, averaged against the population, determines *rebel sentiment*—which is the general sympathy among the population as a whole toward the cause of Independence.

When rebel sentiment in your colonies reaches 50%, you can declare independence, but not before. While rebel sentiment is below half, the people would not support a move to separate from the King. At the end of the game, when the score is calculated, you receive one point for every point of rebel sentiment.

Your *Continental Congress report*, found under the **reports menu**, provides an up-to-date reckoning of rebel sentiment.

SONS OF LIBERTY

Within each colony, the number of liberty bells produced determines the percentage of that colony's population that belongs to the *Sons of Liberty* (an organization founded to protect the rights of the individual against tyranny from the Crown). The Sons of Liberty are willing to act against the King to protect the rights of the colonies. They take bold action to encourage the King to lower taxes, and they rise up when independence is declared to fight against the king's armies. The **people view** on each colony display indicates the colony's current Sons of Liberty membership. On the **map display**, the color of the population number printed on each colony icon indicates the approximate percentage of Sons of Liberty in the colony. If the number is white, it is less than 50%; if it is green, then it is more than 50%; if it is blue, then it is 100%.

Production Bonus: Inevitably, economic and political freedom and competition in a community, combined with a sure sense of direction and belief in government institutions, stimulates growth within the economy. Therefore, when half (50%) of the population of a colony belongs to the Sons of Liberty, all production within the colony is increased by one. When Sons of Liberty membership reaches 100%, all production within a colony is again increased by one.

Production Penalty: If the number of Tories within a colony (based on Sons of Liberty membership) reaches a certain number, all production in that colony is reduced by 1. The critical number is based on the difficulty level; at Discoverer it's 10, at Viceroy it's 6.

Continental Congress

As soon as your first colony is laid down, prominent men in the community begin debating issues of concern to all citizens. These debates continue throughout the history of your colonies and fall into five major categories: Political, Trade, Military, Religious, and Exploration. Great men with brilliant ideas arise from the discipline of the debates and join the Continental Congress; these men (and women) are called *Founding Fathers*.

There are five Founding Fathers within each of the five categories outlined above. Each Founding Father brings an idea to your government that can fundamentally change the course of your colonial development. A cumulative count of all liberty bells produced throughout your colonial empire determines how quickly these ideas are discovered and when these great minds arise.

Your *Continental Congress report* (see reports menu) gives you up to date information concerning when the next member of the congress will arise, and who has joined to date.

A list of all Founding Fathers, with their ideas and powers, can be found at the end of this chapter.

DECLARING AND WINNING YOUR INDEPENDENCE

Whenever rebel sentiment is at 50% or greater, you may declare independence. Once you've done this, there is no turning back; it is irrevocable. You at once become an enemy of the Crown, and no longer have friends within your home country. Further, that part of your own population that does not join the Sons of Liberty aids the Crown in any way it can.

There is also a time constraint on independence. You must declare independence before 1800, or the game ends in that year (1800). The game ends under any circumstances, even if you are fighting a protracted independence action, in 1850.

Sons of Liberty during the Revolution

Sons of Liberty membership is *extremely* important during the revolution. The Sons of Liberty are working for your independence and should be supported in every way that you can. They help keep production high, the Continental Army strong, and they perform guerrilla operations to support your army in the field.

Continental Army Muster: On the turn you declare your nation's independence, a number of your veteran soldiers join the Continental Army. Each colony musters a number of soldiers reflecting its Sons of Liberty membership. Note, however, that a colony with less than 50% membership in the Sons of Liberty is a Tory city and musters no Continental Army troops. For example, a colony with 60% Sons of Liberty support produces only a few Continental Army units, while one with 90%-100% produces many.

Popular Support Combat Bonus: During the revolution, each colony's Sons of Liberty/Tory status is very important in combat. Whenever a colony is attacked, the attacker receives a combat bonus equal to the support for his cause in that city. For example, if your troops attack a colony with 60% Sons of Liberty membership, they receive a 60% attack bonus; likewise, if the King's forces attack the same colony, they'd get a 40% bonus, because that percentage of the population does not subscribe to the Sons of Liberty.

Trade During the Rebellion: Once you declare your independence, your home country port is closed to your commerce. You may no longer access the **Europe display**. However, colonies that contain custom houses can still trade, not with the mother country, but with other ports—European and colonial. Some activity represents smuggling into and out of colonial ports, while some is trade with foreign powers in the Old World.

Regardless of the type, there are no longer tax monies flowing into the Royal coffers. However, the ports with which the custom house does business charge their own tariffs and fees—so much so that your net income is only 50% of normal.

In addition to trading with Europe through your customs houses, you can continue to trade with your fellow Europeans (assuming, of course, you have Jan de Witt in your Continental Congress). Note that you'll get the best prices and commodities from your allies—the powers that are willing to intervene on your behalf.

Liberty Bells During the Revolution

During the rebellion, it is important to continue to produce as many liberty bells as you can for two reasons: to keep the Sons of Liberty strong and therefore receive popular support from the colonists; and to induce a foreign power to intervene on your behalf. During the turn after you've declared independence, you'll receive a message from a trusted advisor informing you of how many bells must be produced to bring a foreign power into the war on the side of the rebellion.

In a colony that is occupied by the King's troops, liberty bells have an effect exactly opposite to the effect they have in colonies which your forces control: the bells increase *Tory sentiment* as opposed to rebel sentiment.

THE ROYAL EXPEDITIONARY FORCE

The Crown's military forces include a *royal expeditionary force* (REF), trained for operations into foreign lands. Almost certainly this is the force that is brought to bear if an uprising develops in the New World. This force includes infantry regulars, cavalry troopers, artillery units, and warships.

The units of the expeditionary force are highly-trained and well-equipped soldiers of the King's regular army and, under ordinary circumstances, are more effective than almost any troops your colonies can produce (see the Combat Strengths Chart).

REF Bombardment Bonus: In addition to their increased combat strength, the King's troops are backed by superior artillery and naval bombardment support when attacking colonies. This results in an automatic 50% bonus when the King's troops attack colonies.

The only weakness these troops possess is their lack of familiarity with the New World terrain. Thus, colonial forces receive the ambush bonus when battling the King's forces in the countryside (see Attacking and Defending).

Your *Continental Congress report* (see reports menu) gives you up-to-date information concerning the current size of the Royal Expeditionary Force.

FOREIGN INTERVENTION

After you've declared independence from your homeland, and the war begins, one of the foreign powers may offer assistance to your cause. This occurs only if you can convince them your cause is viable, just, and honorable. Usually, the government is already leaning toward supporting your cause, but the people must be convinced. You do this by producing the number of liberty bells they request. Once a foreign power intervenes on your behalf, a number of advantages accrue to you, as follows:

Bombardment Bonus: The foreign power comes with its own bombardment bonus which you enjoy whenever you attack Tory colonies. This bonus is identical to the REF bombardment bonus described above.

Men of War: The foreign power donates a number of warships (men-of-war) to your cause. These ships carry your flag and you have complete control over them.

Additional Ground Troops: You receive additional troops when a foreign power joins your cause. These troops look and function like ordinary Continental Army forces, and appear aboard a warship that docks at one of your controlled ports. If you have no port, you have already lost the war (see below).

Liberty Bells After Intervention: Even after foreign intervention has occurred, it is still important to produce liberty bells. At the end of the game, you receive points for all liberty bells you produced after intervention.

MERCENARY FORCES

After the revolution begins, the foreign power that is interested in intervening on your behalf offers mercenary forces for your use. These come at quite a high price, but may aid you considerably.

WINNING OR LOSING THE REBELLION

The American Revolution was a rare example of a small colonial power defeating a major world power in a War of Independence. Not only that, but the Americans managed to lose many of the engagements of the war, but emerge victorious at the end. The colonies were able to field a small army, and brilliant and heroic leadership enabled it to make successful hit-and-run operations against small royal forces until intervention by French forces helped seal the final victory.

Winning the Rebellion

To win the Revolution, you must successfully demonstrate your ability to protect and defend your people and their institutions. To do this, you must do two things:

- Control all of your colonies.
- Reduce the REF significantly, so that no more than a very few of their troops are left in the New World—or in the Old.

Losing the Rebellion

The Revolution is tough to win, but it's not hard to lose. Essentially, you lose the rebellion if *any one* of the following occurs:

- The REF controls all of your colonies, thus effectively squelching all resistance.
- The REF controls all your coastal colonies, thus making it impossible for your empire to import or export goods and commodities.
- The REF controls colonies which cumulatively contain at least 90% of your total population.

FOUNDING FATHERS' IDEAS AND POWERS

The following is a list of all the Founding Fathers that can be in your Continental Congress. A short biographical sketch and summary of the effects of each is also included.

Military

Hernan Cortes: (1485-1547) Spanish conqueror of Mexico and destroyer of the Aztec empire, Cortes is the paradigm Conquistador—a master of conquest and plunder. When Cortes joins your Congress, *conquered native settlements always yield treasure— and more of it.*

Francis Drake: (1540-1596) England's greatest seaman of the Elizabethan period, Drake was an incredibly formidable privateer who terrorized the Spanish Main with a fleet of fifteen ships, then rescued a floundering English colony. When Drake joins the Congress, *he increases the combat strengths of all your privateers by 50%.*

John Paul Jones: (1747-1792) Dashing Scottish naval commander who served for the colonies during the War of Independence, he demonstrated his incredible abilities in several daring exploits in battle, sinking many British ships. When Jones appears in the Congress, *your colonial navy gains a frigate, without cost.*

Paul Revere: (1735-1818) American patriot who served in the Continental Army during the War of Independence, he roused the minutemen as British amphibious forces approached. Paul Revere's example as a patriot allows colonists working at productive duties to become 'minutemen' capable of rallying to the defense of the colony in times of need. Once Revere joins your Congress, *a colony with no standing militia that is attacked will have a colonist automatically take up any muskets stockpiled in the colony in defense.* The colony is still conquered if the colonist loses the combat, however.

George Washington: (1732-1799) Commander of American Revolutionary forces and first President of the United States, George Washington displayed a remarkable ability to train and inspire colonial forces to victory. Once Washington joins the Continental Congress, *every non-veteran soldier or dragoon who wins a combat is upgraded in status.*

Political

Simon Bolivar: (1783-1830) He organized and, in large part, conducted the rebellions in a vast area of northern South America, liberating current-day Venezuela, Colombia, Ecuador, Peru, and Bolivia. When Bolivar is in the Congress, *Sons of Liberty membership in all your colonies is increased by 20%.*

Benjamin Franklin: (1706-1790) Colonial and later US Statesman, Franklin became the first postmaster, printer, and foreign ambassador in the English colonies. He was also one of the first great American scientists. Franklin, as ambassador to Europe in the Continental Congress, brings coherence to the colonies' relations with foreign powers. When Franklin joins your Congress, *the King's European Wars have no further effect on the relations between powers in the New World, and the costs of negotiating with other powers is decreased. Also, all Europeans now offer peace to you, though at some cost. It becomes your choice to go to war...*

Thomas Jefferson: (1743-1826) Great US statesman, framer of the Constitution, and third President, Jefferson's ideas promoted the development of democratic institutions within Colonial America. Jefferson's presence in the Congress *increases Liberty Bell production of statesmen by 50%.*

Thomas Paine: (1737-1809) An Englishman who migrated to Philadelphia, Paine wrote the important, inflammatory pamphlet *Common Sense*, which strongly advocated total independence for the colonies. He later wrote *The Rights of Man* in favor of the French Revolution, and finally *The Age of Reason.* When Thomas Paine comes to the Continental Congress, *Liberty Bell production in all colonies is increased by the current tax rate.*

Pocahontas: (1595-1617) Powhattan Indian princess who mediated tensions between the English colony at Jamestown and the Powhattan Confederacy of Virginia, Pocahontas married John Rolffe, an Englishman, which led to a period of peace between the Indians and the English. When Pocahontas joins the Congress, *all tension levels between you and the natives are reduced to content, and from this time forward all Indian alarm is generated only one half as fast.*

Trade

Adam Smith: (1723-1790) British economist who published the first major work of political economy *An Inquiry into the Nature and Causes of the Wealth of Nations,* which was a detailed examination of the consequences of economic freedom. Adam Smith's presence in the Congress *allows factory level buildings to be built in the colonies.*

Jakob Fugger: (1459-1525) Extremely successful German merchant active in early import and export business from the East Indies. Exceedingly rich, he loaned money to Emperor Maxmillian I of Germany. When Fugger joins the Congress, *he erases the Crown's memory of parties you've had protesting taxes. In other words, you no longer owe back taxes before you can resume trading goods.*

Peter Minuit: (1580-1639) Director-general of the Dutch West India Company's Colony in America, he bought the Island of Manhattan from the Indians for $24. Once Peter Minuit joins your Continental Congress, *you no longer have to buy land from the Indians.*

Peter Stuyvesant: (1610-1672) First successful Governor of the Dutch colony of New Amsterdam (New York), he ruled harshly, and promotes increased trade and increased protection of New World interests. Peter Stuyvesant *allows construction of the custom house in your colonies which can streamline trade with Europe.*

Jan de Witt: (1625-1672) Dutch statesmen, Chief Minister of the United Provinces of the Netherlands, he sought to abolish the office of the stadholder and to limit the power of the House of Orange, breaking their monopoly. When de Witt joins your Congress, *trade with foreign colonies (by ship or wagon train) is allowed. In addition, your Foreign Affairs report will now tell you information about your European rivals.*
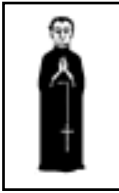
Religious

Father Jean de Brebeuf: (1593-1649) A French Jesuit Missionary, he died at the hands of the Iroquois in Huron country (now Canada) in a battle between the Hurons and Iroquois. He translated the Catechism into the Huron language and was canonized in 1930. With de Brebeuf in your Congress, *all missionaries function as experts.*

William Brewster: (1567-1644) One of the Pilgrim Fathers and framers of the Mayflower Compact, William Brewster served as the first Pilgrim minister, and was instrumental in organizing the party that sailed on the Mayflower. With Brewster in the Congress, *you can select which of the three available immigrants in the* recruitment pool *is driven to the docks whenever religious unrest causes a immigrant to move from the* recruitment pool *to the* docks *(see Immigration and Population Growth). In addition, criminals and servants no longer appear on the* docks *to immigrate.*

Bartolome de Las Casas: (1474-1566) The "Apostle of the Indians," Las Casas was a Spanish missionary who sailed with Columbus's third expedition. His efforts to protect the native population from slavery and abuse led him to speak on their behalf in the Spanish courts on several occasions. With Las Casas' presence in the Congress, *all currently existing Indian converts are assimilated into the colony as free colonists.*

William Penn: (1644-1718) An English Quaker leader, William Penn obtained a large land grant in North America for religious freedom. He founded the state that later became Pennsylvania. With Penn in the Continental Congress, *cross production in all colonies increases by 50%.*

Juan de Sepulveda: (1490-1573) Spanish philosopher and "humanist," Sepulveda argued for harsh treatment of the natives. He based his reasoning on the proposition that natives were incapable of ruling themselves because of their savagery; the fact that they were unable to resist invasion by the Spanish proved it... His presence in the Congress *increases the chance that subjugated Indians "convert" and join a colony.*

Exploration

Francisco de Coronado: (1510-1554) A Spanish Conquistador, he led the first European expedition into the American southwest. He was the first "white man" to observe the Grand Canyon, and the Pueblos of New Mexico. Coronado was a great and careful organizer and scout so when he joins your Congress, *all colonies currently on the map are exposed, including the area immediately surrounding them.*

Henry Hudson: (????-1611) An English explorer in service of the Dutch, he explored the Chesapeake and Delaware Bays and the Hudson River as far north as Albany. Hudson later discovered Hudson Bay and was finally killed by mutineers. Hudson Bay became a primary fur trapping preserve, and the Hudson Bay Company operated extensive trapping and processing facilities for many years. When Hudson joins your Continental Congress, *the output of all fur trappers increases by 100%.*

Sieur de La Salle: (1643-1687) A French explorer, he sailed down the Mississippi River into the Gulf of Mexico, claiming all land drained by this mighty river for the French Crown. He was instrumental in establishing French dominance of the Canadian fur trade. When La Salle is in your Congress, *all new colonies automatically get a stockade when the population reaches 3.*

Ferdinand Magellan: (1480-1521) A Portuguese explorer, he was the first European to lead an expedition that successfully circumnavigated the globe. Although Magellan himself did not complete the voyage, his leadership and daring made it possible. With Magellan in the Congress, *the movement allowance of all naval vessels is increased by one, and the time it takes to sail from the west map edge to Europe is shortened considerably.*

Hernando de Soto: (1500-1542) Ruthless Spanish Conquistador who led the first European expedition into the Southeastern areas of North America. He landed in Florida and explored much of Georgia, Tennessee, Alabama, Mississippi, Louisiana, and Arkansas. In search of gold, he is credited with the slaughter of thousands of Native Americans. With De Soto in your Congress, *the line of sight of all units increases to two squares, making all units able to see as well as scouts.*

COLONIZATION
OF AMERICA
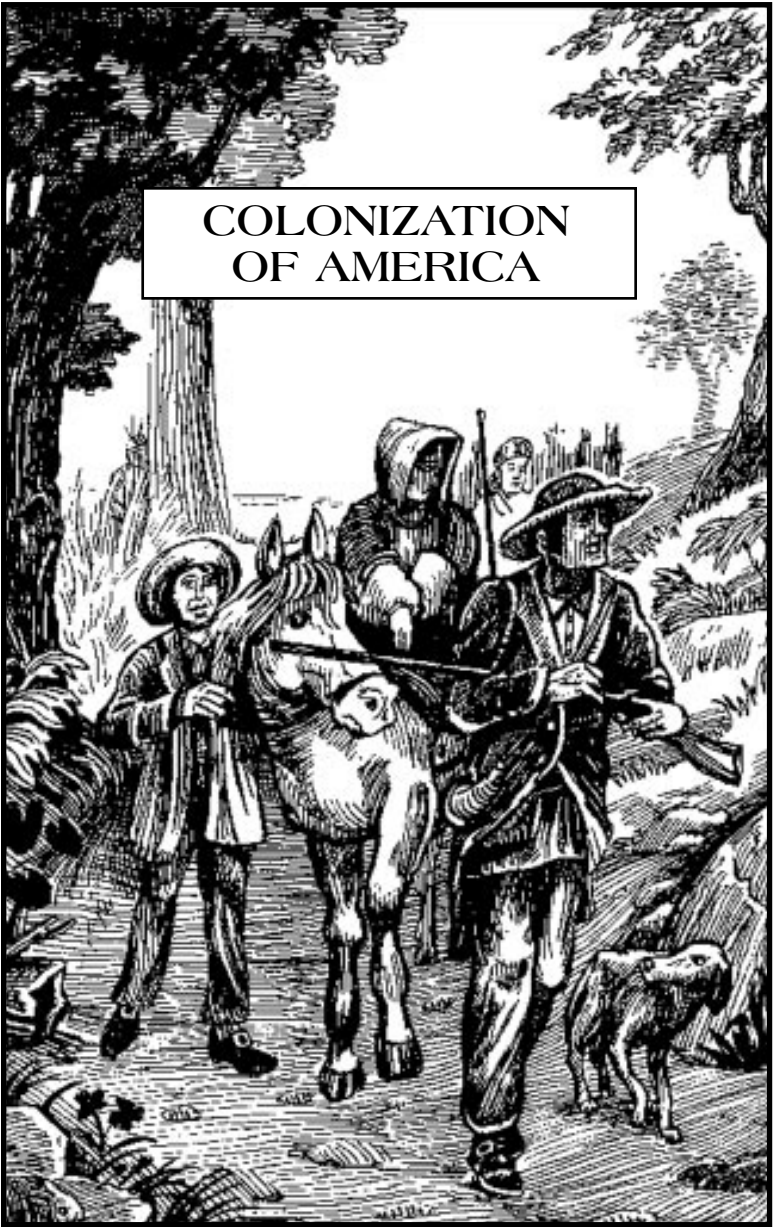
COLONIAL POWERS

The four powers available for play in *Colonization* are the ones that had the greatest and longest-lasting influence on the New World: England, France, Holland, and Spain. If we had included a fifth nation, we probably would have chosen Portugal. Although Portugal's influence was larger than the Netherland's, Portugal fell under Spanish rule for much of the time covered by the game and its policies and circumstances were very similar to Spain's.

These four major powers first looked across the Atlantic Ocean for a passage to Asia that would allow direct trade for spices, silk, and other valuable items, and avoid Arab middlemen. On the eve of the discovery and colonization of the New World, Portuguese explorers had rounded the Cape of Good Hope and opened just such a sea route through the Indian Ocean. The Portuguese fought to defend their monopoly over this route because it offered tremendous trade advantages over other European nations. The have-not nations, led by Christopher Columbus and Spain, eagerly sought an alternative route that would break Portuguese domination.

As we know, Columbus's voyage of 1492 did not discover islands on the eastern fringe of Asia, as he believed, but found instead a tremendous new land mass, unknown to Europe, stretching nearly from pole to pole. As disappointment over failing to find an easy passage to Asia subsided, there arose a corresponding curiosity about what Columbus *had* found. The early explorers returned to Europe with tales of gold, silver, furs, virgin forests, farmland without end, new foodstuffs, tobacco, and new races of people. The visionaries of Europe saw a wide range of opportunities in the form of quick wealth, fiefdoms, homesteads, religious freedom, raw materials, trading profits, and souls to save.

THE WAY OF THE SPANISH

The Spanish were first to establish colonies in the New World and they had a relatively free hand for over 60 years. They had the good fortune to stumble on the largest, most advanced native civilizations in the Americas—areas rich in silver and gold.

Beyond Columbus's discovery, 1492 was a momentous year for Spain. The combined Kingdoms of Aragon and Castile finally completed their 700 year re-conquest of the Spanish peninsula from the Moors. The wars of re-conquest (*recoquista*) had made Spain a nation of warriors and her soldiers were at a peak of skill and motivation. The Inquisition was actively re-establishing Christianity in the country and persecuting all other religions. At a time when years of combined effort and struggle were reaching a conclusion, the question of "what next?" arose. The discovery of the Americas offered an attractive answer: conquest of a New World...

Following Columbus's discovery, zealous adventurers directed their energy to the Americas. They paid their own way, hoping for great material profit in return. In an astonishingly short period of time, the mighty Aztec and Inca—and numerous smaller native nations—were defeated, subjugated, and pillaged.

The Spanish conquest has been likened to a crusade that appealed to both the zealot's desire to convert new souls and the soldier's desire for military glory and plunder. The large populations of natives in Mexico, the Caribbean, Central America, and the Andes attracted both groups.

Missionaries looked to the New World as their next great opportunity for spreading Christianity. The rise of Protestantism made it imperative that Catholics reach and convert the native Americans first. A Papal Bull of 1493 gave the New World to the Spanish and Portuguese Crowns (without asking the millions of natives first). Along with this gift went the duty and right of converting the Amerindians to the Christian faith. Ominously, the Bull also justified the use of force to reach this end.

To the now-unemployed soldiers of Spain, the new continents to the west offered the possibility of gold and other riches, plus native populations to be fought, conquered, enslaved, and ruled. They anticipated quick conquest, then retirement in Spain upon riches obtained in the Americas, or retirement in America upon the labor and tribute of conquered natives.

Relatively few Spanish colonists came to work for themselves, and few were recruited by the early arrivals who obtained lands. Labor was already at hand from the large native populations of Mexico and Central America. The farmland of Spain was held in large estates where work was done by peasants. The colonists built the same type of world, substituting Indian labor—usually forced—for the peasants of Spain. There was no incentive or encouragement for individual farmers in the colonies. Only the wealthy could afford to venture and seek a greater fortune.

Behind the missionaries and conquistadors eventually followed the full train of Spanish Imperial government. The kings of Spain had no intention of allowing a new feudal aristocracy to arise overseas after having made war for years to break the hold of the same type of institutions at home. The colonies were administered by Crown-appointed governors and viceroys, supported by courts of Spanish lawyers. The conquistadors were given large tracts of land and colonial posts that paid valuable pensions to appease their desire for control.

Tensions soon arose between missionaries and colonists over how natives were to be treated and the goals of the new empire. The extreme missionary view—described by the Dominican preacher Las Casas—rested upon the belief that the Indians were natural subjects of the Spanish Crown, equal to Spaniards, and entitled to the same rights under law. Las Casas envisioned a system by which natives lived apart from Spaniards under their own leaders, but were subject to royal authority while they were persuaded to convert their culture to European ways. At the same time, missionaries would proceed with the task of conversion and raising a native priesthood.

The colonialist view emphasized that natives were poor workers used to subsistence farming and that they needed to be kept under tight discipline. They claimed the right to a free local lordship based on forced labor and suggested that a feudal paternalism would be in the Indians' best interest.

The official policy and theory of empire was determined by the middle of the 16th century. The Indies became kingdoms of the Crown of Castile, separate from the Kingdoms of Spain, and administered by a separate royal council. Natives were subjects of the Crown, not of Spain or individual Spaniards. They were free men and could not be enslaved—unless they rebelled and were taken prisoner. Their land and property was not to be taken from them. Forced labor was permitted but only under public authority, and natives were to be paid.

The *official* Spanish policy toward Native Americans was enlightened for the age. Nevertheless, the Indians suffered tremendously. First, they died by the millions from European diseases. Second, the official policy was loosely enforced, especially in the far reaches of the empire. Third, Native Americans naturally resented the appropriation of their lands, the forced labor for their Spanish conquerors, and the suppression of their cultures. Despite persuasion and torture, they would not adopt Christianity. Their resistance played into the Spanish colonists' hands by legally justifying the use of force, conquest, enslavement, and seizure of useful lands.

The Spanish colonies eventually revolted from home rule in the 19th century. The revolt was led by colonial landowners who were descendants of the original conquistadors and holders of royal land grants. The Native Americans, however, found themselves no better off under local rule.

THE ENGLISH GO TO STAY

At the time of Columbus's discovery, England was a minor European power. She had lost her possessions in France during the Hundred Year's War and had suffered through a debilitating civil war at home, the War of the Roses. She was primarily an agricultural nation. Her industrial might and maritime empire still lay in the future.

Columbus' discoveries and the following conquests in the New World inspired envy, but the English, like the French, were in no position to challenge Spanish sea power. Throughout the 1500's, the rivalry between the have-not nations of northern Europe and Spain grew in intensity. The English participated heartily in state-sponsored piracy, called privateering, along the Spanish Main of the Caribbean. They operated out of temporary bases established for the sole purpose of raiding other ships.

The defeat of the Spanish Armada in 1588 marked the ascendancy of English naval power and the beginning of the end of Spain as an imperial power. But the English were not yet capable of seizing Spanish lands, so, to increase trade with the New World, they decided to settle locations ignored by the Spaniards.

The three most attractive areas for settlement were non-Spanish islands in the Caribbean, the coast of Virginia—especially the sheltered Chesapeake Bay—and the northern fishing grounds. By the middle of the 17th century, settlements were established in all of these areas: sugar colonies in the West Indies, tobacco colonies in Virginia, and fur-fish-timber colonies in New England. The English, like the Spanish, intended to establish permanent settlements, not trading outposts. But circumstances of culture and geography insured that English colonial theory and practice were substantially different.

The English settled in areas where there was little or no native population, due primarily to European diseases brought during the first Spanish incursions. The Spanish already held the populated and advanced areas where native labor was abundant. Organizers of the English colonies, therefore, had to import their entire community of laborers, craftsmen, and farmers from England. Settlers had to be induced to emigrate, and their tools, seed, and supplies had to be provided.

To obtain the people and equipment for colonies, England instituted a joint stock company which spread the costs and risks between colonists and investors. Investors hoped to profit from any precious commodities discovered and from trade. Land was provided by legal charter from the King, who gave no consideration to the natives who already occupied it.

The first successful colony was placed at Jamestown, Virginia, by the Virginia Company. This colony nearly failed several times, but was saved by the development of tobacco as a cash crop. The final test came when the Powhattan Confederacy of local Indian tribes attacked in earnest, convinced that only annihilation of the whites could save their culture. The Indian attack fell short of total victory and the colonists rallied to drive the natives from the area and deeper into the interior.

In the Caribbean, the English grabbed several islands ignored by the Spanish, including the Lesser Antilles—inhabited by the fierce and occasionally cannibalistic Caribs. They eventually captured Barbados and other islands. The early settlers of the West Indies grew tobacco, cotton, and various dye plants. At the suggestion of Dutch colonists expelled from Brazil by the Portuguese, these English began switching to the production of sugar. It was an excellent choice for the climate, and sugar profits were soon triple the tobacco profits of Virginia. The large investment needed for mills and refineries made small sugar farms impractical. The sugar islands became dominated by enormous sugar plantations.

Far to the north, religious dissenters founded the third of the early English colonies in New England. In 1620, the small band of Puritans known as Pilgrims sailed for Virginia but eventually made landfall in Massachusetts, where they elected to settle. Their survival over the next few years encouraged the substantial and prosperous Puritan community in England to found the Massachusetts Bay Company.

Like others before them, the Puritans in Massachusetts struggled for several years. They planted useful (subsistence) crops, not trade crops, and within twenty years were exporting food surpluses to other colonies. They concentrated on their survival and expansion, and made no attempt to fit into the master mercantile plan of empire where colonies provided raw materials and bought finished goods. The Massachusetts government was efficient, but ruthless against any opposition or dissent from within. Dissidents that fled or were expelled went on to found fringe colonies in Connecticut and Rhode Island, which grew important in their own right.

The relative economic, political, and religious freedom of the English colonies proved very attractive to many. The first colonies advanced from survival to expansion. The English encouraged less desirable elements, such as the Puritans, to go. Prisons were emptied and death sentences were commuted to transportation to the New World. Those who could not afford passage indentured themselves for several years and then settled their own farms or found other jobs.

Maryland was settled by Catholics when the religious sentiment swung once more to Protestantism and Catholics became persecuted. Pennsylvania was settled by Quakers under William Penn, Georgia was settled as a home for insolvent debtors, and New York and New Jersey were taken from the Dutch.

As these colonies in North America strengthened, England sought to make them part of the English economic system in one unified empire, as set forth in the Acts of Trade. In return for monopolies of the home market for their major products, colonies were expected to provide raw materials, sell all of their products in England, and pay a duty on their exports. All trade to England was to be carried by English ships. England was to provide sufficient shipping and a navy to protect the trade. Only intra-colonial trade could be carried by colonial ships.

Eventually, this strong hand of the English government was found too oppressive by the colonies. While the Crown felt it possessed the right and need to require colonies to pay for their share of the costs of government and maintaining a navy, the colonists came to vehemently disagree with this policy. The revolt of the North American English colonies in 1776 was an economic revolt as much as a political one.

THE FRENCH OUTPOST STRATEGY

The development of French colonies in the New World closely followed that of the English in many characteristics. Like the English, the French raided and traded in the Caribbean for many years in the early 16th century. They elected to settle in the same sorts of places that the English did in North America and in the West Indies. The French did not live on the labor and tribute of the native inhabitants and, like the English, depended upon agriculture or fishing, or on the profits of the fur trade (in Canada) or tobacco and sugar (in the West Indies).

The French came to appreciate the value of colonies as sources of raw materials, especially naval stores and tropical products. They were well aware of the importance of naval power. Their first attempt at colonization was the ill-fated Huguenot settlement near the site of Jacksonville, Florida. After a short period, this French enclave was destroyed by Spanish troops from St. Augustine. The Spanish could not tolerate a French outpost near the route used by their treasure fleets returning from the silver mines at Potosi each year.

The next colonial moves of the French so closely paralleled those of the English that they suggest close and conscious competition between the two countries. With much of the Spanish Armada at the bottom of the English Channel, England and France were now emerging as the true powers of Europe.

France had first explored American coasts in the 16th century. Jacques Cartier made three voyages to North America in 1534, 1535, and 1541. His first voyage ventured into the Gulf of St. Lawrence; the second went farther down the St. Lawrence River to where Quebec now stands and to the site of Montreal near the head of navigation. Cartier wintered at Quebec and his party nearly perished from scurvy until the Indians explained how juice from certain tree leaves could save them.

Cartier's voyage of 1541 attempted to place a colony in North America, but the harsh climate and the hostility of the natives convinced him to return home with the survivors. Not for another 60 years would the French return to North America to attempt colonization.

France in 1600 was a powerful nation of sixteen million, twice as large as Spain and three times the size of England. Henry IV was a Protestant who converted to Catholicism to become King. Recognizing the advantage of settling the Americas, he offered the fur monopoly to anyone willing to undertake its colonization. Furs, especially beaver, were important to French industry.

The Company of New France was created to underwrite this colonial enterprise, and they sent Samuel de Champlain on a reconnaissance voyage in 1603. He made several attempts to settle on the coast below the St. Lawrence River, but found the Indians too hostile. In 1608, Champlain returned to the Americas with new settlers, determined to establish a colony at Quebec from which he could control river traffic and fur poaching. He built a fortified log village at the base of the Quebec cliffs that remained the only evidence of a French colony for many years.

In 1609, he agreed to help the local Hurons and Algonquins in a war against the Iroquois to the south. Although this policy improved relations with the local natives and thus the fur trade, the long-term consequences were fateful. When the Iroquois later became the most powerful native nation between the French and English, their deep-rooted enmity to the French helped assure that the English would dominate the continent.

The French attempted to maintain excellent relations with the nearby natives as part of Champlain's plan to enlist their aid in his search for a northwest passage, and to facilitate the fur trade. He instituted an exchange program in which Frenchmen lived with an Indian tribe for a year (they were known as *coureurs des bois*), and Indians came to live with the French. With native help, he discovered for France two of the Great Lakes: Huron and Ontario. The Great Lakes eventually provided access to the interior of North America.

The colony at Quebec stagnated because few Frenchmen wished to—or could—go there. France was primarily a feudal country of rich aristocrats and peasants, lacking an aggressive middle class. The middle classes of Spain and Portugal led the drive for Empire while the middle classes of England and the Netherlands fostered their mercantile traditions. French culture was more conservative and the people generally lacked the ambition or means for colonial expansion.

While the English used their colonies as outlets for religious dissenters and other outcasts, the French refused to allow their dissatisfied to go. For years, the few emigrants to New France were hired men and criminals, not families. New France had a harsh climate that also kept settlers away. The government had few resources to apply to the empire because of nearly constant warfare with her European neighbors.

French missionaries were the exception to the lack of interest by their countrymen. Monks went to live among the natives and led the French policy of accommodating the natives, who greatly outnumbered the European traders. The missionaries disrupted Indian culture, however, by preaching that native religion was wrong. When Indians began to die of new bouts of diseases spread by the Europeans, the missionaries were blamed, and often paid with their lives.

The beaver trade also brought disruption to Indian culture. Before the arrival of Europeans, the natives killed only what they needed and lived in relative ecological consonance with the wilderness. Indian culture and beliefs were largely based upon harmony with the natural world. When beaver pelts became the means by which trade goods, guns, and alcohol could be obtained, the natives overhunted the wildlife and partially destroyed that delicate ecological balance.

The French had access to the interior of the new continent but not sufficient population to hold it. In 1640 there were three hundred Frenchmen in New France versus thousands of English colonists in Virginia, Maryland, and New England. Therefore, New France consisted mainly of scattered small fortified outposts, built in strategic sites along rivers.

French colonial policy changed in 1663 when New France was taken over by Jean-Baptiste Colbert. A new governor, he downgraded the importance of the beaver trade, which was thinning anyway. New lands were cleared for farming and pasture. French troops discouraged Indian attacks. Women from French orphanages were brought over and married to settlers. By 1666 the population of New France was over three thousand (but still only a tenth of New England's size).

By 1682, Frenchmen had discovered the Mississippi and traveled it to the Gulf of Mexico, claiming all land drained by the "father of waters" for France, thus extending their claims from the St. Lawrence to Louisiana in a giant arc. In 1714, a large expedition founded the colony of New Orleans, anchoring the southwestern end of New France.

Like the British, the French (in the 1630s) settled several islands in the Lesser Antilles, later expanding into Haiti. They grew tobacco, sugar, rice, and cotton. These plantation islands attracted the bulk of the few French emigrants for many years, because the climate was mild and profits were high.

By the late 17th century, the French and English in North America had bumped into each other as their colonies expanded. The English expanded inexorably, densely settling the coast and moving slowly inland. The French dotted the interior with small forts and trading posts at strategic places. War in Europe was extended into the Americas where Spain, France, and England fought for control of the continent.

Despite infusions of French troops and the woodland skills of the *coureurs des bois*, the English gained the upper hand because of their large population base and their alliance with the Iroquois. The fall of Quebec in 1759 sealed the doom of New France. By the terms of the Treaty of Paris in 1763, it became part of English North America. Sixty-five thousand French colonists became English subjects. French claims along the Mississippi were transferred to Spain, leaving only a few small islands as French possessions in North America.

French possessions in the Caribbean were held much longer. Slave populations grew until they constituted 90% of the people on some islands. A slave revolt on Haiti forced the French to employ troops there, but they failed to put down the rebellion. Haitian slaves threw out the French planters in the most successful slave revolt of the era.

THE DUTCH SEABORNE EMPIRE

The Dutch were the smallest of the four colonial powers included in *Colonization*. They had the smallest effect of the four in the New World, occupied the smallest land area, and lost most of their colonies to the English. However, their impact in the Americas was important, because what they lacked in size they made up in enterprise. Additionally, had things gone a little differently for the English, the Dutch might still be in control of some areas.

In a series of protracted wars, the Netherlands had freed itself from oppressive and conservative Spanish domination. In asserting her new-found freedom, the Netherlands became one of the most free societies in Europe. This personal freedom led to economic boom. Refugees from the religious conflicts in other parts of Europe flooded into Dutch cities, often bringing skills and wealth.

Like the other northern European nations, the Dutch were too weak and certainly too small to challenge the Spanish directly. But they, like the others, began grabbing lands on the edge of the Spanish empire that were vacant and less attractive. Dutch settlement was a means toward commercial goals. They were interested in bases from which to attack the Spanish and foster their dream of a Dutch trade monopoly.

The Dutch did dominate seaborne trade in the 17th century. A small country with few natural resources, trade became her primary focus. Because of ready access to the mouth of the Rhine river, and useful treaties with the Baltic states, the Dutch were assured of sufficient raw materials for ship building—and they constructed remarkably efficient and sturdy vessels. Dutchmen built a huge merchant marine fleet, scorning the more expensive and less efficient warships. Dutch interests built the tremendously successful Dutch East India Company, which came to dominate Far Eastern trade. She catered to other nations as the carrier of materials and goods from all over the world. She was the preferred shipper for most colonials because of low rates, longer credit, cheaper prices for European goods, and dependability.

The Dutch East India Company was responsible for the first Dutch explorations of the New World, hiring Henry Hudson to search for a northwest passage to the Indies in the early 1600's. He reported finding a fine harbor and limitless farmland on the river that bears his name. The Dutch immediately sent out a trading expedition and founded a short-lived station on an island in the Delaware River.

The Dutch most commonly established stations that rarely achieved the status of a colony. In the early 1600's they seized land in Brazil, the West Indies, and sites along the coast of North America. These outposts were planted by joint stock companies similar to those used by the English. Investors in Holland pooled capital, which was used to hire colonists and provide for their transportation. Profits were expected to come from trade, raw materials, and in some cases, from privateering on Spanish shipping.

Like most colonial powers, the Dutch pursued several goals simultaneously. In 1621, the Dutch West India Company was formed. Three years later, a large Dutch fleet sponsored by the Company attempted to wrest the sugar producing areas of northeast Brazil from the Portuguese. They were somewhat successful and gained control of the sugar trade in this region for years. However, the West India Company could never afford suitable garrisons and naval patrols. There was no large influx of Dutch colonists. Eventually, the Portuguese populations rose up and threw the Dutch out by 1654.

The fleets of this West India Company raided throughout the Caribbean during the 1600's. Their greatest success came in 1628 when Admiral Piet Heyn intercepted and captured the yearly Spanish treasure fleet off Cuba. Dutch predations opened the way for Dutch traders and they came to dominate Caribbean trade. One estimate is that Dutch trade exceeded the official Spanish trade by five times.

The Dutch themselves captured only a few islands for bases. They preferred islands because they were much easier to defend than harbors along the coast of South America which would need landward fortifications. In 1634, they seized the barren Curacao islands off the coast of Venezuela. Here they found a suitable harbor within striking distance of the entire Spanish Main.

A station in North America was attractive to the Dutch because it could provide an outpost for fur trading and a naval base on the American side of the Atlantic. Also in 1624, the West India Company landed thirty families on Manhattan Island, at the mouths of the Delaware and Connecticut Rivers, and up the Hudson near present-day Albany. Within a year, the settlement near Albany, between the Mohawk and Hudson Rivers, was solidified and called Fort Orange. This was an advanced trading station meant to intercept furs headed for New England from the Iroquois interior.

New Amsterdam, as the Dutch colony was called, never attracted large numbers of colonists. The Dutch had no long-term imperial strategy. Their desires lay in income and profit; they had no interest in the conversion of the natives to Christianity, or any religion. The colony was unruly. Construction of port facilities, houses, and fortifications lagged because colonists and newcomers alike preferred to make their fortune in the fur trade. It is thought that, while the Company was supposed to get a portion of all the furs traded, there was hardly a colonist that didn't have a fur business of his own going on the side.

The colony grew slowly. The Dutch employed a system of *patroonships* in an attempt to encourage settlers. Under this system, a man who could bring over 50 colonists, could buy a large quantity of land and rule it as lord (Patroon). A few attempts were made to settle large areas on the coast or river banks using these inducements, but most failed as the colonists drifted off or returned home.

Dutch relations with the natives were on a par with the Virginians. One difference was that there was only a trickle of new colonists over the years, not the flood that came to Virginia to plant tobacco. While they were friendly to the natives, buying the land they took, this attitude lasted only as long as it was profitable. They turned on the natives in the lower Hudson Valley when they realized the Indians were unnecessary middlemen. The usual problems of land disputes, trespass, property damage, and attacks on settlers led one governor to launch an Indian war in 1642. He massacred Indians indiscriminately, once killing 80 on Staten Island who had lived there peaceably. One of his innovations was to place a bounty on the scalps of Indians. The Indian war failed to wipe out the natives or bring them under control. In fact, the war backfired to a large extent, discouraging new colonists and convincing a number of settlers to go home.

A new governor, Peter Stuyvesant, arrived in 1647 and proved significantly more able than his predecessors. He made peace with the Indians and forbade the sale of alcohol and guns to them. Unfortunately, the ban on gun sales could not be kept. The Indians held back their pelts unless given guns. This had a devastating effect on the colony because its economy depended almost exclusively upon fur.

By 1650, the New Amsterdam colony counted only two thousand odd residents, mostly on Manhattan. This was far fewer than the nearby English colonies. The stunted growth stemmed mainly from the emphasis on acquiring beaver pelts over all other activities. Beaver offered short-term profits to the Company, but this short-term view limited the development of the colony.

Strategically, the New Amsterdam colony was far more important than the Dutch realized at the time. It was a constant thorn in the English colonial side: New Amsterdam stood squarely between Virginia and the New England colonies. In addition, Manhattan often offered better prices than the British colonists could get in England, inducing them to attempt smuggling into New York Harbor.

This illicit trade was stealing much of the commercial profit of the colonies from London, as well as from Spain and France. English policy toward the Dutch wavered. While the English had a economic rivalry with the Dutch, they were in agreement, to large extent, about politics, religion, and their real common enemy—Spain.

By the 1660's, continual Dutch infringements on the English trade acts justified an informal declaration of war between the two nations. Charles II gave all the land between Connecticut and Maryland, including New Amsterdam, to the Duke of York. He outfitted a fleet of warships at his own expense and placed them under an able lieutenant. The Duke of York's fleet of four warships arrived near Staten Island on August 26, 1664, and the New Amsterdam colony surrendered without contest.

The colony and Dutch government raised little protest over this annexation. Dutch settlers were given generous terms, and most stayed with their property. The English conquest was the end of a Dutch presence in North America. Elsewhere, they held on only to Curacao and a few other islands.

THE NATIVE TRIBES

Although Columbus "discovered" the Americas in the eurocentric view, these lands had already been discovered and occupied many thousands of years earlier by nomadic hunters crossing over from Siberia during past Ice Ages. Archaeological evidence shows that the descendants of these prehistoric nomads had spread across the two joined continents from tip to tip in a remarkably short period.

It was Columbus's belief that he had discovered the fringe of Asia and the Indies, and thus he named the natives he encountered "Indians." The name stuck, even though Columbus was thousands of miles from where he believed he was and would never discover India.

In 1492, the Americas were abundantly populated. Some sources estimate the population on both continents to have been 100 million people. Agriculture was developed and practiced in most areas with the three principle crops being maize (corn), beans, and squash. But over much of the land people also relied—at least partly—on hunting and gathering. Hunting was a main source of protein because the only domesticated animals were the dog, llama, and alpaca (the last two in the Andes only). Stone tools predominated although some astounding gold and silver metal work existed.

The most advanced native civilizations were near the equator. The warm climate here supported sophisticated agricultural techniques, allowing large population concentrations. Moving away from the equator toward the poles, the natives generally were more primitive and less agricultural, having smaller populations.

Regardless of differences in sophistication and culture, the varied native groups suffered devastation following the arrival of the Europeans. The primary instruments of their demise were Old World diseases for which the Indians had no immunity and little resistance. Sources estimate that by 1600, approximately one hundred years after Columbus's voyage, the native populations had decreased by 80% to 20 million. For every five Native Americans alive in 1492 only one may have been living in 1600. The psychological and cultural shock of this tragedy was devastating, and made possible the European conquest and settlement of the New World.

Weakened by the ravages of plagues, Indian cultures were unable to overcome the huge advantage in technology enjoyed by the European invaders or withstand the overwhelming tide of immigration. Death, dispossession, or conquest were the common fates of all Amerindians.

The cruelty of the Europeans toward the Native Americans is infamous and regretted.

In *Colonization*, the many different Native American tribes are represented by eight historic groups or civilizations: the Arawak, Aztec, Inca, Tupi, Iroquois, Cherokee, Sioux, and Apache. Each of these groups represent themselves and several other tribes that had similar lifestyles and cultures. These tribes may be encountered anywhere in the New World, not just where they were found historically.

ARAWAK

The natives that Columbus encountered at his first landfall are usually referred to as the Arawak, though they are more correctly called the Tainhos. In *Colonization*, the Arawak represent the tribes that inhabited the Caribbean Islands. The Arawak were relatively peaceful. Occasional warfare did break out, usually to settle disputes over murder or fishing or hunting rights. To the south, though, in the Lesser Antilles, lived the fierce Caribs who raided for women and prisoners (who were occasionally eaten in rituals). The Arawak, living closest to the Caribs, were good warriors by necessity.

Columbus found large, permanent villages in what are now Santo Domingo, Haiti, and Puerto Rico. Villages averaged between one and two thousand inhabitants and were governed by a chief called the cacique, who could be male or female.

They practiced a relatively sophisticated agriculture for the tropics. Instead of clearing patches of the forest floor which gave out in a few years, they mounded up soil and planted root crops, primarily cassava and sweet potatoes. The mounds were easy to tend, remained fertile, and the root crops stayed edible in the ground until needed. They also planted maize, beans, squash, peppers, peanuts, cotton, tobacco, and pineapples. The word "tobacco" comes from their own name for the cigars they smoked. Protein came mainly from fish, but also from turtles, manatee, hutia, and dogs.

Being island dwellers, the Arawak made liberal use of small canoes to travel and trade between islands. Villages developed specialties that they traded, such as wooden bowls, pottery, or fishing equipment. They had no metal other than alluvial gold and copper that they beat into ornaments.

The Arawak and their culture began to decline when the Spanish established towns in Santo Domingo, spreading disease and death. The Spanish were unable to make European crops grow and were forced to obtain food from the natives, who had no great surplus. Spanish soldiers stole food and other possessions from the Indians and raped native women.

The great undoing of the Arawak was the discovery of gold. The gold fields that the Spanish found were small, and to make them pay, large amounts of labor were needed. When Spanish labor proved inadequate, they impressed natives. Spaniards used the slightest provocations to enslave whole villages, and even created disputes in order to justify their cruelty. The large size of the Arawak population concerned Spaniards mindful of potential uprisings, and led them to kill important leaders and demoralize the people.

The Arawak grew restless at the continuing privations of the Spanish, the diseases they brought, and the flood of new arrivals. Several Arawak chiefs attempted to revolt in 1495, but they were put down with the help of other rival chieftains. The losers became laborers and household servants.

For the next several decades, oppression of the Arawak escalated. As more Spaniards came to the New World, the need for slave labor increased. Villages were overrun, leaders burned at the stake to terrorize others into submission, and the remainder taken into captivity as slaves.

Within a few decades of Columbus's first discovery of the major islands, Arawak populations had dropped to a tenth of what they had been, or less. Smaller islands were completely depopulated and their residents brought to the main islands as slaves. The Arawak, as Columbus knew them, are now extinct. Their descendants, through marriages to Spanish settlers, survive today, but their culture is known only through a few artifacts and the accounts of Columbus and others.

AZTEC

The Aztec were one of the two most advanced civilizations in the Americas at the time of the European invasion. Their empire was a hierarchy of city-states in the center of modern Mexico dominated by the three largest city-states: Tenochitlan, Texcoco, and Tlacopan. The most powerful of the three was Tenochitlan, one of the largest and most beautiful cities in the world at the time. It occupied 2 islands that had been melded into one in the center of a large lake. The ruler of Tenochitlan and the Aztec Empire was Moctezuma II, later called Montezuma by the Spaniards.

Spreading out from the central Mexican plateau and down into the surrounding lowlands were smaller city-states, vassals of the *mexicas,* as the Aztec called themselves. The farther one traveled from the center at Tenochitlan, the looser were the bonds that bound the empire together. In the outlying regions, war was common—even between various cities of the Aztec Empire. Alliances were made and broken, rivals for control of the empire rose and fell.

The foundation of Aztec civilization was the food crop maize, primarily stored and consumed in the form of corn meal. The soil of the valley at the center of the empire was rich, and water was available from lakes formed by runoff from surrounding mountains. Intense agriculture and irrigation provided crop yields that supported one of the largest populations in the world.

The Aztec were skilled engineers, creating large ceremonial pyramids that seemed to rise from the lake. Fresh water was brought into the city from the mountains by aqueducts, rivaling the vaunted water works of the Roman Empire. Most streets in the capital were canals, and the city itself was connected to the mainland by three massive stone causeways.

One of the most astonishing, if brutal, aspects of Aztec culture was the prominent role of human sacrifice in their religious ritual. They believed their past and future success depended on continual offerings of human hearts cut from living victims. In one instance, 20,000 or more victims were sacrificed in this manner. Skulls were piled in racks around the temples, and the city reeked for weeks despite the profusion of fragrant flowers. The bow and arrow actually fell out of favor because hand-held weapons more easily facilitated the capture of prisoners destined for sacrifice.

Contact with Europeans came in 1519 when Hernán Cortéz landed near modern Vera Cruz with a small army of Spanish *conquistadors*, Cuban natives, and slaves. The Spanish invaders could have been crushed by the mighty Aztec armies, but Moctezuma hesitated because he wondered if Cortéz was a legendary god from the past returning as prophesied. Cortéz shrewdly took advantage of Moctezuma's hesitation and made alliances with lowland enemies of the Aztec. Cortéz eventually conquered Tenochitlan in a campaign remarkable for its audacity, duplicity, and brutality. He was aided by an epidemic of European diseases that swept the Aztec Empire, killing nearly half the population and causing chaos and disorder.

The Spanish sacked the Aztec Empire and carted off its gold and silver. The beautiful white-washed city of Tenochitlan was almost entirely destroyed in the final struggle. The Aztec people became slaves, laborers, silver miners, and peasants on Spanish estates.

In Mexico today, there has been a reawakening of the native culture. Descendants of Aztec and other natives form the majority of the population, and they are asserting their influence in politics and the arts.

INCA

The second great civilization that Europeans encountered in the New World was that of the Inca, who established their empire along the spine of the Andes Mountains on the west side of the South American continent. Unlike the Aztec, who were urban and organized in city-states, the Inca were rural and agricultural with a centralized government. The geography of the empire varied from coastal deserts to high mountain valleys, to jungle and rain forests to the east.

The Inca Empire stretched three thousand miles and was connected by fourteen thousand miles of paved roads. (Few paved roads had been built in Europe since the Romans.) Inca cities were modeled after the capital at Cuzco and were united by a courier service and an official language. Warfare was practiced as a means of practical necessity only; it was not central to the culture as it was for the Aztec. Neighboring communities were encouraged to join the empire with inducements such as protection against famine (guaranteed by advanced agriculture), storage facilities, and the extensive road network.

Inca craftsmen worked with bronze and were great artisans with gold and silver. They were aware of the wheel, but lacked beasts of burden like horses or oxen that would have made it useful in the difficult mountainous terrain in which they lived. The Inca used llamas and alpacas as pack animals and as sources of wool and meat.

They were the greatest weavers in the world, creating beautiful garments, tapestries, and other artifacts. They had no alphabet or writing, but devised a complicated system of strings, knots, and colored threads for record keeping. In the Inca religion, all matter was divine. Certain rocks, water sources, and mountains were considered alive and shrines to their gods.

Inca engineers built a vast system of roads, canals, aqueducts, and terraces. Water was moved from the mountains to the deserts and to the terraced farms that layered down the hillsides. Modern engineers marvel at the sophistication of the canals built with rudimentary tools and instruments. Massive stone buildings were built by the Inca using no mortar; instead, the stones were cut to fit together perfectly. A knife blade can rarely be forced into the joints even today.

The power of the Inca was based on the ability to control labor and redistribute resources gathered from various parts of the empire. People, rather than objects, were wealth, and it was in the self-interest of the rulers to keep the people content.

There was no protection for the people from the Spanish, however. Francisco Pizzaro led 200 soldiers south from the colonial city of Panama in 1530. Disease may have preceded him, traveling overland through Columbia from Mexico. Just as Pizzaro arrived with his license from Madrid to conquer their empire, an epidemic swept the popula-tion, killing their ruler and at least half of his 20 million subjects.

While Pizzaro set up a base in a border town almost entirely emptied by the plague, two sons of the now dead Inca fought a civil war in the highlands for control of the empire. The winner was Atawallpa. Unlike Moctezuma II of the Aztec, who overestimated the power of the Spanish, the new Inca underestimated it. Arrogant in his new power as "ruler of the world," he declined to bring armed bodyguards to his first meeting with the Europeans. The Spaniards ambushed his party, slaying over 5,000 of his unarmed retainers in less than 2 hours. Atawallpa himself was taken into captivity.

Concluding that Pizzaro was more interested in gold and silver than in Christianity or the good of the Spanish King, Atawallpa made his famous ransom offer of a room full of gold and two rooms full of silver. After the ransom was paid, the Emperor was deliberately murdered. This broke the power of the Inca rulers, though the conquest of Peru took many more years to complete. The Spanish took possession of the best land, and Indians were enslaved.

Peru has never recovered fully from the devastation of the conquest and plague. The aqueducts and terraces that fell into ruin have not been restored. The native Peruvians survived, but remain peasants in a society dominated by the descendants of the Spanish conquerors. Incan nationalism is a growing movement, however, and Incan culture has increasing influence and political power.

TUPI

The Tupi take their name from the language they spoke. The Tupi peoples were, in fact, several different tribes all bound together by a common language. They controlled the coastline of Brazil and much of the interior as well. They are thought to have been newcomers to the area who fought their way north from what is now Paraguay, expanding at the expense of less fierce tribes.

The Tupi were encountered for the first time when Europeans discovered Brazil. Portuguese ships sailing around Africa were blown off course in 1507 and briefly explored the new continent. Descriptions of the Tupi people by early visitors to Brazil shocked and titillated Europe. The Tupi went about entirely naked and lived very simple lives hunting and farming. They cared little for private property and were remarkably unfettered by traditional European sexual taboos. They were gracious hosts to explorers and traders seeking brazilwood, and worked very hard for a few trinkets and iron tools.

Further exposure to the Tupi culture revealed that it was more complex than first appeared. Much of the land they occupied was rain forest that was not good for agriculture and was not teeming with wildlife. Farm patches could be cleared and used for only a few seasons and then had to be abandoned when the soil depleted. This meant the people had to move constantly, leading to friction with neighboring groups and almost continual warfare.

The Tupi were in fact fierce warriors. Their warfare served the ecological purpose of keeping the population in the area under control. They were excellent bowmen, but preferred clubs like the Aztec. A major goal of combat was to capture prisoners. These were made slaves temporarily and then eaten in elaborate rituals intended to enrage other tribes and encourage further warfare. Prisoners provided slave labor and were a source of protein. Within their culture it was deemed an honor to be eaten in such a manner.

Despite the ritual cannibalism and other exotic cultural behavior, the Tupi and the Europeans got along well for about a generation after their mutual discovery. The natives worked hard bringing in brazilwood logs and exchanged them for trivial amounts of iron tools and trinkets. However, the easily obtained brazilwood was eventually logged off, and the Tupi acquired all of the tools and trinkets they wanted. They soon lost interest in further trade goods and refused to work under any circumstances. Their population was in decline due to European diseases that were affecting all native populations. They preferred to return to their old ways of life, made much easier with better tools.

The Europeans would not stand for this, however. The coastal grasslands and cleared brazilwood forests were found perfect for growing sugar, but this very profitable crop required intensive labor. When the Tupi refused to work, the planters began buying Tupi prisoners for use as slaves and encouraging internecine warfare to produce more prisoners. The European policy implied it was better to be worked to death as a slave than be eaten, though the Tupi disagreed.

When trading for prisoners failed to provide adequate slave labor, European colonists gradually went to war with the Tupi. In a very short time, the coastal Tupi tribes were dead of war or disease, enslaved, or driven deep into the interior. Slave hunters went up the rivers into the rain forest searching for "red gold." The Europeans justified their slaving because of the Tupi practice of cannibalism and their failure to embrace Christianity.

The Tupi disappeared from most of the lands they occupied at the time of first European contact. Their descendants survive today in the dwindling rain forests of Brazil.

IROQUOIS

At the time of first contact with Europeans, the land centered around the Finger Lakes of what is now New York was "Iroquioa," the home of the Iroquois Confederacy. This realm extended over a large area from parts of New England westward to Ohio and beyond, northward into the lower parts of Canada, and southward as far as northern Virginia.

Five related peoples occupied this region and made up the Confederacy: the Mohawks, Oneidas, Onondagas, Cayugas, and Senecas. Around 1720 the Tuscaroras were admitted to the Confederacy after they were driven north from North Carolina by the Cherokees and English settlers. The central group, the Onondagas, kept the council fire burning for several hundred years and provided the meeting place for the Confederacy. The end groups, the Mohawks to the east and Senecas to the west, guarded the easiest entrances into their territory.

The land here was rich and the climate milder than expected due to the presence of the nearby Great Lakes, especially Lake Ontario to the north. The Confederacy had been created many generations before the arrival of Europeans to resolve conflict among the five nations and to form a unified policy toward their neighbors, especially the hated Hurons on the north side of Lake Ontario.

The Iroquois were primarily farmers at first contact. They grew the "three sisters" of native American agriculture—corn, beans, and squash. Farming supported large populations and made relative prosperity possible. The Iroquois lived in towns of longhouses, each partitioned to shelter large, related family groups. A town of fifty longhouses might contain two thousand people.

The actual arrival of Europeans in Iroquois land was preceded by the invisible allies of the whites—the microbes of disease from the Spanish and English in the South. One estimate is that Iroquois populations dropped from several hundred thousands to seventy-five thousand in the disease epidemics that began sweeping the Americas in the 1520s. For example, there were no traces left of large Iroquois villages along the St. Lawrence River visited by Cartier in the 1530s when Champlain returned to the area sixty years later.

The Iroquois survived the plagues in part by raiding neighboring tribes and capturing people, who would be added to their villages. When the French and English planted colonies and began to expand, the Iroquois found themselves pinched between two European rivals for the continent. For several generations, they played one side off against the other and used this leverage to hold on to their lands. The defeat of the French and the loss of Canada removed this leverage against the English. The English commander in North America was an avowed Indian hater and supported the squatters who now invaded Iroquois territory in earnest.

The Indians replied to these renewed encroachments with a vengeance. They rose up in a revolt called Pontiac's War, named after one of the prominent warring chiefs. The Iroquois' goal was no less than the removal of all Europeans from the continent. They were stopped by their old nemesis, disease. Lord Jeffrey Amherst ordered that blankets from a smallpox hospital be given to the Indians during peace talks. The resulting epidemic decimated Indian villages for a year and brought the war to an end at the cost of more Indian land ceded to the whites in the Proclamation of 1763.

When the Revolutionary War broke out several years later, the Iroquois found themselves in the middle of a political and military struggle for the last time, in this case between the British and the American colonials fighting for their independence. The Mohawk chief Thayendanegea, known to the whites as Joseph Brant, convinced four tribes to follow him against the patriots, who he perceived as the greatest threat. The Senecas and Tuscaroras, however, sided with the rebels, splitting the Iroquois Confederacy for the first time in history.

The Iroquois mounted a devastating campaign against the rebels, fired by atrocities and rapes committed by the whites. Settlements were destroyed and militia routed in New York, Pennsylvania, Ohio, and Kentucky. The tide of settlers was being rolled back inexorably until 1782, when the British abruptly gave up and withdrew their material support.

The British betrayed the Iroquois in the Treaty of Paris in 1783, and the Americans soon tore up the Proclamation of 1763, which protected their remaining lands. Even the Senecas and Tuscaroras who supported the rebels suffered. The tide of settlers resumed, and a series of Indian campaigns in the east gradually shrunk the Iroquois Nation to a mere 4,000 people. These remnants were eventually placed on reservations within their original homelands across upstate New York, where their populations have recovered significantly and a resurgence in their culture has taken place.

One other lasting memorial to the Iroquois is the Constitution of the United States, parts of which were modeled after the Iroquois Confederacy. Benjamin Franklin and other prominent Americans sang the praises of the Confederacy, and helped form the US Constitution in its likeness.

CHEROKEE

The Cherokee Nation was first encountered by Europeans in the sixteenth century, when Hernando de Soto led a large expedition of Spanish soldiers on a wandering overland march from the Florida Gulf coast to the Mississippi River, searching for another Aztec or Inca Empire to be conquered. Although much of de Soto's route is still debated, it is believed that he visited several Cherokee towns in what are now Georgia, the Carolinas, and Tennessee.

At the time of de Soto's march, the Cherokee controlled much of south central North America. They lived in towns of wooden buildings surrounded by thick wooden palisades for defense. There was always the risk of Creek raids from the south or Mohawk raids from the north to be guarded against.

The Cherokee were predominantly farmers. Approaching a typical town of the period, you passed corn fields and other crops for miles. Their diet was supplemented with deer and buffalo hunted in the hills that surrounded the valleys where their farms were located. They managed the surrounding forests by periodically burning off the undergrowth to stimulate young plants that attracted wildlife; they have been called the "tenders of the forests."

Following in the wake of de Soto and other European visitors along the coasts came the plagues for which the natives had no defense. By the time later Europeans began to settle along the Carolina coast, the Cherokee population had been reduced by as much as two-thirds and many of their towns were left vacant.

The Cherokee maintained generally peaceful relations with the encroaching English settlers and traded deer skins for iron tools, guns, and other manufactured goods. Successive treaties were made establishing boundaries between the Cherokee and the expanding coastal settlements, but the demand for more land for settlers was unceasing and seemingly insatiable. The Cherokee Nation continued to shrink. Treaty after treaty was broken. White settlers invaded Indian territory and then demanded protection when the Indians threw them out or killed them.

The Cherokee attempted to adapt to the white man's ways and were so successful that they were called one of the five "civilized tribes" of the southeast. They established their own representative government, built schools, developed an alphabet and written language, and published their own newspapers. When President Andrew Jackson attempted to force them off their remaining lands and relocate them across the Mississippi, they argued before the Supreme Court and won. They believed they were a sovereign nation and that the United States had no right to appropriate their lands. Their victory was temporary, however, because Jackson, an avowed Indian hater, forced a fraudulent treaty through Congress whereby the Cherokees gave up the remaining 20,000 square miles of their nation in return for $5 million and the promise of land in the West.

In 1838, the US army rounded up the remnants of the Cherokee Nation. The people were kept in squalid camps until the march west could begin. Throughout the following winter they were marched at bayonet point across the South and placed in *Indian Territory*, now Oklahoma. The march west is known as "the Trail of Tears" because one quarter of the sixteen thousand dispossessed people died making the journey.

For nearly three decades, the Cherokee were successful in the West, building new farms, schools, and towns. When the American Civil War broke out, most believed their interests lay with the Southern Confederacy. After the war, the consequence of that decision was the forfeiture of their farms and towns to whites once more, in exchange for poorer lands farther west.

The Cherokee survive today mainly on a small reservation in Oklahoma, a shadow of their former size and greatness. In the mountain valleys of the lower Appalachian Mountains, a small enclave of Cherokees also survive. They avoided being forced to take the Trail of Tears and still occupy a tiny fraction of the lands their ancestors held before the arrival of the Europeans.

SIOUX

For many people today, the American Indians of history are the superb horsemen of the plains: hunting buffalo, living in teepees, wearing long flowing headdresses of eagle feathers, and moving their villages on travois poles pulled behind horses. This image most closely resembles the Sioux tribes that occupied the northern plains in the 1800s.

The Sioux also come to mind when we think of the warfare between the Indians and soldiers sent west to protect homesteaders. The Hunkpapa and Oglala were the predominant tribes at the Battle of Little Big Horn where George Custer and part of his Seventh Cavalry Regiment made their last stand. It was also the Sioux who were massacred at Wounded Knee. Many of the most famous Indian chiefs were Sioux, including Red Cloud, Sitting Bull, and Crazy Horse.

The Sioux are a grouping of bands and tribes that spoke the common language called *Siouan*. In their own language, they are also called the Dakotas, Lakotas, or Nakotas. Among the best known Sioux tribes are the Hunkpapa, Oglala, Brule, Miniconjou, Sans Arcs, Wahpeton, Wahpekute, Yankton, and Assiniboine.

When Europeans first arrived, the Sioux tribes were mainly woodland dwellers, living along the upper Mississippi River in parts of what are now Minnesota, Wisconsin, Iowa, and the two Dakotas. They lived in permanent earth lodges and cultivated crops. When their traditional enemies to the east, the Chippewas, obtained firearms from the Dutch and French traders, the Sioux were at a disadvantage in warfare. Many of the Sioux tribes moved west to the Missouri River and then past it.

The Sioux who settled around the Black Hills of South Dakota, in Montana, and in Wyoming acquired the use of the horse by the early 1700s. The horse revolutionized their culture. It made them better hunters and fighters, allowed travel over greater distances and with better speed, and allowed greater loads to be carried. The western Sioux, like other Plains tribes, became predominantly nomadic, living in the familiar teepees that could be erected and taken down easily. This allowed the group to follow migrating buffalo herds that provided much of their food and raw materials. At least 86 non-food uses for parts of a buffalo have been counted, such as blankets, clothing, threads, tools, and fuel.

In warfare on the plains, bravery was measured by "counting coup," the object of which was to touch a living enemy in battle. Coup could be counted by touching with a special coup stick, or other weapon, or the bare hand. Each successful coup earned the right to wear an eagle feather. After counting coup, more feathers could be earned by killing and scalping the enemy just counted. Great honor was earned by capturing an enemy's possessions, especially his eagle feathers, that could now be worn by the victor.

The emphasis on individual bravery helped make the Sioux and other Plains Indians outstanding warriors. They have been called the finest light cavalry ever. The cultural importance of individual action made fighting them unique. Their leaders could only decide where the battle would be fought. Once closed with the enemy, the leaders became individual warriors themselves and could not presume to tell others where to go, who to fight, etc. Indian leaders could not dictate battle tactics as opposing army officers would. Each individual had the right to select his enemy and engage him.

The fate of the Sioux on the Plains is the familiar one of coping with ever-shrinking hunting grounds because of the encroachment of European settlers. In addition, the buffalo herds were slaughtered by whites for their tongues and hides, to the point of near extinction. Successive treaties with the United States were broken as more and more settlers came west hungry for land. The discovery of gold in the Black Hills meant the Sioux had to concede that area as well. With their hunting grounds and food sources disappearing, they were eventually forced into submission. By the turn of the twentieth century, the remaining Sioux were settled on reservations and are largely dependent on the government for subsistence.

APACHE

The Apaches were renowned for their skill as raiders and warriors, to the extent that their name is synonymous with fierce warrior, even though their population was always quite small. For many years they were the scourge of the North American southwest, terrorizing Spanish, Mexican, and European settlers alike. Recognized by their long hair, head bands, and sashes, they were considered the fiercest of the natives in the area. Ably led by famous chiefs such as Cochise and Geronimo, some of the Apache bands were among the last Indians subdued by the United States and forced onto reservations.

When the Spanish entered New Mexico in 1540, the land north of the town-dwelling Pueblos was occupied by small bands of Apaches. The Apaches raised some maize, beans, and squash, but relied to a greater extent on hunting and wild-food gathering. They were organized into small groups of a few families because they lived in relatively barren lands that more agricultural tribes avoided. Prior to the arrival of the Spanish, the Apache traded with the Pueblos and coexisted in relative peace.

The Spanish conquest of the area and the Pueblo revolt of 1680 forced the Apaches to adopt new ways. The Pueblos no longer produced surplus crops for which the Apache could trade. The Spanish brought in new types of livestock that were attractive alternatives to hunting wild game. The Apaches at first supplemented their food gathering and limited agriculture by raiding the town dwellers and Spanish farms that occupied the better lands. By the 19th century, the Mescalero and Chiricahua bands gave up farming and subsisted almost completely on predation and food-gathering.

The availability of the horse gave the Apaches new mobility. They adopted the technology of guns to their use. They became experts at guerrilla warfare, hitting and running too fast for the authorities to respond.

The goal of the United States after the American Civil War was to control all Indians within its borders, but the Apache proved especially elusive. Because they avoided agriculture, the standard policy of destroying their crops would not work. The small bands disappeared into the endless canyons of the desert after each raid, showing up far away to raid again. The terrain they occupied was some of the most difficult on the continent and perfect for their purposes.

In the late 19th century, reservations were set aside for them. The army made life difficult, gradually inducing individual bands to give up and accept reservation life. Using other Apaches as scouts, the army forced the last of the warring bands to surrender. Some were held prisoner in Florida for many years before being allowed back to the desert reservations where their descendants live today.

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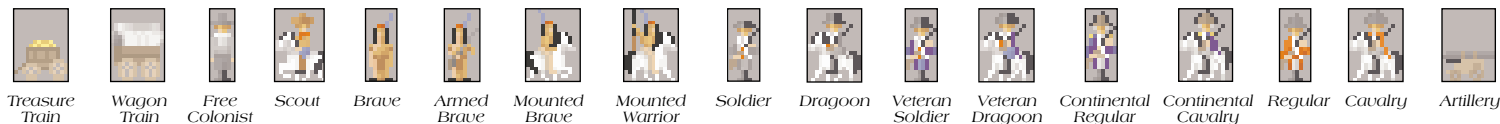Bob Kathman

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SID MEIER'S COLONIZATION™ PLAYER AID CARDS

COMBAT STRENGTHS CHART

| Treasure Train | Wagon Train | Free Colonist | Scout | Brave | Armed Brave | Mounted Brave | Mounted Warrior | Soldier | Dragoon | Veteran Soldier | Veteran Dragoon | Continental Regular | Continental Cavalry | Regular | Cavalry | Artillery |

Unit	Strength
Treasure Train*	0
Wagon Train*	1
Any Unarmed Colonist*	1
Seasoned Scout	1

Native Units	Strength
Brave	1
Armed Brave	2
Mounted Brave	2
Mounted Warrior	3

Military Units	Strength
Soldier	2
Dragoon	3
Veteran Soldier**	3
Veteran Dragoon**	4.5
Continental Regular	4
Continental Cavalry	5
Regular	5
Cavalry	6
Artillery***	7/5
Damaged Artillery***	5/3

* These units may not attack.
** Veteran soldier strengths are (normal strength + 50%).
*** Artillery units list attack/defense strengths; they suffer severe penalties when not inside a fortification. Artillery inside a fortification gains a bonus when defending against Indian raids. When an artillery unit is defeated in battle, it is damaged.

NAVAL UNITS CHART

| Caravel | Merchantman | Galleon | Privateer | Frigate | Man-o-War |

Ships	Moves	Armed	Strength	Cargo
Caravel*	4	No	2	2
Merchantman*	5	No	6	4
Galleon*	6	No	10	6
Privateer	8	Yes	8	2
Frigate	6	Yes	16	4
Man-o-War	6	Yes	24	6

* These units may not attack.

FORTIFICATION CHART

Fortified Unit
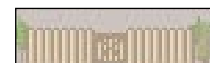
Stockade

Fort

Fortress

Fort Type	Defense Bonus
Fortified Unit	50%
Stockade	100%
Fort	150%
Fortress	200%

Note that artillery defending in a fortified colony receives a 75% bonus against Indian raids.

SKILLS CHART

Expert Farmer	*Expert Fur Trapper*	*Expert Lumber Jack*	*Master Sugar Planter*	*Master Tobacco Planter*	*Elder Statesman*	*Master Distiller*	*Master Tobacconist*	*Master Blacksmith*	*Seasoned Scout*	*Veteran Soldier*

Expert Fisherman	*Expert Silver Miner*	*Expert Ore Miner*	*Master Cotton Planter*	*Firebrand Preacher*	*Master Carpenter*	*Master Weaver*	*Master Fur Trader*	*Master Gunsmith*	*Hardy Pioneer*	*Jesuit Missionary*

OUTDOORSMEN	PRODUCES	WHERE [1]	SCHOOL [2]
Expert Farmer	Food	Plains, Savannah, Prairie, or Grassland	S*
Expert Fisherman	Food	Ocean	S*
Expert Fur Trapper	Furs	Forested Terrain, except Swamp	S*
Expert Silver Miner	Silver	Mountains	S*
Expert Lumber Jack	Lumber	Forested Terrain	S
Expert Ore Miner	Ore	Hills, Mountains, Swamps, Marsh, Tundra	S
Master Sugar Planter	Cane Sugar	Savannah, Marsh, Swamps	C*
Master Cotton Planter	Cotton	Plains, Grassland, Prairie, Savannah, Desert	C*
Master Tobacco Planter	Tobacco	Plains, Grassland, Prairie, Savannah, Marsh, Swamp, Desert	C*

SPECIAL			
Firebrand Preacher	Crosses	Church/Cathedral	U
Elder Statesman	Liberty Bells	Town Hall	U

CRAFTSMEN	CONVERTS	WHERE	
Master Carpenter	Lumber to Hammers	Carpenter's house/Lumber mill	S
Master Distiller	Sugar to Rum	Distiller's house/Distillery/Rum factory	C
Master Weaver	Cotton to Cloth	Weaver's house/shop/Textile mill	C
Master Tobacconist	Tobacco to Cigars	Tobacconist's house/shop/Cigar factory	C
Master Fur Trader	Furs to Coats	Fur trading post/factory/Fur factory	C
Master Blacksmith	Ore to Tools	Blacksmith's house/shop/Ironworks	C
Master Gunsmith	Tools to Muskets	Armory/Magazine/Arsenal	C

OTHER			
Seasoned Scout	Better at exploring rumors, negotiating, meeting Chiefs, infiltrating		S*
Hardy Pioneer	Clears forest, plows fields, and builds roads faster		S
Veteran Soldier	Increased attack and defense strengths		C
Jesuit Missionary	More effective missions, denouncements, incitings		U

1) The presence of plowing, a road, and/or a river in a square increases the output of that square.
2) Minimum level of school required to teach the skill: S=Schoolhouse; C=College; U=University
* This skill can be learned from the Indians.

BUILDING CHART

Building*	Ham	Tool	Pop	Effect and other requirements
Town Hall	**0**	**0**	**1**	**Produces liberty bells**
Carpenter's Shop	**0**	**0**	**1**	**Uses lumber to produce hammers**
Lumber Mill	52	0	3	Increases hammer production
Blacksmith's House	**0**	**0**	**1**	**Uses ore to produce tools**
Blacksmith's Shop	64	20	4	Increases tool production
Iron Works**	240	100	8	Increases tool production
Stockade	64	0	3	Defense + 100%
Fort	120	100	4	Defense + 150%
Fortress	320	200	8	Defense + 200%
Tobacconist's House	**0**	**0**	**1**	**Uses tobacco to produce cigars**
Tobacconist's Shop	64	20	4	Increases cigar production
Cigar Factory**	160	100	8	Increases cigar production
Weaver's House	**0**	**0**	**1**	**Uses cotton to produce cloth**
Weaver's Shop	64	20	4	Increases cloth production
Textile Mill**	160	100	8	Increases cloth production
Rum Distiller's House	**0**	**0**	**1**	**Uses sugar to produce rum**
Rum Distillery	64	20	4	Increases rum production
Rum Factory**	160	100	8	Increases rum production
Fur Trader's House	**0**	**0**	**1**	**Uses fur to produce coats**
Fur Trading Post	56	20	3	Increases coat production
Fur Factory**	160	100	6	Increases coat production
Armory	52	0	1	Uses tools to produce muskets; Uses lumber to produce artillery
Magazine	120	50	8	Increases musket production
Arsenal**	240	100	8	Increases musket production
Dock	52	0	1	Allows fishing
Drydock	80	50	6	Allows ship repair
Shipyard	240	100	8	Allows ship construction
Schoolhouse	64	0	4	Allows teaching of some skills w/ faculty of 1
College	160	50	8	Allows additional skills teaching w/ faculty of 2
University	200	100	10	Allows all skills teaching w/ faculty of 3
Warehouse	80	0	1	Increases storage capacities by 100
Warehouse Expansion	80	20	1	Increases warehouse capacities by 100
Stables	64	0	1	Increases horse breeding capacity
Church	52	0	3	Increases cross production; allows missionary creation
Cathedral	176	100	8	Increases cross production
Printing Press	80	0	1	Increases liberty bell production
Newspaper	120	50	4	Increases liberty bell production
Custom House	160	50	0	Requires Peter Stuyvesant to construct
				Allows automatic shipping of trade and trade with foreign powers after Declaration of Independence

* Buildings in bold type appear automatically, when colony is built.   ** Requires Adam Smith to start this project
Ham = Hammers required to construct a building   **Tools** = Tools required to finish a building   **Pop** = Population required to start a project

TERRAIN CHART

Plains	Grasslands	Prairie	Savannah	Marsh	Swamp	Desert	Tundra	Arctic	Hills	Mountains	Sea lane

TERRAIN	MOVE COST*	DEFENSE BONUS*	FD	SUG	TOB	COT	FUR	LMB	ORE	SIL	FISH
Plains	2/1	50/0	3/4	0/0	1/1	1/2	3/0	6/0	0/0	0/0	0/0
Grasslands	2/1	50/0	3/4	0/1	1/3	1/2	2/0	6/0	0/0	0/0	0/0
Prairie	2/1	50/0	3/4	0/0	1/2	1/3	2/0	4/0	0/0	0/0	0/0
Savannah	2/1	50/0	3/4	1/3	1/2	1/3	2/0	4/0	0/0	0/0	0/0
Marsh	3/2	50/25	2/3	1/1	2/3	0/0	2/0	4/0	2/3	0/0	0/0
Swamp	3/2	75/25	2/3	2/3	0/1	0/0	0/0	4/0	0/0	0/0	0/0
Desert	1/1	50/0	2/2	0/0	0/1	1/1	2/0	2/0	1/2	0/0	0/0
Tundra	2/1	50/0	2/3	0/0	0/0	0/0	3/0	4/0	1/2	0/0	0/0
Arctic	2	0	0	0	0	0	0	0	0	0	0
Hills	2	100	2	0	0	0	0	0	4	0	0
Mountains	3	150	0	0	0	0	0	0	3	1	0
Ocean/Sea Lane	1	0	0	0	0	0	0	0	0	0	3

*All values are for forested/non-forested terrain, except where the terrain type cannot sustain forests.

Move Cost is the number of moves it costs a unit to enter that terrain type.

Defense Bonus is a percentage of a unit's base strength that is added to its defense in that terrain type.

Production Values are the number of goods or commodities produced per turn in that terrain type by a free colonist.