

The background of the cover is a detailed illustration of two sailing ships on a turbulent sea. The ship on the left is a three-masted vessel with large sails featuring red and white vertical stripes and blue sections with white stars, reminiscent of the American flag. The ship on the right is smaller and also has similar themed sails. The sea is depicted with large, green, stylized waves. The sky is a mix of blue and pinkish-orange, suggesting a sunset or sunrise. At the top center, there is a yellow banner with the text 'PRIMA'S SECRETS OF THE GAMES'.

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Sid Meier's

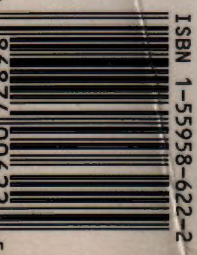
COLONIZATION™

Create A New Nation

THE OFFICIAL STRATEGY GUIDE

MICROPROSE

Bruce C. Shelley



UPC

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SID MEIER'S

COLONIZATION

THE OFFICIAL STRATEGY GUIDE

Bruce C. Shelley



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FORERUNNERS



How do you top one of the most popular strategy games ever created? This is the problem we faced after completing *Sid Meier's Civilization, or Rome on 640K a Day*. We knew that *Civilization* was a really good game. Plus, its topic was the history of the world—pretty all-inclusive!

What does one do next?

Well, the obvious answer is to do a computer program that writes music in the style of the legendary J. S. Bach. So we worked on *CPU Bach*. While doing that, though, we continued to discuss the topic of our next game. We considered the Civil War (which, by the way, is still simmering on the burner), and we talked about various other topics, including a game about the discovery and colonization of America.

This idea didn't get very far. We were thinking of a game system totally different from *Civilization*. We didn't really think that much more about the idea until a combination of circumstances conspired.

WHY COLONIZATION?

First, we determined to do a series of new games based loosely on our most popular existing strategy titles. Second, Brian Reynolds, one of our most talented programmers (and official *Civilization* champion), suggested a *Civilization* spin-off based on the discovery and colonization of America. This seemed like a good match. Not only did Brian suggest this idea, but he had already done some preliminary work on the game. The project soon became an official part of the Strategy Group's schedule.

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As always, the game is the result of the efforts of a lot of hard-working people, and we got a lot of design ideas from many different places. The Quality Assurance department deserves much credit for their input, as do all the artists and musicians that participated. A look at the credits at the end of the manual will give you an idea of the people involved and their roles.

We'd like to thank Bruce Shelley for his work on this book and his contributions to the game. We knew Bruce before he became a famous author and hope he won't forget the "little people" that helped him along.

THE GAME

From the beginning, we wanted a game that played a lot like *Civilization* but was fundamentally different. We wanted to keep much of the same interface and that "just-one-more-turn-before-I-stop" feel. We also wanted the types of decisions the player is confronted with to vary from those encountered in *Civilization*, but to remain just as interesting. The problems, we concluded, should derive from some major forces in history—Native Americans and Europeans competing for resources and power in the New World.

One of the more important decisions concerned the treatment of the native population. Historically, there were several approaches: the Spanish approach involved slaughter and pillage, while the French favored cooperation and alliance; the English and Dutch showed toleration until that was no longer perceived as financially viable.

In *Colonization* you are given the same choices. The natives are friendly until you do something that changes their attitude. Trade and cooperation with the natives is a viable alternative for the patient player, but other courses of action may prove successful as well.

You also compete with other foreign colonial powers for dominance of the New World and its resources. The other powers are aggressive and will almost always compete militarily for control. However, a nation's ability to carry out military operations depends almost entirely on its success in the economic arena; very little direct military support comes from the home

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country. Instead, you must mold the resources you have at hand—including people resources—into a viable money-making endeavor.

Speaking of people resources, the experienced player will recognize already the importance of this aspect of the game. You must learn how to put the talents of your people to good use within your colonies. The colonists come with a wide range of skills that must be matched with the appropriate terrain or building to make them efficient and productive. The success of the colonial empire depends on your ability to manage your people.

Ultimately, *Colonization* requires you to build a viable governmental infrastructure within your fledgling nation, capable of sustaining itself without the influence or tax-ridden support of your Mother country. You want to create an empire that can survive an invasion of well-trained Europeans from your home country.

ENJOY

We enjoyed working on this game a great deal. Every game is a delicate balance of reality and playability. What to include and what to exclude from the scope of a design is a difficult and haunting problem which can make the difference between a successful, fun gaming experience and one that is dull, detail-ridden, and unenlightening. We thought long and hard about these issues and played the game every day, looking for that elusive element—fun. We're very happy with the result and feel we have a game that *is* fun and engrossing, with a ring of truth and reality. We hope you agree. ✚

Sid Meier

Jeff Briggs

A C K N O W L E D G M E N T S



I t was my good fortune to be an employee of MicroProse Software for several years. I count many of the people who designed and developed *Colonization* as friends. The comprehensiveness and value of this guide is due in large part to the assistance of Jeff Briggs, Brian Reynolds, and Sid Meier, who supplied me with early versions of the game and were always available for my questions. I want to especially thank Jeff who was my principal source for software and documentation. While I was preparing this guide, I received additional help from Jen MacLean and Jason Coleman, the leaders of the quality assurance team. I also want to thank John Possidente for his help on the logistics end.

My thanks go to the entire *Colonization* development team for creating a fine game and for giving me so much to work with. Being associated with these people and this game is the kind of assignment that I would (almost) be happy to do for nothing.

I also wish to thank the reliable crew at Prima Publishing who make these books happen. I want to thank especially my publisher, Roger Stewart, and my editor, Dan Foster. This is my fourth book under Dan's direction and I think we make a good team.

For her continual support, encouragement, and good advice, I wish to thank my wife Barbara. I greatly appreciate these qualities in her, and many more. ✠

INTRODUCTION



Sid Meier's *Colonization* is a game of trade, a game of conflict, and a game of diplomacy. Its scope, the exploration and settlement of the New Worlds discovered by Christopher Columbus in 1492, is suitably large and interesting. You direct the establishment of colonies, their growth and expansion, and ultimately their fight for independence from the home country. Like its predecessor, *Sid Meier's Civilization*, *Colonization* is a learning experience as well as a fun game.

Colonization is a hidden map game. You direct the movement of your units into the unknown in order to discover new lands, treasures, sites for new colonies, native peoples, and the location of rival colonies. You play god as you plan the building and expansion of your colonial empire over decades and centuries.

PLAYING *COLONIZATION*

If you have previously played and enjoyed *Civilization*, you will recognize much of what goes on in *Colonization*. If you are new to this style of game, you have a lot of good gaming in front of you.

Colonization begins with a single ship transporting two colonists on a voyage of discovery to the New World. Aside from the adjacent sea squares, the game map of the New World is entirely hidden from view. From this modest starting position, you must eventually build a colonial empire strong enough to win a war of independence.

The play of *Colonization* goes through several stages before reaching a conclusion. In the first stage you find a suitable site for an initial colony



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and establish this foothold in the New World. Once your first colony is underway, you begin the second stage where you explore your continent and the nearby sea areas.

Modest growth of your first colony and the establishment of additional colonies will bring the first test of your empire—your relationship with the natives. Native Americans exist throughout the New World and they cannot be avoided. They prove helpful to fledgling colonies but become a problem as the colonies grow and expand. They willingly give you a little land, but resent excess demand for land. They fight against clearing of the forests and the importation of armed soldiers and artillery. You must grow and expand to achieve independence; the challenge at this stage of the game is to mollify the natives while proceeding with your growth. This can be done successfully. Veteran players know that with a little effort the natives can be very useful allies. Eventually you will reach a level where you never need to attack the natives, or vice versa.

At some point you will encounter the colonies of other European nations. At this stage you must decide whether to assume a neutral, aggressive, or defensive posture towards your neighbors. Interaction with competing colonial empires can offer opportunities for gain or tie up valuable resources which might be more useful elsewhere.

The final stage of *Colonization* comes when you have suitably prepared to declare your independence. The War of Independence is an all-or-nothing affair. You either win your independence, and thus the game, or lose the war and fall short of winning.

What's Fun

From the time you first discover the New World to the time you achieve victory in the War of Independence, you will spend hours making many interesting decisions. The early turns of the game whip by. Decisions are few and simple and it is easy to implement your plans. Soon, however, each turn becomes a little more complex. You must make more decisions and consider more factors. Indeed, one of the strengths of *Colonization* is the number of decisions that must be made. The irresistible compulsion to play just one more turn will lead you into the wee hours of the morning.

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The hidden map of *Colonization* is a proven play mechanic. It's great fun to explore the unknown, discover new lands, search for the best colony sites, uncover possible lost treasures, and locate competing colonies.

The building aspect of the game, in this case your colonial empire, is also a proven game mechanic. You get involved in the growth of your individual colonies and your empire. You find yourself taking pride in planning the most efficient use of available resources and colonist skills. It is an interesting challenge to find a useful balance between building your empire, developing its military strength, maintaining a reasonable relationship with nearby natives, improving individual colonies, conducting profitable trade, and raising rebel sentiment to the point that independence is within reach.

The play of *Colonization* includes several modules that are essentially mini-games, although they are not specifically distinguished from the play of the overall game. Forest diplomacy with the Indians is an example of a mini-game. As the overall game continues, you should devote some time and resources towards maintaining peaceful relations with your native neighbors. This diplomacy and effort is a game within the game.

There is also a mini-game concerning trade. The production, sale, and purchase of commodities is trade, and it has many uses within the larger context of *Colonization*. Trade with the nearby Indians helps maintain reasonable relations in a profitable manner. Trade with Europe also brings in money. Profits raised through trade can be used to recruit additional colonists, hire colonists with especially desired skills, obtain commodities needed in the New World, buy ships, and buy weapons. The better you master the mini-game of trade, the more money you have to spend on incremental improvements to your empire.

Piracy is another mini-game. Privateer warships can attempt to capture cargos from ships of rival nations without inciting war. An efficient fleet of privateers can slow the growth of rival empires while benefiting your own colonies.

The mini-games offer opportunities for advancing the strength of your empire. Mastering the mini-games and consistently making good decisions each turn results in a colonial empire whose independence is assured.

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Playing to Win

Playing *Colonization* is always fun, but playing to win requires a lot of preparation and a certain determination. The first couple of times that you play, winning should not be a major concern. But after time you will wish to demonstrate your mastery of the game by declaring the independence of your colony and winning the war.

Playing to win requires that you develop a clear plan as your colonial empire builds. All decisions concerning colony sites, colonial production, forest diplomacy, international diplomacy, trade, and treasury expenditures should be directed toward building an empire that can withstand the coming war.

THE OFFICIAL STRATEGY GUIDE

This strategy guide complements the game documentation. *Colonization* is a rich game with lots of opportunities for tactics, strategy, and informed decision making. The logistics of play mechanics vary too much to address in a basic manual. This guide provides detailed discussion of these implications in order to make you the most informed player possible. Understanding the implications of basic instructions leads to mastery of the game, increased entertainment, and overall satisfaction. This guide will enhance your understanding and enjoyment of the game.

Each of the following nine chapters discuss in detail a major part of *Colonization*. In some cases a chapter covers one of the mini-games mentioned earlier in this chapter. For example, Chapter 4 discusses the mechanics, implications, and uses of trade. Other chapters discuss a major play mechanic or game feature. For example, Chapter 1 discusses the geography of the New World that you will encounter. Geography is especially important when selecting sites for colonies. You must plan for the colonies' immediate survival, but also for their long-term growth and their role in your eventual quest for independence.

The discussions draw on the experiences of the development team, the play testers, and the author. The intent is to make their tactics and

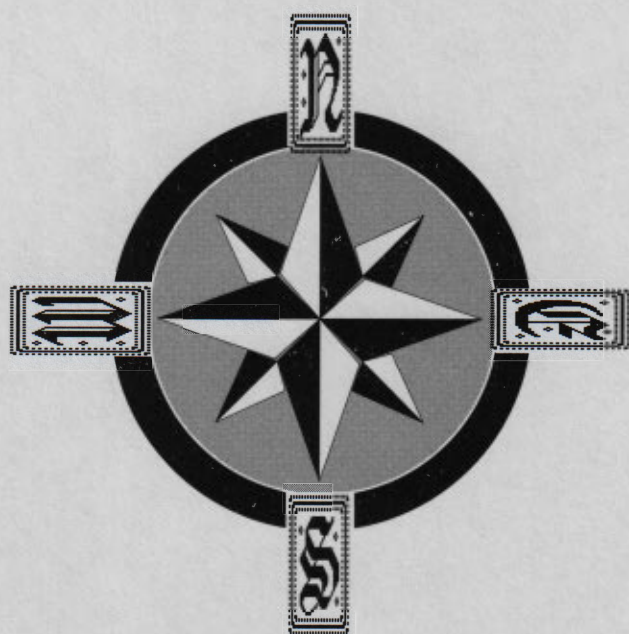
INTRODUCTION

strategies available to you. This guide reveals many tips that can help increase your skill so that all of the components of the game are put into use efficiently. Look for highlighted tips throughout the guide.

Consult this guide before you play your first turn or after you have had some experience. It can be read through from start to finish, or consulted for help in specific areas. Refer to the table of contents or the index for direction to the discussion you wish to check. After you have had substantial experience with *Colonization*, take the time to examine the entire guide to discover additional tips.

DESIGN NOTES

I was introduced to an early version of *Colonization* nine months before its release. Thus, I was able to follow most of the game's development. Flagged throughout the text of this guide are additional notes discussing the evolution of *Colonization*'s design. As you will see, a number of features changed over that period. You will find it interesting to see where changes were made and why. ✕



One

NEW WORLD GEOGRAPHY

The geography of the New World in *Sid Meier's Colonization* is greatly varied at both the macro and micro level. When beginning a new game, you have several options from which to choose regarding the geography of the world in which to play. This is a macro level decision. You can choose to play in a model of the real American continents, or you can play in a somewhat randomly generated New World, or you can customize the New World geography to a limited extent.

The micro level of geography concerns the terrain types found in map squares throughout the world. Many different types of terrain can be encountered, and each has its own characteristics. Understanding what the various terrains represent and what resources they provide is an important step in playing *Colonization* well. To build efficient and useful colonies, you must select good locations for their placement. This depends on being able to read the terrain and understand how it can be used both now and later in the game.

The geography of *Colonization* represents the relative wilderness encountered by the first Europeans. Much of the land is covered by forests. Planning for the future requires that you know how the land can be used both before and after the extensive primeval forests are cleared.



WORLD OPTIONS

At the start of a new game, you must select the type of world in which you wish to play. Your choices are a New World, America, or a customized New World, as shown in Figure 1-1.

A New World

If you choose the New World option, the program will somewhat randomly generate a completely New World. Having this option available means that no two games will ever be the same.

The New World generated by the program is not completely random. The climate, temperature, land mass, and land form will be roughly similar to that of the real North and South American continents. There will be roughly the same amounts of plains, grasslands, swamps, mountains, etc. There may be smaller continents and more islands, or vice versa.

Choosing to play in a New World is the most commonly selected option. Its primary attraction is that the world is totally unknown at the start, taking real advantage of the hidden map. You must explore to discover the extent of the world and the location of rival colonies. A New World provides a good mix of terrains.

America

The option of playing in the real Americas is an interesting opportunity. The designers have built a map of both continents that attempts to model as closely as possible the real geography of the New World. Within the scale of *Colonization*, this modeling can be an approximation only, but you will be able to recognize familiar geographic features such as the Mississippi River, the Great Lakes, the Isthmus of Panama, the Andes Mountains, the Brazilian rain forests, and so on.

By playing in America at least once, you can get a feel for what a colony represents. For example, you may find that only three or four colonies fit easily along the Atlantic seaboard of North America. This would roughly approximate the colonies of the Massachusetts Bay Company and their New England neighbors, the middle Atlantic colonies of Virginia, Maryland, and Pennsylvania, and the southern colonies of the Carolinas and Georgia.



♠ **FIGURE 1-1** *New World Options*

Another feature of playing in America is that the Indians are placed roughly where they were historically located. When landing on the coasts of North America you will encounter first the Iroquois and Cherokee, and then the Apache and Sioux farther inland.

Playing in America is the most historic scenario, but loses some interest because you can always make a good guess about the geography that is still hidden. The hidden map feature of the game is rather pointless, except that you don't know where rival colonies are placed without looking for them.

Customize a New World

The option to customize a New World gives you some control over what the randomly generated world will be like. You can choose from among the following optional characteristics. Choosing the middle option in each case will generate the same type of world that results from the New World option. This would be a randomly generated world with the same general characteristics as the real American continents.



- ✠ **Land Mass (small, normal, or large)** Your choice here, shown in Figure 1-2, determines if there will be about the same amount of land as in the real Americas, less, or more. Having less land available may bring your colonies and those of rival empires into greater competition for suitable sites. With a normal or large land mass, there will be plenty of land for everyone, and much of it will never be utilized.
- ✠ **Land Form (archipelago, normal, large continents)** An archipelago-type New World presents unique problems. Your colonies will probably be separated by water and require several ships for intercolonial trade. It will be more difficult to move people and materials among them. Neighboring colonies on land are easy to connect with roads and Wagon Trains. Island colonies are also more difficult to defend because troops and military supplies cannot be easily moved where needed. This can be a decisive shortcoming during the war of independence.

In its favor, the archipelago-type world usually offers expanded opportunities for piracy and capturing rival colonies, because your program-controlled rivals will probably have more difficulty adjusting to



FIGURE 1-2 *Land Mass option when customizing a New World.*



this type of world than you. The archipelago world is not recommended for less experienced players.

The large continent-type world places less emphasis on the naval parts of the game because there is less need for ships. With fewer continents and islands, your colonial empire can be connected by roads, and Wagon Trains can be used to move goods between colonies. This means less seaborne transport and less opportunity for piracy.

Large continents also mean relatively large concentrations of natives. This can be a problem if you anger a large tribe because they can send a large force against your colonies. You may find yourself heavily involved in Indian wars that delay your march toward independence.

- ✠ **Temperature (cool, temperate, warm)** The temperature affects the relative amount of Tundra encountered near the poles versus the amount of Savannah, Grassland, and Desert extending up from the equator. Cool temperatures mean more Tundra and less Savannah/Grassland/Deserts, whereas warm temperatures can mean less Tundra and more Savannah/Grassland/Deserts.
- ✠ **Climate (arid, normal, wet)** The amount of rainfall on the world is determined by the climate. An arid climate results in less Rain Forest/Swamp and Wetland Forest/Marsh versus more Scrub Forest/Desert and Boreal Forest/Tundra. A wet climate has the opposite effect.

TERRAIN

There are thirteen basic types of terrain found on the game map. Eight of these terrains may be covered with forests, creating eight additional terrain types. There are twelve special resources that can enhance the value of the basic terrain they occupy. Rumors of Lost Cities can be encountered throughout the New World. Finally, there are Indian villages, towns, and cities.

Learn to distinguish the various terrains at a glance. Being able to read the terrain map improves your selection of colony sites by assuring an adequate mix of resources for production and profit within the colony. Terrain types also have some effect on movement and combat (see Chapter 5).



Terrain Information

You can learn the identity of any visible terrain square by clicking on it with the right mouse button. This action switches the Map Display into View mode and converts the mouse pointer in a white cursor box that fits around a map square. In the Information Sidebar on the right side of the display, you can read the name of the terrain type in the square encompassed by the white cursor. The white cursor box may be moved around the map to identify other terrain squares by further right mouse clicks, by pressing the keypad direction keys, or the Arrow keys.



TIP

When you identify a square, any claims on the square by natives or European powers are also revealed. When searching the coast of the New World for a first colony site, check the identity of possible landing points before disembarking colonists. If a square is identified as belonging to an Indian tribe, an Indian village is probably adjacent to the square out of view. By checking in this manner, you can determine the approximate location of Indian villages without coming ashore. This can help you locate a colony site distant from an Indian village.

If you wish to learn more about a terrain type after you have identified it, press the Help (F1) key. This opens the Colonizopedia entry for the terrain type. Reading this entry is discussed below (see "Colonizopedia Terrain Information").

Terrain Types

There are two types of all-water square terrains and nineteen types of land terrain.

WATER TERRAIN

The water terrains are Ocean and Sea Lane. Ocean squares entirely surrounded by land are actually lakes, but they are not distinguished from Ocean. No movement is possible across lakes, but they are excellent sources for food when fished. Ocean and Sea Lane squares may be entered only by ship units, although land units may be carried over these squares by Naval Transport (see Chapter 5).

Sea Lane squares show a wave pattern missing in Ocean squares and are found on the eastern and western edges of the world. These squares are primarily used for passage between Europe and the New World. By



moving east into an eastern edge Sea Lane square, or west into a western edge Sea Lane square, you have the opportunity to sail to Europe. You may elect to stay in the New World and sail through the Sea Lane squares. There is no land directly to the east of the eastern edge Sea Lane squares or directly to the west of the western edge Sea Lane squares.

LAND TERRAIN

The available land terrains are listed in Table 1-1. The Forest column shows the name of terrain squares covered with forests. The Forest Production column shows what commodities the square can produce if worked by a Free Colonist. The Cleared column shows the type of terrain that results when each type of forest is cleared. The Cleared Production column shows what commodities the cleared terrain can produce if worked by a Free Colonist.

The Movement Point Cost (MPC) column shows the cost in movement points to enter this terrain. The number before the slash is the cost to enter the forested terrain; the number after the slash is the cost to enter the cleared terrain. The Combat column shows what defensive bonus (percentage increase) may apply to a defender in this terrain or the ambush bonus that may apply to an attacker in this terrain (see Chapter 5). Again, the number before the slash applies to the forested terrain and the number after the slash applies to the clear terrain.



DESIGN NOTE: *Look for Terrain information in three places: Table 1-1 of this guide shown above, the Terrain Chart on the Player Aid Card, and in the Colonizopedia. Because the Terrain Chart was finalized before the game was published there appear to be a number of discrepancies with the other sources. Where values differ, assume that the Colonizopedia is correct because the information found there comes directly from the code of the game program.*

For production of a commodity to be increased by the presence of a river or road, that commodity must be available from the basic terrain in the square. For example, a Major River increases ore production in a square only if the basic terrain there already produces some ore. The presence of a road or river increases production by making it easier to get materials out in most cases. If there is nothing there to get out, the river or road can have no effect.


Table 1-1. Land Terrain Attributes^{a, b}

FOREST	FOREST PRODUCTION	CLEARED	CLEARED PRODUCTION	MPC	COMBAT
Boreal	2F3P4L1O	Tundra	3F2O	2/1	50/0
Broadleaf	2F2P4L1C	Prairie	3F3C	2/1	50/0
Conifer	2F2P6L1T	Grassland	3F3T	2/1	50/0
Mixed	3F3P6L1C	Plains	5F2C1O	2/1	50/0
Rain	2F1P4L1S1O	Swamp	3F2S2O	3/2	75/0
Scrub	2F2P2L1C1O	Desert	2F1C2O	1/1	50/0
Tropical	3F2P4L1S	Savannah	4F3S	2/1	50/0
Wetland	2F2P4L1T1O	Marsh	3F2T2O	3/2	50/25
		Arctic	nothing	2	0
		Hills	2F4O	2	100
		Mountains	4O1A	3	150

^a**KEY:** A = silver; C = cotton; F = food; L = lumber; O = ore; P = furs (pelts);

S = sugar; T = tobacco.

^b**NOTES TO TABLE 1-1:**

1. Road in square = +1 for production of ore; +2 for furs and lumber.
2. Minor River in square = +1 for food, cotton, sugar, tobacco, and ore; +2 for furs and lumber.
3. Major River in square = +1 for food; +2 for cotton, sugar, tobacco furs, and ore; +4 for lumber.
4. Plowing in square = +1 for production of food, cotton, sugar, and tobacco.

Special Resources

Unique map icons mark the locations of particularly abundant sources for a specific raw material or good. Look for these icons and attempt to encompass as many as you can within the radius of your colonies. Special resource terrains produce a particular item at an increased rate over similar, but not special, terrains for the same amount of labor. For example, the Conifer Forest terrain produces 6 lumber when worked by a Free Colonist. If this square is Prime Timber Land, the colonist produces 12 lumber there.

Some of the special resources are found only in one type of terrain. For example, the Prime Food Land special resource will appear only in a



Plains terrain. Other special resources may be found in several different terrains. For example, the Mineral Deposits special resource may be found in several different terrains.

Some special resources may not be visible until the forest over them has been cleared. When forests are cleared there is a chance that a special resource may appear in the underlying terrain.

The special resource in a map square may change under one circumstance. If the square is forested, the special resource may change when the forest is cleared. For example, if the forest is cleared from a Conifer Forest terrain that is also Prime Timber Land, the special resource may change to Prime Tobacco Land in a Grasslands terrain.

Table 1-2. Special Resource Production^{a, b}

MAP ICON	SPECIAL RESOURCE	ADDITIONAL PRODUCTION
Beaver	Trapping Areas	3P
Cotton	Prime Cotton Land	x2C
Deer	Game Areas	2F/4F, 2P
Fish	Fishery	3F/6F
Ore Lump	Ore Deposits	2O
Nuggets (non-Hill)	Mineral Deposits	3O
Palm Tree	Oasis	2F/4F
Silver Nugget	Silver Deposits	2A
Sugar Cane	Prime Sugar Land	x2S
Tobacco Leaf	Prime Tobacco Land	x2T
Tree	Prime Lumber Land	4L
Wheat	Prime Food Land	2F/4F

^a**KEY:** A = silver; C = cotton; F = food; L = lumber; O = ore; P = furs (pelts); S = sugar; T = tobacco.

^b**NOTES TO TABLE 1-2:**

1. The additional production before the slash for the Deer, Palm Tree, and Wheat special resources applies to a non-Expert Colonist; the production after the slash applies to an Expert Farmer.
2. The additional production before the slash for the Fish special resource applies to a non-Expert Colonist; the production after the slash applies to an Expert Fisherman. Some special resources may disappear. Silver and ore deposits may give out. Prime Timber Lands, Trapping Areas, and Game Areas disappear when the forests they occupy are cleared.



Special resource terrains increase the production and profit of your colonies. Table 1-2 shows the increase in production from special resources. This increase is added to the normal production of the terrain in the square.

Colonizopedia Terrain Information

Information about the production capability of the different terrains can be obtained from the Encyclopedia of Colonization (Colonizopedia) display. This can be reached from the Menu Bar of the Map Display, or by right mouse click on a map terrain that you wish to learn about followed by pressing the Help (F1) key. Figure 1-3 shows the Colonizopedia entry for the Plains-type terrain.

The small map area to the top left of the Colonizopedia display in Figure 1-3 shows the special resource that may be found in Plains terrain, and the other geographical features and terrain improvements that may be placed there. In this case, the Prime Food Land special resource may appear (Wheat icon), plus a road, a river, and plowing.

The top three rows indicate what can be produced here: food (Farmer), cotton (Cotton Planter), and ore (Ore Miner). To the right of each of these entries are listed the effects of improvements, special resources, and Expert status.

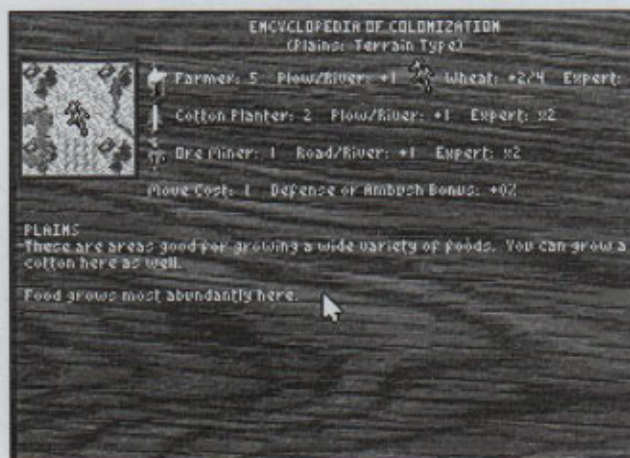


FIGURE 1-3 *Colonizopedia entry for the Plains-type Terrain.*



The Farmer's row shows the following: production is 5 food if farmed by a Free Colonist; +1 if a river is present; +1 if plowing is present; +2 if this is Prime Food Land and worked by a Free Colonist; +4 if this is Prime Food Land and worked by an Expert Farmer; and +3 if worked by an Expert Farmer. A Free Colonist could produce a minimum of 5 food here and a maximum of 9 food. An Expert Farmer could produce a minimum of 8 food here and a maximum of 14 food.

The number after the appearance of a special resource icon shows the increased production of that commodity due to the presence of the special resource. If there is no slash separating two numbers, the same increase applies to both normal colonists and experts. If there is a slash, the number to the left is the bonus for a Free Colonist and the number to the right is the bonus for an Expert Colonist.

The movement cost to enter a Plains square is 1 movement point (unless moving along a road) and there is no combat benefit in this terrain.

TERRAIN IMPROVEMENTS

It is possible to improve terrain squares to increase production of some commodities. These modifications are made by Pioneers (a type of skilled colonist discussed in Chapter 2), who are given the order to make the improvement. All terrain improvements require the presence of a Pioneer ordered to make the modification and the expenditure of twenty tools. Tools are a good that can be bought in Europe or made in the colonies. Expert Pioneers, called Hardy Pioneers, will complete these improvements faster than regular Pioneers. There are three types of terrain improvement: roads, clearing the forest, and plowing the land.

Roads

A Pioneer equipped with at least twenty tools may be given the Build Road order by pressing the **R** key. The Pioneer will work on building a road in this square until it is completed. The road in a square will be connected automatically to roads in all neighboring squares. If other roads are built in adjacent squares later in the game, connections to these roads will be made automatically at that time.



The placement of roads in a land map square speeds movement through the square by colonists on foot, mounted colonists, Treasure Trains, and Wagon Trains that enter from another road square. For example, colonists on foot can move through three road squares during one game turn versus one map square without a road.

Roads increase the production of ore, fur, and lumber by making it easier to get these materials out of the square. Roads increase the production of silver in Mountain terrain only if the square contains the Silver Deposit special resource.

Roads do not further increase production if the map square already contains a river. Rivers act as roads for the purposes of speeding movement and increasing the production of ore, lumber, and fur. In addition, rivers also increase the production of food.

Clearing of Forests

A Pioneer occupying a forested square and equipped with at least twenty tools may be given the Clear Forest order by pressing the **[P]** key. The Pioneer will work on removing the trees in this square until it is clear, or until you stop the work by clicking on the Pioneer. You may clear the forest from any square on the map, including the square in which your colony is located. When the clearing is complete, the terrain in the square is replaced by the basic terrain on which the forest had grown. For example, clearing a Conifer Forest terrain reveals Grassland terrain underneath.

Forests are cleared to improve or allow the production of food or other crops in the square. For example, tobacco cannot be grown in a Conifer Forest square but it can be grown in a Grassland square. If you wish to grow tobacco and have no Grassland squares available, you can clear a Conifer Forest square to start growing tobacco.

When Pioneers clear forests within the radius of a colony, a quantity of lumber is recovered and added to any existing lumber already stored inside. The amount of lumber recovered is determined by the following algorithm:

(Normal lumber production from square) x 10 = base amount of lumber recovered

Normal lumber production is that produced by a Free Colonist before any modification for a road, river, or Prime Timber Land. However, this



algorithm applies only if the colony has a Lumber Mill. If no Lumber Mill is present, the base amount recovered is 20 lumber. The base amount of lumber recovered is doubled if a Hardy Pioneer does the clearing. The quantity recovered can range from 20 to 120 lumber. Be sure that you have enough Warehouse space available to hold the lumber recovered when clearing forests or the excess will be lost.

The clearing of its forest eliminates the ability of a square to produce lumber or furs, but allows the production of resources or crops. Once cleared, forests may not be restored.



TIP

Build your first colony with your Soldier unit and put your Pioneers to work at clearing an adjacent square for agriculture. By clearing land after the colony is founded, instead of before, you recover at least 20 lumber that can be used for building. If you can hold off clearing the forests until the colony builds a Lumber Mill, substantially more lumber is recovered during clearing.



DESIGN NOTE: *For most of the game's development, terrain squares within a colony's radius were also occasionally cleared by the program, representing the environmental impact of your colony. The square that was cleared was chosen randomly. No lumber was recovered. Random forest clearing was eliminated to compensate partially for the limitations on colony production resulting from the reduced maximum area for colonies and the effects of Sons of Liberty membership on efficiency. Now you have the choice of clearing forests or not. The overall effect is that lumber is now easier to obtain than in earlier versions.*

Plowing Land

A Pioneer occupying a nonforest land square and equipped with at least twenty tools may be given the Plow order by pressing the [P] key. The Pioneer will work on plowing the land in this square until the task is completed. Once plowed, the land will be marked with the wavy lines of furrows.

The plowing of land increases the production of food, tobacco, sugar, and cotton. Once plowed, a map square cannot be returned to being unplowed.

**TIP**

You may clear and plow the square occupied by a colony, either before or after the colony is founded. Clearing and plowing this square will increase its production of food and change the secondary good produced there. For example, if a colony occupies a Conifer Forest square, it produces 2 food and 2 furs. If you clear the forest, the terrain changes to Grasslands, producing 3 food and 3 tobacco. If you plow the square, it produces 4 food and 4 tobacco.

COLONY SITES

Think carefully about the geography around the potential site of a colony before establishing your colony. Each colony includes the square it occupies and the eight squares surrounding it. A good colony site should include several of the following: food lands, lumber lands, ore lands, cash crop lands, special resources, and ocean access. Preferred colony sites are usually as far from Indian dwellings as possible.



DESIGN NOTE: *The limitation of colonies to nine map squares of area was a late modification of Colonization. For most of the game's development, colonies could potentially encompass seventeen squares, like cities in Sid Meier's Civilization. However, the MicroProse quality assurance staff developed a strategy of building one huge colony that was self-sufficient and impregnable, guaranteeing victory in the war of independence. Several design adjustments were made to thwart this strategy, including the limit on colony area. Now colonies are rarely self-sufficient and are often forced to specialize in the production of trade crops, tools, lumber, education, and so on.*

**TIP**

Minor and Major Rivers increase the production of several commodities, as explained in the notes to Table 1-1. A square containing a river makes an especially good site for a colony.

Ocean Access

Placing a colony adjacent to an Ocean square creates a port, allowing ships to sail directly into the colony. Cargos may be loaded from the port colony



into ships, and vice versa. Cargos from Wagon Trains may be loaded directly into ships at ports, and vice versa. Treasure Trains may be loaded only into Galleons. (They can also move onto Galleons from coast squares.) The production of colonies may be loaded into ships only at ports. You will need at least one port on each continent or island that you settle, and will probably find that several are useful on larger continents.

Where possible, build your port colonies in locations that still maximize the amount of land within their radius. Land terrains have much more variability in what they may produce: food, fur, lumber, ore, or trade crops. Ocean squares can only produce food. A few Ocean squares are worthwhile, especially when the Fishery special resource is present, but too many Ocean squares within a colony's radius limit its production.



TIP

The first colony you establish should be a port. Attempt to place at least one coastal colony within one turn's sailing of a Sea Lane square, if possible, so that ships given orders to return to Europe can put to sea on the turn they leave port. Unless their movement is slowed by enemy warships hovering off your colony, they will not end a turn in an Ocean square in the New World where they are vulnerable to attack. If your major ports are several turns of movement from a Sea Lane, your ships are at risk. A Caravel can reach a Sea Lane four squares away, and all other ships can move five squares or more.

Food Sources

The best food land is Plains (5 food), followed by Savannah (4 food), and then Grasslands and Prairie (both 3 food). Examine Table 1-1 to see what forest terrains cover these food lands. It may be useful to clear a few forest lands to improve food production.

Ocean squares are also important food sources, especially when the Fishery special resource is present. Ocean squares produce more food in relation to the number of adjacent land squares. This makes lake squares surrounded by land especially bountiful. However, in order to fish for food, even in lakes, your colony must build Docks.

An ideal first colony site encompasses several good food lands or an Ocean square with the Fishery special resource.



Lumber Sources

All colonies need some access to lumber because it is the basic raw material for all buildings, ships, Wagon Trains, and fortifications. If a colony does not have adequate lumber supplies, lumber must be imported by Wagon Train or ship, or the colony must cease construction.

The best lumber lands are Conifer and Mixed Forests (6 lumber). Next best are the remaining types of forest (4 lumber), other than Scrub Forest (2 lumber). The special resource of Prime Timber Lands is extremely useful and should always be sought.



TIP

Don't place your colony directly on Prime Lumber Land because you will not get any lumber production from the square.

Ore Sources

Ore lands are not as critical as food and lumber, especially for your first colonies. Ore is essential for making tools, but tools are not immediately important for a colony. As individual colonies and your colonial empire grow, however, sources of ore, and thus, tools, become more important. Tools are required for constructing artillery, ships, and many buildings, and are the raw material for making muskets. Tools are also required to equip Pioneers for terrain improvements. Once past the early years of empire building, consider establishing one or more colonies to specialize in the production of ore, tools, and muskets.

Ore is most abundant in Hills and Mountains (4 ore each). The next best sources for ore are Marsh, Desert, Swamp, and Tundra (2 ore each), and then Plains, Boreal Forest, Rain Forest, Scrub Forest, and Wetland Forest (1 ore each). Look also for the special resources of Ore and Mineral Deposits. However, these deposits are not infinite and will eventually deplete.

Trade Crop Sources

The principal trade crops and the terrains that produce them are cotton (Prairie), sugar (Savannah), and tobacco (Grasslands). Once a colony is



producing a large surplus of food, you may be able to begin growing trade crops for profit. These three commodities are called trade crops because they can only be sold, traded, or manufactured into other goods, which in turn may only be sold or traded. Trade crops cannot be eaten or used as raw materials for construction.

Profitable trade crops are a secondary concern, however, behind food and lumber production, because your colony square always produces two goods. The first is food and the second is usually a source of profit. If you build the colony in a Hills square, the second good is ore, which can be sold but is more useful as a raw material for tools. If the square is forested, the second good is usually furs. If the forest is cleared off, the second good will change to cotton, sugar, or tobacco unless the underlying terrain is Tundra, which produces ore as its secondary good. In most cases, even newly founded colonies will have some source of profit without dedicating a colonist to making trade goods.

Also, local Indians will give you some profitable goods as long as your relations with them remain friendly.

Special Resources

Attempt to encompass as many special resource sites as you can within the radius of a colony site. These are extraordinary sources of raw materials (lumber and ore), food, furs, silver, or trade crops.

Terrain and Colony Defense

The defense bonus for the terrain in the square occupied by a colony is ignored when a colony is attacked. It would seem logical to place your colony on a Hills square to improve its defense, but no defense benefit comes from that placement.



TIP

Attempt to establish your colonies within three squares of each other, because Soldier and Artillery units may move three squares each turn along a road. When colonies are within three squares and connected by road, these military units can be shuffled around in one turn, bolstering the defense of a threatened colony. In military parlance, this is referred to as having "interior lines."



Proximity to Natives

Don't place a colony adjacent to an Indian village. Attempt to find sites that have two squares between you and all nearby villages, if possible.

The natives normally place a strong claim on the lands adjacent to their dwellings. When you place a colony near an Indian dwelling, red totem pole symbols appear on the Area View of the colony, marking lands that they claim. These lands are not available to your colonists unless purchased from the Indians or physically seized. Taking these lands by force increases village alarm (see Chapter 6).

Beyond being constricted by Indian land claims, placing a colony adjacent to or near Indian dwellings tends to increase village alarm in other ways. The Indians are alarmed by large colonies, the presence of soldiers, the presence of artillery, clearing forests, and other factors discussed in Chapter 6. The farther the colony is from the village, the less alarmed the village will be by your activities.

The size of the neighboring tribe is also a matter of concern. If the tribe has twenty or so villages, the prospects for settling here may be poor. Such a large tribe can send a substantial number of warrior bands against your colonies if they ever go to war with you. If you settle among a large tribe, managing your relations with the Indians will have to be a high priority.

Town Commons Production

The square on which a colony is built is called the Town Commons and is a sort of magic square. It produces two commodities, and no colonists need be assigned to work there. All other squares within the radius of the colony must have a colonist assigned to produce anything, and even then they produce only one commodity.



TIP

As time passes and you establish several colonies on forested terrain, you may be inundated with furs. Consider clearing some of these Town Commons to change secondary commodity production to something that may be more useful.



The first commodity produced in a Town Commons is always food. The second commodity produced depends on the terrain of the square. If the terrain is Hills or Tundra, the second commodity is ore. If the terrain is forested, the second commodity is usually furs. If the terrain is cleared, the second commodity is either cotton, sugar, or tobacco. The secondary commodity is dictated by the terrain. You have no control over the selection of this commodity.



DESIGN NOTE: *The second commodity of a Town Commons square is never lumber. Because of this, you must actively manage your colonies and empire to obtain suitable resources of lumber for construction.*

A road is placed in the Town Commons automatically. This road and any river present have the normal effect of increasing the production of certain commodities, as explained in the notes to Table 1-1.

EXPLORATION

When a land or naval unit moves adjacent to hidden map squares, the black screen is removed, and the terrain in the discovered squares is revealed. Discovery also reveals the presence of Rumors of Lost Cities, Indian villages, foreign colonies, Indian or foreign units, and improvements made to the terrain. Some units may reveal hidden terrain that is two squares distant.

Naval Exploration

At the start of a new game, you may move only the ship unit that begins on the edge of the New World. Move your ship one square at a time to the west, searching for land. If you discover a Fishery, sail onto it because these special resources are usually adjacent to, or near, land.

Caravels and Merchantmen discover only squares to which they move adjacent. Galleons, Privateers, Frigates, and Men-O-War have a two-Ocean square discovery radius, making them much more useful as explorers. All ships discover land terrain only when on the sea coast. They cannot discover inland squares and cannot sail up rivers that empty into the ocean.

**TIP**

When deploying your ships to explore coasts thought to be inhabited by rival empires, it is often wise not to use your last movement point to explore unknown coasts. You may end your movement next to a rival Fort or Fortress that will fire on your ship. It can be damaged or sunk by the guns of the fortification (see Chapter 5).

All Ocean squares cost 1 movement point to enter; therefore faster ships can explore more on each turn. However, the presence of a foreign warship may slow the movement of your ships. Also, the presence of a foreign Fort or Fortress slows the movement of your ships (see "Fortifications" in Chapter 5). If Ferdinand Magellan is added to the Founding Fathers of your colonial empire, the movement factor of all of your ships is increased by +1 (see "Founding Fathers" in Chapter 6).

**TIP**

It should be a high priority to purchase a Privateer ship and use it to explore the rest of the New World. Your first ship will be busy conducting trade and bringing over new immigrants to your colony. A Privateer is the best ship for exploring because it has a two-square discovery radius and can move eight squares each turn.

Land Exploration

The best units for land exploration are mounted units, either Scouts or Dragoons. Mounted land units have a movement factor of 4 and a two-square discovery radius on land through clear terrain. (They can see only one square through forests and over mountains.) They can cover a lot of ground quickly, especially if the area is not forested or mountainous. They can see other land units, Indian villages, and Rumors of Lost Cities when two squares away. You will not encounter roads until European colonists build them. Mounted units can quickly explore even the largest continent.

When exploring on land, use rivers to speed movement where possible. Any unit can move along three river squares for 1 movement point. If a river is long enough, a mounted Scout could move twelve squares in one turn along the river, exploring a vast amount of territory.

Scouts can learn about nearby terrain without actually seeing it by talking to the Chief in each settlement they encounter (see Scouts in Chapter 2).

**TIP**

A good team for exploration is a Scout and a Privateer ship. Transport the Scout on the Privateer and unload the Scout onto a newly discovered continent. While the Scout explores the interior of the continent, explore its coast with the Privateer. When the continent has been entirely explored, load the Scout back on board the ship and sail off, looking for another continent to explore. Using such a team, or several similar teams, you can explore much of the New World very quickly.

INDIAN SETTLEMENTS

You may encounter three different types of Indian settlements in the New World: camps (teepees), villages (longhouses), and cities (pyramids or terraced stone cities). The type of settlement you encounter reveals something about the level of advancement of the tribe and the prospects for trade with them.

The teepee camps are settlements of the nomadic tribes (Apache, Sioux, and Tupi). These are usually the most primitive tribes. They will pay the least for trade items and have the least valuable items for trade in return. The camps of the nomadic tribes are the easiest to destroy, but are not likely to contain much treasure.

The longhouse villages are occupied by more advanced agricultural tribes (Arawak, Cherokee, and Iroquois). They generally can pay more for goods and have some better goods for trade. Indian villages are harder to destroy than camps, and generally have greater treasure.

Indian cities are occupied by the most advanced native civilizations: the Aztecs (pyramids) and the Incas (terraced stone cities). They can pay the most money for goods and have more high-value goods for trade. Indian cities are very hard to destroy but may yield very large quantities of treasure.

Within each tribe, one settlement is the capital, and it is marked with a yellow sunburst symbol. Trade is usually better at the capital settlement. Capitals are also the most difficult Indian settlements to capture because the Indians get a defense bonus of 100 percent. The capital usually yields a sizable treasure. Capturing the capital also has an important effect on Tribal Anger (see Chapter 6).

Each Indian settlement supports one band of Braves that moves around on the map. When their settlement or tribe is angered, these bands will attack colonists outside of colonies and colonies themselves.



You can interact with Indian settlements in several ways. You can establish a mission there by moving a Missionary within the settlement (see "Missions" in Chapter 6). You can trade with the natives at their settlements by bringing goods there by ship or Wagon Train (see "Native Trade" in Chapter 4). You may send an Indentured Servant or Free Colonist to live among the natives at their settlement, and the colonist may thereby become an expert at a skill by learning Indian Lore (see "Indian Lore" in Chapter 2). Scouts may enter the settlement to speak to the Chief, and one of several good things may result (see "Scout" in Chapter 2).

RUMORS OF LOST CITIES

The map icons that look like gold coins are Rumors of Lost Cities, similar to the rumors of the seven cities of Cibola that drew Coronado and others into the southwest United States in the 1500s. When you move a land unit into a square containing a rumor, any one of the following things may happen. In all cases, the Rumors of Lost Cities icon disappears.

- ✠ **Nothing** You find only rumors and nothing substantial.
- ✠ **Precious Metal** You encounter a small tribe or the ruins of a lost civilization. You find in the ruins, or the friendly Chief gives you, some precious metal that may amount to several hundred gold coins.
- ✠ **Survivors of a Lost Expedition** You stumble onto a few survivors from an ill-fated colonial expedition. They agree to join your empire. The survivors become a Free Colonist unit that you can now employ as you wish.
- ✠ **Your Expedition Disappears without a Trace** Your unit vanishes, succumbing perhaps to disease, accident, or battle.
- ✠ **Ancient Burial Grounds** You discover what appear to be ancient graves. You have the choice of leaving them alone or searching them. If you leave them alone, nothing else happens. If you search them, you may find a fabulous treasure valued at several thousand gold coins. However, you may also greatly anger the tribe that owns the burial ground, causing them to muster all of their warriors immediately and attack your colonies.

**TIP**

If you do not possess a Galleon when you obtain a Treasure Train, the King will graciously offer to carry the treasure home in return for about 90 percent of its value. Reject this offer unless you are desperate. If you have the necessary funds in your treasury, immediately purchase a Galleon and have it pick up the treasure as soon as possible. If you can't afford a Galleon, attempt to keep the Treasure Train out of harm's way until you can. Bringing the treasure home gives you the majority of it, minus a percentage equal to the current tax rate.

When a large treasure is discovered, it appears on the map as a Treasure Train that can move on land. However, the money it contains can be obtained only by carrying the train back to Europe. A Galleon is the only ship that can carry a treasure and all six holds of the Galleon must be empty to load it. Treasure Trains can be loaded on board a Galleon from a port, like a normal unit, or they can be moved onto a Galleon from a coast square. Treasure Trains may be captured by rival empires with which you are at war.

**TIP**

Just before you order a Scout to investigate a Rumor of Lost Cities, save your game. If the Indians are enraged by the search, reload the game and search again. When a tribe becomes angry, they will raid your colonies constantly, seriously slowing your expansion and growth. When the game is reloaded, the random number seed is reset. This means that the result of your search will probably be different a second time. Using this technique of saving and reloading is the best way yet discovered to cheat when playing Colonization. The same technique can be used before any important attack as well. Cheating is not recommended.



✠ **Fountain of Youth** You may discover the legendary Fountain of Youth for which Ponce de Leon searched in what is now modern Florida. If you find the Fountain of Youth, eight new colonists appear immediately on the Docks in the Old World, ready to come to the New World. You may discover more than one Fountain of Youth during a game.

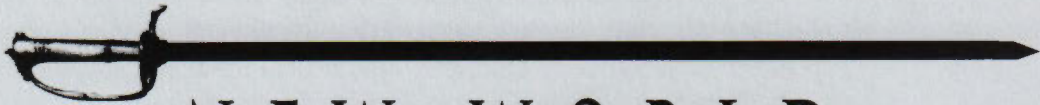
Rumors may be investigated by colonists, Scouts, or Seasoned Scouts. Any colonist on horseback becomes a Scout. Scouts have a better chance of discovering something of value when investigating a Rumor of Lost Cities than do other colonists. Seasoned Scouts have a better chance than regular Scouts, and a much better chance than non-Scouts.

This completes the discussion of the geography of the New World. Chapter 2 discusses the people of the New World, both those already there and those immigrating from the Old World.



Two

PEOPLE OF THE



NEW WORLD

The people of the New World represent the majority of the playing pieces of *Colonization*. (The only other moveable pieces are ship units, Wagon Trains, and Treasure Trains.) The people include soldiers, farmers, scouts, pioneers, explorers, and native inhabitants who interact as the game proceeds. The success of your colonial empire will greatly depend on obtaining enough people for your colonies, creating a useful mix of skills among these colonists, the interaction of your colonists with those of rival colonial empires, and their interaction with the native peoples.

Colonies grow by adding more people. For a colonial empire to be strong enough to win independence from the home country, it must grow substantially. You must, therefore, understand how new people are obtained.

Once you have colonists, they must be usefully and efficiently employed. Useful employment involves the provision of several commodities or functions. First, colonists must produce enough food to maintain their population. Then, the provision of food surpluses leads to the creation of new colonists in the New World. Once adequate food supplies are available, some colonists should be allocated to defending the colony from attack. These colonists ensure that your colony won't be destroyed.



Once the population is being fed and defended, more colonists can be put to work to construct the infrastructure of the colony: fortifications, factories, schools, churches, and so on. Colonists should then be set to work to provide profitable trade items that can be sold for gold (money) or used in trade with the Indians.

Useful employment and efficient employment are not the same thing. There are several different types of colonist and a number of different skills that they may possess. Proper use of skilled colonists represents efficient employment. For example, a skilled Lumberjack can produce the same timber as two unskilled colonists for half the amount of food consumed. You are being more efficient when the Lumberjack cuts the timber and the two replaced colonists are given other tasks. There are uses for skilled and nonskilled colonists, and you need to understand how best to employ them all.

It is also important to understand how to obtain colonists with the correct skill. Some skilled colonist will emigrate on their own, but it is often possible to obtain the exact skill you need when you need it.

The Native Americans are also people of the New World. They can be a boon to your colonial empire or a major hindrance. Understanding them will minimize some frustration the game may throw in your way and improve your play.

COLONIAL POPULATIONS

You begin play with two colonists aboard a ship on the edge of the New World, regardless of which nation you are playing. One of these colonists is a Pioneer and the other is a Soldier. From this modest beginning, your colonial empire can grow to perhaps a hundred colonists, or more, at work in your colonies by the game's end.

Colonists may be obtained in several ways: immigration, recruitment, Royal University training, reproduction, Indian converts, and capture. Depending on the source, new colonists may be enticed by the prospect of religious freedom or money, persuaded by missionary zeal, or brought in by force.

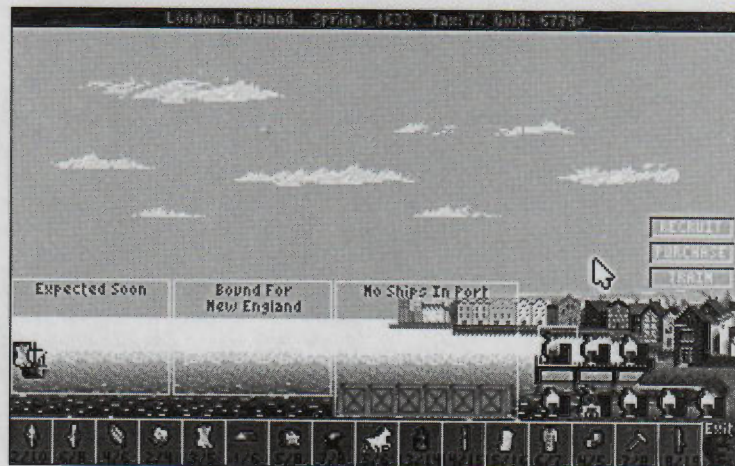


Immigration

Most new colonists, at least at the start of a game, will join your colonies by emigrating from Europe. New immigrants will appear on the docks of the Old World at the Europe Display. The type of colonist that appears next is determined somewhat randomly and somewhat by the level of difficulty. New colonists will be Expert Colonists, Free Colonists, Indentured Servants, or Petty Criminals. Figure 2-1 shows several colonists waiting on the docks.

New colonists appear on the Old World docks at irregular intervals. New colonists are attracted to the docks in response to the number of crosses generated by your colonies (crosses are discussed in Chapter 3). They are a product of your colonies. Production of crosses is enhanced by constructing Churches and Cathedrals in your colonies, and by putting Preachers to work in those buildings. When your colonies have produced enough crosses, a new colonist is attracted to the docks in the Old World.

Ships in Europe can load new colonists waiting on the docks and transport them to the New World. When a ship leaves for the New World it automatically loads any colonist waiting on the docks that has been



♠ **FIGURE 2-1** *Colonists waiting on the docks for passage to the new world.*



given the Board Next Ship order. Such a colonist has an *S* in his Orders box. A ship will load colonists up to the limit of its capacity: one colonist per empty hold.

Before embarking a colonist, you may give him some extra equipment. Click on the colonist to open a menu of things he may be given. These items include horses, muskets, and tools. You must have enough money available in your treasury to pay for this equipment.

When a ship carrying new immigrants arrives at a colonial port colony, the new arrivals automatically unload. They can be seen outside the gates of the colony on the Settlement View of the Colony Display. You may give them orders on the turn that they arrive.

RECRUITMENT

A Recruitment Pool in the Old World contains three colonists that have some interest in emigrating to the New World. At the Europe Display, click on the Recruit button to see what types of colonists are in the pool. Eventually, these colonists will individually move to the docks when enough crosses have been produced by your colonies, but they are not ready yet to make the voyage to the New World. Figure 2-2 shows a sample Recruitment Pool.



FIGURE 2-2 *A sample Recruitment Pool of prospective colonists.*



You can wait for these colonists to make their way onto the docks, or pay the transport fee shown. If you wish to pay the fee for one of the colonists in the pool, click on the one you wish and three things happen: the fee is deducted from your treasury, the selected colonist moves to the docks ready for transport, and a new colonist is placed in the pool.

You may recruit as many colonists as you wish from the pool, subject to the limit of the gold in your treasury. The pool is always replenished to the limit of three potential colonists. The transport fee depends at first on the number of crosses your colonies have produced. Once you recruit one colonist, the fee increases, and it continues to increase during the turn for each additional colonist you recruit.

**TIP**

Whenever a new colonist has moved to the docks for emigration, check the Recruitment Pool to see what new type of colonist is now available. There may be times when a certain type of expert, say a Master Blacksmith or Master Carpenter, would be especially useful in one of your colonies. If that type of colonist has just become available, it may be worth the investment of a transport fee to have that colonist emigrate right now, rather than wait until the colonist eventually reaches the docks.

ROYAL UNIVERSITY TRAINING

Another way to obtain colonists for the New World is to request that the Royal University provide a colonist of the type that you require. For a fee, the University will train the skilled colonist you wish to bring to the New World. For example, if you wish to place a Master Carpenter in one of your colonies and no colonist with this skill has yet offered to emigrate or has yet appeared in the Recruitment Pool, you may request that the Royal University train such an expert for you.

Click on the Train button on the Europe Display to request an Expert Colonist from the Royal University. This opens the Royal University screen, which lists all of the Experts available, as shown in Figure 2-3.

The Experts are listed in order, starting at the top of the list with the expert whose training fee is the lowest, the Expert Ore Miner. At the bottom of the list is the expert whose fee is the largest, the Veteran Soldier. In between are the other experts available from the Royal University, increasing in training fees down the list.



You may obtain help before making a selection from this list. Use the Up and Down Arrow keys on the keypad to move the highlight bar up and down the list of experts available. When the bar is on the expert you wish to know more about, press the Help **[F1]** key. Pressing this key opens the Colonizopedia entry for the highlighted expert. From this you can determine the abilities of this colonist. Press the **[Return]** key or click the mouse on the Colonizopedia screen to return to the Royal University screen.

Which of the Royal University experts to have trained, if any, depends on the amount of gold in your treasury. Only those experts that you can afford to have trained are listed in bright text. The other names are grayed out and are not available because you cannot pay for them. If you choose not to train anyone, click on the None button to return to the Europe Display. To train an expert, click on that expert's row. This closes the Royal University screen, deducts the fee from your treasury, and moves the newly trained expert to the docks for transport.

**TIP**

Going to the Royal University is somewhat of a luxury, and should be avoided unless you have a several thousand gold in the treasury and no immediate need for ships and Artillery. There may be times, however, when obtaining the right expert can make an important difference to your colonies. You should rarely have to purchase more than one of any expert, however, because you can use the first one of any type to teach others his skill (see "Education," below). Be aware that some types of experts are not available from the Royal University.

FOUNTAIN OF YOUTH

The final source or enticement for immigrants to the New World is the Fountain of Youth. This is a mythical place that was historically rumored to exist in the New World. The Spanish explorer Ponce de Leon searched present-day Florida for it. In *Colonization*, a Fountain of Youth may be found by investigating Rumors of Lost Cities.

When one of your colonists begins tracking down a Rumor of Lost Cities, there is a chance that a Fountain of Youth will be discovered. If a Fountain of Youth is discovered, the sensation of the event causes eight randomly chosen colonist to move immediately to the docks. They can now be embarked on a ship and brought to the New World.



There is no limit to the number of Fountains of Youth that may be discovered, except that once all Rumors of Lost Cities have been searched, no more are possible. The Founding Father Hernando de Soto ensures that the results of all Searches for Lost Cities are positive. When he is in your Continental Congress, the chances of finding Fountains of Youth are greatly enhanced.



TIP

The value of finding a Fountain of Youth is a strong incentive to obtain Hernando de Soto as a Founding Father as soon as possible, and then to search aggressively in response to Rumors of Lost Cities. It is not uncommon to find three or more Fountains of Youth.

Reproduction

The second most common way to populate the New World is for the colonists already there to reproduce. Colonist reproduction is a function of surplus food. If a colony is producing more food than it needs, the surplus accumulates. When the surplus reaches or exceeds 200 tons of food, 200 tons of food are subtracted from the accumulation and a new Free Colonist is placed at the colony. The new Free Colonist can be put to work in the colony or moved elsewhere on the map.

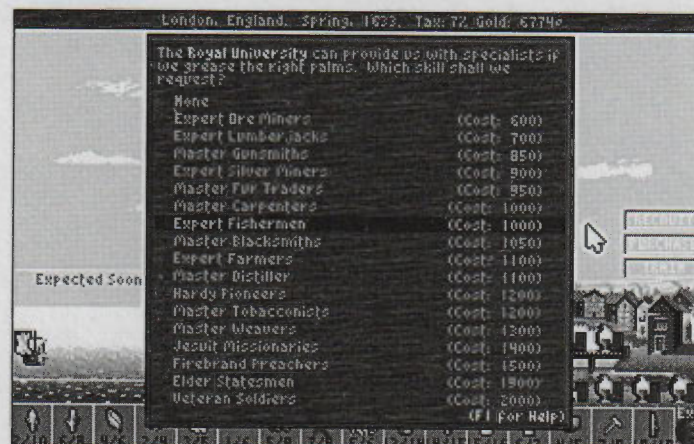


FIGURE 2-3 *Royal University screen listing experts that can be trained.*



It is possible for a colony to reproduce even when it does not possess a Warehouse capable of holding 200 tons of food. Food is an exception to the rule that commodities cannot be held in excess of 100 units until a Warehouse has been built.



DESIGN NOTE: *In early versions of the game, new colonists were reproduced for every 100 tons of food accumulated. As development proceeded, this rate was thought too high and was cut in half by doubling the amount of food required. This change would have meant that no colony could reproduce until it built a Warehouse, so the Warehouse limitation was waived in the case of food.*

Native Converts

It is possible that some native Americans will convert to the religion of your Missionaries and wish to become citizens in your colonies. A native unit will move into your colony, announce its conversion, and appear at the gates of the colony in the Settlement View. A Native Convert has an Orders box in the color of its new nationality. At that point the Native Convert may be put to work in the colony or moved like any other colonist. The relative skills of Converts are discussed later (see "Colonist Types and Skills," below).

The conversion of natives is a function of Missionaries. Each mission that you establish has a chance each turn of producing one Native Convert. Missions and Missionaries are discussed later in this chapter and in Chapter 6.

Capture

It is possible to obtain colonists for your empire by capturing the colonists of other colonial empires. When you capture a colonist, his Orders box changes to the color of your nation. Thereafter, this colonist can be employed like any of your other colonists.

Colonists may be captured individually while moving in the open or in a group when a rival colony is captured. Colonists on board rival ships cannot be captured, even if the ship is damaged or sunk.

To capture a colonist moving in the open, attack the colonist with one of your military units (Soldier, Dragoon, or Artillery). The result of most



such attacks will be the capture of the colonist, although there is a slight chance the enemy colonist will win the battle. If the colonist is captured, he is pulled into the square occupied by his captor and can be moved next turn.

**TIP**

It is common for rivals to land military units near your colonies at some point in the game. These soldiers are usually normal colonists of some type who have been given muskets, or muskets and horses. If you defeat these invaders they will lose their muskets (and horses if they have them) and revert to being colonists. At this point they are vulnerable to capture. Look on these invasions as opportunities to obtain colonists.

When attacking an enemy Soldier, leave one military unit in reserve to capture him if you do knock him down from Soldier status. Consider not attacking if you must employ your last military unit to do so because, if you win, the enemy colonist will probably retreat out of reach during his turn.

**TIP**

Keep one Dragoon near the frontier of your empire; his job is to race out and capture any enemy colonists that stray near you. The high movement allowance of Dragoons gives them the ability to run down any enemy colonists attempting to retreat on foot.

If you capture a colony that appears difficult to defend, consider pulling out any valuable experts and transporting them back to more defensible colonies. However, colonies with a Stockade and a population of three or more cannot be voluntarily abandoned (see "Abandoning Colonies" in Chapter 3).

If you are able to capture an enemy colony, all remaining colonists inside will become citizens of your empire. They are now your colonists to employ and move around.



COLONIST TYPES AND SKILLS

There are five basic types of colonist: Petty Criminal, Indentured Servant, Free Colonist, Native Convert, and Expert Colonist.

These five basic types of colonist can be roughly ranked in terms of their skill and ability to perform jobs. The type with the least skill and value is the Petty Criminal, given the lowest rank. Expert Colonists that have the highest skill are given the highest rank. Table 2-1 shows the ranking of colonist types. Free Colonists are given a higher rank than Native Converts because they can perform more jobs, and do them better. Petty Criminals, Indentured Servants, and Free Colonists may be increased in rank as explained below. Expert Colonists may be demoted in rank to Free Colonist.

Colonists are also distinguished by the type of job that they perform. There are three distinctions in job types: Outdoors, Indoors, and Specialist.

Colonists given Outdoors jobs work within a colony, but only on the land surrounding it, to produce food, trade crops, timber, furs, and ore. Colonists in these jobs are deployed on the Area View of the Colony Display.

There are three categories of Indoors jobs: Craftsman, Preacher, and Statesman. Craftsmen also work within the colony. They are put to work inside the manufacturing buildings of the Settlement View. Examples of Craftsman-type jobs are Carpenters and Tobacconists.

Table 2-1. The Ranking of Colonists by Type

RANKING	TYPE	RANK CHANGE POSSIBLE
Most Skilled	Expert Colonist	Demotion
	Free Colonist	Promotion
	Native Convert	None (see below)
	Indentured Servant	Promotion
Least Skilled	Petty Criminal	Promotion



The Preacher and Statesman also work inside the colony in a manner similar to Craftsmen. Colonists given these jobs are put to work in the Settlement View of the Colony Display. Preachers are placed in a Church or Cathedral, and Statesmen are placed in the Town Hall. Preachers cannot be put to work until a Church has been constructed.

There are five Specialist-type jobs: Dragoon, Missionary, Pioneer, Scout, and Soldier. Any rank of colonist except Native Convert may be given a job as a Specialist by being given certain equipment or training. A Specialist may be converted back into the type of colonist he was previously by removing his training or equipment. Specialist jobs are performed outside of the colony.

Petty Criminal

During the colonial period, some nations, principally Britain, supplied laborers to its colonies by emptying its jails. Criminals had their sentences commuted to deportation to the New World. As you might expect, criminals did not usually make the best colonists, but there were exceptions. Britain had very stringent debt laws, and debtors were often decent citizens who ran into some bad luck. The colony of Georgia was settled at first primarily by people in jail for debt.

In *Colonization*, a percentage of the people in the Recruitment Pool will be Petty Criminals. You don't have to bring them over if you don't want to, but they can be made useful. Petty Criminals are also obtained by capture, because they are often used by other nations as Soldiers.

Petty Criminals are best employed in Outdoors jobs. They are the equivalent of a Free Colonist when digging ore, farming, cutting timber, or fishing. They are not efficient at Indoors jobs, producing only one third the output of a Free Colonist. They are equivalent to a Free Colonist in all Specialist jobs, except as a Missionary, and are commonly used in these positions.

Petty Criminals may be promoted in rank in several ways, explained below in "Promotion and Acquiring Skills."

**TIP**

If you are very short of colonists, employ Petty Criminals within a colony as Fishermen, Farmers, Lumberjacks, or Ore Miners. If population is not a problem, they are most commonly used as Scouts and Soldiers. While performing either job, there is a chance of promotion to higher rank. They are also the equivalent of any other colonist as a Pioneer when you don't have expert Hardy Pioneers available. They are not a good choice for a Missionary because they have relatively little influence on the village (unless you have acquired the Founding Father Jean de Brebeuf).

Indentured Servant

Prospective colonists that could not afford the cost of passage to the New World accepted the status of being an Indentured Servant in return for their transport being paid for. Indentured Servants pay off their passage costs by working for several years as a laborer. This system served the dual purpose of supplying labor to the colonies and offering those without means a way to emigrate.

Indentured Servants are obtained from the Old World and through capture. They are between Petty Criminals and Free Colonists in rank and ability. Like Petty Criminals, they are equivalent to Free Colonists in Outdoors jobs. They are better than Petty Criminals at Indoors jobs, but not equivalent to Free Colonists. They produce two thirds of the output of a Free Colonist in these jobs. They are equivalent to a Free Colonist in all Specialist jobs, except as a Missionary, and are commonly used in these positions.

Indentured Servants may be promoted in rank in several ways, as explained below.

**TIP**

Indentured Servants are excellent candidates for living among the Indians and taking advantage of Indian Lore because they are the lowest ranked colonist that can do so (see "Indian Lore," below). As the least valuable colonist that can live among the natives, they are the best choice for this use, leaving more valuable colonists for other tasks. Given the choice of putting an Indentured Servant or Petty Criminal to work inside a colony, servants are usually better because it will take less time to educate them. Indentured Servants are good choices for the Specialist jobs when an expert at these tasks is not available.



Free Colonist

Free Colonists are the basic citizens of your colonies. They emigrate from the Old World and are created in the New World by reproduction. They may also be captured from other nations and discovered when investigating Rumors of Lost Cities. Free Colonists are competent at all jobs, and their output is the standard measure for all production.



TIP

Free Colonists are usually best employed at Indoors jobs within a colony when you don't have an expert available to do these jobs. For example, if you don't have a Master Carpenter, a Free Colonist is a good choice as a Carpenter. Free Colonists are more productive at these jobs than Petty Criminals, Indentured Servants, and Native Converts, and are thus a more efficient choice. Free Colonists are less productive than Native Converts at some Outdoors jobs (farming, fishing, and fur trapping), but do have the best chance of being promoted to Expert rank when working at some of them (see "On the Job Training," below). Free Colonists are the best non-Expert Missionaries.

Free Colonists may be promoted to Expert Colonists in several ways, as explained below in "Promotion and Acquiring Skills."



TIP

Having Free Colonists at work inside the colony also allows them to be usefully employed and undergo education at the same time. They are the best students because they need only one promotion to become experts.

Native Converts

When Missionaries are placed in native dwellings, there is a chance each turn that Indians from the dwelling will join your colony as Native Converts. The higher the rank of the Missionary, the greater the chance this will happen. Additional Native Converts may appear if you attack such a dwelling, giving the natives, in effect, the choice of becoming converts or being eliminated. Native Converts may be employed and moved like other colonists, with a few exceptions.



DESIGN NOTE: *The eight-turn rule is a vestige of an earlier version of the game in which Native Converts were not superior to Free Colonists in any capacity but retained the disadvantages they possess now. In that version, it was sometimes difficult to find a use for Native Converts because Free Colonists and other colonist types were usually equal or superior to them. The bonus for Native Convert production was a late addition to the game, which now makes them attractive colonists. It also increases the value of creating Missionaries and establishing missions.*

Native Converts are superior to Free Colonists at several Outdoors jobs: farming (food and trade crops), fishing, and fur trapping. They produce 1 unit per turn above what a Free Colonist would produce doing these jobs. This makes them the preferred choice for those jobs they do well when an expert is not available.



TIP

Existing Native Converts become Free Colonists if you obtain the Founding Father Bartolome de Las Casas. This is generally a positive step because Free Colonists are more flexible. However, your production of food, furs, and trade crops may drop at the moment of conversion. Native Converts obtained after this Founding Father joins the Continental Congress do not convert to Free Colonists. Put off obtaining Father Bartolome until later in the game if you have only a few Native Converts and expect to obtain more.

If Native Converts are not put to work within eight turns of their conversion, they will revert back to being normal Indians and disappear.

Although Native Converts have clearly important uses, the options for employing them are otherwise limited. A Native Convert cannot be used as a Dragoon, Missionary, Pioneer, Scout, or Soldier. They cannot be employed at any Indoors job. Native Converts are not affected if their original tribe goes to war with you.



TIP

Native Converts are welcome additions to your colonies because there is usually a place for them in the fields, fishing grounds, or forests (as trappers). Their production bonus is especially useful in new colonies before improvements can be made to the terrain and before Expert Colonists are available there. In this case they represent their historic usefulness to the early North American colonists as providers of food.



Expert Colonists

Expert Colonists exist for every job that can be undertaken in the New World. Experts are particularly productive at their job. For example, an Expert Farmer produces 2 food beyond what a Free Colonist would produce in any food-producing land square. Expert Lumberjacks produce twice the timber a Free Colonist would in the same terrain. When an Expert Colonist is given a job outside of his expertise, his production is equivalent to that of a Free Colonist.

Most types of Expert Colonist appear in the Recruitment Pool eventually and on the docks of the Old World, like any other nonnative colonist. In addition, Expert Colonists may be trained at the Royal University and hired. They may also be captured from other nations, with one exception—when Veteran Soldiers are captured, they convert to Free Colonists. Veterans of one army cannot become veterans of another.

A few types of Expert Colonist can be obtained only in the New World, either through the absorption of Indian Lore or through On-the-Job Training (both of these activities are discussed below).

Once you possess an Expert Colonist, he can educate other colonists and thereby create additional experts with his skill. For example, an Expert Lumberjack can teach other colonists his skill and convert them into additional Expert Lumberjacks (see "Education," below).

The value of Expert Colonists is that they are extraordinarily productive, especially when their production is enhanced by the presence of a special resource (outdoors) or building improvement (indoors). For example, a Free Colonist produces 6 timber in a Conifer Forest square and 10 timber if the square is also a Prime Timber Land square. A Lumberjack produces 12 timber in a Conifer square and 20 timber if it is also a Prime Timber Land square.

Expert Colonists, when they are available, are preferred for jobs in almost all cases.

Table 2-2 lists all types of Expert Colonist, the effect of their expertise, and where their expertise can be employed. Refer to Table 1-2 for a description of the terrains found in the game and the commodities that they produce.


Table 2-2. Expert Colonist Effects

TYPE OF EXPERT COLONIST	EFFECT	WHERE
Elder Statesman	+3 liberty bells	Town Hall
Expert Farmer	+3/+6/+4 food	Any Food Land/Wheat/Deer
Expert Fisherman	+2/+6 food	Ocean/Fish
Expert Fur Trapper	x2 furs	Any Fur Land
Expert Silver Miner	x2 silver	Mountains/Silver Nugget
Expert Lumberjack	x2 timber	Any Forest Land
Expert Ore Miner	x2 ore	Any Ore Land
Firebrand Preacher	+3 crosses	Church, Cathedral
Hardy Pioneer	See Note 1 ^a	
Jesuit Missionary	See Note 2 ^a	
Master Blacksmith	x2 tools	Blacksmith's House/Shop/Ironworks
Master Carpenter	x2 hammers	Carpenter's House/Lumber Mill
Master Cotton Planter	x2 cotton	Any Cotton Land
Master Distiller	x2 rum	Distiller's House/Distillery/Rum Factory
Master Fur Trader	x2 coats	Fur Trader's House/Fur Trading
Post/Coat Factory		
Master Gunsmith	x2 muskets	Armory/Magazine/Arsenal
Master Sugar Planter	x2 sugar	Any Sugar Land
Master Tobacconist	x2 cigars	Tobacconist's House/Shop/Cigar Factory
Master Tobacco Planter	x2 tobacco	Any Tobacco Land
Master Weaver	x2 cloth	Weaver's House/Shop/Cloth Factory
Seasoned Scout	See Note 3 ^a	
Veteran Soldier	See Note 4 ^a	



NOTES TO TABLE 2-2:

1. Hardy Pioneers build roads, clear forests, and plow fields faster than Pioneers.
2. Jesuit Missionaries establish more effective missions than do Missionaries.
3. Seasoned Scouts are more likely to find treasure when tracking down Rumors of Lost Cities, find larger treasures, are less likely to disappear without a trace, and are less likely to anger the natives when searching Burial Grounds.
4. Veteran Soldiers receive a 50 percent bonus in combat. Veteran Soldiers in a colony at the time of the Declaration of Independence may become Continental Soldiers (see Chapter 8).
5. The + symbols show increases in the production of that commodity beyond what a Free Colonist would produce, owing to the presence of the expert.
6. The Expert Farmer and Expert Fisherman produce the additional food shown after the slash when working in the special resource square shown after the slash in the Where column.

Specialists

There are five types of Specialist: Dragoon, Missionary, Pioneer, Scout, and Soldier. These are any colonists (except Native Converts) pressed into special duty. They can be created in the New World or in Europe. In a New World colony, they are created from the Jobs menu by equipping a colonist with tools, muskets, and/or horses, or by giving a colonist special training. The Jobs menu is shown in Figure 2-4.

The necessary equipment must be available in the Warehouse for the Specialist to be created. For example, if 50 muskets are not available in the colony, Soldiers (and Dragoons) cannot be created. Specialists have special abilities and can perform tasks that other colonists cannot, but they are not as good at their jobs as Expert Colonists are. For example, a Pioneer takes longer to build a road than a Hardy Pioneer.

When a Specialist is created, he appears outside the colony, in the Settlement View of the Colony Display.

Specialists can also be created in Europe from colonists waiting on the docks for passage to the New World. Click on the colonist you wish to turn into a Specialist to open the European Docks Options menu shown in Figure 2-5. From this menu you can equip the colonist with tools, muskets, or horses, or choose for him to be a Missionary. To equip a colonist with tools, muskets, or horses, you must have enough gold in



your treasury to pay for these items. There is no cost to create a Missionary. In this manner you may transform a colonist on the docks into a Pioneer, Soldier, Dragoon, Scout, or Missionary who can be transported to the New World.

Specialists may be converted back to their original colonist type at a colony. Click on the Specialist to open the Jobs menu and then choose a new occupation for the Specialist. Colonist is a neutral choice that doesn't actually put the ex-Specialist to work anywhere. When the Specialist is given the job of Colonist, any equipment he was using is returned and put into the colony Warehouse. For example, consider a Petty Criminal that has been made into a Scout with the addition of 50 horses. If that Scout is given the new job of Colonist, he reverts to being a Petty Criminal and 50 horses are placed in the colony's Warehouse.



TIP

Creating Specialists offers the opportunity to increase the cargo capacity of your ships beyond their normal hold limits. For example, a Caravel-type ship with two holds could carry two Free Colonists or two loads of 100 tools, or a combination of one Free Colonist and 100 tools. However, if you transform both Free Colonists on the docks into Pioneers by equipping each of them with 100 tools, these two Pioneers can be carried to the New World. When they arrive at a colony, change their job to Colonist at the Jobs menu and their tools are placed in the colony's Warehouse. You have carried both colonists and 200 tools to the New World. You can similarly carry muskets and horses to the New World.

DRAGOON

Dragoons are created from any eligible colonist by the addition of 50 muskets and 50 horses. You must have that number of both items available in the colony where the Dragoon is to be created, or be able to buy those items in Europe if the Specialist is created on the docks.

Dragoons are military units, and they are discussed in more detail in Chapter 5. They can be changed into Soldiers, thereby freeing their horses for placement in the Warehouse or Stable of the colony. Expert Dragoons are called Veteran Dragoons.



DESIGN NOTE: *Early in the development of Colonization, Dragoons required 100 muskets and 100 horses. Testing revealed that cutting these numbers in half worked better.*

MISSIONARY

Missionaries are the only colonists that can establish religious missions within Indian villages. Once a Missionary has established a mission, the Missionary cannot be recovered unless you burn (and conquer) the village. Missions are important for maintaining good relations with the natives. They are discussed in Chapter 7.

Missionaries can be created in Europe or in the New World. Any colonist waiting on the docks of the Europe Display can be turned into a Missionary. Click on the colonist to open the European Docks Options menu shown in Figure 2-5. Choose the Bless as Missionary option to turn the waiting colonist into a Missionary.

Missionaries may be created in the New World in any colony that contains a Church or Cathedral. In such a colony, the Jobs menu contains

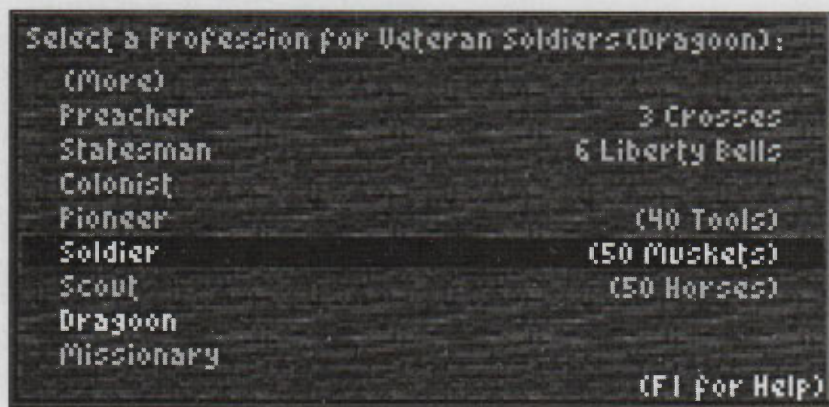


FIGURE 2-4 *The Jobs menu with the job of Soldier highlighted.*



the option of Missionary. Click on a colonist anywhere in the Colony Display to open the Jobs menu, and then select Missionary. The colonist becomes a Missionary whom you can now move outside the colony and into an Indian village.



TIP

Establish missions in all nearby Indian villages unless you plan to destroy them relatively soon. For the purpose of establishing these missions, convert a Free Colonist, or perhaps an Indentured Servant, who appears on the docks in Europe to a Missionary (at this early stage of the game, it is unlikely that you have built a Church in the New World where Missionaries can be created). The original rank of a colonist-turn-Missionary determines how effective he is; for example, Petty Criminals are the least effective Missionaries and Jesuits are the most effective.

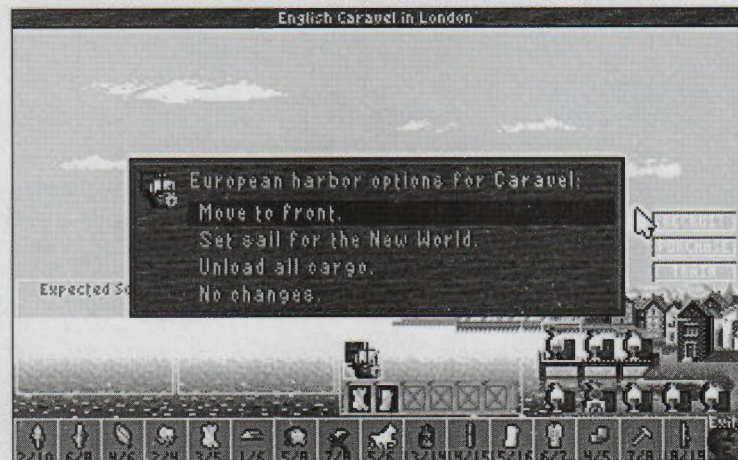


FIGURE 2-5 European Dock Options Menu.



TIP

Although this is seldom done, colonists can be taken back to Europe, turned into Missionaries, and then returned to the New World.

**TIP**

When you acquire the Founding Father Jean de Brebeuf, all Missionaries function as Jesuit Missionaries, even those founding missions after he joins your Continental Congress. If he joins you, Petty Criminals are thereafter the most efficient Missionaries, because they have the least value elsewhere in your colonies but function in this job as experts.

PIONEER

Pioneers use tools to build roads, plow fields, and clear forests. Performing each of these tasks expends 20 tools. The experts at these tasks are called Hardy Pioneers, and they perform each task faster than normal Pioneers, but they still spend 20 tools on each.

Any eligible colonist can become a Pioneer, but you must have at least 20 tools available in the colony or be able to buy 100 tools on the docks. Newly created Pioneers in the New World will take tools from the Warehouse in increments of 20 to a maximum of 100 tools, if that quantity is available. Pioneers created in Europe will equip themselves with 100 tools and the cost of these is deducted from your treasury.

Once a Pioneer has been equipped, he can be moved out of the colony or off ship to the square where you wish him to work. For a description of how Pioneers work, see "Terrain Improvements" in Chapter 1.

Hardy Pioneers are Expert Colonists, but without a complement of tools they cannot work as Pioneers. Hardy Pioneers are equipped with tools at the Jobs menu in the same manner that other colonists are turned into normal Pioneers. Hardy Pioneers can also be taken back to Europe and equipped with tools on the docks, but it is easier to buy tools and bring them to the New World.

SCOUT

Scouts are simply colonists mounted on horses, but by being converted into this type of Specialist, the Scout gains some improved and some unique abilities, as follows.

- ✠ **Increased Movement Factor** Scouts can travel relatively far each turn.
- ✠ **Increased Search Radius** Scouts can see two squares through any type of terrain, making them excellent explorers.



- ✠ **Greater Treasure Finding Ability** Scouts have a better chance of finding treasure when investigating Rumors of Lost Cities.
- ✠ **Enhanced Treasure Size** When Scouts find treasure, it is likely to be larger than that found by a non-Scout.
- ✠ **Reduced Chance of Tribal Anger** When Scouts search an Indian Burial Ground, there is a reduced chance of angering the Indians.
- ✠ **Option to Speak to the Chief** Scouts entering Indian dwellings may speak to the Chief. This may lead to promotion to Seasoned Scout, the gift of treasure, knowledge about nearby lands, or the elimination of your Scout. It also reveals the expertise of the Indians living there (and which can be learned through Indian Lore; see below) and what commodities the Indians would like to trade for. A sample of the information learned by a Scout who talks to the Chief of a village is shown in Figure 2-6.

Receiving good things from a Chief depends on the level of alarm in the village (see "Village Alarm" in Chapter 6). If the level of alarm is high, there is a chance that the Scout will violate a tribal taboo and will be lost on entering the dwelling.

- ✠ **Option to Speak to the Governor** Scouts may enter rival colonies and open negotiations with their empire.
- ✠ **Chance to Sneak into Colony** Scouts may enter rival colonies and look at their Colony Display. There is a chance your Scout will be captured.
- ✠ **Option to Attack** Scouts are considered military units and may attack. However, their combat strength is 1, and this is useful only in an emergency.

To create a Scout in a colony, you must have at least 50 horses on hand. To create a Scout on the docks in Europe, you must be able to buy 50 horses there.



Seasoned Scouts are the Expert Scouts. They function like normal Scouts except that they do everything a little better. Good things are more likely to happen, and happen better, and bad things are less likely to happen.

Scouts are very useful at the start of a new game. You should obtain one quickly and have him explore the continent where your first colony is located. Have your Scout investigate Rumors of Lost Cities (see Chapter 1). Speak to the Chiefs of all nearby villages to learn what goods they want and what skill they can teach. Chiefs may give the Scout useful gifts of money. Later you can send colonists directly to villages where they will learn a particular skill. Once you have finished exploring, the Scout can be put to work somewhere in your colony, freeing his horses to reproduce or to equip a Dragoon.

**TIP**

Horses are relatively cheap at the start of a new game. This is a good time to create a Scout from a Petty Criminal, Indentured Servant, or Free Colonist on the docks in Europe when you can afford the horses. Do this early in the game. An active Scout can return the cost of those horses many times over by discovering treasures or by receiving gifts from Chiefs. Having a Scout exploring early will help you find good colony sites in the interior, learn about nearby villages, and reveal the geography of your continent. Speak to the Chiefs of nearby villages early, also, before the alarm levels in these villages have a chance to increase. This reduces the chance that your Scout will be lost and may result in a quick promotion to Seasoned Scout.

SOLDIER

Soldiers are created from any eligible colonist by the addition of 50 muskets. You must have that number of muskets available in the colony where the Soldier is to be created or be able to buy 50 muskets in Europe if the Specialist is created on the docks. When Soldiers are put to work at another job in a colony or made into a Colonist at the Jobs menu, their muskets are taken away and placed in the colony Warehouse.

Soldiers are military units that can defend colonies and attack enemies. They are discussed in more detail in Chapter 5. Soldiers may be turned into Dragoons by the addition of 50 horses. Expert Soldiers are called Veteran Soldiers.



DESIGN NOTE: *Soldiers originally required 100 muskets, making combat an expensive proposition. The number was halved, adding more interest to the game.*

PROMOTION AND ACQUIRING SKILLS

The majority of the new colonists that appear on the docks in Europe will be unskilled Petty Criminals, Indentured Servants, or Free Colonists. In addition, all new colonists born in the New World are Free Colonists. While these unskilled people have uses, skilled colonists are much more valuable. It can be a long wait before the Expert Colonists that you need appear on the docks. It is expensive to hire the experts you need from the Royal University. Some experts are not available in Europe at all. Fortunately, there are some alternatives to waiting at the docks or hiring at the Royal University.

Expert Colonists can be created in the New World by promoting lower ranked colonists and training them. Once you have an expert, he can educate unskilled colonists and turn them into experts with the same skills as his own. Unskilled colonists may also earn promotion or learn skills through On the Job Training, by studying Indian Lore, or in a few special ways. Some New World skills are unavailable in Europe.

Table 2-3 shows the various methods by which different types of colonist may be promoted.

Education

Expert Colonists can be given the job of Teacher within a colony to teach an unskilled colonist their skill. Choose the Teacher option from the Jobs menu for the expert. To be a student and eligible for education, an unskilled colonist must be at work somewhere on the Settlement or Area View of the Colony Display, not outside the colony. Eventually, the education process will convert a Free Colonist into another Expert Colonist of the same type as the Teacher. For example, if an Expert Lumberjack is made a Teacher, he will eventually convert a Free Colonist in the colony into a second Expert Lumberjack.


Table 2-3. Promotion Table

TYPE OF COLONIST	PROMOTION	METHOD
Petty Criminal	Indentured Servant	Education; Victorious in combat (see Note 1)
Petty Criminal	Expert Colonist	On the Job Training
Indentured Servant	Free Colonist	Education; Victorious in combat (see Note 1)
Indentured Servant	Expert Colonist	On the Job Training; Indian Lore
Free Colonist	Expert Colonist	Education; On the Job Training; Indian Lore
Free Colonist	Veteran	Victorious in combat (see Note 1)
All types	Seasoned Scout	Percent chance when speaking to Chief
Native Converts	none possible	See Note 3

^aNOTES TO TABLE 2-3:

1. Only unskilled colonists serving as Soldiers or Dragoons may be promoted after being victorious in combat (see Chapter 5).
2. Only unskilled colonists serving as Scouts may become Seasoned Scouts by speaking to a village Chief.
3. All Native Converts in your colonial empire change into Free Colonists if you acquire the Founding Father Bartolome de Las Casas.

Whether a skill can be taught or not depends on whether a Schoolhouse, College, or University exists in the colony. The number of turns it takes to teach a skill depends on the skill being taught.

For any education to take place, the colony must possess at least a Schoolhouse. The Skills Chart found on the Player Aid Card shows what skills can be taught in a Schoolhouse. More advanced skills may be taught only if a College exists in the colony. The most advanced skills may be taught only at a University.

Skills that can be taught in a Schoolhouse take four turns of teaching to achieve a promotion. College level skills take six turns for a promotion, and University skills take eight turns for a promotion. Petty Criminals who are promoted become Indentured Servants. Indentured Servants who are promoted become Free Colonists. Free Colonists who are promoted become Expert Colonists possessing the skill being taught.



A Teacher must remain in school for the number of consecutive turns required for his skill. After that number of turns has passed, the program selects a student from those available, and the student is promoted.

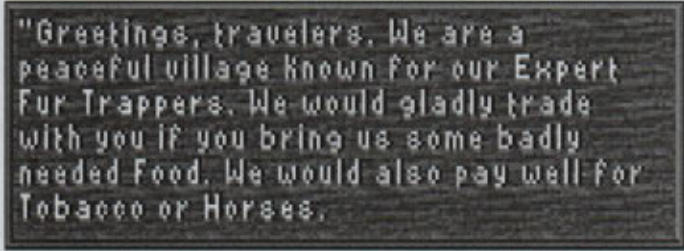
You may have two Teachers in a College and three Teachers in a University, but it may be difficult to provide enough extra food in the colony to support them. A Schoolhouse may have only one Teacher at a time.



DESIGN NOTE: *When a colony reaches 100 percent Sons of Liberty membership (see Chapter 6), a message appears noting that the speed of education in this colony is increased. In fact, it is doubled. Education times are two turns in a Schoolhouse, three turns in a College, and four turns in a University. However, this may only apply to the first released version of Colonization. The designers intended to remove this feature from the game before publication, but it was inadvertently left in. In future versions, this feature may not be present.*

Whenever a colonist is promoted by education, you receive a message announcing the improvement. Always accept the invitation to look at the colony where this has taken place to see if some adjustment in jobs is now possible to improve the efficiency of the colony. Also, you may wish to put the Teacher back to work or move him on to another colony.

For example, consider the case in which two Free Colonists are at work in a colony, one mining ore and one cutting timber, while an Expert



"Greetings, travelers. We are a peaceful village known for our Expert Fur Trappers. We would gladly trade with you if you bring us some badly needed Food. We would also pay well for Tobacco or Horses.



FIGURE 2-6 *Information learned by a Scout when talking to a village Chief.*



Lumberjack is assigned to work as a Teacher. After four turns, one of the Free Colonists is promoted to Expert Lumberjack. When this happens, check which one has been promoted. If the Free Colonist mining ore has been promoted to Expert Lumberjack, have him switch jobs with the other Free Colonist that was previously cutting timber. After the switch your ore production remains the same, but your timber production doubles because an expert is now at work. Without the switch, ore and timber production would not have changed after the promotion.

**TIP**

Because it takes so long to achieve a promotion when teaching the higher skills, be sure that only Free Colonists are available as students in the colony when these skills are being taught. Otherwise, an Elder Statesman could spend eight turns promoting a Petty Criminal into an Indentured Servant. If you wish to promote Petty Criminals through education, use a lower skilled expert as the Teacher, such as an Expert Fisherman or Farmer, who can accomplish the promotion in only four turns. (Brian Reynolds, programmer and codesigner of Colonization, explains that you can think of this as the elite colonists having some difficulty communicating with the lower classes.)

Indian Lore

Indentured Servants and Free Colonists may become experts in certain skills by learning from the Indians. To obtain this Indian Lore, move the colonist into a native village. From the menu of options that opens when you enter, choose Live Among the Natives. You are then offered the chance to have the colonist become an expert in a particular skill. If you accept, the colonist is converted into an Expert Colonist. Thereafter, the expert may be moved and employed as you wish.

The skills that may be learned from Indian Lore are marked on the Skills Chart found on the Player Aid Card. Five of these skills (Fur Trapper, the three master planters, and Expert Scout) cannot be obtained in Europe. (Seasoned Scouts may appear in the recruitment pool, but cannot be trained at the Royal University.) If you wish to obtain colonists with these skills, they must be found in the New World, either through Indian Lore, capture, or On the Job Training (discussed in the next section).



There are a few limitations on the availability of learning through Indian Lore. First, an Indian village will train only one colonist during the course of the game, generally. There is nothing on-screen to indicate whether a village has already trained a colonist. You will have to remember which have. Second, a village that is alarmed by your nation (noted by exclamation marks of your nation's color) will not allow a colonist to live among them and thereby learn a skill.



DESIGN NOTE: *If a village has trained one of your colonists or a colonist from another nation, it will not train another of your colonists. If it has trained one of your colonists, it may train a colonist from another nation.*

Only Indentured Servants and Free Colonists may learn through Indian Lore. Indian villages will not let Petty Criminals, Dragoons, and Soldiers enter. Expert Colonists, Native Converts, Missionaries, Scouts, and Pioneers will not learn the new skill.

Scouts can discover what skill a village possesses (see "Scout," above).

On the Job Training

The four skills found only in the New World (fur trapping, cotton planting, sugar planting, and tobacco planting—excluding Seasoned Scouts) may be learned spontaneously by an unskilled colonist working at that task. For example, a Petty Criminal working as a Cotton Planter may be promoted immediately, through On the Job Training, to Master Cotton Planter during any game turn.

There is a chance each turn that an unskilled colonist working at one of these four jobs will become an expert. The probability of this conversion depends on the colonist's rank. The chance of a Petty Criminal being promoted through On the Job Training is one chance in three hundred. The probability of an Indentured Servant being promoted is one chance in two hundred. The probability for a Free Colonist is one chance in one hundred.

**TIP**

Put unskilled colonists (rather than idle experts such as a Master Distiller with no sugar on hand to distill) to work as fur trappers or planters because of the chance that the colonist may become an expert through On the Job Training. An expert created in this manner that is not needed can always be turned back into a Free Colonist from the Jobs menu. Free Colonists are better employed at this task because of the higher probability of promotion.

NATIVE AMERICANS

Each Indian settlement in the New World creates and supports one band of Indian Braves that moves around the map. The movements of Indian bands are random, but they stay somewhat close to their home village until colonies are established nearby.

Bands of Braves will come to colonies either to offer gifts, beg for food, demand goods, join your colony as Native Converts, or attack the settlement, depending mainly on two factors: village alarm and tribal anger. Village alarm and tribal anger are discussed in Chapter 6. They may beg for food if there are no good food-producing lands adjacent to their village and they see that you have a large surplus.

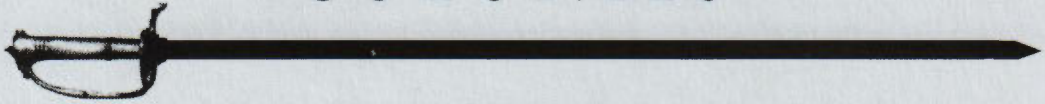
At the start of a new game, all bands of Braves are unarmed and have a combat strength of 1. The acquisition of muskets and horses each adds +1 to the combat strength of a band. Muskets and horses can be obtained by the Indians in four ways: trade with European colonists, trade with other tribes that have these items, defeating European soldiers and taking their equipment, and stealing this equipment while raiding colonies. Once an Indian tribe has horses, their herds reproduce and soon several bands will be mounted.

Indian Braves receive a combat bonus when attacking colonists outside colonies. They are penalized, however, when attacking fortified colonies defended by artillery. Combat is discussed in more detail in Chapter 5.



Three

COLONIES



The economic, industrial, and political centers of your colonial empire are its colonies. They are the residence of your colonists, the primary source of profitable trade goods, the sites for your industrial production, and potential centers of learning. Each colony organizes the development of adjacent areas, converting the agricultural lands, fishing grounds, forests, and mines into food, trade goods, industry, colonial infrastructure, and new colonists.

Administration of your colonial empire involves primarily the establishment of colonies, their management, and their defense. New colonies can be founded in the wilderness or captured from rival empires. Managing a colony requires maintaining a balance of food production, population growth, useful employment of colonists, efficient employment of colonists, industrial production, and trade good production, all within an environment of political and religious freedom.

If food production is too low, population growth stalemates or declines. If population growth falters, your colonies will be too weak to gain their independence. Useless and inefficient employment of colonists minimizes the potential of your colonies. Poorly planned industrial and commercial production wastes resources. A Tory-dominated political climate causes inefficiency and reduces the chance of gaining independence. A minimal emphasis on religious freedom does not encourage emigration from the Old World.

The defense of your colonies is discussed in Chapter 5.



ESTABLISHING A COLONY

A new colony can be established by any of your colonists except Native Converts. When a colonist is on the map square where you wish to place the colony, press the Build Colony **[B]** key. Colonies may not be placed adjacent to each other, but can be placed two squares apart. See Chapter 1 for a discussion about terrain considerations when choosing a colony site.

A colony consists of the square in which it is placed, called the Town Commons, and a maximum of eight squares surrounding it. A colony will never grow larger than these nine squares. It may not use all of the squares surrounding it. Some of these squares may not be available for use because they are part of other nearby colonies or because they are claimed by nearby Indian dwellings.

The establishment of a colony causes several things to happen immediately. First, the colony is given a name. The program will suggest a name for you. You can accept the suggested name by pressing the **[Enter]** key. You can type in a name you prefer and enter it by pressing the **[Enter]** key.

Second, a Colony Display is created for the new colony. This display is discussed in more detail in the next section. At the Colony Display you can see a number of other things that have occurred following the establishment of the colony. A settlement has been created automatically, consisting of a number of different buildings. These can be seen in the Settlement View of the Colony Display. These buildings allow you to perform some basic manufacturing and building.

Third, your colony has already deployed its available work force to begin providing food and other commodities. At the Colony Display you can see what is being produced from the Town Commons and from the additional square your founding colonist has been assigned to. Consider what the founding colonist is doing and decide if you would rather have him perform another task. This may depend on your long-term goals for the colony (see "Specialization of Colonies," below).

Fourth, your colony automatically builds a Town Hall that produces 1 liberty bell each turn. Liberty bells affect Sons of Liberty membership of colony residents and the appearance of Founding Fathers in your colonial empire. These concepts are discussed in Chapter 6.



Finally, if you exit the Colony Display (press the Exit button) you'll return to the map, where you can see a symbol on the map marking the square occupied by the Town Commons of the new colony. The name of the colony is next to its symbol. The symbol on the colony square indicates what, if any, fortification is present in the colony square. The number in the square indicates the size of the colony, measured in colonists. By clicking on this square, you open the Colony Display.

THE COLONY DISPLAY

The Colony Display is where you organize and plan the work and production of the colony. Figure 3-1 shows the Colony Display of a newly established colony. The Colony Display is divided into six views: People View, Warehouse View, Transport View, Area View, Settlement View, and Multi-Function View. The last-named view may be switched between the Production View, Units View, and Construction View.

Experienced players will be able to read the Colony Display at a glance. Newcomers will need to learn what the various views are showing and how to use them to manage each colony.



You may change the name of any colony from the Colony Display by clicking on the name at the top of the display. This opens a dialog box where you can type a new name for the colony. The ability to change the name of a colony is an undocumented feature of Colonization. It was implemented long before the game was published, but a breakdown in communications within the design team prevented any mention of this feature in the documentation.

People View

The line of colonists shown in the People View are the residents of your colony and people in the Town Commons that are not considered residents. Colonists to the left of any break in the line of people are residents. Colonists to the right of any break in the line are nonresidents. Click on a colonist in the People View to open the Jobs menu, from which people can have their jobs changed and be moved from resident to nonresident status, and vice versa.



RESIDENT COLONISTS

Resident colonists can also be found deployed in either the Settlement View or Area View where they are working. Residents require 2 food each turn. They work outdoors in squares adjacent to the Town Commons on the Area View or within the Town Commons in colony buildings shown in the Settlement View. For example, a Lumberjack working in an adjacent forest to provide timber is a resident. A Free Colonist making coats from furs in the Fur Trader's House is also a resident.

Only resident colonists deployed in either the Area View or Settlement View count toward the size of the colony. The number shown on the colony square in the Map Display is the number of resident colonists in the colony.

NONRESIDENT COLONISTS

Nonresidents in the People View are shown in two other places on the Display: in the Units View and in the Settlement View in the area labeled "Outside Colony." Nonresidents may be defenders of the colony, or colonists coming in or going out of the colony. They do not require food.

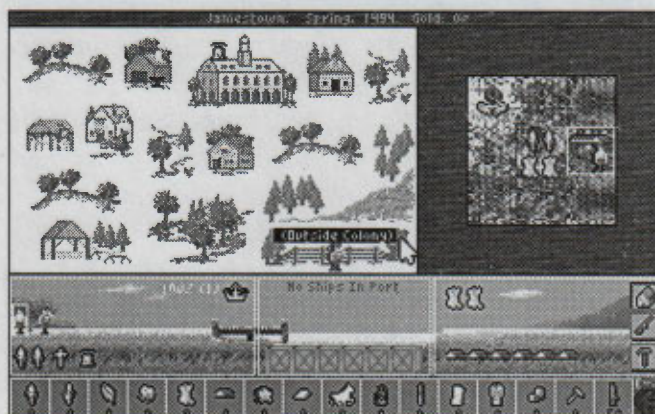


FIGURE 3-1 *The Colony Display of a new colony.*



DESIGN NOTE: *The limit on the number of colonists in a colony fluctuated during development from 24 to 32. The lower number was adopted temporarily as part of the solution to discouraging supercolonies. When the area limit for colonies stabilized at nine squares, it was found that the colonist limit could be returned to 32 without encouraging super colonies.*

For example, a Soldier fortified in a colony to defend it is a nonresident. He would be seen in the People View to the right of a break in the line of colonists, in the Units View, and in the Settlement View in the area labeled "Outside Colony." Although the Soldier is in the colony and will defend it against attack, he needs no food.

Nonresidents, including any military units defending the colony, are not counted toward the size of the colony.

**TIP**

A colony may contain no more than 32 resident colonists, although it is difficult to reach this limit. There is no limit to the number of nonresidents that may be in a colony.

Assigning Colonists to Jobs

Colonists may be assigned jobs within a colony and thereby become residents. Residents cut the timber, grow the food, catch the fish, build new buildings, fashion tools, weave cloth, and so on. Residents may be assigned jobs in two ways: the first we will call Job Placement, and the second is by using the Jobs menu.

Nonresidents also have jobs, but these are performed outside the colony. All Specialists (see Chapter 2) are nonresidents. Specialists are created within a colony by using the Jobs menu. (They may also be created on the docks in Europe.) The catch-all type of nonresident job is found on the Jobs menu and is called being a Colonist. This job title designates someone who is outside the colony and free to move around the map. For example, everyone arriving by ship at a colony has the job of Colonist.



JOB PLACEMENT

Assume that a Master Carpenter has just arrived in a port colony by ship. If you look at the Colony Display, he would be seen to the right of the break in the line of colonists in the People View. He would also be seen in the Settlement View in the area labeled "Outside Colony." Click on this Master Carpenter in either location. A green box appears around him, showing that he has been selected.

Now click and drag the Master Carpenter to the Carpenter's Shop in the Settlement View. This action places the Master Carpenter in the job of Carpenter where he is most efficient. Alternatively, you could drag the Master Carpenter to any other building in the Settlement View or to any vacant land in the Area View. When you place a colonist in a job in this manner, his figure shifts to the left of the line break in the People View. He is now a resident of the colony.

This technique of Job Placement may be used to move colonists between resident and nonresident status, and between the Settlement and Area Views. If you drag a colonist to the Outside Colony area of the Settlement View, part of the Jobs menu opens, offering you a choice of outside jobs for the colonist, as shown in Figure 3-2. If you don't want the colonist to become one of the possible Specialists, choose the Colonist option.

There is no limit to the number of job changes you can make during a turn, so experiment to see what is the most efficient for your colony.



TIP

A colonist who begins a turn in the colony square but outside of the colony forfeits his ability to move on the map during a turn in which he is assigned a job in a colony, even if given the job temporarily. If it is important that such a colonist move on the map during a turn, do not experiment placing him in jobs in the colony.

See "Area View" and "Settlement View" below for more information on assigning a colonist to work by Job Placement.

JOBS MENU

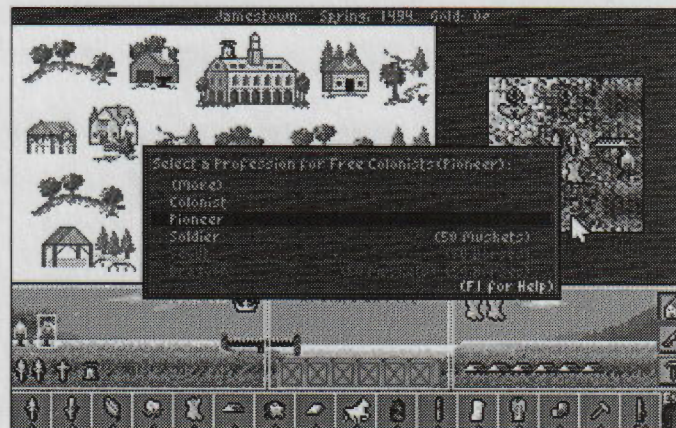
Click on a selected colonist in the People View (or in the Area or Settlement Views) to open the Jobs menu, shown in Figure 3-3. If the colonist is not selected, double click on him to open this menu.



The selected colonist's type is listed at the top of the menu, along with any skill he possesses. This is especially helpful if the colonist is working as a Specialist, because the Jobs menu reveals what his non-Specialist status is. For example, you can see if your Scout is actually a Petty Criminal.

The first option on the menu is the Clear Specialty option: choose this option if you wish to change an Expert Colonist into a Free Colonist. For example, if you have a surplus of Master Weavers, you might convert one back into a Free Colonist who could then be taught a new skill (see "Education" in Chapter 2). When you choose this option, you have a chance to change your mind in case the Clear Specialty option was chosen by mistake.

The remainder of the Jobs menu is a list of jobs to which the selected colonist may be assigned. The first jobs are Outdoors-type jobs on the Area View, such as Farmer or Lumberjack. The next group of jobs consists of Indoor jobs found in the buildings of the Settlement View, such as Weaver or Carpenter. The last group of jobs is outside the colony, such as Pioneer or Scout, as shown in Figure 3-2. More jobs may be available than can be shown on the screen at one time. Press the More button on the menu to see the rest of it. Additional jobs may become available with the addition of certain buildings to your colony.



♠ **FIGURE 3-2** *Outside job options on the Jobs menu.*



Jobs available to the selected colonist have their title in normal type. If the colonist is an expert, the option line for the job that takes advantage of his skill is differentiated. For example, if the selected colonist is an Expert Farmer, the option line for Farmer is differentiated. Any job not available to the selected colonist is grayed out. This most commonly occurs for the Specialist jobs when insufficient horses, tools, or muskets are available.

There is a highlight bar on the Jobs menu that may be moved up and down using the keypad **[Pg Up]** and **[Pg Dn]** keys or the Arrow Keys. You may also click the mouse on an option line to highlight it. Once a line is highlighted, you may press the Help **[F1]** key to learn more about the job. Asking for help opens the Colonizopedia entry for the job.

Shown on the right side of the option line is the expected production of the selected colonist if he is assigned this job. For example, if the job is that of being a Farmer, the right side of the line shows how much food the colonist would produce.

If the selected colonist is currently assigned in the Settlement View, there is only one production number on the job option line- the production that would result if the colonist was assigned the job at the best possible location available. For example, in the case of the job of Farmer, there may be several squares where a Farmer could be put to

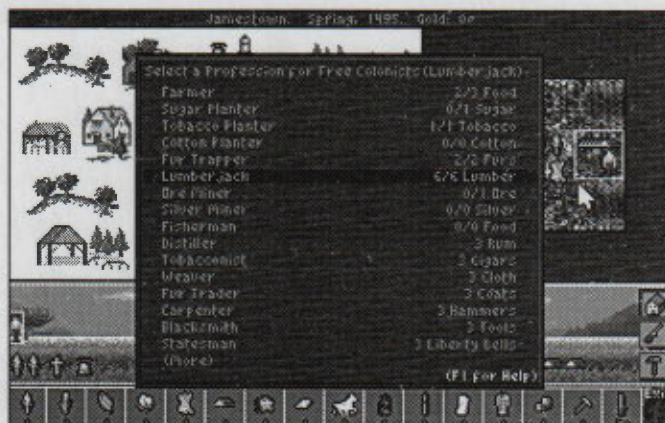


FIGURE 3-3 *Jobs menu.*



work. However, the Jobs menu shows what the production would be on the best food-producing square that is currently vacant.

If the selected colonist is currently assigned in the Area View, there are two production numbers divided by a slash. The number to the left of the slash shows what he would produce on the job in the map square he currently occupies. The number to the right of the slash shows what he would produce on the job if moved to the most productive square for that commodity now vacant in the Area View.

You may assign the selected colonist to a job from the Jobs menu in two ways: double click on the job, using the mouse, or highlight the job you wish and then press the [Enter] key. The colonist will be assigned to the job in the correct view.

Using the Jobs menu to assign a colonist to a job works best if the colonist is currently deployed in the Settlement View, because he is automatically assigned to the building or map square where his production is maximized. If you assign a colonist to an Outdoors job while he is currently deployed in the Area View, he will not move. He will stay in his current square and take the new job. This may mean that he produces nothing, because the commodity cannot be produced there, or that he does not produce the maximum of the commodity that he might if placed elsewhere.

Settlement View

The Settlement View is a view of the Town Commons, showing the buildings and improvements that the colony has built. These buildings and improvements are the infrastructure of the colony, and places where colonists may be assigned to Indoors-type jobs. Colonists may be assigned to work in most buildings in the Settlement View.

When a new colony is established, it immediately constructs seven buildings, listed below in the section "Colony Buildings." Over the course of a game, a colony may build a number of new buildings and improvements to add to or replace these. Move the mouse pointer over the buildings in this view to learn what each is. The vacant areas marked as trees may become the sites of additional building types.

At the bottom right of the Settlement View is an area labeled "Outside Colony." Think of this as the front gate. All nonresident colonists at the colony, including Soldiers and Dragoons acting as defenders, are placed



here. When your colony builds fortifications, the name of the fortification will appear in the lower right corner of the Settlement View, with the added label "Outside Colony" in parentheses. Nonresidents will continue to be shown here, apparently outside the colony's gates, even though any military units are actually deployed inside the fortification.

Colonists may be assigned jobs in the Settlement View, using either Job Placement or the Jobs menu. When a colonist goes to work here, small icons display what he is producing. For example, if a colonist is assigned the job of Carpenter, small Hammer icons indicate how many hammers he may produce each turn. A maximum of three colonists may be assigned to work in the same building.

To remove a colonist from a job within the Settlement View, drag him to the Outside Colony area and choose the job Colonist. Or, from the Jobs menu, choose the job Colonist. This makes the selected colonist a nonresident. He will be able to move on the Map Display next turn.

Area View

The Area View is a map of the terrain that residents of a colony may harvest, including the terrain occupied by the Town Commons. This view shows the types of terrain available for production by the colony, where colonists may be put to work at Outdoors-type jobs, and what they produce. Colonists may be assigned to work in any of the eight squares surrounding the Town Commons except those claimed by other colonies or by Indians.



TIP

You may also learn the production capability of any terrain in the Area View by moving a colonist there and opening the Jobs menu. For each Outdoors-type job, you can read what the colonist would produce in the square. Remember that experts and Native Converts may produce more at these jobs.

Colonists may be assigned jobs in the Area View using either Job Placement or the Jobs menu. When a colonist goes to work here, small icons display what he is producing. For example, if a colonist is assigned the job of Farmer in a square, small Corn icons indicate how many units of food he will produce from this square each turn. Only one colonist may be assigned to work in any square of the Area View. Each square being worked by a colonist may produce only one commodity.



DESIGN NOTE: *The large amount of empty space in the Area View is a vestige of earlier versions of the game in which colonies could encompass seventeen squares, not nine.*

Move the mouse pointer around the Area View to reveal the names of the various types of terrain. If you are not familiar with what commodities each type can produce, refer to Table 1-1 in Chapter 1 or to the Colonizopedia.

The exception to this rule is the Town Commons square. No colonist is, or may be, assigned to work in this square, yet it is one of the most productive in your colony. Even though no one colonist is assigned to work there, it produces two commodities, not one. The Town Commons square always produces food plus one other commodity, usually a trade crop.

To switch colonists between jobs in the Area View is usually a two-step process. Drag the colonist to the new square you wish him to occupy, and then choose a job for him there from the Jobs menu. You don't need to choose a new job if you wish him to keep the job he had in the square he came from.

To switch a colonist to a job in the Settlement View, use either Job Placement or the Jobs menu. To remove a colonist from a job within the Area View, drag him to the Outside Colony area of the Settlement View and choose the job Colonist. Or, from the Jobs Menu, choose the job Colonist. This makes the selected colonist a nonresident. He will be able to move on the Map Display next turn.



TIP

Remember that the production numbers for Outdoors jobs shown on the Jobs menu report only what the colonist could produce on squares now vacant. There may be squares even more productive for that job, but that are currently occupied. Knowledge of the production capability of the different terrains, and perhaps some shifting of colonists, is often required to achieve an efficient harvest of commodities.

Warehouse View

The Warehouse View shows the quantity of the various game commodities that your colony has on hand. The amount that a colony can hold depends on whether the colony possesses a Warehouse, and



Warehouse Expansion or not (see the discussion on Warehouses later in this chapter).

A colony that does not possess a Warehouse may store a maximum of 100 units of any commodity, other than food. (With or without a Warehouse a colony may store up to 199 food.) A colony with a Warehouse Expansion may store up to 300 units of a commodity.

Commodities in the Warehouse View may be moved into the holds of ships and Wagon Trains inside the colony via the Transport View, discussed later. Horses, tools, and muskets in the Warehouse View may also be used to convert colonists into Specialists through the Jobs menu.

Commodities in the Warehouse View may be shipped directly to Europe if your colony possesses a Custom House. This building is discussed below.

Transport View

The Transport View shows what transports (ships and Wagon Trains) are in the colony, if any, and is used to transfer cargos. Commodities may be transferred between transports, and between transports and the Warehouse.

LOADING AND UNLOADING CARGO

Cargos are loaded or unloaded in the same manner. First, click on the transport you wish to load or unload. This moves the selected transport to the front of the dock and shows its holds below the dock. Now, in the Warehouse View click on the cargo that you wish to load, drag it to the hold of the ship, and release it, or vice versa to unload. When unloading into the Warehouse, you need only drag the cargo into the Warehouse area, not to its precise location.

You may also move cargo from the holds of the first transport to another transport in the colony by clicking on the hold to be unloaded, dragging to the transport to load the commodity, and releasing.

You may also use the Load [L] and Unload [U] keys to move cargos. The Load key fills one hold in the selected transport with the most valuable cargo available in the colony. This will be the commodity whose quantity available multiplied by the price per unit has the highest value. For example, you would load 100 units of tobacco worth 5 gold each before loading 40 units of cigars worth 10 gold each because the first cargo is worth 500 gold versus 400 gold for the second. You will have to press these keys several times to load or unload a transport with several holds.



You may also unload all holds in a transport simultaneously from the Transport View. Click on the transport you wish to unload. From the menu that opens, shown in Figure 3-4, chose the Unload All Cargo option. This will immediately unload everything the transport is carrying.

PARTIAL CARGO LOADS

The loading and unloading commands, from either the mouse or keyboard, will move 100 units or the maximum available, whichever is larger. When you are clicking and dragging the mouse to move cargos, you may move partial loads. The ability to move partial cargos is not available when using the Load and Unload keys.

Hold down the **(⇧Shift)** key while you click and drag. This opens the partial cargo dialog box shown in Figure 3-5. The box shows how much of the commodity is being moved. If you wish to move less, type in the amount you wish to move. When the correct quantity is shown in the dialog box, press the **(Enter)** key or click on the box, and the correct amount is moved.

Production View

The Multi-Function View can be switched among three different views. The first of these is the Production View, which shows the quantity of the various commodities being produced by the colony and any further

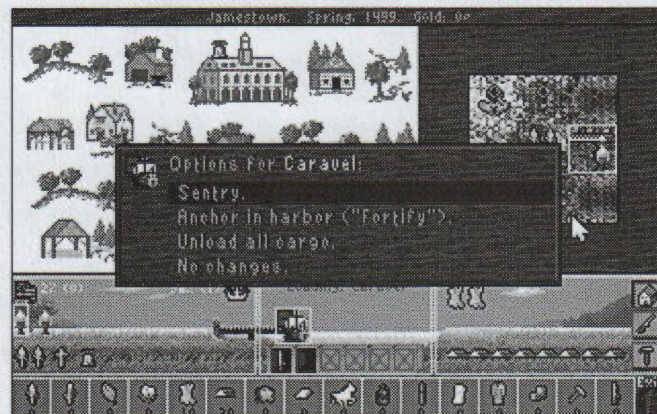


FIGURE 3-4 *Transport options.*



manufacturing of these commodities. To open the Production View, push the button marked by the Building icon. Figure 3-6 shows an example of this view.

**TIP**

When you have a partial shortfall of raw materials and no way to make it up, it may be useful to interrupt occasionally the work of a colonist forced to work inefficiently. For example, in the case of the Blacksmith just described, suppose there was no other source of ore. Instead of having the colonist work continuously as a Blacksmith making 4 tools each turn, put him into some other job temporarily where he can be useful. Return him to work as a Blacksmith when a small quantity of ore has accumulated, so that he can make 6 tools each turn. At the end of several turns, you have the same production of tools that you would have had otherwise, plus some additional production that you would have missed. Liberty bell production is an excellent temporary job.

How to read the Production View is clearly explained in the game manual. Refer to this view for a quick analysis of what the colony is producing.

If you are not producing enough of a raw material, you can see when you will run short of it and prepare now to have more on hand. For



FIGURE 3-5 Partial cargo dialog box.



example, if you are producing 4 ore but have a Blacksmith making 6 tools from ore (1 ore becomes 1 tool), you have a shortfall of 2 ore each turn. If there are 10 ore in the Warehouse, you can maintain maximum production of tools for five turns. After that, your Blacksmith will work inefficiently, making only 4 tools per turn because only 4 ore are being produced here each turn. If you can bring in additional ore from another colony, the Blacksmith can maintain maximum production.



The Production View normally shows, by the number of icons present, the quantity of each commodity being produced. For example, one tobacco leaf is present for each unit of tobacco being produced. When a large number of icons is present, it can be hard to count quantities. You can have a number appear on each commodity to show exactly how much is being produced by clicking the mouse inside the Production View window, or by pressing the [N] key. This has the bonus effect of displaying similar numbers on the Area, Settlement, and People Views. Clicking within the view a second time turns off these numbers. This is an undocumented feature of Colonization.



FIGURE 3-6 *The Production View.*



Units View

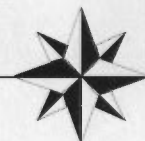
The second Multi-Functional View is the Units View, opened by clicking the middle button marked with the Musket icon. The label "Units Present" appears at the top of this view to identify it. The Units View shows all nonresident colonists in the colony; a sample Units View can be seen in Figure 3-7. These are the colonists to the right of the break in the line of people in the People View, and also the colonists in the Settlement View in the Outside Colony area. These are most commonly military units defending the colony, and colonists just entering or leaving the colony.

The purpose of this view is to allow changes in the orders of nonresidents in the colony, especially defending military units. This is the only view in the Colony Display where you can see and give orders to Artillery and Treasure Train units in a colony. Click on any unit in the view to open a menu of the following options:

- ✠ **Fortify Option** The fortify option is useful for military units when no fortifications are present (see Chapter 5). Even when fortifications are present, Fortify orders are useful because the unit will not request orders each turn and will not board a departing ship.



FIGURE 3-7 *The Units View.*



- ✠ **Sentry/Board Ship Option** The Sentry/Board Ship option is commonly used to prepare a colonist to embark on the next ship departing from the colony with an empty hold. Units will board in order if there are not enough holds available. Units on Sentry duty activate when a native unit or unit from another nation moves next to them.
- ✠ **Clear Orders Option** Use the Clear Orders option when you wish to activate a fortified unit or sentry for movement on the map.
- ✠ **Move to Front** The Move to Front option is available only when more than one nonresident is in the colony. In such a situation, only a few colonists are shown fully in the view. The rest are indicated by miniature figures in the background. It may be difficult to select in either the Settlement or People View the colonist to whom you wish to give orders. Click on the miniature figures until the one you wish is moved to the front row. It should be easier now to select this colonist from the Settlement or People View.
- ✠ **No Changes Option** Choose the No Changes option to make no changes and exit the menu.

Construction View

Each colony may have underway one construction project. The selection of this project and the management of its construction are arranged in the Construction View, the third of the Multi-Functional Views. Open the Construction View by pushing the button marked with Hammer icon. This view is shown in Figure 3-8.

The operation of the Construction View is explained in the game manual. Only a few points about it are emphasized here. You may have only one project underway in a colony at a time. Hammers produced by Carpenters working in either the Carpenter's Shop or the Lumber Mill accumulate in this view until they reach the number required to complete the project. At that point, the project is added to your colony. Carpenters convert lumber into hammers, which represent construction work. Any colony without a supply of timber must import it to construct buildings or other projects.



A message will appear on-screen to report the completion of any project and give you the option of going to the colony that just finished it. It is usually wise to visit to this colony to change its construction: unless you do so, the colony will begin building a duplicate of the project it just completed. In some cases, such as building Artillery, this may be acceptable. But in others it is not, because duplicate buildings are usually never finished. They just keep accumulating hammers until the project is changed. This can lead to a waste of hammers.



TIP

If you are temporarily short of tools, move your Carpenters to another job to keep them from wasting timber.

You may rush the completion of a project by pressing the Buy button and agreeing to pay the required charge. The money is deducted from your treasury and the project is completed at the end of the turn. Unless the project is close to being completed, the charge for rushing it is usually very high.

There is an option on the Project menu called "No Production." If you choose this option, your colony builds nothing. No hammers are accumulated. Any hammers produced by the colony are lost so long as you have no construction project. If you decide to produce nothing, move any Carpenters in the colony to other jobs.



FIGURE 3-8 The Construction View.



You can change the project underway at any time by pressing the Change button. Accumulated hammers are retained and count toward the new project. As your colony adds more buildings and grows in size, more types of projects are available for construction. For example, after you build a Shipyard, you may build any of the ship types available in the game.

Many construction projects require the expenditure of tools for completion. The required number of tools for each project is shown in the menu of building options opened with the Change button. The number of tools required for the project underway can be read in the Construction View. The required number of tools need only be present at the moment the accumulation of hammers reaches the total needed to complete the project. Tools can be made in the colony, or imported from outside. If the tools are not available, hammers may be wasted while the project is held up.



DESIGN NOTE: *Wagon Trains are built as construction projects in colonies. A colony may build more than one Wagon Train, but you may only possess a number of Wagon Trains equal to the number of colonies that you possess. This limitation keeps players from building large numbers of Wagon Trains and then using them to store horses and muskets in preparation for the war of independence. Because Wagon Trains are so useful, the limit also encourages the establishment of several colonies.*

COLONIAL PRODUCTION

Colonists put to work in the Area and Settlement Views of a colony produce commodities or ideas. Commodities may be raw materials, components, or finished products. Some commodities fall into two of these categories. Raw materials have value in their own right or can be manufactured into something more valuable. Components are created from raw materials and used to build or complete something else. Finished products are usually items made from raw materials that can be sold for gold or traded. Ideas measure the spread of religious and political freedom.

Raw materials are produced in the Area View by colonists put to work in the terrain squares surrounding the colony. Components and finished products are usually produced in the Settlement View by colonists put to



work in buildings. As buildings are improved or added, new commodities may be produced or existing commodities may be produced at higher rates. Ideas are also produced in the buildings of the Settlement View.

The conversion of raw materials into components and finished products usually takes place at the ratio of 1 raw material to 1 manufactured commodity. The only exceptions to this rule are the conversion of surplus food into people and horses, and factory-level buildings (discussed below).

The following sections discuss each commodity or idea in *Colonization* in terms of how they are produced, how they are used, and their relative importance. Commodities that are linked are discussed together.

Food

Food has two principal uses in the game and some less important uses. Most importantly, it sustains resident colonists employed in a colony. Each resident consumes 2 tons of food each turn. If that food is not provided from current production or from stores in the Warehouse, one colonist disappears (starves) each turn.



DESIGN NOTE: *Through most of the game's development, food could also be obtained by having a ship act as a fishing boat. A ship on any Ocean square could be given the Fortify order, which became the order to fish because ships cannot fortify at sea. Each turn fish would accumulate in the holds of the ships. This idea lost favor for several reasons. First, few people bothered to fish because ships were more useful as transports. Second, cargoes on ships penalized them in combat. Third, ships fortified in ports accumulated a cargo of fish that penalized the defenders of the colony.*

Food can be grown by Farmers on land squares or caught by Fishermen on Ocean squares. A colony must possess Docks for any fishing to take place. Expert Farmers on land and Expert Fishermen at sea are especially proficient at producing food. Native Converts are also better than average (a Free Colonist) at both farming and fishing.



If a colony is making more food than it needs to feed its residents, the surplus accumulates. This surplus can eventually be converted into the birth of new Free Colonists. Surplus food may also be consumed by horses that can also then reproduce.

Food can be bought and sold in Europe, although this is rarely done. Nearby Indians may occasionally demand food. You can occasionally sell food to Indian settlements.

PEOPLE

Surplus food accumulates in the Warehouse. When the surplus reaches 200 units, the surplus disappears and a new Free Colonist is created in the colony. The reproduction of Free Colonists is discussed further in Chapter 2.

HORSES

If your colony has food in its Warehouse, it is possible for horses to reproduce. You must have a minimum of 2 horses in the Warehouse to reproduce (one is assumed to be a stallion and the other a mare). Two to 25 horses produce 1 new horse each turn for the cost of 1 food. Additional horses beyond 25 produce 1 additional horse each turn per 25 additional horses or less, for 1 food. For example, a colony with 76 horses and a surplus each turn of 4 food would produce 4 new horses a turn.

Horses must be initially obtained in Europe, either by direct purchase, by the emigration of a Seasoned Scout who comes with 50 horses, or by converting an emigrating colonist into a Scout by paying to equip him with 50 horses. (It is also possible to capture horses from other ships at sea or by capturing a rival colony.) Remember that you can buy a partial load of horses, even as few as 2, to bring over to start reproducing.

A colony that possesses a Stable produces horses twice as quickly as one without this building, but still requires 1 food per new horse.

Horses can be bought and sold in Europe, or sold or given to Indians. They are usually used to equip Scouts and Dragoons, however (see the discussions about Scouts and Dragoons in Chapter 2). Horses can be transported in ships or Wagon Trains.

**TIP**

If horses are in the Warehouse and there is food available, they consume food and reproduce. In this case you have no control over whether or not horses consume food and reproduce. There may be times when you would prefer not to have horses in a colony but would like to keep them handy. One option is to convert Soldiers into Dragoons. The horses of Dragoons and Scouts do not consume food or reproduce. Another option is to store horses temporarily in Wagon Trains or ships until needed.

Lumber and Hammers

Lumber is produced by Lumberjacks at work in forested land squares. Some types of forest produce more lumber than others. Expert Lumberjacks produce twice the lumber that a Free Colonist will. Building a road in a square will add 2 units of lumber to that already being produced there.

Lumber may be sold or purchased in Europe, but this is rarely done. Lumber is relatively expensive to buy in Europe but sells there for very little. Because it is so useful in the New World it is rarely sold. The natives never give you lumber and never ask for it in trade. Lumber is also acquired when you clear the forest from a square adjacent to a colony (see "Clearing the Forest" in Chapter 1).

Lumber is a raw material for construction. Carpenters at work in a Carpenter's Shop or Lumber Mill convert lumber into hammers. A Master Carpenter produces double the hammers that a Free Colonist can produce. Hammers accumulate in the Construction View to construct buildings, ships, Wagon Trains, and other projects. A Lumber Mill doubles the hammer production of each Carpenter and causes more lumber to be recovered when forests are cleared.

Colonies cannot continue construction projects without a supply of lumber. If all lumber sources become exhausted within the Area View of a colony, lumber must be imported by Wagon Train or ship, or the colony must cease construction.

Ore

Ore is produced by Ore Miners at work in ore-producing land squares (see Chapter 1 for a discussion of ore lands). Expert Ore Miners produce twice the ore that a Free Colonist will. Building a road in a square will add 1 ton of ore to that already being produced there.



Ore may be sold or purchased in Europe. It is rarely purchased but is occasionally sold because it brings a good price, especially early in the game when money is most important. The natives may give you ore but will never ask for it in trade.

Ore is the raw material for making tools. It has no other purpose except possibly for being sold or traded.

TOOLS

Blacksmiths at work in a Blacksmith's House, Blacksmith's Shop, or Ironworks convert ore into tools. A Master Blacksmith produces double the tools that a Free Colonist can produce.

Tools may be bought or sold in Europe, and may be sold to Indians. Tools must be available in a colony to equip a Pioneer (see "Pioneers" in Chapter 2). Tools are often required to complete a construction project. For example, building Artillery requires 196 hammers and 40 tools. The tools must be available during the turn when the required number of hammers is accumulated.

Tools are also the raw material for making muskets.

MUSKETS

A Gunsmith working in an Armory, Magazine, or Arsenal converts tools into muskets. A Master Gunsmith makes twice the number of muskets that a Free Colonist makes. In the same turn, ore can be mined, converted into tools, and the resulting tools can be converted into muskets.

Muskets are used to create Soldiers and Dragoons (see Chapter 2). They may also be sold or traded.

Furs and Coats

Furs can be collected from any forested square by a Fur Trapper. Furs are especially abundant in squares containing the special resources of Game Areas (Deer) and Trapping Areas (Beaver). An Expert Fur Trapper will produce twice the furs that a Free Colonist will. A Native Convert will collect 1 more fur than a Free Colonist.

Furs can be bought and sold in Europe. They are commonly sold there during a game, but are almost never purchased there by players. Furs are often given to you by Indians and they commonly have furs for trade.



Furs are converted into coats by Fur Traders working in the Fur Trader's House, a Fur Trading Post, or a Fur Factory. An Expert Fur Trader can convert twice the number of coats that a Free Colonist can.

Furs are made to be sold, mainly in Europe. Indians will often buy coats, and they may have them for sale if they are surrounded by forest lands or are adjacent to a special resource that provides furs. They will occasionally give you coats. Because of the normal abundance of furs throughout the New World, coats are often abundant also. The price of coats in Europe usually falls steadily to a relatively low level, and stays there, because of regular shipments from New World colonial empires.

Trade Crops

The three trade crops grown in the New World are cotton, sugar, and tobacco. Each of these crops is grown for sale or as raw material for further manufacturing. Each is best produced on certain lands and a special resource exists for each.

Master Planters of these trade crops produce double the quantities that Free Colonists do. These Master Planters can be obtained only in the New World, originally by either On the Job Training or through Indian Lore (see Chapter 2). Native Converts produce 1 unit more of these trade crops than Free Colonists do. Plowing increases the production of trade crop lands by 1 ton per turn. The presence of rivers in a square also increases trade crop production.

Trade crops are often given to you by nearby Indians. They are also available from the Indians by trade. Indians are usually willing to trade for at least one of the finished products of trade crops.



TIP

Trade crops, and the finished products into which they are converted, are a principal source of income for your colonial empire. By the middle of a game you should be producing, or have the potential to produce, at least two of the three. Trading one tends to drive down its price and the price of the corresponding finished product. If you can produce all three, or switch between them, you can vary your production and concentrate on producing commodities with higher prices.



COTTON AND CLOTH

Cotton is produced by Cotton Planters, primarily in Prairie terrain (found under Broadleaf Forests). Cotton is converted into cloth by Weavers working in a Weaver's House, a Weaver's Shop, or a Textile Mill. An Expert Weaver produces twice the cloth that a Free Colonist will.

SUGAR AND RUM

Sugar is produced by Sugar Planters, primarily in Savannah terrain (found under Tropical Forests). Sugar is converted into rum by Rum Distillers working in a Rum Distiller's House, a Rum Distiller's Shop, or a Rum Factory. An Expert Distiller produces twice the rum that a Free Colonist will.

TOBACCO AND CIGARS

Tobacco is produced by Tobacco Planters, primarily in Grassland terrain (found under Conifer Forests). Tobacco is converted into cigars by Tobacconists working in a Tobacconist's House, a Tobacconist's Shop, or a Cigar Factory. An Expert Tobacconist produces double the cigars that a Free Colonist will.

Silver

Silver is the most valuable commodity found in the New World at the start of a game. Usually, however, so much is found and sold in Europe that the price rapidly declines, especially when playing at the higher levels of difficulty.

Silver can be produced by Free Colonists only in Mountain squares or in squares containing the special resources of Silver Deposits, Ore Deposits, or Mineral Deposits. Expert Silver Miners produce double the silver produced by a Free Colonist in such squares. Silver production is increased by 1 ton in squares containing a road.

Silver may be obtained from some Indian tribes, especially the Aztec and Inca, or occasionally from an Indian dwelling adjacent to the special resource of silver. The only use for silver is to trade to the Indians or sell in Europe, or possibly to other European colonies if your empire has that capability (see Jan de Witt in Chapter 6).



Crosses

The production of crosses by colonies represents the spread of an intangible idea within your colonial empire: religious freedom. The greater the amount of religious freedom, the more attractive the prospect of emigrating from Europe. The more crosses produced, the faster the rate at which new colonists appear on the docks in Europe.

Each colony automatically produces 1 cross each turn. Additional crosses may be produced in a colony by constructing a Church or Cathedral, and by putting Preachers to work in these buildings. Firebrand Preachers are experts, and they produce twice the number of crosses that a Free Colonist can. Preachers cannot be put to work in a colony until it has constructed a Church. Replacing a Church with a Cathedral further increases cross production.

Crosses accumulate each turn. When a certain number of crosses has accumulated, a new colonist moves from the Recruitment Pool to the docks in Europe for emigration. The number of crosses required to induce a colonist to emigrate is determined by the following algorithm:

$$[(\text{total number of colonists in colonies} + \text{total number of units}) \times 2] + 8 = \text{crosses needed}$$

The number of colonists working in colonies (the resident colonists) is counted twice in this algorithm. Units are all the people in the New World, both inside and outside of colonies. The essential relationship is that the more people in your colonial empire, especially those working in colonies, the more crosses that are needed to attract new immigrants.

You can see at a glance how many crosses your colonies have accumulated so far and how many more are needed to attract a new colonist by consulting your Religious Adviser. He can be reached from the Main menu above the Map Display. The Religious Adviser is discussed in Chapter 7.

Liberty Bells

The production of liberty bells by colonies represents the spread of a second intangible idea within your colonial empire: political freedom. The production and accumulation of liberty bells determines the timing or extent of four events or conditions: rebel sentiment within your colonial empire, Sons of Liberty membership by residents within a colony, when



new Founding Fathers are acquired, and when foreign intervention occurs during the war of independence.

Liberty bells are produced in the Town Hall of the Settlement View. The Town Hall by itself produces 1 liberty bell each turn. A Free Colonist working as a Statesman in the Town Hall produces 3 additional liberty bells. An Elder Statesman, who is an expert, produces 6 liberty bells each turn. Both the Printing Press and Newspaper increase liberty bell production by 50 percent, rounded up. When both are present, liberty bell production is doubled.

Liberty bell production accumulates both for each colony and for your entire colonial empire. The accumulation within a colony continues to grow throughout the game and applies to Sons of Liberty membership. The empire's accumulation applies toward the degree of rebel sentiment in the New World. A separate accumulation of liberty bells is counted toward acquiring a new Founding Father, in the same way that accumulating crosses entice emigration. When enough liberty bells have accumulated, a new Founding Father joins your Continental Congress. See Chapter 6 for discussions on rebel sentiment, Sons of Liberty membership, and Founding Fathers.

Once you have declared independence, no further Founding Fathers will join you. At this point, the accumulation of liberty bells counts toward foreign intervention. When a certain number of liberty bells has accumulated, a foreign power will contribute troops to your side in the war of independence. See the discussion about foreign intervention in Chapter 8.

COLONY BUILDINGS

When a new colony is established, the following seven buildings are immediately constructed and available for use: Carpenter's Shop, Blacksmith's House, Rum Distiller's House, Weaver's House, Fur Trader's House, Tobacconist's House, and Town Hall. These can be seen in the Settlement View of the Colony Display. Colonists may be put to work in these buildings to convert raw materials into components or finished products as explained in "Settlement View," above.



As the game continues, you may construct additional building types or replace existing buildings with better ones. New and improved buildings give your colony additional or improved manufacturing ability. New buildings are built as construction projects (discussed in "Construction View," above).



DESIGN NOTE: *Each colony may build one Warehouse and one Warehouse Expansion. In earlier versions of the game, there was no limit on the number of Warehouse Expansions that could be built. The limitation encouraged the founding of several colonies. A single colony with large warehouse capacity could store up large numbers of horses and muskets for use during the war of independence. When this was no longer possible, other steps were required to store military supplies.*

The Building Chart on the Player Aid Card shows the types of buildings that may be constructed within a colony and the following characteristics about each: how many hammers and tools are required to complete it (not every building requires tools), how many residents the colony must have to start constructing it, what the effect is of the building, and any special requirements that must be met before the building may be built.

For most of the building types, the information available from this chart is all you need to know. Additional information is provided here for some of the building types. In addition, there is a discussion about the relative importance of building types to a new colony.



DESIGN NOTE: *The last building added to those available in the final version of the game was the Stable. Early in development you could build a Sheriff's Office, Capital, and Post Office, but no functions ever existed for these buildings, and they were eventually discarded. Before the geographical size of colonies was limited to eight squares, the Town Hall was called the Meeting Hall. You could then build a Town Hall, which added four squares to a colony's radius, and a Colonial Assembly, which added four more. For several versions you could also build unlimited numbers of colonial assemblies, each of which doubled liberty bell production. This made Founding Fathers too easy to obtain and was abandoned in favor of the Printing Press and Newspaper.*



Manufacturing Buildings

In the following six groups, the building to the right replaces the building to its left in sequence:

- ❖ Blacksmith's House–Blacksmith's Shop–Iron Works (ore into tools)
- ❖ Tobacconist's House–Tobacconist's Shop–Cigar Factory (tobacco into cigars)
- ❖ Weaver's House–Weaver's Shop–Textile Mill (cotton into cloth)
- ❖ Rum Distiller's House–Rum Distillery–Rum Factory (sugar into rum)
- ❖ Armory–Magazine–Arsenal (tools into muskets)
- ❖ Fur Trader's House–Fur Trading Post–Fur Factory (furs into coats)

The commodities in parentheses at the end of each row show what raw material is manufactured in these buildings and what it is converted into. In each group, the existence of the first building allows the manufacturing to be done at a basic level. The first building improvement doubles the rate of conversion.

The third level or building improvement, known as the factory improvement, increases production by 50 percent with no needed increase in raw materials. For example, a Free Colonist working in a Tobacconist's House converts 3 tobacco into 3 cigars each turn. The same colonist working in a Tobacconist's Shop converts 6 tobacco into 6 cigars each turn. In a Cigar Factory, a Free Colonist makes 9 cigars each turn from 6 tobacco.



TIP

New players should not be concerned about acquiring Adam Smith and building factories. They produce so much finished product that its price is often driven very low, unless you can produce similar quantities of all four finished products.



The basic level of production depends on the expertise of the colonist doing the work. For example, a Master Distiller working in a Rum Factory produces 18 rum each turn if he has 12 sugar available to convert.

Be aware that the buildings at the right end of each row, the most advanced factories, can be built only if Adam Smith (a Founding Father) has joined your Continental Congress.

**TIP**

Don't overlook the construction of the Armory. It requires no tools to build, making it easier to construct, and it allows the construction of Artillery. The most important feature of the Armory is that it allows production of muskets. You will need large quantities of muskets to win the war of independence.

Carpenter's Shop/Lumber Mill

The Carpenter's Shop and Lumber Mill provide the hammers that make all other construction possible. They are among the most actively used buildings in each colony. It is not uncommon to have Carpenters working in them throughout the game.

Because the Lumber Mill doubles the hammer production of Carpenters, it should be one of the earliest buildings constructed. However, your colony must have a population of three in order to build a Lumber Mill. It may be possible to start building something else, and then move additional colonists into the colony before the original project is completed. At that point, Change construction to the Lumber Mill. Once the Lumber Mill is completed, all subsequent construction will go faster, assuming you can provide enough timber to keep your Carpenters efficiently employed.

**TIP**

If a Pioneer clears the forest from lands adjacent to a colony containing a Lumber Mill, the timber recovered from this clearing is doubled (see "Clearing of Forests" in Chapter 1). For this reason, wait to clear forests until the Lumber Mill is built, if you can. It may also pay to have a Warehouse in the colony before clearing as well, in case the amount recovered exceeds 100 timber. Any timber recovered in excess of your storage capacity is lost.



Schoolhouse/College/University

Schoolhouses, Colleges, and Universities are important for teaching expert skills to Free Colonists. If you spread colonies over a continent, you will probably feel the need for several of the more useful experts, including Expert Farmers, Expert Fisherman, Expert Lumberjacks, Expert Ore Miners, Master Carpenters, Master Blacksmiths, and Elder Statesmen. These experts make your colonies more efficient, especially when colony size is kept down by low Sons of Liberty membership.

Most medium-to-large colonies can make use of a Schoolhouse. At least one colony should build a College and University. This mix will allow the teaching of several of the more common experts, and the occasional provision of the more advanced experts.

Printing Press and Newspaper

A Printing Press and Newspaper are critical to being able to build a large and efficient colony. Together they double the liberty bell production from the Town Hall, including that contributed by Statesmen. They should be added to each colony relatively quickly, but not before you are prepared to put a Statesman to work. If no Statesman is working in the Town Hall, the doubling of liberty bell production has a minimum effect that is not worth the cost of their construction.



TIP

Don't delay building and using these buildings. The third or fourth colonist put to work in any colony you intend to grow should be a Statesman, and the Printing Press, at least, should exist before the Statesman goes into the Town Hall.

Stable

The provision of a few Stables can be put off until later in the game unless you are engaging in a lot of combat with the natives or rival European powers. If you are engaged in substantial fighting, then build at least one Stable in a colony producing a large food surplus. You will need the horses produced here to equip Dragoons, which are excellent military units.



If horse production threatens to consume too much food, find ways to store horses. Convert any Soldiers defending colonies into Dragoons. Put horses in frontier colonies that have no food surplus. Place horses in empty holds not being used by transports.

As you approach the end game, the existence of several Stables becomes more important. A large supply of horses will be very useful during the war of independence.

Fortifications

Three types of fortification can be constructed by a colony: Stockade, Fort, and Fortress. The Stockade must be constructed first. A Fort may be built to replace a Stockade, and a Fortress may replace a Fort.

Fortifications improve the combat factors of all military units defending a colony. The better fortifications also limit any damage that Indian raids may cause to a colony. Forts and Fortresses equipped with Artillery units impede the movement of enemy ships attempting to sail past them, and will fire on enemy ships that are adjacent. A more detailed description of fortifications is found in Chapter 5.

A Stockade should be one of the first buildings built in a colony. It improves colony defense significantly especially when an Artillery unit is present. Important coastal colonies should build a Fort at a relatively early date to defend against possible coastal raids by other nations. These same colonies should build a Fortress prior to your declaration of independence to make them all the harder to capture by the Royal Expeditionary Force (see Chapter 8).

In the interior of your continent, a Fort at most should be enough to defend against Indian raids and the occasional intrusion by other nations.

Custom House

A Custom House may be constructed only if Peter Stuyvesant is a member of your Continental Congress. It has two important effects. First, it allows you to sell commodities to Europe without actually carrying them there by ship. You designate which cargoes are to be shipped. When more than 50 tons of a designated commodity have accumulated, the excess is automatically shipped and sold. A report of the sale and any



taxes deducted appears at the top of the Map Display. The net proceeds are added to your treasury. The Custom House eliminates the risk of losing goods to piracy.



DESIGN NOTE: *There is supposed to be a 50-percent charge on commodities sold through the Custom House during the war of independence, representing the costs of smuggling. However, it does not work in the first-released version of the game.*

Second, the Custom House allows such trade to continue after the war of independence has started. Otherwise, you cannot sell your commodities in Europe once the war begins. The ability to sell in Europe during the war raises cash that can be used to pay for mercenary troops (see Chapter 8). Cash that continues to accumulate increases your score at the end of the game.



TIP

One strategy for maximizing your score is to hold off defeating the last remnants of the Royal Expeditionary Force until you have stripped everything of value from your colonies and sold it. Use the Custom House to sell all tools, horses, muskets, ore, timber, and so on, that you don't need to defeat the few remaining Royal troops. Once everything is sold, carry out your last attacks to end the war and the game. The extra money you have raised increases your final score.

It is only necessary to build one Custom House among your colonies. You should carry to this colony, by Wagon Train or ship, all commodities that you wish to export for sale, and let the Custom House get them to Europe. Additional Custom Houses allow the sales of larger quantities of goods each turn. Otherwise, they are a wasteful duplication of effort unless they are on different continents.

Port colonies may be blockaded by enemy ships, especially during the war of independence. When blockaded, a Custom House does not function. Custom Houses that are inland cannot be blockaded.



Church/Cathedral

Churches and Cathedrals are important for enticing new colonists to appear on the docks in Europe. They are especially important when playing nations other than England, because English immigrants are lured by only two thirds the number of crosses that immigrants of other nations need. Churches and Cathedrals help overcome that English advantage. To attain the full benefit of these buildings, put a Preacher to work in them.



TIP

If you are especially aggressive and successful when exploring Rumors of Lost Cities, you may discover several Fountains of Youth. Because each such discovery brings eight colonists to the docks, you may be able to dispense with Churches and Cathedrals, at least for much of the game. If you discover two or three Fountains of Youth, you may be hard pressed to employ the new colonists usefully. In this case, encouraging additional colonists is not a priority, and Church construction can be delayed or ignored.

Docks/Dry Dock/Shipyard

Building Docks should be a high priority for any colony with adjacent Ocean squares, especially if one or more of these are Fisheries. Early in the game, food is often most readily obtainable from fishing, but only if the colony possesses Docks. Ocean squares do not need to be cleared and plowed, as many land food squares do, to provide surplus food.

The Dry Dock is useful for speeding ship repairs, especially of Privateers. Ships that can be repaired in the New World do not have to sail to and from Europe for repairs. Also, a ship damaged on a far side of the world will be returned to service at the colony possessing the Dry Dock, and do not have to sail back from Europe to that far area of the map. A Dry Dock is also useful for repairing ships during the war of independence. Otherwise, damaged ships are lost because there is no place to repair them.

A Shipyard is useful if you require many ships or engage in much sea combat, but many experienced players will find that it can be ignored in favor of other construction projects.

**TIP**

Ships are of maximum usefulness before the start of the war of independence. After the war begins they can no longer travel to Europe and back, and most are easily sunk or damaged by the King's Man-O-War ships. The resources invested in Shipyards may be better utilized in other areas in preparation for declaring independence.

Buildings for a New Colony

The first building constructed in a new colony should generally be one of these three: Lumber Mill, Stockade, or Docks. See the discussions above about each of these buildings for an analysis of why they are important. Obviously, a colony with no Ocean adjacent has no use for Docks, and in fact cannot build them.

Once these three buildings are present, the next buildings depend somewhat on your goals for this colony. If you intend that it grow into a large and important colony, the Printing Press and Newspaper are good choices. If the colony is going to be a center for manufacturing tools, the Blacksmith's Shop is a good choice. All important port colonies will need a Warehouse, and later a Warehouse expansion, to hold goods in preparation for shipment.

During the development of *Colonization*, the quality assurance staff moved the production of the Printing Press and Newspaper forward. One strategy was to build Docks, Printing Press, Lumber Mill, Newspaper, Stockade, Blacksmith's Shop, and Warehouse in that approximate order. The early appearance of the Printing Press and Newspaper is perhaps unexpected, but reveals the relative importance of producing the liberty bells to acquire Founding Fathers and to encourage Sons of Liberty membership.

If there is an abundant supply of a trade crop available, sugar for example, consider building a Rum Distillery, or its equivalent for another crop. This building will efficiently process the available raw material, providing a source of profit and goods to trade to the Indians.

A tool-producing colony should construct an Armory at an early date, followed by a Magazine when possible. The price of muskets climbs rapidly, and you will need sources for them by the middle of the game.



A growing colony with large food surpluses is a good location for schools and a Stable. The extra food will produce Free Colonists who can be educated on the spot. A large food surplus is necessary for reproducing horses.

Important coastal colonies should have a Fort relatively soon, and eventually a Fortress. They will also need a Warehouse and Warehouse expansion, to stockpile muskets and horses for the coming war of independence.

SPECIALIZATION OF COLONIES

The geographic limitations on colony size and the effects of Sons of Liberty membership may force you into a strategy of specializing colonies. It may be difficult for individual colonies to be self-sufficient in all critical commodities. Some colonies will be better suited for producing tools and muskets, or trade crops, or timber, or finished products, or people.

When selecting sites for colonies, consider the terrain in the area and what the colony would be best suited to produce. Once the colony is established, construct buildings there and employ experts there that best meet the production goals for the colony.

Examples of specialization include colonies designed for growth, production of raw materials or profitable goods, and for temporary existence. This is not an exhaustive list. Other types may be found useful. Very large colonies should be able to specialize in several categories.

Growth Colonies

Your most important colonies are those that you intend to grow. These will have abundant sources of food that can support large populations. They may have food surpluses that generate new colonists, but this is not necessary. They can grow just as easily owing to immigration.

Your major port colonies should be growth colonies so that their large populations can complete large construction projects such as a Fortress. A growth colony is a good site for a University and the education of the more advanced types of experts. In addition to its other production, a growth colony can promote Petty Criminals and Indentured Servants, and provide experts for smaller colonies on the frontier.



A long-lived growth colony should be able to construct better manufacturing buildings such as the Iron Works, Arsenal, Rum Distillery, and others of the same level. Colonists employed in these advanced manufacturing buildings are more efficient. The growth colony can concentrate on converting raw materials and leave the production of raw materials to feeder colonies (e.g., food producing).

Feeder Colonies

Colonies established mainly to provide supplies of raw materials such as timber, ore, and trade crops act as feeder colonies. The raw materials they produce can be transported to larger colonies that produce only a minimum of these commodities, or none at all. The larger colonies do not have to provide their own raw materials, but rather import them.

Feeder colonies are typically established within the interior of a continent where they need only defend against Indian raids and other Europeans (not the king). They can be kept relatively small to minimize local village alarm.

As your colonies grow, there may come a time when your feeder colonies switch to being growth colonies, and new feeder colonies are established deeper in the wilderness.

Profit Colonies

Colonies that concentrate on producing finished goods that can be sold in Europe or to the Indians can be called profit colonies. These are often established to take advantage of special resources, providing an abundance of furs, cotton, sugar, or tobacco. Profit colonies can manufacture their raw material or transport it elsewhere for that step. Because of the vagaries of price movements for finished products, your empire should be able to produce at least two of the following, and preferably all four: coats, cloth, rum, or cigars. When the price of one is falling, you should be able to profit from the rise in price of another.



TIP

Don't automatically ship all finished products to Europe for sale. As explained in Chapter 4, trading with nearby Indians is very helpful in reducing village alarm. Keep on hand some of the types of goods the local natives desire and trade with them, even at a loss.



Temporary Colonies

There are times when establishing a temporary colony is very useful. A temporary colony usually consists of only one resident, or at most two. This type of colony is established to provide a supply of raw material or to employ a colonist temporarily until a better use is found for him. "Temporary" in these cases means that you either plan to abandon the colony at a later date, or that you are not willing to build it up and defend it. Because you make a minimum investment, you are willing to concede its destruction, if necessary.

For example, suppose you locate a Prime Timber Land special resource on an island close to the continent that you are settling. You would like to obtain access to that timber, but island colonies are difficult to defend. Rather than make a large investment in an island colony to harvest that timber, transport a Petty Criminal to a square adjacent to the special resource and have the criminal establish a temporary colony. Make the criminal a Lumberjack in the timber square. Timber will rapidly accumulate, and you can transport it back to larger colonies that now don't have to provide their own timber. If the colony is attacked, you lose only some gold and a Petty Criminal.



TIP

Temporary colonies are often a good way to employ Free Colonists discovered while investigating Rumors of Lost Cities, or Scouts waiting for transport away from a continent they have finished exploring. Build such a colony on a Hill. The secondary product of the Town Commons square is ore. Put the founding colonist to work in the Blacksmith's House, making tools from the ore until a ship comes by. Then load the newly made tools and any other commodities that will fit in the ship, abandon the colony, load the colonist, and sail off. At the moment of abandonment, you could make a Free Colonist a Pioneer, taking tools in increments of 20, to save space on the ship.



ABANDONING COLONIES

There may be times when you wish to abandon a colony. Temporary colonies may be abandoned to recover colonists employed there. Coastal colonies that cannot be defended may be abandoned just prior to declaring independence. However, colonies that build a Stockade and contain three or more colonists cannot be abandoned. Once the population reaches three residents, a resident cannot exit the colony unless a fourth colonist joins first.



DESIGN NOTE: *Colonies could be abandoned up until the last days of development. Testers often abandoned captured colonies that they didn't wish to defend, thereby eliminating the risk of gold being lost when the colony fell and more importantly, capture by the Tories. The designers decided that colonies should not be abandoned in this manner, and thus the three-colonist limit was imposed.*

To abandon a colony, the resident colonists must be given a nonresident job. This is usually the job of Colonist listed on the Jobs menu. When the last resident colonist is assigned to such a job, there are no residents left in the colony and it no longer exists. When you attempt to abandon a colony, the program will give you a chance to reconsider.



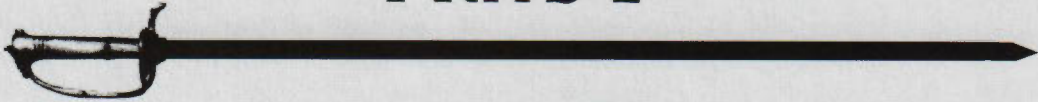
DESIGN NOTE: *It was once possible to abandon an unwanted colony by means of starvation: this is no longer possible. If you choose starvation as a tactic, you should understand that one colonist is sure to survive. Worse, you cannot move that surviving colonist out of the colony.*

So much for establishing and managing colonies—Chapter 4 discusses the buying and selling of commodities between your empire and Europe, the Indians, and, possibly, rival colonies. This activity is called trade.



Four

TRADE



The major impetus behind the exploration efforts that led to the European discovery of the New World was trade. Columbus was searching for an alternative trade route to Asia when he encountered what later became known as the American continents. It is fitting that trade has an important place in *Sid Meier's Colonization*.

Many of the early European explorers and settlers of the New World came searching for profit. The new continents proved eventually to be extraordinarily bountiful. The Spanish were the first to establish a presence and they removed literally a mountain of gold and silver. The French, Dutch, Portuguese, and English followed, but the easily found, or looted, precious metals were exhausted by then.

The next great source of profit was North American furs, primarily beaver fur, which was especially coveted by the Dutch and French. The official French colonial policy was almost entirely directed toward maximizing the acquisition of furs.

In the milder climates near the equator, planters learned that they could grow sugar cane and convert it into sugar and rum, both valuable products in Europe. In Virginia, the struggling settlers of Jamestown saved their colony by learning how to cultivate tobacco.



Colonization simulates the importance of New World trade by including several representative trade goods that can be produced in your colonies. These commodities may be sold in Europe, sold to native Americans, or converted into more valuable finished products. The finished products may in turn be sold, usually at higher prices than the original commodity.

Trade in *Colonization* has two purposes: obtaining gold for your treasury and/or improving your relations with the natives. Money has several important uses during play: purchasing supplies, ships, Artillery, and colonists in Europe; buying commodities from the natives; paying to rush completion of a construction project; and hiring mercenary troops during the war of independence. The gold in your treasury counts toward your score at the end of a game. The principal way to obtain money in the first place is to produce commodities in your colony and sell them.

The natives that you must settle among when you establish colonies tend to grow alarmed by your invasion. Trading with nearby villages is an important way of minimizing this alarm and maintaining peaceful relations with these neighbors. The alternative may be an expensive and wasteful war.

This chapter first discusses where you can trade. Then the mechanics of trade in *Colonization* are discussed: how trading is done and how prices are determined. Finally, the chapter discusses taxes and what can be done about them.

Trading is part of the fun of *Colonization*. It is an interesting challenge to obtain or manufacture trade goods, transport them to market, and be rewarded with an increasing treasury.

MARKETS

There are two principal places where you can trade: at your home port in Europe and in the Indian dwellings found in the New World. Under certain circumstances, you may also trade with foreign colonies in the New World.



Europe

When you have a cargo aboard a ship that you wish to sell in Europe, pull down the Orders menu from the Menu Bar across the top of the Map Display and choose the Go to Port option. From the menu of possible port choices that opens, choose your home port marked with the word "Europe" in parentheses. You can choose this option while sitting in a port in the New World. The ship will sail to Europe and arrive at your home port, where commodities can be bought and sold.

Indian Dwellings

Trading with natives has several advantages. First, there is no tax on sales to Indians. Second, they may be able to sell you raw materials that you can't get on your own. Third, the act of trading itself tends to reduce village alarm, helping to maintain peaceful relations with this village and the tribe in general.

To trade with an Indian dwelling (village, town, or city), you must first contact the owning tribe by land. Contact can occur when a band of Braves moves adjacent to one of your colonists or colonies, or when one of your colonists moves adjacent to an Indian band or dwelling. If you agree to accept peace with the Indians during this meeting, you can now trade with the dwellings belonging to their tribe. Scouts are very useful for making contact with tribes on distant continents.



TIP

Before entering a dwelling to trade, take a quick look at the Europe Display to check the current prices of the commodities you have for sale. Then, when the natives make an offer, you can judge the reasonableness of their price.

Maintaining good relations with the natives is often so important that profit should be a secondary motive. Paying slightly too much or selling for slightly too little may be money well spent if maintaining good Indian relations is your goal. You may also give commodities to a village as a gift for an even greater effect on village alarm. See Chapter 6 for more information about village alarm.



You can trade with Indian dwellings by ship or Wagon Train. In either case, move the transport carrying goods to trade adjacent to the dwelling, and only then attempt to enter the dwelling. This will open the trade negotiations.

The prices offered for commodities are usually more favorable if you trade from a Wagon Train. However, trading from ships makes it possible to buy and sell with dwellings on continents far removed from any of your Wagon Trains.

Indians will not trade if their village is alarmed (see "Village Alarm" in Chapter 6).

Rival Colonies

Trading with other European colonies has several advantages over trade with Europe. First, there is no tax on sales to other colonies. Second, trade with colonies can be continued during the war of independence when trade with Europe ceases.



TIP

Review prices in Europe before entering a rival colony to trade. You need to know what would be a fair price in gold for what you are carrying, and what would be a reasonable exchange rate for other goods.

If you acquire the Founding Father Jan de Witt, you may trade with rival colonies in the New World. You must be at peace with the nation that owns the rival colonies with which you wish to trade.

Carry the commodities you wish to trade in a ship and sail to a rival colony. If the rival colony is on your continent, commodities may be taken there by Wagon Train. When you attempt to enter the colony square, trade negotiations will open.

Rival colonies will offer gold for any commodity you have aboard your ship, or they will suggest a trade—offering you a commodity you are not carrying. You may accept or turn down any offer.



TIP

Do not trade with a Privateer at a colony possessing a Fort or Fortress. The fortification will fire on the Privateer after trading.



THE MECHANICS OF TRADE

With the establishment of your first colony, you begin accumulating commodities that can be sold. At least at the start, these commodities are most commonly sold in Europe after being carried there by ship. As a game continues, you should also begin trading with the Indians, especially with those villages that are closest to you. It is also possible to trade with Europe automatically if one of your colonies possesses a Custom House (see Chapter 3).

The revenue that you obtain when selling a commodity, or the cost to obtain it, is determined mainly by the price of the commodity. Prices fluctuate during play, responding to market activity. Revenue from selling is also affected by any taxes that the King may levy on exports from the New World.

Transporting Commodities to Markets

All cargos to be taken to Europe for sale must be carried by ships, unless one of your colonies possesses a Custom House (see Chapter 3). Cargos may be transported overland by Wagon Trains.

SHIPS

Ships may load and unload cargos at the following locations: at your port colonies, at your home port in Europe (but not during the war of independence), at coastal Indian villages while trading (the tribe must be contacted by a colonist on land first), from rival ships after making a successful attack (only Privateers, Frigates, and Men-O-War may attack other ships), or possibly at rival colonies.

The loading and unloading of ships at your colonies is discussed in "Transport View" in Chapter 3.

A ship may carry a number of cargos equal to the number of holds it has. The Naval Units Chart on the Player Aid Card shows the number of holds in each ship type. For example, the Galleon contains six holds and can carry six cargos.

Each hold can carry from 1 to 100 units of an individual cargo type. If you loaded 101 units of tobacco, for instance, the tobacco would take up two holds. One hundred units of tobacco would take only one hold.



WAGON TRAINS

Wagon Trains are built at colonies, like any other construction project, but the number of Wagon Trains can't exceed the number of colonies. Thereafter they may be moved on land. Wagon Trains may not be transported by ship.



TIP

Consider building roads around colonies in the middle of your land empire so that a Wagon Train can avoid entering such a colony if it doesn't need to, thereby speeding its movement to somewhere else.

Each Wagon Train contains two holds and can carry two cargos at any time. These holds are loaded in the same manner as holds on a ship, and each hold in a Wagon Train has the same capacity as a hold on a ship. However, unlike ships, Wagon Trains may not transport people or Artillery units.



DESIGN NOTE: *For much of Colonization's development, Wagon Trains contained only one hold. The addition of the second hold made them much more useful as transports and gave them an increased ability to serve as temporary storage places for muskets, horses, and other commodities.*

Wagon Trains have a movement allowance of 2 movement points. They are especially useful when moving over roads because they can move through six road squares in a turn. However, Wagon Trains end their movement for the current turn if they enter a colony.



TIP

It is possible to move commodities by land over much greater distances than an individual Wagon Train can move; you can do this by passing cargos along during a turn to Wagon Trains moving in sequence. Using the United States as a model, a Wagon Train in Seattle could load a cargo and move its maximum distance to Chicago. At Chicago the cargo is transferred to a Wagon Train waiting there that hasn't moved yet this turn. That wagon moves to New York and unloads. The cargo has been moved from Seattle to New York in one turn, twice the distance a single Wagon Train could move.



TRADE ROUTES

The establishment and use of Trade Routes is explained in the game manual. They can be set up for ships or Wagon Trains and were intended to be a convenience. Trade Routes can automate the movement of certain goods (say, raw materials) to a manufacturing center. They work best, when they work at all, when carrying raw materials such as ore or timber that are in constant demand.

In practice you may find that there are few situations that warrant Trade Routes because your production plans are continually changing and because of outside factors. Wagon routes can be easily interrupted by Indian bands moving within your empire or by military units of rival empires. These units can easily block important roads, throwing your Trade Route into disarray. You want your Wagon Trains to end each turn inside a colony where they are protected. When their movement is directed by the program, either in a Trade Route or under the Go To order, they can be left in a perilous position.

Sea routes have the same type of problem. Program-directed movement makes no allowance for enemy warships or the presence of enemy fortifications along coasts.

There is a cost in playing time for setting up and adjusting Trade Routes. Experienced players often find that time better spent in moving transports individually each turn, because this minimizes the danger to the transports and provides the most flexibility in transportation.

European Trade

To buy a cargo in Europe, first be sure that the ship you wish to load is selected in the Harbor View of the Europe Display. Figure 4-1 shows the Europe Display. If more than one ship is present, click on the ship you wish to load to select it. A green box appears around the selected ship. Click on the cargo you wish to buy in the Warehouse View of the Europe Display, drag it to the ship's holds in the Harbor View, and release. Unless you load a partial cargo, the ship takes on 100 units of the cargo you selected.

The cost of the cargo you load is deducted from your treasury, completing the purchase. The price you pay per unit of the commodity is shown to the right of the slash mark below each commodity's icon. If you can't afford 100 units, you must either manually purchase a partial load



(see Chapter 3), or not purchase at all. You can see what 100 units of any commodity will cost you by clicking and holding on the commodity icon in the Warehouse View. At the top of the display a message will appear, reporting what you are buying and how much it will cost. If you release the button while the pointer is still within the Warehouse View, the transaction is voided.

**TIP**

Be careful that you click on the cargo you want when buying. Once you have released the cargo into your hold, it's yours. If you made a mistake and wish to give the cargo back, you will receive the price to the left of the slash for it, taking a loss on the transaction.

Cargos are sold in Europe in the same manner. Click on the hold containing the cargo that you wish to sell, drag the cargo into the Warehouse View (anyplace will do), and release. The cargo disappears from your ship. A calculation appears, showing what you sold the cargo for, any taxes deducted, and the revenue you clear by selling. The revenue after taxes is added to your treasury. You can review the price that you will receive for a cargo by clicking and holding on the cargo in the ship, and looking to the top of the display. There you can read what you are selling and how much total revenue you will receive before taxes.

Native Trade

When a cargo-carrying ship or Wagon Train enters a native dwelling, the Indians may or may not offer to purchase, depending on what you have brought for trade. Each dwelling is usually willing to purchase only three commodities, not all that are possible (as in Europe). For example, they will not trade for commodities abundant in the terrain near their village. If you have never traded with a particular village, they will usually accept Trade Goods, although their offer may not be high. Otherwise, they tend toward buying finished goods, including cloth, cigars, coats, and rum.

If you have brought something that they wish to have, they will offer a certain amount of money for it. You can accept the offer, reject it, or make a counteroffer. Counteroffers may be exchanged several times until you either accept one of their offers or they break off negotiations for this turn. If they break off negotiations, next time you must trade them something different. You can try again next turn. Figure 4-2 shows a typical Negotiation dialog box encountered when trading with Indians.



If you successfully sell the Indians a commodity, they will offer three goods for sale in return. The same type of negotiation takes place as for selling.

**TIP**

If you bring less than 100 units of a commodity to trade, the Indians will offer the same quantity in return, or less (depending on the level of difficulty). For example, if you bring 10 units of rum to trade, they will offer only 10 units of their commodities in return, at best.

The Indians will never buy the same commodity in two successive trades. To trade a second time, you must bring some other item that they desire. It may be possible to switch back and forth between two goods. For example, a village may want both cloth and rum. Bring both in a Wagon Train, trading rum the first turn and cloth the next. Return the Wagon Train to one of your colonies and load both rum and cloth again. Then return to the village and make the same trades on two successive turns.

**TIP**

It is dangerous to trade muskets and horses to the Indians because these commodities increase the combat factor of Indian Braves. Selling muskets and horses to Indians on continents settled by rivals may slow the expansion of other nations. However, Indians trade among villages and among tribes. Those muskets and horses may end up in villages near your colonies.



FIGURE 4-1 *The Europe Display.*

**TIP**

Prior to trading with a village, send in a Scout to speak to the village Chief. He will reveal to the Scout what commodities the village wishes to buy.

Colonial Trade

When your laden Wagon Train or ship attempts to enter a colony owned by a rival power, the colony offers to purchase one of your cargos. Negotiations with rival colonies are similar to Indian negotiations. The colony will offer gold or an exchange of goods. If you have brought several goods for trade, they will only trade for one each turn, but they will trade for the others on successive turns. They will not make two successive trades for the same commodity, however.

The prerequisites for trading with other colonies are that you must have the Founding Father Jan de Witt in your Continental Congress and you must be at peace with the owning nation.

PRICES

The amount of gold you receive when selling, or pay when buying, depends on the price of a commodity. Prices vary between Europe, individual native villages, and the colonies of rival empires.

European Prices

Prices for commodities in Europe can be read from the Warehouse View of the Europe Display. Each commodity shows two prices divided by a slash mark. The price to the left is the bid price, or what Europe will pay; the price to the right is the asking price, or what you must pay. The asking price is always larger than the bid price, sometimes dramatically so.

Prices in Europe fluctuate in response to the amount of a commodity that is bought or sold. Purchases of a good tend to raise prices, and sales tend to lower them. There is no particular advantage to trading in lots of less than 100 tons. The market considers the exact quantities exchanged. The sales and purchases of all four colonial powers affect European price movements.



DESIGN NOTE: *In the first released version of the game, prices stopped fluctuating once the war of independence began. In future versions this may change.*

Commodities show the following price trends in Europe:

- ✠ **Cigars–Cloth–Coats–Rum** The prices of these finished products start high, usually around 10 gold, and then fluctuate. Sales of each product drive its price down, but the prices of the other products rise.
- ✠ **Cotton–Furs–Sugar–Tobacco** The prices of these trade crops start in the medium range and then fluctuate. Sales of each commodity drive its price down, but the prices of the other commodities in this group go up.
- ✠ **Horses** The price for horses starts low but rises, beginning fairly quickly, as European powers equip Dragoons for fighting natives and Scouts. The price rarely exceeds 10 gold because horse breeding is soon established in the New World by all powers.
- ✠ **Food** Prices bid for food begin very low, whereas prices asked begin relatively high; thereafter they fluctuate very little. Price discriminates against trading food in Europe because the game's designers apparently wish to discourage it. If food were cheap, there would be an incentive to operate profitable colonies with food deficits. A Master Tobacconist can make at least 6 cigars each turn (if 6 tobacco are available each turn) while consuming only 2 food.
- ✠ **Muskets** The price of a musket starts low but rises quickly throughout the game, often to very high levels, mainly because other colonial powers buy substantial quantities rather than manufacture their own. (See the Design Note below.)
- ✠ **Ore** The price of ore starts at a medium level and fluctuates in response to trade volume. Ore is occasionally sold early in a game because it is relatively easy to obtain in quantity and is available at a good price. Ore is rarely purchased, however, partly because of its availability. Ore can be used only to manufacture tools, and tools are usually not much more costly than ore. Therefore there is often little use in buying ore.



- ❖ **Silver** The price of silver starts spectacularly high and thereafter falls through most of the game. With no reason for purchasing it, it is only sold, driving down its price. It can be mined or obtained from some Indians in trade.
- ❖ **Tools** Tool prices start low but rise to a medium level as rival colonial powers equip Pioneers and use tools in construction. The price rarely goes very high because of extensive tool production in the New World.
- ❖ **Trade Goods** The price of Trade Goods starts low, rises somewhat as European powers buy for trading with Indians, then falls back as Indian demand for Trade Goods diminishes. Trade Goods may be bought only in Europe or in rival colonies. They may be captured from rival ships. The only purpose for Trade Goods is to sell or give to the Indians.
- ❖ **Lumber** The price of wood fluctuates in the same manner as does the price of food.



DESIGN NOTE: *The accelerated rise in musket prices was a late addition to the design, intended to encourage musket production in the New World.*

Indian Prices

Prices asked and bid fluctuate from village to village. There is no way to know what they will be before you attempt to sell or buy. In general, however, nomadic tribes (villages) bid low, agrarian tribes (towns) make slightly higher bids, and advanced tribes (cities) can bid relatively high. Asked prices tend to follow a similar trend.

Asking prices for small quantities tend to be relatively high. If possible, buy and sell in large quantities to get better prices. If you are trading mainly to improve your relations with the Indians, then the poor prices for smaller quantities are inconsequential.



Colonial Prices

Prices for goods in rival colonies are supposed to be approximately 50 percent of those in Europe to provide a profit to the middle man and pay for transport. However, when your tax rate is high, you can sell to rival colonies at these reduced prices and still do better than by selling in Europe.



DESIGN NOTE: *In practice, at least for the first released version of Colonization, the prices paid in colonies usually are more than 50 percent of European prices and are often quite high. If this turns out to be an error, assume that in future versions of the game colonial prices will run approximately half of European prices.*

TAXES

During the early years of your colonial empire, the King does not intrude on your enterprise. However, he soon asserts himself by imposing taxes on your exports to Europe. The King thereafter subtracts a percentage of the revenue you receive for selling commodities in Europe equal to the tax rate. For example, if the tax rate is 10 percent and you sell a commodity for 1,000 gold, you receive only 900 gold. There is no tax on commodities purchased in Europe.

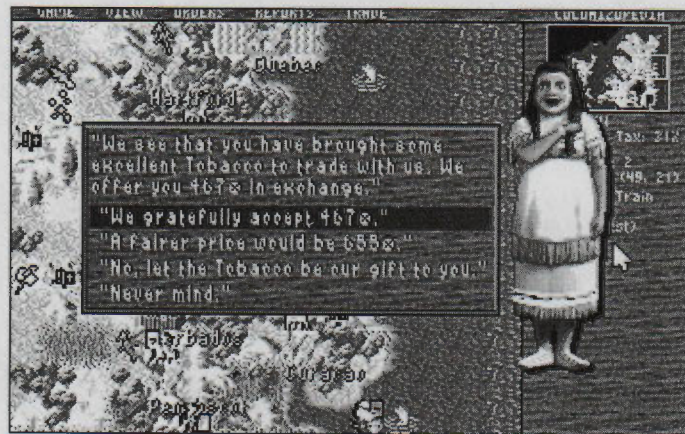


DESIGN NOTE: *At one time in Colonization's development, the size of the Royal Expeditionary Force was directly tied to tax revenues. As more taxes were collected, the size of the force grew. This relationship was discovered by Jason Coleman, a member of the quality assurance team. He developed the strategy of trading almost entirely with the Indians and other European colonies, thereby severely limiting the size of the expeditionary force and making the war of independence a nearly trivial exercise. The relationship between taxes and the expeditionary force was subsequently revised to have only a small effect.*



TIP

The King uses his tax revenues in part to fund increases in his Royal Expeditionary Force. The more you sell products in Europe, the larger this force becomes. However, this is not a significant addition to the force, the size of which is primarily determined by the level of difficulty you choose. Nevertheless, this is another incentive to sell to other colonies instead of to Europe.



♠ **FIGURE 4-2** A typical Indian trade negotiation.



DESIGN NOTE: For much of the game's development, the tax rate was partially influenced by purchases of ships and Artillery, and by hiring experts from the Royal University. Each such purchase was followed by a tax rise. This was a strong incentive for building ships and Artillery in the New World. This relationship was eliminated when supercolonies were discouraged, making it more difficult to build ships in the New World.

A message appears when the King imposes a colonial export tax or raises the existing tax. An example of this message is shown in Figure 4-3. You have the choice of accepting the tax (kissing the royal pinky ring) or declaring a tax revolt.

If you declare a tax revolt, a quantity of a commodity in one of your ports is destroyed, in a manner similar to the Boston Tea Party. Thereafter, you cannot buy or sell that particular commodity in Europe until you pay all back taxes. However, the good news is that the tax increase just announced is nullified. All back taxes are also forgiven if you acquire the Founding Father Jakob Fugger.



♠ **FIGURE 4-3** A message from the King announcing a new tax increase.



Declare a tax revolt when the commodity to be thrown overboard is one that you don't intend to sell in Europe anyway, such as food. Although there is a cost involved in having some food or other commodity destroyed, you will save gold exceeding the lost value.

If you are attempting to maximize your score, then you possibly don't want to minimize your tax rate. By acquiring the Founding Father Thomas Paine, liberty bell production in all colonies is increased by the tax rate. This helps you obtain other Founding Fathers more quickly and raises Sons of Liberty membership in your colonies. Both of these effects increase your final score for the game.



If you elect not to hold a tax revolt, you can minimize the tax bite somewhat by trading with the Indians or with rival colonies. While their prices may be lower, they may not be significantly lower when you consider the taxes you're not paying.

**TIP**

During the war of independence, it is possible to continue trading with Europe if you possess a Custom House. In this case, you only receive 50 percent of the current bid price for commodities. The 50 percent you lose is the cost of smuggling; consider it a sort of tax. However, prices never change during the war, so shipping large quantities will not drive prices down.

That is about it for trade and taxes. In Chapter 5 we consider the military units and **ships** of the New World, and how they interact.



Five

THE ARMY



AND NAVY

War and violence were unfortunately common occurrences during the American colonial period. This is often the case when markedly divergent cultures come together. Conflict in the New World occurred first between the native Americans and the European invaders, and soon thereafter among the Europeans themselves.

In *Sid Meier's Colonization*, just as in the historic Americas, there is no truly vacant land. It is all more or less occupied by natives. Fortunately, they will tolerate some degree of invasion. If you wish to increase the number of colonies you control and grow those that you have, you may come into conflict with Indian goals for the region. If you cannot maintain a peaceful relationship that keeps both sides' goals in mind, you may have an Indian war.

The historic European invaders of the New World rarely agreed on who had the right to occupy which parts of the newly discovered continents. (They did agree, however, or mutually accept, that the native occupants had little right to these lands.) Beginning with the Spanish destruction of a small French settlement in modern Florida, there were recurring wars and conflicts over colonial territory throughout the period.



In *Colonization*, you must militarily defend your colonies or they may be taken from you. At the same time, an offensive strategy of conquering enemy colonies is useful for minimizing the risks posed by rival empires.

For these reasons, you need to understand how combat works, how to build an efficient military, and how to wage war.

There was substantial conflict at sea during the colonial period, as well as on land. Ships were the circulatory system of the New World, bringing emigrants and supplies from Europe, and carrying the agricultural and mineral abundance of the Americas back to the Old World. The riches being continually transported by ship were a great temptation to the have-not nations, and the colonial period was the heyday of piracy in the West. Semiofficial privateers and outright pirates preyed on the merchant shipping of the New World, primarily the rich ships sailing home from New Spain.

Ships and seaborne commerce are important in *Colonization* as well. They are the principal conveyance of people and goods between the Old and New Worlds. They are also vulnerable. There may be many opportunities to advance your empire at the expense of your competitors by capturing rival ships, disrupting rival commerce, and capturing cargos. You need to understand the mechanics of shipping and naval warfare to put pressure on rival empires and keep pressure off your own.

MILITARY UNITS

Any colonist in the New World can, to some extent, defend himself in combat, although some are much better at it than others. However, only a few types of units have the ability to attack other colonists and colonies. These are called military units. There are five basic types of military unit found in *Colonization*: Soldiers, Dragoons, Artillery, Scouts, and Indian Braves.

Soldiers

Soldiers are the basic infantry unit of your army, representing something like local militias. A Soldier is created by equipping any colonist with 50 muskets, as described in Chapter 2. All Soldiers have a movement factor of 1. A normal Soldier wears a gray coat and has a combat factor of 2.



The other varieties of Soldier that may appear in *Colonization* are the Veteran, Continental, Mercenary, and Royal Regular. Figure 5-1 shows the Colonizopedia entry for the Soldier (see page 117).

- ✠ **Veteran** A Veteran wears a blue coat and has a combat factor of 3. Veterans can be trained at the Royal University in Europe, may appear on the docks in Europe as colonists, may be taught in a colonial College (see “Education” in Chapter 2), and can be created when Free Colonist Soldiers are promoted after combat (see “Battlefield Promotions,” below).
- ✠ **Continental** A Veteran Soldier may become a Continental Soldier at the outbreak of the war of independence (see Chapter 8). During the war of independence, victorious Veteran Soldiers may be promoted to Continental Soldiers. Continental Soldiers wear blue coats and gold epaulets, and have a combat factor of 4.
- ✠ **Mercenary** If your treasury becomes sufficiently large, you may be offered the opportunity to hire a group of mercenary troops. A typical offer would be three Mercenary Soldiers and a Mercenary Dragoon for 8,000 gold. If you purchase Mercenaries, they appear randomly at one of your port colonies and are controlled by you thereafter. On being hired, Mercenary Soldiers become Veteran Soldiers.
- ✠ **Royal Regular** The majority of the military units in the Royal Expeditionary Force that invades your colonial empire at the outbreak of the war of independence are Royal Regulars. They wear red coats and have a combat factor of 5.

Normal Soldiers are adequate for both defense and attack, but not particularly good at either. They have a relatively low combat factor and are brittle, being able to take only one loss. A single Soldier should not be asked either to carry out an attack or defend a critical position alone, unless you are desperate. A minimum of two Soldiers should be assigned to any critical defense.

**TIP**

Normal Soldiers are best used in large groups. Those that lose can be sent to the rear for more muskets. They are also useful for attacking colonists in the open where they have a good chance of winning and perhaps of being promoted to Veteran rank.



Dragoons

Dragoons are simply Soldiers mounted on horses. They are created by equipping a Soldier with 50 horses, or any colonist with 50 muskets and 50 horses, as described in Chapter 2. Dragoons are converted back into Soldiers by the loss of their horses in combat, or voluntarily through the Jobs menu in a colony. All Dragoons have a movement factor of 4. A normal Dragoon wears a gray coat and has a combat factor of 3. The varieties of Dragoon that may appear in *Colonization* are the Veteran, Continental Cavalry, Mercenary Cavalry, and Royal Cavalry.

- ✠ **Veteran** A Veteran Dragoon is a mounted Veteran Soldier. He wears a blue coat and has a combat factor of 4. Veteran Dragoons are obtained by providing Veteran Soldiers with 50 horses or are created when a Free Colonist Dragoon is promoted after combat.
- ✠ **Continental Cavalry** A Veteran Dragoon may be converted into a Continental Cavalry unit in the manner described above for Continental Soldiers. Continental Cavalry may also be created by providing a Continental Soldier with 50 horses. Continental Cavalry units wear blue coats with gold epaulets, and have a combat factor of 5.
- ✠ **Mercenary Cavalry** When you hire a group of Mercenaries, as described above for Mercenary Soldiers, a Mercenary Cavalry unit may be included. On being hired, they become Veteran Cavalry.
- ✠ **Royal Cavalry** Part of the Royal Expeditionary Force is Royal Cavalry. They wear red coats and have a combat factor of 6.

Dragoons are, in general, your best units for attacking. They have the highest possible movement factor on land, giving them the ability to move relatively long distances during a turn and still attack at full strength. They have a relatively high combat factor and can take two losses in combat.



TIP

Dragoons are excellent for running down rival colonists caught in the open, perhaps as the result of previous combat.



Artillery

Artillery units represent the large guns placed usually in fortifications for defense against land and sea attack. Artillery may be purchased in Europe at a starting price of 500 gold. Each Artillery unit purchased after the first costs 100 gold more than the last purchased. Artillery may also be constructed in the New World at colonies that possess an Armory. An Artillery unit has a movement factor of only 1, but does have several unique properties, as follows:

- ✠ **Combat Factor** Artillery units have a combat factor of 5 that is modified by +2 when attacking. However, when Artillery attacks nonfortified units in the open (not in a colony or Indian dwelling), or is attacked while it is in the open, it suffers a -75 percent penalty.
- ✠ **Indian Raid** Artillery that is fortified and defending a colony with no fortification, or defending a colony that possesses a fortification, receives a +100 percent bonus to its combat factor when defending against an Indian raid.
- ✠ **Damage** Artillery may become damaged in combat, reducing its combat factor by -2 thereafter. Damaged Artillery may not be repaired.
- ✠ **Engaging Ships** When Artillery is placed in coastal Forts and Fortresses, it may fire on enemy ships that end their turn in adjacent squares.



TIP

On the attack, Artillery is best used against colonies, Indian dwellings, and fortified units. On defense, Artillery is best inside colonies, preferably behind fortifications. See "Preparing for Independence" in Chapter 8 for a discussion on placing Artillery prior to the war of independence.



Scouts

Scouts have a combat strength of 1, equal to all other colonists in the game. However, they may attack, unlike all other nonmilitary colonists.

Their combat factor is so low that they are barely useful as attackers. However, if you are desperate, they can be pressed into service. If a Scout loses an attack, he is eliminated—he does not just lose his horses.

The more important qualities of Scouts are discussed in Chapter 2.

Indian Braves

Each Indian dwelling on the map supports one band of Indian Braves. These are the Indian units that you see moving around. Although peaceful at the start of a game, Braves may become military units if the alarm of their village becomes too high, or if their tribe becomes angry. There are four varieties of Indian Braves: Braves, Armed Braves, Mounted Braves, and Mounted Warriors.

- ✠ **Braves** Braves represent the basic Indian unit. Each has a combat factor of 1.
- ✠ **Armed Braves** Armed Braves own muskets. They have a combat factor of 2.
- ✠ **Mounted Braves** Mounted Braves own horses, but not muskets. They have a combat factor of 2.
- ✠ **Mounted Warriors** Mounted Warriors are the strongest Indian units. They own both muskets and horses, and have a combat factor of 3.

When Braves attack nonfortified colonists outside of colonies, they receive the terrain ambush bonus, if one exists (see “Combat Modifiers,” below).

When a band of Braves is eliminated, it is eventually replaced by its dwelling. If the dwelling has been attacked and taken losses, the replacement of the band of Braves on the map may be delayed.



RESOLVING COMBAT

Combat occurs when a military unit attempts to enter a square occupied by an opposing unit, rival colony, or native dwelling. At that moment, a battle is resolved between the attacking unit and the strongest defending unit in the target square. The result of the battle will be a loss to one side or the other. If the defender loses, units in the defending square may be captured, an Indian dwelling may be destroyed, or a colony may be captured, depending on the ability of the loser to take losses. If the attacking unit loses, it may drop in strength or be eliminated.

The result of an attack depends on the relative combat strengths of the opponents, any bonuses that may apply to the strengths of either side, and a randomly generated number. Regardless of the odds in an attack, either side usually has some chance to win. The exception to this rule is the Treasure Train, with a combat factor of 0. It always loses when attacked.

Most units are not eliminated when they lose in combat. Most military units drop in strength by losing equipment, rather than by being destroyed. After all of their equipment is lost, they are usually captured instead of being eliminated. (Tory units of the REF are never captured.)

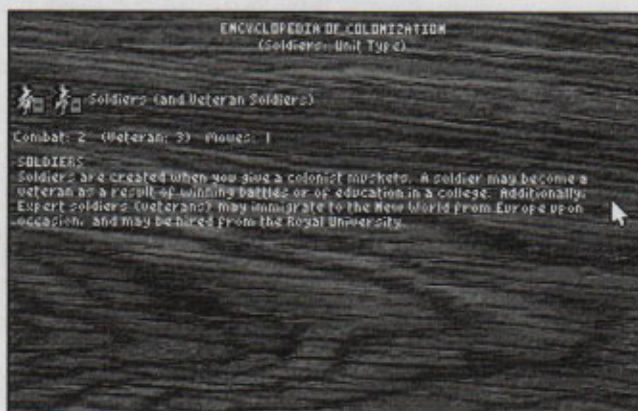


FIGURE 5-1 *Colonizopedia* entry for the Soldier.



Combat Calculation

The combat strength of the attacking unit is compared with that of the enemy unit that is present in the attacked square and has the highest combat strength. The program will select the unit to defend after considering all adjustments.

When the two opponents have been selected, their adjusted combat strengths are calculated, taking into account any modifiers that apply to their combat strengths. The adjusted strength of the two opponents is totaled, and this total is divided into each unit's individual modified strength. This results in a relative percentage of the strength of each in the battle. These percentages represent the chances that either side will win the battle. A random number is generated by the program and compared to the chances of each side. Where the randomly generated number falls determines which side wins.

For example, consider the following combat. A normal Soldier (combat strength 2) attacks (attack bonus of +50 percent) a normal Soldier defending a colony that possesses a Stockade (+100 percent for Stockade). The modified combat strengths are 3 for the attacker [$2 + (0.5 \times 2)$] and 4 for the defender [$2 + (1 \times 2)$], for a combined total of 7. The chance of the attacker winning is 3 out of 7, or 43 percent, and the defender's chance is 4 out of 7, or 57 percent. A random number is generated by the program. If the number is 1 to 43, the attacker wins; if the number is 44 to 100, the defender wins.

When an attack takes place a window opens, showing the combat factors of each opponent and any modifiers that apply.

Combat Modifiers

Any modifiers (positive or negative) that affect a unit's combat strength are calculated separately in relation to the combat strength of the unit and then added together. For example, a unit with a strength of 4 that receives two +50 percent modifiers would have an adjusted combat strength of 8: $4 + (0.5 \times 4) + (0.5 \times 4) = 8$. Figure 5-2 shows the combat calculation shown on screen for a sample combat.

In the combat illustrated in Figure 5-2, a Dragoon unit is attacking a Dutch colony defended by an Artillery unit. The Dragoon unit has a strength of 3 increased by the +50 percent attack bonus. The Artillery unit has a strength of 5 on defense, modified by +50 percent for being in



a colony. The Artillery unit could have received an additional +50 percent if it had been fortified. The chance of the Dragoon winning the attack is 4.5 out of 12; the Artillery unit's chance of winning is 7.5 out of 12.

The following conditions modify combat factors:

- ✠ **Movement** A unit attacks at full combat strength only if it has a full movement point remaining for the turn. A unit with a partial movement factor remaining has only that percentage of its combat strength available. For example, a unit with two thirds of a movement point remaining attacks at two thirds of its combat strength. A unit with a movement factor of 1 must begin its turn adjacent to an enemy to attack at full strength.
- ✠ **Attack** All units that attack receive a +50 percent modifier. This represents the possibility of surprise in the wilderness.
- ✠ **Colony** Units defending a colony receive a +50 percent bonus unless the colony possesses a fortification. The defensive bonus for a fortification replaces the colony bonus.
- ✠ **Fortified Defending Unit** Defending units that are fortified receive a +50 percent modifier. (Exception: Units inside a Fort or Fortress do not receive this modifier.)
- ✠ **Terrain Defense** Defending colonists receive any terrain defense modifier when outside a colony and when attacked by non-Indian units that are also outside a colony. Indian units always receive any terrain modifier. The modifiers for terrain are shown in Table 1-1.
- ✠ **Ambush** In two situations, the terrain modifier is applied to the attacker, not the defender, in the form of an ambush modifier. An ambush occurs when Indians attack a nonfortified colonist outside a colony. An ambush also occurs when colonists attack non-fortified units of the Royal Expeditionary Force, and neither side is inside a colony.
- ✠ **Indian Raid** Artillery receives a +100 percent bonus when defending against an Indian raid (see "Artillery," above).



- ✠ **Bombardment** Units of the Royal Expeditionary Force receive a +50 percent bonus whenever they attack a colony. If a foreign power intervenes in the war of independence, your Continental units also receive the bombardment bonus when attacking a colony held by Royal troops.
- ✠ **Artillery in the Open** Artillery attacking a square other than a colony or Indian dwelling receives a -75 percent modifier. Artillery outside a colony receives a -75 percent modifier when not fortified or not inside a colony.
- ✠ **Tribal Capital** The capital dwelling of a tribe receives a +100 percent bonus when defending against attack.
- ✠ **Fortifications** Units defending a colony that possesses a fortification receive the following modifiers: Stockade, +100 percent; Fort, +150 percent; and Fortress, +200 percent.
- ✠ **Tory Sentiment** When Royal troops attack a colony, the Tory sentiment of the colony becomes a bonus to the attacker.
- ✠ **Spanish Bonus** Spanish units attacking Indian dwellings receive a +50 percent bonus.
- ✠ **Level of Difficulty** Combat results are modified by the level of difficulty (see Chapter 9).

Combat Losses

When a unit loses in combat, it takes a loss and is either eliminated or reduced in strength. This depends on the type of unit that has taken the loss.

- ✠ **Artillery** Artillery units are damaged on taking a loss and are replaced by an Artillery unit of reduced strength. Damaged Artillery units that take a loss are eliminated.
- ✠ **Colonial and Continental Units** Colonial and Continental units are reduced in strength by combat. Dragoons and Cavalry lose their horses



on taking a loss, and are reduced to Soldiers. Soldiers lose their muskets on taking a loss, and are reduced to colonists. A colonist who takes a loss when attacked by Europeans is captured. A colonist taking a loss when attacked by Braves is eliminated. Thus, your Dragoons and Cavalry can absorb two losses before being captured or eliminated, and Soldiers can take one loss.

- ✠ **Royal Regulars** Royal Regulars are eliminated when they take a loss.
- ✠ **Royal Cavalry** Royal Cavalry lose their horses and are reduced to Royal Regulars.
- ✠ **Indian Braves** Indian Braves are eliminated on taking a loss, even if armed with muskets and horses. However, there is a chance that their muskets and horses will be retained by the tribe to arm other Braves.

If an attacked square contains one or more colonists but no military units, a randomly chosen colonist defends. If this colonist is defeated, he is captured but the remaining colonists are not. If such an attack is made by Braves, all colonists in the square are eliminated, unless the square is a colony. If the square is a colony, only the defeated colonist is eliminated.



TIP

When Braves defeat military units, there is a chance that muskets and horses will be captured by the Indians.

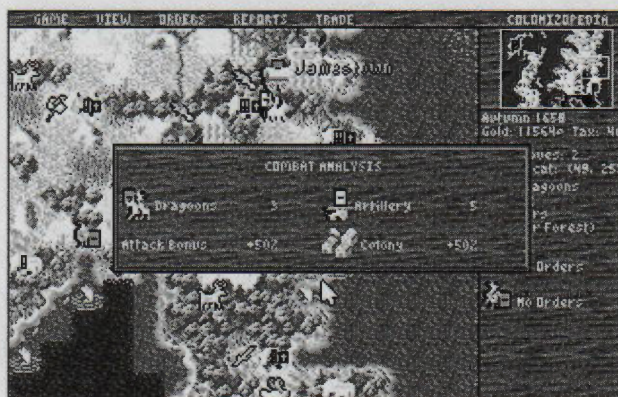


FIGURE 5-2 Sample land combat calculation.



Battlefield Promotions

When a military unit is victorious in combat, there is a chance that it may be promoted to a higher rank. Petty Criminals may be promoted to Indentured Servants, who may be promoted to Free Colonists, who may be promoted to Veterans. During the war of independence, victorious Veterans may be promoted to Continentals. The chance for promotion is the same for all ranks.



TIP

Always look for opportunities for promotion of your military units. Convert normal Soldiers into Dragoons to give them the best chance of being victorious in combat. Use Veteran Dragoons and Soldiers to cause losses to encroaching Soldiers from other nations. When the enemy units are disarmed, attack them with normal Dragoons, who should win and may be promoted. This strategy requires production of many horses to make up for losses.

If you possess the Founding Father George Washington, all victorious units are automatically promoted.



TIP

One of your goals throughout the game should be to build a large army of Veteran soldiers to help win the war of independence. Where possible, pick your battles with other nations carefully—the goal is not only to win, but also to maximize promotions. Don't forget that Free Colonists can be taught the skill of being a Veteran in a College.

LAND WARFARE

Combat on land falls into two categories: colonial wars and Indian wars. Both categories of war can involve battles fought in the open and attacks on colonies. Attacks on Indian dwellings may be part of any Indian war.

Colonial Wars

You may be tempted to maintain a good neighbor policy and share the New World with your fellow Europeans. Resist this temptation if you wish to win the war of independence and maximize your score.



To win the war of independence you must be prepared for it as well as able to choose when to start it. If you don't harass your European rivals in the New World, you may not have the opportunity to start the war when you wish; you may not be prepared for it, either. As explained in Chapter 6, you must not allow rebel sentiment to grow too large among the colonists of a rival empire, or they will threaten to declare independence on their own. This forces you to declare late or to declare prematurely, either of which you wish to avoid. A prime reason for attacking other colonial empires, therefore, is to keep them sufficiently small that they are not a threat to your own bid to declare independence.

Attacking your rivals can also speed your expansion. If they attempt to settle on your continent and begin building colonies there (and they will), let them proceed while you concentrate elsewhere and build up your military. When you have amassed a strong army of Dragoons and Soldiers, concentrate on capturing the invasive colonies, one by one. Don't attack in driblets. If possible, attack with an overwhelming force to minimize the time it takes to capture a rival colony. If you can't capture the colony in one turn, your opponent may be able to reinforce. Consolidate your captured colonies and set their defense before moving on.

ENEMY INVASIONS

The arrival of enemy troops on your shores and next to your colonies is cause for concern. When an enemy unit fortifies next to a colony, you lose the ability to work that square. Also, an enemy unit on a road blocks its use by colonists and Wagon Trains.

Before risking attacks on invaders, concentrate first on building up the defenses of your colonies. Rival armies are rarely very patient, and they will often throw away troops on weak attacks. Welcome such attacks as opportunities. When the attackers have been weakened, counterattack with Dragoons to capture some colonists and gain some promotions.



TIP

Don't attack fortified units in good defensive terrain unless you have an excellent reason for doing so (perhaps to clear an important road). You can burn up horses and muskets in such an attack with little or no gain. Such attacks are more reasonable if you build up a large surplus of horses that can be risked. Otherwise, husband your strength for the battles that really count—the defense of your colonies and the capture of theirs.



CAPTURING COLONIES

Conducting a war overseas takes more preparation. Scout the New World beforehand, planning where to strike. You should know where your main rival's important colonies are located. Isolated colonies make excellent targets because they are hard for the defender to reinforce.

To capture a colony, you must first defeat all military units defending it. After all military units have been eliminated or reduced to colonists, one randomly chosen colonist will defend against one more attack. If this colonist is defeated, the colony is captured and the attacking unit moves into the colony.

When a colony is captured, some gold is usually plundered and added to the victor's treasury. All colonists in the captured colony become colonists of the capturing nation. Any nearby Wagon Trains remain the property of the building nation. They can be captured separately, however.



TIP

When attacking a colony, move a number of Soldiers adjacent to the colony and have them fortify. This will increase their defense if the enemy attempts to drive them away. This also puts the colony under siege, blocking reinforcement or escape. Use Veterans if they are available. Pick good defensive terrain, such as Mountains, Hills, and Forests. Then bring up Artillery and Dragoons to make the actual attacks.

Defending Colonies

Because your colonies are the most important part of your colonial empire, they must be adequately defended. Indian raids can be a nuisance, but should not be a serious threat to destroy a colony. Your European rivals are another matter. They can bring Artillery, Dragoons, and Soldiers to your doorstep by ship and quickly capture a critical colony.

For most of a game, defenses should be strongest for your coastal colonies, where the risk of invasion by one of your rivals is greatest. Interior colonies need only defend against Indian raids, for the most part. As you near the end of a game, coastal defenses must be greatly improved in preparation for the war of independence.

Defense of your colonies involves three concerns: naval patrols, fortifications, and troops. Naval patrols keep ships carrying invasion troops away from your colonies (see "Ships," below). Fortifications increase the



combat strength of defending units. Troops and Artillery provide the actual defense. They fight off attackers and can counterattack on occasion to eliminate threats or capture the remnants of attacking forces.

FORTIFICATIONS

Any colony that you don't plan eventually to abandon should have a fortification for several reasons: it increases the combat strength of any unit defending inside; it provides a defensive benefit to units that have just arrived in the colony; it greatly enhances the strength of Artillery defending against Indian raids; and it limits any collateral damage that may result from an Indian raid. A colony without a fortification is at much greater risk of capture or destruction. Some fortifications may impede the movement of enemy ships and may attack enemy ships that are adjacent.



TIP

Units receive no bonus in combat for being fortified within a Fort or Fortress. Being fortified makes a difference only if defending a Stockade or when no fortification is present.

A colony may build three types of fortification: Stockade, Fort, and Fortress. Fortifications must be built in order, with the Stockade first and the Fortress last. A Stockade is relatively inexpensive to build (see also the description of the Founding Father *Sieur De La Salle* in Chapter 6). A Fort and Fortress are much more expensive, both in hammers and tools.

Note: The combat modifiers of each type of fortification are discussed above.



DESIGN NOTE: *The fact that units receive a 50 percent bonus for being fortified within a Stockade may be an error. When questioned about this before publication, the designers said that the fortified bonus would not apply to units inside fortifications, but it clearly does in the first released version of Colonization for a unit fortified inside a Stockade. In this case, the unit receives the same 150 percent bonus that any unit receives inside a Fort. However, a unit inside a fort does not have to be fortified and the Fort has other benefits as well. In future versions of Colonization, the fortified bonus may not apply to units inside a Stockade.*



A unit behind a Fort or Fortress gets the entire benefit of the fortification immediately. A fresh unit just moved into a colony to bolster its defense receives the same benefit from a Fort or Fortress that a unit there for several turns would enjoy. This can be very important when rushing troops from distant colonies to one under attack.

**TIP**

Fortifications have the following important, but undocumented, effects when defending against Indian raids:

Stockade No money will be stolen

Fort No buildings will be destroyed

Fortress No ships in port will be damaged

Forts and Fortresses may slow the movement of foreign ships attempting to move past. In addition, if an enemy ship stops next to a Fort or Fortress, the fortification will attack the ship. The combat strengths of all Artillery units in the fortification are combined into one total that is compared to the ship's combat strength for the combat calculation. If the ship loses the attack, it may be sunk or damaged. If the Artillery loses, there is no effect. The more Artillery there is in the fortification, the greater the chance of sinking or damaging a ship. A Fort or Fortress without Artillery can still attack with a strength of 4.

**TIP**

Artillery within Forts and Fortresses will fire at any adjacent Privateer, even if the owning nations are at peace. For this reason, do not use Privateers to trade with other colonies unless the colony does not possess a Fort or Fortress.

TROOPS

Although Artillery units provide excellent defense for a colony, they are expensive and time consuming to build. While you amass Artillery, Soldiers and Dragoons are the next best defenders. Soldiers and Dragoons have the additional benefit of absorbing losses in muskets and horses that can be replaced. If you have a substantial complement of Soldiers



and Dragoons, and can replace any horses and muskets lost, a colony can be very difficult, if not impossible, to capture.

A prudent number of military units necessary to hold a colony depends on the location of the colony and stage of the game. Coastal colonies are more vulnerable to invasion by other nations and should be more heavily defended. Interior colonies need only worry about Indian raids in most cases.

At the very start of a game, you can leave colonies undefended. Soon, however, at least one Soldier should be fortified in each. (The Founding Father Paul Revere may be helpful early in a game; see Chapter 6.) Once you have established several colonies and have begun to encounter other nations, your coastal colonies should have at least two military units. Acquire Artillery, either by purchase or construction, and place one unit in each colony containing a fortification.

Begin breeding horses and converting Soldiers into Dragoons. Although it seems incongruous, Dragoons are better than Soldiers for defending fortifications. Dragoons are also excellent for quickly reinforcing threatened colonies because of their high movement factor. Units that disembark from a ship cannot attack on the turn that they land. If you have a large mobile force of Dragoons, it may be possible to attack an enemy invasion force before they have a chance to attack your colony. This can be devastating if they have landed in clear terrain where they get no terrain bonus and have not had time to fortify.

Indian Wars

Players who don't make the effort to maintain good Indian relations may find themselves involved in an Indian war. A low-level Indian war involves only a few raids against your colonies. If you minimize the exposure of colonists in the open and adequately defend your colonies, the Indians should do little damage.

If the war escalates, it can lead to pitched battles in the open and attacking Indian dwellings. Indians don't possess muskets or horses at the start of game. If you must fight them, do so before they obtain horses and muskets. If you plan your Indian war poorly, they can win individual battles and obtain horses and muskets from you.



PITCHED BATTLES

The key to winning pitched battles in the open against the Indians is to be the attacker, not the defender, and pick your battlefields. Attack when the Indians are in clear terrain, where they get no terrain bonus. If you attack them in good defensive terrain, they receive the bonus. Don't let them attack you in forests, Hills, or Mountains. The terrain bonus for these terrains becomes an ambush bonus for the Indians, increasing their chance of winning the battle.



TIP

To bring an Indian war to an end once you have met your major goals, attack and destroy the tribal capital.

ATTACKING VILLAGES

To eliminate any danger posed by Indians, you must burn all Indian dwellings on your continent. The burning of a dwelling eliminates the band of Braves it supported. When you have burned all dwellings on your continent, there will be no more Indians there and no more raids.

If you intend to burn a dwelling, take a large force with which to do so. At least five or ten Dragoons or Soldiers will be necessary. Artillery can be used to attack a dwelling as well. As units take losses, march them back to the nearest colony for refitting with horses and muskets, and return them to the fight. If you take a smaller force, you run the risk of not being able to complete the attack.

Attacking a dwelling containing one of your missions may lead to more Native Converts.

Tribal capitals are especially difficult to destroy. However, burning the capital does result in the surrender of the tribe.

Indian dwellings are defended by the people that live there. Each successful attack against a dwelling brings its destruction closer by eliminating part of the population. Camps have the lowest population, followed by villages, and finally by cities, which have the largest populations. When a dwelling has taken sufficient population losses, it is burned to the ground and disappears from the map. Burned dwellings are never replaced. If a dwelling is attacked but not burned, it will restore its population in time.



The burning of an Indian dwelling may have the following effects:

- ❖ **Treasure** Gold may be captured in the form of a Treasure Train. If you have acquired the Founding Father Hernan Cortez, burned native dwellings always yield treasure. Burning tribal capitals yields treasures that are larger than average. Cities usually contain more treasure than towns, and towns more than villages.
- ❖ **Colonization Score** Burning Indian dwellings counts against your *Colonization* score. To get as high a score as you can, refrain from attacking Indian dwellings.
- ❖ **Tribal Anger** Burning noncapital dwellings eventually triggers tribal anger, causing the entire tribe to attack you (see Chapter 6). This results in the destruction of any missions you have established. However, if you burn the capital, the Indians surrender and tribal anger is extinguished. Once the tribal capital is burned, however, the Indians will not surrender again if they are angered once more.
- ❖ **Native Converts** If you attack a dwelling in which you have established a mission, the dwelling may produce several Native Converts who would join you rather than be destroyed. This is especially the case if you have acquired the Founding Father Juan de Sepulveda.

SHIPS

In *Colonization*, ships perform several important functions: they transport people and goods between the Old World and the New; they transport people and goods between continents, islands, and colonies in the New World; they are explorers; and they can attack the ships of your rivals.

Types of Ships

Colonization includes a mix of ships that were chosen to represent the many varieties of sailing vessels that operated in the New World during the colonial period. The six different types of ship in the game are the



Caravel, Merchantman, Galleon, Privateer, Frigate, and Man-O-War. Each ship type has its own characteristics, listed in the Naval Units Chart on the Player Aid Card.

All ships in the game have the ability to carry some cargo. Some can carry more than others, and some ships are faster than others. Only a warship (Privateer, Frigate, or Man-O-War) may attack another ship.

At the beginning of a new game, you already possess one ship. Thereafter, you must build or buy any other ships you wish to use, with the exception of the Man-O-War. This ship cannot be bought or built, and appears in the game only under special circumstances.

Making proper use of your ships will help build an efficient and profitable colonial empire. Ships are also very useful when used aggressively against your opponents.

CARAVEL

The Caravel was a brilliant ship design for its day, and a key technological step during the age of exploration. It provided a combination of sturdiness, carrying capacity, and sailing ability that made it very popular with explorers.

The Caravel is the least useful ship available in *Colonization*, however, having the lowest movement factor and the fewest number of holds. In its favor, it is also the least expensive ship. When you play as England, France, or Spain, you start the game with a Caravel.

It is not uncommon for your first Caravel to last the entire game. It is well suited for sailing back and forth to Europe, especially when you have a port colony within four squares of a Sea Lane square. For the early and middle parts of the game, having only two holds is not a major handicap. However, the Caravel is not a good choice for exploring the New World because it moves so slowly.



TIP

If you receive a Caravel to start the game, make the best of it. It will serve you well on the runs between Europe and back. However, resist the temptation to buy any more Caravels. Unless you are really short of money, hold off to buy a better ship.



DESIGN NOTE: *The Caravel was a much less attractive option in earlier versions of the game, in which Artillery units occupied four holds when transported and people two. In those versions, it was imperative that you obtain a better ship as soon as possible. Now the Caravel can carry anything (except treasure) and is much more useful.*

Merchantman

The Merchantman represents an unarmed commercial ship. Such ships first appeared in the West during the colonial period. They were pioneered by the Dutch, who took the big guns off ships, thereby reducing crew sizes and operating costs. The Dutch dominated seaborne trade for many generations because of their skill and efficiency. The Acts of Trade that so infuriated the New England colonists were intended partially to force the English colonial trade back into less efficient English ships.

The Merchantman is 25 percent faster than the Caravel and carries twice as much. It costs more than double what the smaller ships costs, however. When you play the Dutch, you begin the game with a Merchantman, not the Caravel that other nations have at the start.

The Merchantman is a useful ship, but not as useful as the Privateer and Galleon, or even the Frigate. It is superior only to the Caravel. If you lose a Caravel, the Merchantman is a good choice to replace it. Its speed and capacity come in handy if you are conducting a lot of trade in the New World.

Galleon

The Galleon represents the ships that Spain designed to transport her treasures back from the New World. These were very large ships for the day and heavily armed. They carried numerous passengers in relative comfort (for the day) and had space for valuable cargoes. Treasure from the New World would be gathered for an entire year and then transported back in a fleet of Galleons.

In *Colonization* the Galleon is particularly valuable for one property: it is the only ship that can transport Treasure Trains back to Europe. These treasures are occasionally discovered when investigating Rumors of Lost Cities or following the burning of an Indian dwelling. When you discover one of these treasures, you have the choice of allowing the King to carry it home, for which he will take a huge percentage, or of obtaining a Galleon and carrying the treasure yourself.



If a discovered treasure is worth several thousand in gold, then buy a Galleon. The arrival of the treasure in Europe will alone nearly pay for the ship. Once obtained, the Galleon is very useful. Its carrying capacity is matched only by that of the Man-O-War. It has an excellent movement factor and the best defense factor among the nonwarships.

It makes a good companion for a Scout exploring distant continents. If a large treasure is discovered, the Galleon can take it home. If colonists are discovered, the Galleon can carry several and still have room for the Scout. If discovered colonists set up a temporary colony, the Galleon can transport them and whatever commodities the colony may have built up during its short existence.

Privateer

The colonial period was also the age of piracy. Spain's rich and far-flung colonial empire was a tempting target for her European rivals. Privateers were semiofficial pirates given a letter of marque by their nation that ostensibly allowed them to wage war on the shipping of an enemy. There was often little distinction between privateer and pirate. Privateer ships were, ideally, just powerful enough to overcome unarmed merchant ships and fast enough to escape from any warship.

The Privateer is arguably the most useful type of ship in *Colonization*. You should eventually have several at sea and use them aggressively.

Their principal duty is to ravage the shipping of your rivals. Using a Privateer to attack ships belonging to other nations is not an act of war. You can attack the shipping of nations with whom you are at peace, without causing war. Privateers are well equipped for this role, possessing excellent movement and combat factors. They can chase down Caravels and Merchantmen, and usually defeat them in any subsequent battle. They can be risked against Galleons, as well, but only if the Galleon is carrying several cargos. Even then, there is a chance that the Privateer may lose and be sunk.

Privateers are also great for exploring, thanks to their high movement factor of 8. They have only two holds, but that is often adequate.

Privateers that belong to other nations fly a black pirate flag. They can be attacked by any warship without risk of breaking a peace.

Privateers receive a +50 percent bonus to their combat factor if you have the Founding Father Sir Francis Drake.



Frigate

In response to the damage caused by Privateers, navies of the colonial period developed the Frigate, a fast warship that could hunt down pirates, escort merchant ships, and attack merchant shipping on its own. The Frigate was designed to run down most ships it encountered and defeat anything smaller than a line-of-battle ship (Man-O-War).



DESIGN NOTE: *At one point in the development of Colonization, each nation was allowed only one Frigate, which could never be sunk. Later, Frigates could be sunk but you could have only one in play at any time. Further play and refinement revealed that the Frigate was not a superweapon that threw the game out of balance.*

The Frigate in *Colonization* is relatively fast, roomy, and powerful, making it a useful ship at any time. However, it is very expensive to buy or build. The Frigate does one thing better than any other ship you can buy or build—attack Galleons. Attacking these treasure ships with a Privateer can be very risky. A Frigate can be damaged or sunk as well when attacking a Galleon, but with a far lower probability. Until the arrival of Men-O-War during the war of independence, the Frigate is the most powerful ship in the game.

If you acquire the Founding Father John Paul Jones, you receive one Frigate in Europe at no cost.



TIP

The Frigate is somewhat of a luxury. If you have a large treasury and your competitors seem to be shipping a lot of cargo in Galleons, then consider obtaining a Frigate. Go after heavily laden Galleons—they're the most vulnerable. Before purchasing a Frigate you should already have a Galleon and several Privateers at sea.

MAN-O-WAR

In the later colonial period, the European powers began building fleets of powerful battleships. They were capable of dismasting or crippling merchant ships with a single volley of the guns on one side of the ship, known as a broadside.



The Man-O-War in *Colonization* represents these powerful warships and the convoys of transports they might accompany. The warship is represented by their extremely high combat strength and the convoy by their high carrying capacity.

Men-O-War do not appear in the game until the war of independence begins. At that instant, these large warships begin appearing in the New World each turn, carrying parts of the Royal Expeditionary Force from Europe. Men-O-War ships cannot be purchased in Europe or built in the New World.

If a foreign power intervenes in the war of independence, their intervention force is brought to the New World in Men-O-War as well. At that moment, you begin to have Men-O-War available for your use.

Before you obtain Men-O-War from an intervening power, the Frigate is the only ship that has a chance when attacking one of the King's Men-O-War. Even then, the Frigate is likely to be sunk or damaged. The only other chance of sinking or damaging a Man-O-War is to lure one next to a powerful Fort or Fortress containing a large number of Artillery units. A Frigate posted next to such a fortification can sometimes attract a Man-O-War into such a trap. A safer strategy is just to keep your ships away from the King's Men-O-War until you have some of your own with which to attack.

SHIP MOVEMENT

Ships may enter only Ocean and Sea Lane squares, and port colonies that are adjacent to Ocean squares. Ships move one square at a time, expending at least 1 movement point to enter each square. Ship movement may be slowed when **moving** adjacent to warships, Forts, or Fortresses of other nations.



TIP

When one of your transport ships is near enemy warships, do not move your ship adjacent to the enemy. You may lose so many movement points by doing so that you are unable to reach port or a Sea Lane square leading to Europe. This may leave your ship vulnerable to attack when the enemy warships move. Before moving a transport ship in such a case, move any of your own warships first. Attempt to defeat the enemy warship so that it is removed before moving your transport ships.



Ships may sail to Europe from the New World by entering a Sea Lane square, as explained in "Water Terrain" of Chapter 1. Ships in Europe are returned to the New World by being moved from the Harbor View of the Europe Display to the Bound for the New World View. Click and drag the ship from one view to the other. Ships arrive back in the New World at the same Sea Lane square from which they left. If they sail to Europe from the western edge, they return to the western edge; if they sail from the eastern edge, they return to the eastern edge.

The movement factor of your ships is increased by +1 movement factor if you acquire the Founding Father Ferdinand Magellan.

NAVAL TRANSPORT

Ships are primarily useful for carrying people and cargos between the Old World and the New, and between colonies in the New World. How naval transport works is clearly explained in the game manual. Chapter 3 includes a discussion about the loading and unloading of cargo.

Naval transport is also useful when you intend to wage war against rival colonies on other continents. To attack a sizable colony, you will need several large ships, such as Galleons, Merchantmen, or Frigates, to carry your invasion force. To have a chance at success, an invasion force should consist of five to ten Dragoons, or a mixture of Artillery and Dragoons. These units should all be lifted, transported, and disembarked together, so that all are available for the attack.

An invasion force should have an escort or two to intercept any enemy warships that approach.



TIP

It is possible make use of this feature, however, to hand off people from ship to ship during movement during a turn, and thereby move those people farther than any individual ship could. For example, if you have a Merchantman in a port set to load four Dragoons and another Merchantman five squares away at sea, first move the ship with Dragoons out of the port and into the square containing the second ship. When the second ship moves, it takes the four Dragoons with it. The Dragoons have moved a total of ten squares at sea during the turn, twice the distance that either of the transporting ships could move.

**TIP**

A ship with an empty hold that passes through a square containing a colonist on another ship will pick up that colonist and move on, carrying him. This can be irritating when two or more ships arrive in the New World at the same time, and you move the wrong one.

NAVAL COMBAT

Combat occurs between ships when one ship attempts to enter the map square occupied by another ship. This movement constitutes an attack. Only a Privateer, Frigate, or Man-O-War can attack another ship. Making an attack completes the movement that turn for the attacking ship.

In a manner similar to land combat, discussed earlier, the modified combat strengths of the attacking and defending ship are compared to derive the chance that either ship will win. A random number is generated by the program to determine which ship wins the battle. Naval combat may be modified by several factors. There are several possible results to naval combat, including the capture of booty.

Naval Combat Modifiers

There are only four possible modifiers to naval combat:

- ⌘ **Attack Bonus** The attacking ship gets a +50 percent modifier to its combat strength.
- ⌘ **Cargo Handicap** A ship suffers a -12.5 percent penalty for each hold that contains cargo. Only commodities count for this modifier, not people, Artillery units, or Treasure Trains.
- ⌘ **Movement** A ship must have at least one movement factor remaining to attack. If it has only part of a movement factor (movement may be slowed when entering squares adjacent to warships), its combat factor is reduced. For example, if a ship with only two thirds of a movement factor remaining attacks, it suffers a penalty equal to one third of its combat factor.
- ⌘ **Sir Francis Drake** If you possess this Founding Father, your Privateers receive a +50 percent bonus in combat. This bonus applies both when attacking and defending.



TIP

Always check the Orders boxes of enemy ships that are moving near your warships, to see which are carrying commodities. Ships carrying cargos are usually desirable targets for attack because the chance of winning is greater and victory allows capture of commodities.

Figure 5-3 shows a sample naval combat calculation. The attacking Frigate (strength 16) receives a 50 percent bonus for attacking, making its strength for the battle 24. The defending Galleon (strength 10) takes a 37 percent penalty because it is carrying three commodities (3 x 12.5 percent, rounded down). The Galleon's modified strength is 6.3. The Frigate should win the attack 24 out of 30.3 times and the Galleon 6.3 out of 30.3 times.

A ship's Orders box contains a number when the ship is carrying cargo. The number in the box is the number of holds that contain commodities. A ship showing a 0 in its Orders box may be carrying nothing, people, Artillery units, or a Treasure Train (Galleon only).



TIP

The key to success in naval combat is to be the attacker, not the defender, because the attacker receives the 50 percent bonus for attacking.

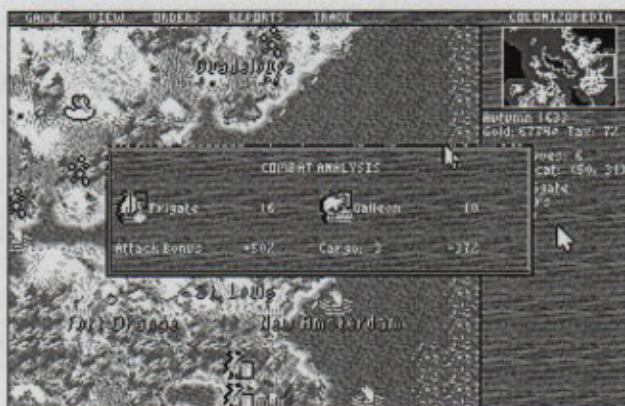


FIGURE 5-3 Sample naval combat calculation.



Naval Combat Results

There are three possible results to naval combat, as follows:


- ✠ **Evasion** The defending ship evades the attack and there is no other result. At its next opportunity, the defending ship may move. The possibility of evasion is highest when the defending ship has a movement factor equal to or greater than that of the attacking ship.
- ✠ **Damage** Either the attacker or defender may be damaged. Any commodities on board may be captured by the victor. All noncommodity cargos are lost. The damaged ship is returned to the nearest Dry Dock in the New World for repairs. If the owning nation has no Dry Dock in the New World, the ship returns to Europe. After a certain number of turns, the ship is repaired and available for movement once more.
- ✠ **Sunk** Either the attacker or defender may be sunk. The ship is eliminated from the game. Any commodities on board may be captured by the victor. All noncommodity cargos are lost.

When a damaged or sunk ship is carrying commodities, the winning ship may transfer these commodities to its holds, up the limit of what it can carry. The program lists a menu of what the ship contained. You may select which commodities to capture by clicking on your choice. You may continue to choose until the holds in your ship are full.



TIP

When your warships capture cargo, sail to a friendly port or to Europe to dispose of the cargo quickly. The ability of warships to attack is hindered when carrying cargo.

If one of your warships is carrying cargo of low value and a new target approaches within range, consider dumping overboard the commodities in your warship's holds to clear the ship for a new attack. When the ship is activated, dump cargos at sea by pressing the Dump Cargo Overboard  key.



NAVAL WARFARE

An aggressive policy of naval warfare is very important to succeeding in *Colonization*, especially at the higher levels of difficulty. The artificial intelligence controlling the other nations is not particularly adept at waging naval warfare, or even at protecting unarmed ships, and this provides an opportunity for you. Left alone, your opponents can relentlessly grow strong. One way to hinder them is to harass them at sea.

There are three parts to naval warfare in *Colonization*: coastal defense, commerce raiding, and naval blockade.

Coastal Defense

Rival empires explore the New World, like you, and will attempt to find your colonies. When they do so, they are likely to invade. If they judge the situation to be sufficiently favorable, they will attack your colonies.

If your enemies must come by sea, one way to prevent attacks on your colonies is to intercept rival invasion forces at sea. If you can sink or damage a ship carrying enemy troops, those military units are lost. This not only prevents an attack on you, but also weakens your opponent.

Strive eventually to have several Privateers and a Frigate near your most important coast to guard against invasion. Watch for enemy ships that appear to have no cargo aboard (no number showing in their Orders box), but that are moving along the coast. They may be searching for a colony to attack. Having colonists or military units aboard does not count as carrying cargo.

Attack any apparently empty ship that approaches your colonies. This is an exception to the rule of thumb about attacking ships only when they are carrying cargos. Unfortunately, you will never know if a damaged or sunk ship was carrying troops.

Commerce Raiding

Commerce raiding serves several purposes. First, successful attacks sink or damage the ships of rival empires. This slows the expansion of your rival and reduces the other nation's treasury. Second, the capture of cargos also hurts the other nation's treasury. If military supplies are



captured (horses and muskets), this reduces the military strength of your rival from what it would have been. Third, the capture of cargos enriches you. You may obtain military supplies that increase your military strength or items that can be sold to increase your treasury.

An aggressive policy of commerce raiding against all rivals slows down the growth of their empire and their military strength. Ships purchased as raiders can pay back their costs many times over, while simultaneously causing substantial losses to your opponents. For example, the capture of a cargo worth 1000 gold is actually a swing of 2000 gold: your opponent loses that amount of spending power and you gain it.

Privateers exist primarily to raid commerce. They can move quickly to any part of the New World, searching for Caravels and Merchantmen carrying cargos. Against such ships, they have a very good chance of being victorious because their high speed minimizes the chance of the slower ships evading them. If they capture some worthwhile commodities, they have the speed to bring the booty back quickly to one of your colonies or directly to Europe.

Privateers are superb commerce raiders because their attacks do not break any peace treaty. For example, it is not an act of war for a Privateer to sink a Merchantman from another nation and capture its cargo. Using a Frigate to make the same attack would be an act of war. You can aggressively attack the shipping of rival nations while you continue to be at peace with them, if you use Privateers.

Naval Blockade

A variation of commerce raiding is the naval blockade, in which your warships hover off the coast of a rival's important colonies to intercept ships attempting to travel in and out of ports. The mere presence of your warships often slows ships attempting to come and go. Slowed ships are then left vulnerable to attack. A naval blockade places your ships in the place where enemy ships are most likely to be encountered.

Enemy ships arriving from Europe are often carrying cargos that will be useful in your colonies, such as muskets, horses, and tools. The capture of 100 muskets means that you can equip two new Soldiers, while your opponent loses the services of two Soldiers. The capture of



100 muskets or 100 horses is the equivalent of winning two land combats. The capture of 100 tools increases your production or terrain improvements while slowing those of your opponent.

Loaded ships bound for Europe are usually carrying commodities being taken to the Old World for sale.

Ships showing no cargos on board are often carrying new emigrants from the Old World, or military units. Sinking or damaging these ships eliminates the passengers.

That ends our discussion of the military units and ships available to your colonial empire. Chapter 6 is concerned with the political aspects of playing *Colonization*.



Six

DIPLOMACY



AND POLITICS

Colonization is mainly an economic and military game, but there are political and diplomatic aspects to it as well. When beginning a new game, one of your first major decisions concerns your policy toward the Indians. There are essentially two that are possible: peaceful coexistence or aggressive elimination. Both policies have advantages and disadvantages.

The policy of peaceful coexistence is a long-term commitment. You should establish missions with all nearby dwellings and then trade with the natives to help keep them content. Coexistence may mean an influx of Native Converts into your colonies, profits from trade, the ability to learn skills through Indian Lore, and occasional gifts from the natives. But you will have to buy or otherwise obtain lands claimed by natives, and they will occasionally make demands on you for food.

Aggressively eliminating the natives from nearby lands is a relatively short-term commitment. A large force of military units will be required to burn any nearby settlements. Horses and muskets will be expended in the fighting. Burning Indian settlements reduces your final score for the game. Indian raids on your colonies may cost you gold, colonists, and the occasional burned building. The Indians you are fighting will not be bringing gifts to your colonies.



On the other hand, you can freely take any Indian lands without concern, since you are at war anyway. Burning Indian dwellings may result in finding treasure. Indian wars may result in the promotion of military units. Attacking Indian settlements in which you have established missions may coerce Native Converts to join your colonies.

This chapter discusses how to implement the different policies toward the natives, and the implications of these policies.

In addition to your Indian neighbors in the New World, you will also eventually encounter fellow Europeans. They are competing against you in the effort to explore and establish colonies. Given the opportunity, most of your rivals would destroy your colonies and drive you back to Europe. A principal function of your military power, derived from your economic power, is first to hold off your rivals and then minimize their expansion, if possible. Diplomacy can support these goals.

Politics within your colonial empire is a conflict between an increasing desire for political freedom, called rebel sentiment, and the desire to maintain allegiance to the King in the home country, called Tory sentiment. The conflict of politics in *Colonization* is represented by liberty bell production within your colonies.

The number of liberty bells produced inside each colony influences the shift of political opinion from Tory allegiance to membership in the Sons of Liberty. The game's designers have made Sons of Liberty membership critical to the economic efficiency and growth of individual colonies, thereby emphasizing the importance of liberty bell production and political concerns.

Several other features of play are tied to the production of liberty bells, further increasing the importance of politics. These include the ability to declare independence, economic production during the war of independence, the creation of the Continental Army during the war, and the accumulation of Founding Fathers.

The Founding Fathers are historical figures that join your Continental Congress in relation to the number of liberty bells your empire produces. The acquisition of each Founding Father adds to your score for the game, but more importantly, each adds some special capability to your empire. To help master the play of *Colonization*, understand the acquisition of Founding Fathers, learn who are the most valuable to have, and understand how to make the best use of their special powers.



INDIAN RELATIONS

The New World in *Colonization* is not an empty wilderness. All of the land is already claimed by one of the eight Indian tribes that have spread throughout it. However, the natives are willing to share some of the land with newcomers. When you come ashore, the Indians will give you land if you agree to be peaceful. Figure 6-1 (see page 149) shows the offer of peace extended by the natives at first contact. Thereafter, the Indians will be good neighbors, often giving you gifts, so long as you don't irritate them. Unfortunately, many of your goals in the New World will conflict with what the Indians wish.

Understanding how to get along with the natives as your colonies grow and expand is one of the more difficult aspects of *Colonization* to new players. For that reason, an aggressive policy is often adopted by beginners because it is straightforward: defend your colonies, build lots of military units, and destroy nearby Indian settlements one after another. This policy eliminates having to concern yourself with Indian relations.

More advanced players usually find that a policy of peaceful coexistence is better in the long run, and not just because it maximizes your score. It is quite possible to meet the goals of your colonial empire and maintain peaceful relations with the natives simultaneously. You can then benefit from having friendly native neighbors throughout the game.



TIP

The natives will bring you gifts when they are more or less happy with you. What they bring depends on the terrain around their settlements.

Maintaining good Indian relations requires that you understand village alarm, tribal anger, and the operation of missions. In addition, there are Founding Fathers who help maintain good Indian relations.

Village Alarm

Each of the tribes in the New World has established settlements, thereby claiming the nearby lands. Individual settlements are part of their tribe, but they are also somewhat independent. Each has its own skill to teach, its own goods for sale, its own list of goods that it wishes to obtain, and its own degree of happiness regarding the presence of European neighbors. The relative happiness of a settlement is measured by its village alarm.



The state of alarm in an Indian settlement can range from happy to content to restless to uneasy to wary to angry. Happy and content natives are not alarmed and pose little or no danger. Wary and angry natives pose a significant danger. A policy of peaceful coexistence should attempt to keep all nearby settlements happy or content. When village alarm tends toward being angry, the settlement will not trade, send gifts, provide uncoerced Native Converts, teach Indian Lore, or let Scouts speak with the Chief. A discontented village may conduct raids on your colonies.

The extent of village alarm is indicated on the map icon of the Indian settlement by exclamation marks. No mark indicates a happy settlement. A green mark indicates a somewhat content settlement. The coloring of the exclamation marks adjusts to indicate increasing alarm, changing from green to blue to brown to orange to yellow to red. Red indicates an angry settlement. Within each color there are two shades: dull and bright. The dull shade is the more content end of the alarm level; the bright shade is the more unhappy end of the level. The number of exclamation marks indicates the rate of change in alarm: more marks indicates a faster change.

Village alarm is affected by following factors:

- ❖ **Proximity of Colonies** The closer you establish colonies to a settlement, the greater the effect on alarm. Place colonies at least two squares away (one intervening) to minimize alarm.
- ❖ **Colony Size** The larger the population of your nearby colonies, the greater the effect on alarm.
- ❖ **Colony Buildings** The more buildings constructed inside nearby colonies, the greater the effect on alarm.
- ❖ **Military Units** The greater the number of military units outside colonies and nearby, the greater the alarm. The natives are concerned by the total combat strength of all nearby units.



- ✠ **Foreign Missions** The presence of a mission established by a rival colonial power increases alarm. It should increase yours, too, since they are inciting the natives against you. It is possible to drive out foreign missions (see “Missions,” below).
- ✠ **Confiscation of Land** If you confiscate land belonging to a settlement (marked by totem poles on the Area View of a colony), settlement alarm increases. This can also happen if you build a road through Indian lands without obtaining the land first.
- ✠ **Missions** Establishing a mission in a settlement tends to reduce alarm. Better Missionaries have a greater effect.
- ✠ **Trade** Buying, selling, and giving commodities to the settlement helps reduce alarm. Gifts have the greatest impact. It is sometimes possible to see the color of exclamation points change after trading is completed. However, if village alarm is already too high, they may refuse to trade with you.
- ✠ **Gifts** Natives who are not content may occasionally demand food or other goods. Giving them the requested items reduces alarm; refusing the request increases alarm and usually results in a raid on your colony. Natives request food when the land surrounding their settlement is not particularly fertile and when they see a large surplus in a colony.
- ✠ **Raids** Natives that are not content may raid a nearby colony. The act of the raid, whether successful or not, reduces alarm. The Braves of the settlement become slightly pacified by having vented their alarm in the attack.

**TIP**

Experienced Colonization players often don't bother to deal with normal trading when their economies are large. At that point, they regularly give gifts of commodities to nearby settlements, writing off the goods as a sort of insurance payment.



Tribal Anger

While village alarm measures the state of happiness of individual settlements, you need also be concerned with the state of happiness of the entire tribe in relation to your colonies. If a tribe becomes sufficiently disturbed by the presence of your colonies and your activities, the entire tribe may become angry. You can check the state of tribal anger by consulting your Indian Adviser (see Chapter 7).

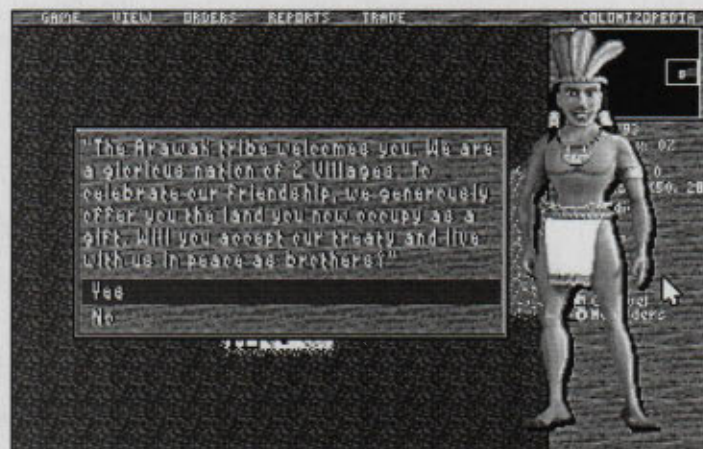
When tribal anger is triggered, all tribal settlements show a red exclamation mark. Braves of the tribe move toward your colonies and attack. Braves will raid colonies, attack colonists in the open, and attack Wagon Trains. When lost Braves are replaced, they will continue the war. Tribal settlements will not trade with you or teach Indian Lore. Scouts that attempt to speak to settlement Chiefs will probably be eliminated. If tribal anger continues, all missions will be destroyed.

Village alarm is affected by the gradual buildup of your nearby colonies. Tribal anger is affected mainly by direct actions that your colonists take. The following factors affect tribal anger:

- ✠ **Village Alarm** The greater the extent of village alarm, both within individual settlements and throughout the tribe, the greater the effect on tribal anger.
- ✠ **Attacking Braves** Attacking Braves increases tribal anger.
- ✠ **Attacking Native Settlements** Attacking native settlements increases tribal anger.
- ✠ **Terrain Improvements** Clearing forests, plowing land, and building roads all increase tribal anger.
- ✠ **Searching Burial Grounds** If Scouts search Burial Grounds while investigating Rumors of Lost Cities, there is a chance that they will immediately trigger tribal anger.
- ✠ **Breaking Peace Agreement** If you break a peace agreement with a tribe during negotiations with another European power, this immediately triggers tribal anger and the elimination of any missions you have established with the tribe.



- ✠ **Missions** Not only do individual missions reduce the alarm within their settlement, but the more missions you have established within a tribe, the greater the combined effect on reducing tribal alarm. The effect of an individual mission depends on the rank of the Missionary.
- ✠ **Tribal Capital** All factors that affect tribal anger are exaggerated when applied to the tribal capital. For example, the village alarm of the tribal capital has a greater effect on tribal alarm than any other settlement. A strong mission in the tribal capital has more effect. Attacking the tribal capital increases tribal anger more than attacking any other settlement.
- ✠ **Surrender** If the tribal capital is captured, the tribe surrenders to your military power and returns to a contented state. However, further attacks or inflammatory activities may trigger tribal anger again. A tribe that no longer has a tribal capital will not surrender again. However, acquiring the Founding Father (Mother?) Pocahontas also reduces tribal anger.
- ✠ **Passage of Time** Given enough time with no further provocation, tribal anger will eventually dissipate.



♠ **FIGURE 6-1** *Natives offer peace at first contact.*



Missions

You may establish religious missions within the settlements of Indian tribes by moving a Missionary into the settlement. When a Missionary attempts to move into a square occupied by an Indian settlement, you are given the choice of establishing a mission or not. Figure 6-2 shows the menu of options that opens when a Missionary enters a settlement. If a mission is established, a cross in the color of your nation is placed on the settlement.

EFFECTS OF MISSIONS

Missions have the following important effects:

- ✠ **Village Alarm** The establishment of a mission tends to reduce alarm in the Indian settlement toward your colonies. The mission also tends to increase alarm toward any nearby colonies of other nations.
- ✠ **Tribal Anger** Missions help prevent the possible eruption of tribal anger by reducing alarm within individual settlements and within the tribe. The more missions established within a tribe, the greater the calming effect.
- ✠ **Native Converts** Each turn there is a chance that some of a settlement's population will become Native Converts. When this happens, Native Converts move to the nearest colony and offer to join. How many people convert depends on the rank of the Missionary who established the mission. There is no limit to the number of converts that may leave a settlement during the course of a game, but only one may appear from a given settlement each turn.

MISSION STRENGTH

The effect of a mission depends partly on the rank of the Missionary who established it. A Petty Criminal working as a Missionary has the lowest rank and the weakest effect, followed by Indentured Servants, and then by Free Colonists. Missions established by these non-Skilled Missionaries are indicated by a dull-colored cross on Indian settlements. The Jesuit Missionary is the expert at this job and the most effective Missionary. Missions established by Jesuits are marked with a brightly colored cross.



The Founding Father Jean de Brebeuf gives all past and future missions the effectiveness of a Jesuit mission.

Missions may be attacked by Missionaries from rival empires. To attack a rival mission, move a Missionary into the settlement and choose the Incite a Revolt option, as seen in Figure 6-2. This triggers a confrontation between the religion preached by the established Missionary and your own. The residents of the settlement decide which mission will stay, and eliminate the losing Missionary. Winning or losing mission revolts depends on the rank of the Missionary involved and the number of your missions already established with the **owning** tribe. A higher ranked Missionary is more likely to win. If you have many missions established with the debating tribe, you are more likely to win.

You may also use Missionaries to incite the natives to attack a rival's colonies. The natives will demand payment for doing so.

INTERNATIONAL DIPLOMACY

During a game there may be opportunities to conduct diplomacy with rival colonial empires. Through diplomacy you may establish peaceful relations with rivals, induce one or more rivals to attack a common enemy, or exact tribute. Diplomacy is conducted through negotiations.

Negotiations

Diplomatic negotiations may open whenever one of your units moves adjacent to a unit or colony belonging to a rival empire, or when a unit from another nation moves adjacent to one of your units or colonies. You may also initiate negotiations when you wish by moving a Scout into a rival colony and choosing the Speak to the Mayor option.

The attitude of your negotiating partner will depend on how that nation perceives its strength compared to yours. If your opponent believes that he is much stronger, his demands will be more severe. If he thinks he is weaker, his demands will be more modest. A very weak nation may even resort to begging.



Negotiations have the following possible goals:

- ❖ **Division of New World** Any opponent will want you to leave the New World entirely. If you accept this condition, all of your units adjacent to his colonies are immediately transported back to the docks of the Europe Display. They are then available to be brought back to the New World. Agreeing to this condition improves the chance of being offered peace. If you are perceived to have some strength, your opponent may agree to let you keep the lands you occupy now, while he claims the rest. If you are perceived as substantially strong, your opponent may agree to divide up the New World with you, with no conditions.
- ❖ **Attack a Mutual Enemy** It is possible to encourage an opponent to attack a common enemy. This may be another European power or an Indian tribe. If you wish a tribe or nation to attack another nation, you usually must pay them to do so. They will declare war. Other nations will often ask you to declare war on a tribe or other nation. They will rarely offer money for you to do so.



TIP

Be careful when a nation asks you to declare war on a tribe. If you do so by accident, it could mean tribal anger. This results in the immediate destruction of all missions you have established with the tribe and an Indian war for which you may not be prepared.



FIGURE 6-2 Options available when a Missionary enters an Indian settlement.



- ✠ **Withdraw Privateers** Other nations will ask that you withdraw Privateers if you have been operating these ships in the New World. If you agree, all of your Privateers in the New World are moved back to the Europe Display. They can be moved normally next turn. Agreeing to this condition improves the chance of being offered peace.
- ✠ **Tribute** Rivals may agree to make peace only if you present a "donation" to their "church." This money goes directly into their treasury for any purpose they wish. If you pay, they will almost certainly agree to peace. This is one way to save a colony that is threatened by enemy military units. If you are particularly strong and threatening a rival colony, they may offer you gold to spare them. There is no penalty for accepting the gold and attacking anyway.
- ✠ **Peace** If both sides can agree, it is possible to sign a peace treaty. Peace will last for at least five turns. The willingness of the other side to agree to peace may depend on whether you have appeased them by withdrawing military units or Privateers from the New World, or have met their demands for a donation. Figure 6-3 shows a typical offer of peace.

Effects of Peace

All nations begin a game at peace. As the game proceeds, war may break out between nations, and peace may be restored by diplomacy. Being at peace has the following effects.

- ✠ **Attacks Prohibited** You cannot attack units or colonies belonging to a power with whom you are at peace without breaking the peace and starting a war. The exception to this rule are Privateers. They may attack ships and be attacked without starting a war.
- ✠ **Sieges Prohibited** Opposing military units that move next to one of your colonies and fortify deny the use of that square to the residents. A colonist cannot be put to work on that square in the Area View. This is called laying siege to the colony. Military units cannot lay siege to a colony while at peace. Fortifying next to an opposing colony is an act of war that breaks the peace. Units that are not fortified may move next to a colony without affecting the peace. This may disrupt the movement of your units, but does not interrupt production.



DESIGN NOTE: *Rival military units will deliberately move next to your colonies, especially when they can occupy good defensive terrain (Hills and Mountains). In most cases this has no effect, but can block important roads or interfere with terrain improvements you wish to make. This is done purposefully, to irritate you and encourage war.*



Trade Allowed If you possess the Founding Father Jan de Witt, you may transport commodities by ship or Wagon Train to colonies of other nations and trade. However, you may trade only with nations with whom you are at peace.



The King's War At times when you are at peace, your King may suddenly determine that he wishes to be at war with one of the other European powers. He will place some money in your treasury and send you three Veteran Soldiers to conduct the war. There are no restrictions placed on these military units and you need never attack with them.



TIP

If you have no good reason to be at war with a rival, establish a peace treaty, hoping that the King may declare war and send you some military units.

There is no penalty for breaking a peace. Feel free to break the peace when an important advantage may be gained. Rival nations will break the peace with you occasionally by making sneak attacks.

The presence of the Founding Father Benjamin Franklin assures you that any European power with whom you negotiate will offer peace (and stay peaceful, at least for a few turns). This can save you money because they will offer peace without a demand for tribute.

THE SONS OF LIBERTY

The production of liberty bells in your colonies directly influences the spread of political freedom and the rise of rebel sentiment. More liberty bells lead to a greater percentage of colonists within a colony being in favor of declaring independence from the home nation. Residents in favor of independence become members of the Sons of Liberty and are called rebels. Residents who remain in favor of staying part of the home nation are called Tories.



The percentage of a colony's residents who are members of the Sons of Liberty can affect the efficiency of the colony. The percentage of your colonists that are members of the Sons of Liberty measures rebel sentiment throughout your empire and determines whether you can declare independence or not.

Rebels and Tories

Once a colony has been founded, it begins producing liberty bells in its Town Hall. The production of liberty bells can be increased in three ways: by constructing a Printing Press and Newspaper; by putting colonists to work in the Town Hall as Statesmen; and by acquiring certain Founding Fathers.

As a game proceeds, the number of liberty bells produced by each individual colony continues to accumulate. The size of the accumulation is compared to the number of residents to determine what percentage of the population are members of the Sons of Liberty and what percentage remain Tory. The percentage of rebels and the percentage of Tories can be seen in the top corners of the People View on the Colony Display. The numbers adjacent to the colonial flag on the left show the rebel percentage; the numbers adjacent to the crown to the right show the Tory percentage.

A sample People View might show the following:

20% (1)

80% (3)

In this case, the number of accumulated liberty bells compared to the population of four residents determines that 20 percent are rebels and 80 percent are Tories. Twenty percent of four is rounded off to one. One resident of the colony is considered a rebel and three are Tories.



TIP

The creation of rebels by producing liberty bells is something like the reproduction of colonists with food. Each turn, some of the new liberty bell production is "consumed" to keep existing rebels "fed" on liberty. Any surplus goes toward convincing Tories to become rebels. If you stop producing liberty bells, rebels would "starve" and gradually shift back to being Tories.



Tory Penalty

Depending on the level of difficulty set for a game, the Tory population of a colony can only get so large before production is penalized. This is called the Tory penalty. Table 6-1 shows the Tory penalties for the five levels of difficulty in *Colonization*.

Table 6-1. Tory Penalties

Level of Difficulty	Population Limits
Viceroy	4
Governor	5
Conquistador	6
Explorer	7
Discoverer	8

If the number of Tory residents in a colony exceeds the limit for your level of difficulty, the colony's production efficiency is penalized by being reduced. All production numbers are shown in red in the People and Production View to note that the residents are working inefficiently.

To restore efficiency, remove one resident from the colony so that the number of Tories in the colony falls back to the Tory penalty limit.



TIP

The intended effect of the Tory penalty limit is to slow the growth of colonies. To exceed the penalty limits on population size requires a substantial accumulation of liberty bells. A number of colonists can be placed into a colony relatively quickly, but the Tory penalty ensures that they could not be efficient without preparation. The secondary effect of the Tory penalty is to greatly enhance the importance of Statesmen, the Printing Press, the Newspaper, and certain Founding Fathers.

Additional incentives for increasing Sons of Liberty membership within a colony are production bonuses. When Sons of Liberty membership in a colony equals 50 percent of the residents, all production by workers is



increased by +1. For example, an Expert Farmer producing 8 food would now produce 9 food. When Sons of Liberty membership reaches 100 percent, the production bonus increases to +2. In addition, Schoolhouses, Colleges, and Universities teach students twice as fast. For example, an Expert Farmer takes only two turns to teach his skill to a Free Colonist in such a colony.



DESIGN NOTE: *The acceleration of education was not intended to remain in the published game. It may be eliminated in later versions.*

Rebel Sentiment

The sentiment for independence within your entire colonial empire is determined by comparing the number of colonists you possess with the number of liberty bells your colonies have produced so far. This results in a percentage of your colonists that want to be independent. This is called the rebel sentiment of your empire.

When rebel sentiment reaches 50 percent, you may declare independence and trigger the war of independence.

Reaching the threshold of 50 percent rebel sentiment triggers the consolidation of two foreign empires. The smallest existing colonial empire is ceded to the second smallest. For example, if the French are the smallest of your rivals when you reach 50 percent rebel sentiment and the Spanish are the second smallest, the French colonies all become

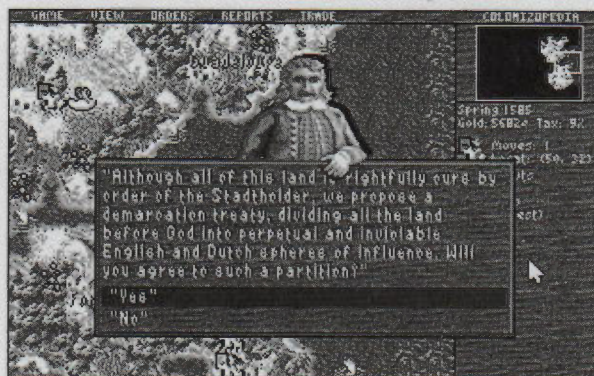


FIGURE 6-3 *The Dutch offer peace.*



Spanish. The French no longer have any part in the game. The purpose of this consolidation is to free a slot in the program for the Royal Expeditionary Force, which can now be triggered at any time by the start of the war of independence.

Colonies that switch ownership immediately assume the rebel sentiment of the nation that they join.

The percentage of rebel sentiment within your colonies scores points toward your colonization score at the end of a game (see Chapter 9).

Rival Rebels

As rebel sentiment builds within your colonies, it also builds within rival empires. It is possible that one of them may become independent before you. If this happens, your score will be limited by your not receiving a maximum bonus for winning your independence.

If a rival empire is approaching the number of rebels required to declare independence, an adviser will inform you of this threat. This warning gives you time to prepare. You have the options of declaring just before your rival (even if not prepared), accepting your fate, or capturing colonies to reduce the number of rival rebels.

A rival empire will declare independence when the number of rebels that it contains reaches a limit determined by the level of difficulty set for your game. Table 6-2 shows these rebel limits. You can see how many rebels exist in rival empires by consulting your Foreign Affairs Advisor from the Main menu.

Table 6-2. Rival Rebel Limits

Level of Difficulty	Rebel Limit
Viceroy	40
Governor	50
Conquistador	60
Explorer	70
Discoverer	80



TIP

Experienced Colonization players keep an eye on the growth of rival rebel sentiment and attack the colonies of an empire that appears to be getting close to independence. Limiting the absolute size of their populations prevents them from raising the necessary number of rebels. This policy allows you to proceed with preparations for the war of independence without risk. Such attacks may also provide opportunities for military units to be promoted.

FOUNDING FATHERS

The acquisition of Founding Fathers for your Continental Congress has two important effects: each is worth points toward your final score and each provides an important benefit to your empire. The production of liberty bells for the purposes of raising Sons of Liberty membership is important enough in its own right, but the accumulation of these same liberty bells throughout your empire is the means of obtaining Founding Fathers.

Establishing your first colony begins the accumulation of liberty bells. At this point you are asked to choose from among five Founding Fathers the one you wish to have join your Continental Congress next.

You then return to normal play for many turns. Eventually sufficient numbers of liberty bells are accumulated, and the Founding Father you selected joins the Continental Congress. The number of liberty bells required to obtain the next Founding Father is tied to the number of Founding Fathers you already have. The algorithm is a straight linear progression, as follows:

$$(((6 + (\text{difficulty} \times 2)) \times 8) \times \{\# \text{ of FF} + 1\}) + 1 =$$

of liberty bells required,

where difficulty is from 0 at Discoverer level to 4 at Viceroy level

(FF = Founding Fathers).

Figure 6-4 shows the Continental Congress screen after extended play. This screen can be reached from the Reports menu on the Menu Bar. The Civlopedia entry for the newly acquired Founding Father also opens, so you can read what special ability he or she possesses.

Not all Founding Fathers are available to be chosen at any one time, only five. Usually, one is available from each of the five categories: Politics, Trade, Military, Religion, and Exploration. The availability of some depends on whether you already possess others in the same category. It is also not possible to obtain all those in one category without making some progress in other categories.

**Table 6-3. Levels of Usefulness of Founding Fathers^a****A (Most Valuable)**

Bolivar, Simon
 Jefferson, Thomas
 Jones, John Paul (-)
 Minuit, Peter
 Paine, Thomas
 Washington, George

B (Somewhat Valuable)

Cortes, Hernan (-)
 Pocahontas (+)
 Revere, Paul (-)
 Drake, Sir Francis
 Smith, Adam
 Witt, Jan de
 Fugger, Jakob (-)
 Brewster, William
 Casas, Bartolome de las
 La Salle, Sieur de
 Brebeuf, Jean de (+)

C (Least Valuable)

Soto, Hernando de (+)
 Magellan, Ferdinand (+)
 Coronado, Francisco de
 Franklin, Benjamin
 Hudson, Henry
 Penn, William
 Sepulveda, Juan de
 Stuyvesant, Peter (+)

^aNOTES TO TABLE 6-3:

1. Gradings such as this are subjective. Several Founding Fathers would be moved into higher or lower categories depending on whether or not strategies that take advantage of the individual are employed.
2. (-) after a name indicates disagreement over grading, with some suggestion that this Founding Father should be listed in the next lower category; (+) indicates a Founding Father that could be listed in a higher category.

With the help of some experts from the *Colonization* quality assurance team, all possible Founding Fathers have been listed in Table 6-3 and graded into three categories: A (most valuable), B (somewhat valuable), and C (least valuable). Those listed as most valuable are considered essential to winning at the Viceroy or Governor level. If you have not played enough to judge the value of the Founding Fathers on your own, use Table 6-3 as a guide.

Each of the Founding Fathers is listed in alphabetical order. After the name of the Founding Father, the notation *A*, *B*, or *C* indicates where he or she ranks in Table 6-3. A plus or minus sign following this notation indicates Founding Fathers that might be raised or lowered in rank, depending on strategy. The text in italics reports the special ability of the Founding Father. Following this text is a brief discussion of his or her importance.



- ✠ **Bolivar, Simon (A)** *Increases Sons of Liberty membership in all colonies by 20 percent.* Helps speed the growth of colonies; reduces the time it takes to reach 50 percent and 100 percent membership, where production increases.
- ✠ **Brebeuf, Jean de (B+)** *All Missionaries function as experts.* Has value only if you intend to establish missions; Petty Criminals and others function as Jesuit Missionaries; has increased importance if you wish to maintain peaceful relations with the natives throughout the game.
- ✠ **Brewster, William (B)** *You select which colonist is moved from the Recruitment Pool to the docks when sufficient crosses are accumulated to induce a colonist to emigrate; no Petty Criminals or Indentured Servants will appear in the pool.* Allows you to pick available experts and Free Colonists over lower ranked colonists; however, usually you can afford to recruit anyone of importance for only a few hundred in gold.
- ✠ **Casas, Bartolome de las (B)** *All currently existing Native Converts transform into Free Colonists.* Native Converts cannot be taught expert skills or be used as military units, but Free Colonists can.
- ✠ **Coronado, Francisco de (C)** *All existing colonies in the New World and the land adjacent to them are revealed on the map.* Allows you to locate colonies in areas you have not yet explored; useful when trading with colonies; useful if you need to attack to keep a rival's rebel membership below the level necessary to declare independence
- ✠ **Cortes, Hernan (B-)** *Burned native settlements always yield treasure; don't pay transport fees for using King's Galleon to transport treasure home.* Not useful at all if you plan peaceful relations with the natives; very useful if you play as Spain or otherwise plan to clear many native settlements.



DESIGN NOTE: *In earlier versions of Colonization, Coronado prevented Indian ambushes instead.*



- ✠ **Drake, Francis (B)** *Combat strength of your Privateers is increased by 50 percent.* Bonus applies both when attacking and defending; very useful if you plan to wage an aggressive campaign of commerce raiding (which is recommended).
- ✠ **Franklin, Benjamin (C)** *The King's European wars no longer affect the relations between empires in the New World; opponents always offer peace during negotiations.* Saves gold if you need to make peace with a rival; prevents the King from declaring a war that results in Veteran Soldiers and gold being given to you (this hurts you).
- ✠ **Fugger, Jakob (B-)** *All boycotts of commodities resulting from tax revolts are forgiven; trade in these commodities may be resumed at no cost.* Useful if you have engaged in a number of tax revolts and wish to resume trade; of no use if you have conducted no tax boycotts because you have Thomas Paine.
- ✠ **Hudson, Henry (C)** *Increases the output of all Fur Trappers by 100 percent.* Often not particularly useful because establishing several colonies in forests usually produces all of the furs you can use anyway; Fur Trappers are rarely employed.
- ✠ **Jefferson, Thomas (A)** *Increases liberty bell production by Statesmen by 50 percent.* Speeds Sons of Liberty membership, thereby speeding colony growth and increasing colony production; speeds the acquisition of all following Founding Fathers; speeds foreign intervention during the war of independence; only useful if Statesmen put to work (which is highly recommended).
- ✠ **Jones, John Paul (A-)** *A Frigate is added to the colonial navy at no cost.* If you are raiding commerce and blockading, you need a Frigate to go after Galleons; equivalent to being given 5,000 gold, tax free.
- ✠ **La Salle, Sieur de (B)** *All new colonies are automatically given a Stockade when their population reaches three residents.* Useful for colonies that you wish to grow and defend; not useful for temporary colonies that you wish to abandon eventually; a hindrance when you capture a colony of three or more residents that you would prefer to abandon.



DESIGN NOTE: In an earlier version, Fugger increased the price of silver by 10 and reduced the prices of tools and muskets by 5.



- ✠ **Magellan, Ferdinand (C+)** *Movement allowance for all ships is increased by 1; sailing time from the western map edge to Europe is shortened.* Useful when exploring, trading, and commerce raiding.
- ✠ **Minuit, Peter (A)** *Indians no longer demand payment for their land.* Very useful for colonies near Indian settlements because he essentially removes all claims by Indians on land adjacent to their settlements; all red totem poles disappear from the Area Views of colonies.
- ✠ **Paine, Thomas (A)** *Liberty bell production in all colonies is increased by the tax rate.* Very useful for the same reasons that Thomas Jefferson is; more useful as the tax rate rises, providing an incentive not to boycott commodities to keep taxes down.
- ✠ **Penn, William (C)** *Cross production in all colonies is increased by 50 percent.* Useful if you build Churches and Cathedrals, and put Preachers to work; not useful if you find that Preachers are a luxury you cannot afford, or don't need, because your residents are required for other production.
- ✠ **Pocahontas (B+)** *All tension with the Indians (village alarm and tribal anger) is reduced to the level of content; hereafter, all Indian alarm is generated half as fast.* Useful if you wish to maintain peaceful Indian relations; very useful if you wish to end an Indian war.
- ✠ **Revere, Paul (B-)** *When a colony with no military units present is attacked, a colonist will pick up 50 muskets (if available) and defend the colony; however, if he loses, the colony is captured.* Useful early in the game when you can't afford many units for defending colonies; of no use if muskets aren't available in your colonies; reduced usefulness if you maintain peaceful relations with the Indians.
- ✠ **Sepulveda, Juan de (C)** *Increases the chance that Indians in mission settlements under attack will convert.* Useful if you plan an aggressive policy against the Indians, especially if playing as Spain; not useful if you maintain peaceful relations with the Indians.
- ✠ **Smith, Adam (B)** *Allows Factory level-buildings to be built in the colonies.* (Factory-level buildings produce finished goods equal to 150 percent of the raw materials they take in.) Useful if you wish to build these buildings; of no use if you don't need these buildings.



- ✠ **Soto, Hernando de (C+)** *The result of investigating a Rumor of Lost Cities is always positive; units have extended sighting radius.* Useful if you plan to search the New World aggressively; prevents Scouts from disappearing without a trace; increases the amount of treasure found by Scouts; increases the chance of finding Fountains of Youth (very helpful).
- ✠ **Stuyvesant, Peter (C+)** *Allows construction of a Custom House, which automates trade to Europe.* Useful if you wish to build the Custom House; allows trade during the war of independence; useful for maximizing your score near the end of the war of independence because it allows you to strip your colonies and sell everything in Europe.
- ✠ **Washington, George (A)** *Every military unit that wins a battle is promoted, if possible.* Extremely useful in preparation for the war of independence; very useful during the war of independence, as well, because victorious Veteran units are promoted to Continentals.
- ✠ **Witt, Jan de (B)** *Trade with rival colonies is now possible (by ship or Wagon Train); Foreign Affairs report now provides additional information about rivals.* Useful if you wish to trade with foreign colonies to avoid taxes; allows the possibility of some trade during the war of independence.

**FIGURE 6-4** *A Sample Continental Congress.*

Seven

ADVISERS



AND REPORTS

The designers of *Sid Meier's Colonization* have provided a number of reports that you can open to obtain information about your colonial empire. All of these reports can be reached from the Menu Bar across the top of the Map Display. To open a report, click on the Reports menu on the Menu Bar, and then click on the report you wish to see. At the Map Display, a report may also be opened by pressing its specific shortcut key.

The reports that are available provide information on trade and prices, the defense of your colonies, the strength and mood of the Indians, the whereabouts of your ships, the current extent of your game score, and other factors. Reports are updated at the end of each turn.

Most of this chapter discusses the individual reports that are available. The last section of the chapter discusses briefly the Colonizopedia, which can also be reached from the Menu Bar. This feature of *Colonization* is not part of the Report menu, but is an important source of information while playing. The first report available, Terrain Information, is not included in this chapter because it has already been discussed in Chapter 1. Choosing the Terrain Information option from the Reports menu opens the Colonizopedia entry for the terrain type now occupied by the active unit on the map. The Colonizopedia entries for terrain types are discussed in Chapter 1.



RELIGIOUS ADVISER

The report provided by the Religious Adviser is one of the briefest. It provides only one piece of information: a count of how many crosses your colonies have accumulated since a colonist was last moved from the Recruitment Pool to the docks of the Europe Display. Figure 7-1 shows the Religious Adviser's report from a game that has been underway for some time.

Cross icons are lined up and may overlap. The exact number of crosses that have accumulated is shown overwriting the line. In the example shown in Figure 7-1, 125 crosses have accumulated so far.

The graphic design of this report can be used to estimate when a new colonist will appear. When the line of crosses reaches the right side of the screen, a new colonist appears on the docks. By comparing how many crosses you have accumulated to the length of the line needed to be filled in, you can estimate how many more crosses are needed to reach the right edge. If you know how many crosses your colonies are producing each turn, you can estimate how many turns this will take.

At the start of a new game, it takes very few crosses to induce a new colonist to emigrate; on the Religious Adviser's report the crosses are widely spaced, and thus a relatively small number is needed to reach from the left to the right side of the screen. Figure 7-2 shows a Religious



♠ **FIGURE 7-1** *Religious Adviser's report from the 1650s.*



FIGURE 7-2 *A Religious Adviser's report from early in a game.*

Adviser's report from early in a game. In this report, 10 crosses stretch entirely across the screen. One more cross will probably induce a colonist to emigrate.

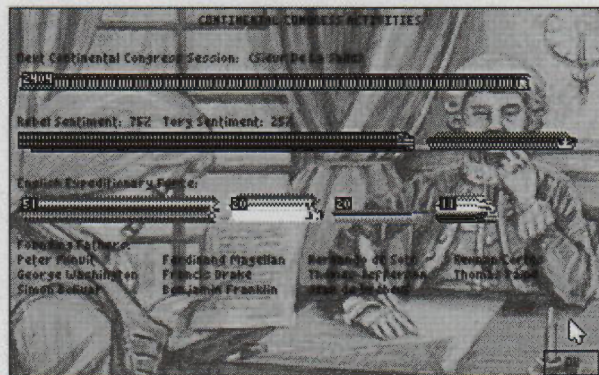
As the population of your colonial empire grows, it takes more crosses to induce emigration. The crosses displayed on this report are moved closer together and then begin to overlap to show that more crosses are required. The relationship between population and emigration is discussed in more detail in Chapter 2.

CONTINENTAL CONGRESS

The report from the Continental Congress contains four parts: a count of liberty bells accumulated toward the next session of the Continental Congress, an index of rebel sentiment, an order of battle for the Royal Expeditionary Force, and a list of Founding Fathers that are already members of the Continental Congress. Figure 7-3 shows a sample report from a game in progress.



- ✠ **Next Continental Congress Session** This part of the report shows several things. First, it shows who the next member of the Congress will be. In Figure 7-3, the next member will be Sieur de La Salle. The line of liberty bells shows how many have been accumulated toward acquiring La Salle (in this case 2,404). When the line of liberty bells reaches the right side of the screen, La Salle will join the Congress. You can judge how long this will take by the amount of space that remains to be filled in.
- ✠ **Rebel Sentiment** This line shows the split among your colonists between rebel and Tory sentiment. In the example shown in Figure 7-3, 75 percent of the colonists are rebels and 25 percent are Tory. Once you have attained 50 percent rebel sentiment you may declare independence.
- ✠ **Royal Expeditionary Force** This line of the report shows the current strength of the force that will invade your colonies if you declare independence. In the example shown in Figure 7-3, the force consists of 51 Regulars, 20 Cavalry, 20 Artillery, and 11 Men-O-War. The force in this example looks very impressive, but compare it to the force available at the start of a new game played at the Governor level (39 Regulars, 20 Cavalry, 20 Artillery, and 11 Men-O-War). The core of the force is determined by the level of difficulty. Thereafter, the tax revenues you provide to the King increase the size of the force.


FIGURE 7-3 *Continental Congress report.*



Founding Fathers This part of the report is just a list of Founding Fathers that you have acquired so far. Figure 7-3 shows that eleven Founding Fathers are already members of the Continental Congress.

LABOR ADVISER

The Labor Adviser's report consists of two parts. A sample of part one is shown in Figure 7-4. This report shows all colonist types that may exist in your colonies, and how many of each you possess. For example, Figure 7-4 shows that this empire has nineteen Expert Farmers.

If you wish to know where these workers exist on the map, click on the Colonist icon. For example, click on the Expert Farmer icon to learn where the nineteen are working. This opens a second page of the report that lists where those Expert Farmers are located: Off Mapboard (on the docks in Europe), On Mapboard (on the New World map, but outside of any colony), or In Colonies. For those in colonies, the report notes each colony where Expert Farmers are working and how many are there.

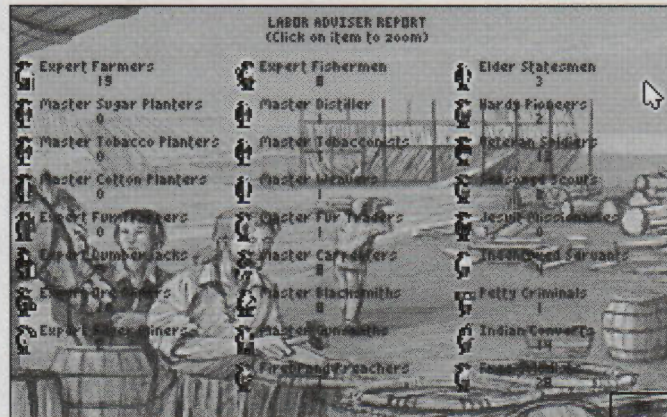


FIGURE 7-4 *Labor Adviser's report.*



ECONOMIC ADVISER

The report of the Economic Adviser is also in two parts. The first part concerns European Trade and is shown in Figure 7-5. This report shows the extent of your trade with Europe to this point in the game and the current bid/ask prices for all commodities. The Tons column shows how much of each commodity you have bought or sold in Europe. The Gold column shows how much you have earned or paid for each commodity. The colors of the numbers in each column indicate sales or purchases. (For the IBM-DOS version, net sales are in green and net purchases are in red.) This report allows you to see current market conditions quickly along with a history of your trade with Europe.

The report shown in Figure 7-5 reveals some interesting correlations. This player has shipped large quantities of cotton and furs to Europe, helping to drive down the price for each to 2 gold. He has not yet sold any sugar or tobacco, and those prices are higher at 6 and 4 gold, respectively.

The player has shipped 734 tons of cloth, 574 tons of cigars, and 401 tons of coats. You would expect the prices of these finished products to reflect that volume, and they do. The price of cloth has been driven down the farthest, to 6 gold; the price of cigars is next lowest, at 9 gold; and the price of coats is highest of the three, at 11 gold. The player has traded almost no rum in Europe and its price is 19 gold.

	Tons	Bid Price	Ask Price
Food	0	10	8
Sugar	0	6	8
Tobacco	0	4	6
Cotton	1772	2	4
Furs	459	2	4
Lumber	0	10	6
Ore	0	8	8
Silver	502	55	60
Horses	10	15	60
Rum	0	19	19
Cigars	574	9	10
Cloth	734	6	7
Coats	401	11	12
Trade Goods	400	800	4
Tools	100	200	8
Muskets	200	800	8



FIGURE 7-5 First page of Economic Adviser's report.



The price of rum has had no downward pressure from sales, but has had upward pressure from the sales of other finished products (cigars, coats, and cloth). This player would have been better off if he had sold rum in quantities similar to the other finished products. This would have helped keep the prices of all four in relative parity.

Also note the high price of muskets on this report. The player has bought only 200 muskets but the price is very high at 16/17 gold. This indicates many purchases of muskets by other nations. Also note the price of tools (8/9 gold) versus the price of ore (5/8 gold). You can purchase ore for 8 gold per ton, take it to the New World, and manufacture it into tools, or buy tools for 9 gold per ton. Obviously, there is little advantage to buying ore. The relatively low bid price for ore reflects a certain bias on the part of the game's designers. They simultaneously discourage you from buying and selling ore in Europe. This is true for food and lumber as well.

The second page of the Economic Adviser's report shows the contents of the Warehouses in each of your colonies. It can be useful to glance at this report at the start of a turn to see if you need to move some commodities around to maximize production.

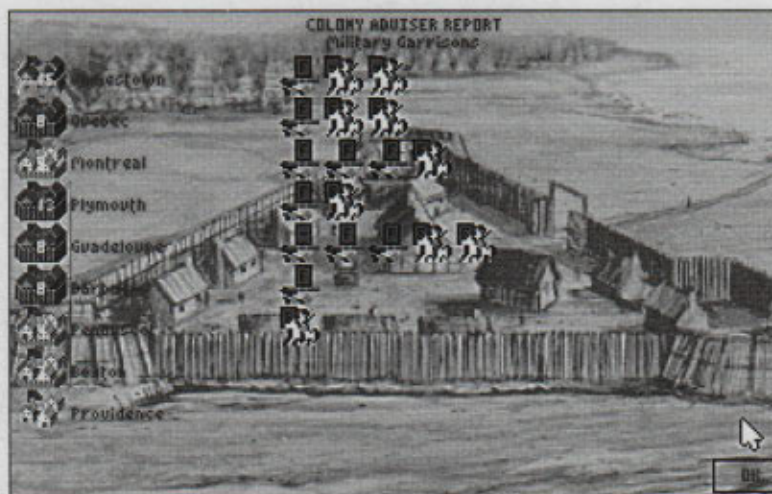


FIGURE 7-6 *Colony Adviser's report on military garrisons.*



COLONY ADVISER

The report of the Colony Adviser is another two-part report concerned with colony defense and Sons of Liberty membership. A sample of the first page is shown in Figure 7-6.

The first page shows the military garrisons and defenses of your colonies. For example, we can see in Figure 7-6 that Jamestown has built a Fortress, and is defended by an Artillery unit and two Dragoons. The report also shows that Jamestown has a population of fifteen. The color of the population size also indicates the relative size of the colony's Sons of Liberty membership. (For the IBM-DOS version, light blue indicates 100 percent membership, light green indicates 50 to 99 percent membership, and white indicates less than 50 percent membership.)

A sample of the second page is shown in Figure 7-7. This report details the political situation in each of your colonies. It shows the percentage of the residents that are members of the Sons of Liberty, whether the colony has constructed a Printing Press and Newspaper, how many liberty bells the colony is producing each turn, and what Statesmen are present.

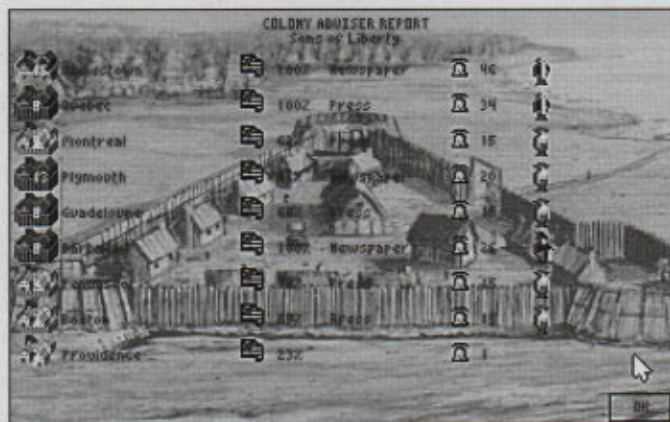


FIGURE 7-7 Colony Adviser's report on Sons of Liberty membership.



Ship	Cargo	Location	Destination
Caravel		Jamestown	
Galleon	Wool, Iron, Gold	High Seas	London
Privateer		Providence	
Privateer		(43, 52)	
Privateer		(11, 38)	
Privateer		(6, 48)	
Privateer		(52, 26)	

FIGURE 7-8 *Naval Adviser's report.*

For example, looking at the row for Jamestown in Figure 7-7, we see that this colony has 100 percent membership in the Sons of Liberty, has constructed both a Printing Press and Newspaper (a colony that has a Newspaper must have previously constructed a Printing Press), is producing 46 liberty bells each turn, and has an Elder Statesman (an Expert Colonist) working in the Town Hall.

Note that the colony of Barbados has an Expert Lumberjack employed as a Statesman. In this case, a Free Colonist had been working as a Statesman, but has just been taught the skills of an Expert Lumberjack. The player in this case will probably move the Expert Lumberjack elsewhere to work as a Lumberjack and bring in someone less valuable to work as a Statesman.

NAVAL ADVISER

The Naval Adviser's report shows the current location of each of your ships, what they are carrying (if anything), and where they are headed if they have been given a destination. Figure 7-8 shows a sample Naval Adviser's report.



In Figure 7-8 we can see that this empire owns at least seven ships: one Caravel, one Galleon, four Privateers, and one Frigate. (More ships would be shown on additional pages.) The Galleon is in transit back to London, and is carrying horses, rum, cigars, cloth, and cotton.

**TIP**

In this case, the horses are not going to be sold. They are being stored on the Galleon because most of the Warehouses in the colonies are nearly full of horses already. Horses are being stockpiled in preparation for the war of independence.

Three of the Privateers are in Ocean squares on the map. Their location is given in map coordinates. Coordinates (0, 0) denote the top left square of the New World; coordinates (56, 70) denote the bottom right square of the world. The second Privateer's location is given as (43, 52), indicating it is located 43 squares to the right of the western edge and 52 squares down from the northern edge.

If a ship is carrying people, these are listed in the cargo column on the second page of the report, and each colonist has his own row. The only way to learn which ship they are carried on is to compare the location of the people with the location of the ships. For example, the Frigate in Figure 7-8 is actually carrying a Free Colonist and an Expert Fisherman. On a second page of this report, these people both have the location of (52, 26). Since this is also the location of the Frigate, you know they are on that ship.

FOREIGN AFFAIRS ADVISER

The basic version of the Foreign Affairs Adviser's report provides important, but limited, information about each of the European nations in the game. You can learn here what nations are at war or peace, and with whom, the size of their colonial populations, and number of rebels within each empire. Figure 7-9 shows such a basic report.

In Figure 7-9, we can see that the English are at war with both Spain and the Netherlands. The English have a colonial population of 137, made up of 102 rebels and 35 Tories. English rebel sentiment exceeds 50 percent of the population, so they can declare independence at any time. Because of this condition, the French have withdrawn from the New World, ceding all of their colonies to one of the other powers (the Spanish in this case, although the report does not show that).

The Spanish and Dutch are also at war with each other. Both have over 50 percent rebel sentiment, but neither is close to the rebel limit for declaring independence. This particular game is being played at the Governor level, and the Spanish and Dutch must have 50 rebels at that level to declare (see “Rival Rebels” in Chapter 6).

If you obtain the Founding Father Jan de Witt, additional information is added to the Foreign Affairs Adviser’s report. For each nation you can also read the number of colonies it controls, the number of military units it has, and the number of ships it has.

INDIAN ADVISER

The report from the Indian adviser provides basic information about the native tribes, including a rough estimate of how they feel about your colonies. Figure 7-10 shows an example of an Indian Adviser’s report.

The eight native tribes are arranged in rows down the page of the report. For each tribe, a face indicates the state of their feelings toward your empire. A smile indicates happiness or contentment with you, whereas a frown or angry face indicates displeasure and possibly tribal anger. The number of settlements that make up each tribe is also listed.

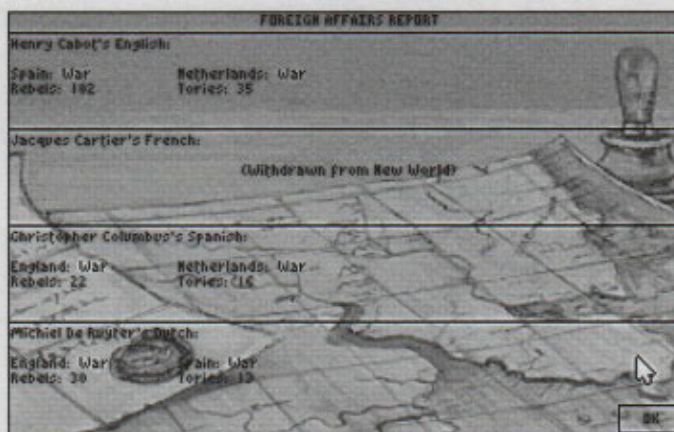


FIGURE 7-9 Basic Foreign Affairs Adviser’s report.



For example, in Figure 7-10 we can see that the Cherokee have eight villages.

The next three columns of the report show how many missions you have established with each tribe, the number of muskets that they possess, and the quantity of horses they possess. In this case, the player has established three missions among the Cherokee. The Cherokee also possess 600 muskets and 9 horse herds. It takes 50 muskets to arm a Braves unit and 1 horse herd to mount them. The Cherokee in this game are well equipped and would be tough opponents.

Listed at the right edge of the report is the level of advancement for the various tribes. In Figure 7-10, for example, the Incas are shown as Civilized, the Aztecs as Advanced, the Cherokee as Agrarian, and the Sioux as semi-Nomadic. The level of advancement determines how much land a tribe will claim around their settlements (Civilized and Advanced, two squares; others, one square) and suggests how wealthy the tribe is (Civilized, most wealthy; semi-Nomadic, least wealthy).

Refer to this report for a rough estimate of how neighboring tribes feel about your colonies. If they look displeased, you may wish to increase trade with them or give them gifts. If you are contemplating war with a tribe, look here to assess how well equipped they are.

INDIAN ADVISER REPORT						
	Inca	14 Cities				Civilized
	Aztec	17 Cities			10 Horse Herds	Advanced
	Armenian	2 Villages			2 Horse Herds	Agrarian
	Tzotzil	3 Villages			11 Horse Herds	Agrarian
	Cherokee	8 Villages	3 Missions	600 Muskets	9 Horse Herds	Agrarian
	Apache	12 Camps	4 Missions		9 Horse Herds	Semi-Nomadic
	Sioux	10 Camps		600 Muskets	11 Horse Herds	Semi-Nomadic
	Tupik	3 Camps				Semi-Nomadic



FIGURE 7-10 *Indian Adviser's report.*



COLONIZATION SCORE

You can open the *Colonization* Score report at any time for a current assessment of your *Colonization* score. You can see here the exact count of your score and a graphic interpretation of how well you are doing. Figure 7-11 shows a *Colonization* Score report from the Spring 1665 turn of a game played at the Governor level (see page 179).

The points scored for the number and rank of the citizens of your colonial empire are shown at the top of the score report. In the example shown in Figure 7-11, the score for English citizens is +382 points. The icons representing these citizens are also shown. You score the following points for each rank of citizen:

Petty Criminal	1 point
Native Convert	1 point
Indentured Servant	1 point
Free Colonist	2 point
Expert Colonist	4 points

The next part of the report shows your score for Founding Fathers. In Figure 7-11, this score is +55 points for eleven Founding Fathers, or +5 for each. The names of the Founding Fathers in your Continental Congress are listed below this score.

The report then shows any points lost for burning native settlements, the size of your treasury, and the extent of rebel sentiment.

- ✠ **Burning Native Settlements** For each native settlement burned, you lose a number of points equal to the level of difficulty (Discoverer, 0; Viceroy, +4) plus one. For example, if you burn two settlements while playing at the Governor level (3), you would lose 8 points. In Figure 7-11, no points are deducted for burning native settlements because the English have been peaceful.
- ✠ **Treasury** You receive 1 point for each 1,000 gold in your treasury, rounded down. In Figure 7-11, the English receive 8 points for having 8,454 gold in their treasury.
- ✠ **Rebel Sentiment** You receive 1 point for each percentage point of your population that are rebels. In Figure 7-11, the English receive +75 points for rebel sentiment because 75 percent of their population are rebels.



Revolution Bonus Your score is doubled if you declare independence and win the war of independence. If one other power has declared independence before you, your score increases by 50 percent; if both other powers have declared before you, your score increases by 25 percent.

Near the bottom of the report you can read your total score. In Figure 7-11, the total score of the English is 520.

At the bottom of the report is a bar graph illustrating a comparison of your current score to that needed to achieve the highest level of victory. In Figure 7-11, the current score bar has filled in about half the victory bar. The player in this case needs to double the current score to reach the highest level of victory.

COLONIZOPEDIA

The Colonizopedia is a dedicated encyclopedia containing information about many parts of the game. To open the Colonizopedia, click on its name on the Menu Bar. This opens a menu offering the following options:

Cargo Types
Unit Types
Terrain Types
Colonist Skills
Colony Buildings
Founding Fathers

Choose one of these options to open a list of people or objects to read about. A general discussion of each category follows.



Cargo Types This section lists all of the commodities that are available in the game. These are the items that appear in the Warehouse View of both the Colony Display and Europe Display. The entry for each describes what the commodity represents, how it can be obtained, and how it can be used.



Unit Types This is a list of all types of units that may be moved on the map, including ships, military units, and colonists. The entry for each describes what the unit can do and how it can be obtained.

- ✠ **Terrain Types** This section lists all the types of terrain that exist in the New World. For each you can see what commodities can be produced there, what special resource might be encountered there, and what improvements are possible there.
- ✠ **Colonist Skills** This section lists all skills that may be possessed by colonists. The entry for each describes what benefit the skill imparts.



♠ **FIGURE 7-11** Sample Colonization Score report.



TIP

There appears to be an error in Colonization's early versions in the entry for the Fisherman skill. The entry says this expert doubles food production and that the more land surrounds an Ocean square the greater the food production. This conflicts with the entry for Ocean terrain, which says the Expert Fisherman adds to food production and all Ocean squares normally produce 4 food. It appears that both entries are half correct. The Expert Fisherman adds to food, but does not double it; Ocean squares do produce food in relation to the number of land squares adjacent, not 4 food consistently.



✠ **Colony Buildings** This section lists all buildings that may be constructed within a colony. The entry for each building explains what the building costs to construct, what prerequisites are required before it can be constructed, and what it does.

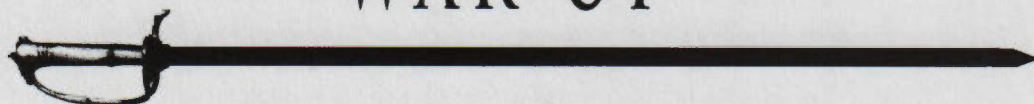
✠ **Founding Fathers** This section lists all Founding Fathers that exist in the game. For each there is a brief summary of the historical figure's career and a discussion of the special ability he or she brings to your colonies.

In Chapter 8 we discuss the declaration of independence and the subsequent war that will decide the fate of your colonies.



Eight

WAR OF



INDEPENDENCE

All *Colonization* games end for scoring purposes when your colonial empire gains its independence from the home country, it loses the war of independence, or time runs out. Regardless of the score, declaring the independence of your colonies, and winning their independence in the subsequent war, is considered winning the game.

Think of the play of *Colonization* in two periods: the war of independence and everything that takes place before it. In a sense, the purpose of all play prior to the war is to prepare for it. This is a simplification that is elaborated in Chapter 9, but it is true in a broad sense.

These two periods—colonial growth and the war of independence—are almost two different types of game. Before the war you establish colonies, expand, raise a colonial army, conduct trade, increase industrial power, build the political consensus for rebellion, treat with the natives, and wage war against rival Europeans to keep them in check. After the war begins, play is almost entirely concerned with defeating the Royal Expeditionary Force (REF). All other matters, so critical previously, become secondary.



The likelihood of winning the war of independence is increased by making substantial preparation and understanding what the war will be like. Preparation for the war of independence consists of three steps: preventing rivals from declaring so that you can delay declaring until ready, constructing the best possible defenses for those colonies likely to be targets, and amassing a large colonial army and a stockpile of war supplies.

Once war is declared, the REF will begin invading your colonies in an attempt to recapture them for the King. Understanding where they are likely to land and what their tactics are likely to be will help you defeat them.

PREPARING FOR INDEPENDENCE

Nonspecific preparation for declaring independence consists of building a strong colonial empire of several mutually supporting colonies. Your empire must be strong enough not only to hold off your European rivals, but also to minimize their growth and expansion. When you have built an economically and industrially powerful colonial empire, you can concentrate on winning your independence.

Once your rivals are no threat to declare their independence, you can concentrate on specific preparations for the upcoming war. These preparations include building the strongest fortifications for your coastal colonies, acquiring a large standing army of military units, achieving unanimous Sons of Liberty membership in your key colonies, and building up large stockpiles of horses and muskets.



TIP

The object of preparation for the war of independence is to make the war almost a trivial exercise. If you are adequately prepared, the REF should have no chance to win. The designers of Colonization view the revolution as a test of how well you have done as the head of your colonial empire.

Rival Declaration

As explained in Chapter 6, the colonists that make up rival European empires will gradually swing toward rebel sentiment (in favor of independence) and away from Tory sentiment (loyalty to the King). Depending on the level of difficulty, a rival empire will be granted



independence by its King when a certain number of its colonists are rebels. These levels of rebel sentiment are shown in Table 6-2. You can check the current levels of other empires by consulting your Foreign Affairs Adviser (accessed from the Menu Bar). If another empire is getting close to declaring independence, you will also receive warnings.

If a rival empire is threatening to declare independence, you have three options if you intend to declare your own independence. First, declare just before your rival does. This may mean that you are not fully prepared for the war. In this case, the war may drag out for a long time and even be lost. The second option is to wage war against the rival empire that is threatening to declare. By capturing colonies of this empire, you can reduce both its total population and its rebel population. If an empire needs fifty rebels to declare, it can't possibly do so if it has a population of only forty colonists.

The third option is to let the rival declare, forfeiting the chance to increase your score by 100 percent or 50 percent, as explained on page 16 of the Instruction Manual. Once you declare, other nations will not.

If you intend to keep other empires in check, act quickly to build up an army and attack rival colonies. Capturing a well-defended colony can take substantial effort. Don't expect a half-dozen or so Veteran Dragoons to capture a Fort defended by Artillery. It might happen, but it is unlikely.

**TIP**

When attacking overseas, consider establishing a temporary port colony near the point of attack. Use this colony as a place where Soldiers can be refitted with horses to become Dragoons. If your original attack force consists mostly of Dragoons, these units lose their horses and become Soldiers when they take a loss. Soldiers can be turned back into Dragoons only in a colony or in Europe. Rather than taking the laborious step of shipping Soldiers and colonists home, move them into the nearby temporary colony where ships can bring in horses and muskets. This strategy requires a substantial transport capability in ships, and several warships to keep enemy warships at bay.

Keep the size of rival empires small, so that they can't threaten independence; then you can proceed deliberately with preparations for your own independence. There are additional benefits to attacking rivals. Such a policy offers opportunities for promotion of your military units. Also, it often allows you to capture useful experts, such as Elder Statesmen.

**TIP**

The artificial intelligence that controls the rival empires usually concentrates all expert colonists in colonies while making all unskilled colonists into military units. When you capture a colony, therefore, most, if not all, of the inhabitants will be experts. If you do not intend to defend a colony, strip it of its best experts, as much as possible, and bring these colonists back to your colonies. In practice, this often seems a good way to acquire Elder Statesmen. These expert colonists are very useful for producing liberty bells, but rarely seem to appear on the docks in Europe. Experience indicates they are more commonly available to your rivals, perhaps to make it easier for them to generate rebel sentiment.

Colony Defenses

Each colony that is likely to be attacked by the REF should be adequately prepared for defense. These preparations consist of four factors: fortification, Sons of Liberty membership, military units, and military supplies.

Isolated colonies far from your major population center are a likely target for the REF and will be easy for them to capture. In this case, you must eventually recapture these colonies to win the war. If possible, abandon these colonies or attempt to induce a rival to attack you there and take the colony from you.

**TIP**

Consider establishing a bait colony inside the perimeter of your empire, which is likely to be the target of the REF landing. Such a colony can be established by one colonist just prior to declaration. Place the bait in a location easily reached by your reserves of Veteran Dragoons. If the squares available for REF landings have good ambush bonuses, it will be easier to destroy them on the turn they land. You can consider allowing the REF to capture this bait colony near the end of the war. Let the bait colony remain in REF hands while you sell all surplus commodities through a Custom House to raise your score. When you have sold everything within reason, recapture the bait colony to end the war and the game.

**TIP**

Don't assume that an isolated colony surrounded by rival units is safe from attack by the REF. When the REF appears, all rival units adjacent to the colony immediately disappear, giving the REF a free hand with its landing and eventual attack.

FORTIFICATION

All coastal colonies are at risk of being attacked, and should, therefore, construct a Fortress. This fortification adds +200 percent to the strength of defenders. This is the highest single combat modifier in the game. In addition, units inside a Fortress receive this bonus regardless of whether they are fortified or not. Units that move into the Fortress during a turn receive that bonus immediately.

Fortresses that contain Artillery units will also fire on enemy ships that end their turn in an adjacent square. There is a chance that these attacks may sink or damage an REF Man-O-War.

SONS OF LIBERTY MEMBERSHIP

The Sons of Liberty (SOL) membership of your colonies should be as high as possible before declaring independence, especially in your largest colonies and in your coastal colonies. Sons of Liberty memberships affect combat, production, and the creation of the Continental army.

- ✠ **Combat Effects** Any colony likely to be attacked should be at 100 percent membership. If not at this level, the percentage of Tory membership becomes a positive combat modifier for the attacker. For example, if the Tory sentiment in a colony is 15 percent, an attacking unit would receive a bonus of +15 percent of its combat strength.
- ✠ **Production** Sons of Liberty membership may limit the production of colonies. For example, a colony with only 30 percent membership produces only 30 percent of what it did before the declaration of war. The SOL effect on production applies only to colonies with less than 50 percent SOL membership.



Colonies that were producing quantities of horses and muskets before the declaration may suddenly be nearly useless. For this reason, delay declaring war until your most important industrial colonies and your coastal colonies are at 50 percent SOL membership, or higher. Sons of Liberty membership is not as critical for interior colonies, but they should all have a Printing Press and Newspaper, plus at least one colonist working as a Statesman. As the war continues, these colonies may increase their SOL membership and become more productive.



Continental Army At the outbreak of the war of independence, Veteran military units in colonies may become Continental units with increased combat strength. The probability of this occurring depends on SOL membership within the colony. If a colony has 100 percent membership, there is a very high probability that each Veteran there will become a Continental. Even at 100 percent membership, however, there is not a 100 percent conversion of Veterans to Continentals. If membership is only 50 percent, there is only a 50 percent chance that each Veteran will become a Continental.

MILITARY UNITS

Each colony that is at risk of being attacked should be well defended by military units. What constitutes an adequate defense is open to debate. One rule of thumb is that the colony should be able to defend itself against six attacks, since one Royal Man-O-War could bring ashore six military units. In practice, many more units are recommended.

Experience indicates that four or more Artillery units or an equal number of Veteran Dragoons will guarantee that a colony will not fall in one turn. During a following turn, additional military units can be rushed into the colony, or other military units can attack the REF units outside the colony. However, as the size of the REF builds up on shore, you will need more units inside a colony to ensure that it can't fall on one turn.

The presence of Artillery serves two functions. First, Artillery has an excellent combat factor of 5 on defense, which is increased by any fortification present. Second, all of the Artillery present in a Fort or Fortress will combine to attack any Men-O-War that end their turn adjacent to the colony. A poorly placed ship may be sunk by a strongly defended colony.

**TIP**

Remember that Veteran Soldiers can be Teachers in Colleges or Universities. Two Veterans can teach at a College and three at a University. Bring Free Colonists, horses, and muskets to the College colony. When new Veterans are created, immediately equip them with horses and muskets as Dragoons, and send them off to a defensive position. This is usually a much faster method of building up Veteran units than by battlefield promotions.

MILITARY SUPPLIES

Horses and muskets are considered military supplies because they are used to create Soldiers and Dragoons from colonists, and they are expended when a military unit takes losses (see "Combat Losses" in Chapter 5). A colony that has horses and muskets on hand when it is attacked can quickly restore military units that have taken losses to full strength.

For example, consider a Veteran Dragoon that is defending a colony and that is attacked twice in one turn. The Dragoon loses the first attack and is reduced to a Soldier by the loss of its horses. The Soldier loses the second attack and is reduced to a colonist by the loss of its muskets. If the colony has 50 horses and 50 muskets available in its Warehouse at any time during the turn (they could be brought in by ship or Wagon Train), the colonist could be restored to being a Dragoon by the addition of horses and muskets.

By having a large store of horses and muskets available, the strength of defending military units may be kept up, despite the taking of losses in combat. Assuming that the attacking REF units occasionally lose their attacks, you will eventually win the war if you can provide horses and muskets to absorb losses until the REF units have been destroyed.

Stockpiling Troops and Equipment

Because no colony may have more than one Warehouse Expansion, only 300 horses and 300 muskets may be stored in any one colony. It is useful to store additional horses and muskets elsewhere to replenish those used up in a colony under attack. Wagon Trains and ships may be used to bring in horses and muskets to replace those used to restore military units that have taken losses.



Ideally, horses and muskets should be stockpiled in all of your colonies to ensure that the maximum possible numbers are available. An extensive road network among colonies is highly recommended to ensure that these supplies can be moved about as needed. Most of your colonies will not be attacked, at least at the start of a war, and supplies in nonthreatened colonies can be shifted to where they are needed.

Military units should be spread around so that they can react to the attacks of the REF. Part of the reason for keeping colonies within three squares of each other is the fact that Artillery and Soldiers can move three squares over roads in one turn. Such units can be shifted between colonies to keep the defense of each approximately equal, leaving no weakness to be exploited.

When positioning military units prior to declaring independence, keep the majority in colonies that have 100 percent SOL membership, or as high as possible, so they have the best chance of becoming Continental units. If you have several coastal colonies, a central colony with a high SOL membership may be a good place for staging surplus military units prior to war. From this central position they can move quickly to reinforce a threatened colony or to attack REF units that have landed.

**TIP**

Experience indicates that a force of approximately 40 Veteran Dragoon units is adequate to assure the defeat of the REF when it lands, because it lands piecemeal, not all at once. Dragoons that take losses can be moved into a nearby colony for refitting with horses.

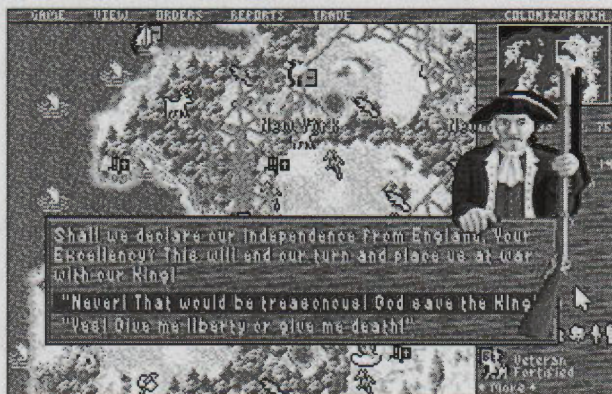
DECLARING INDEPENDENCE

You may declare independence at any time once rebel sentiment within your colonial empire reaches 50 percent. You will receive a message informing you that the declaration is now possible. Reaching the 50 percent limit also eliminates one of your European rivals in the New World, as explained in Chapter 6.

To declare independence, open the Game menu from the Menu Bar and choose the Declare Independence option. This opens a dialog box where you have the opportunity to change your mind or continue, as shown in Figure 8-1. Choose the Yes option to complete the declaration.

The declaration of independence has several immediate effects, as follow:

- ✠ **Signing of the Declaration of Independence** A screen opens, showing the signing of the Declaration of Independence, as shown in Figure 8-2 (see page 191). The name under which you are playing the game is signed to the document.
- ✠ **Ships on the High Seas** Any of your ships that are in Europe or in transit on the high seas between Europe and the New World are automatically captured by the King's ships and lost to you.
- ✠ **Trade with Europe** You may no longer trade with your home port by sea. You may continue to trade with Europe only if you possess at least one Custom House. Shipment of cargos to Europe by Custom Houses is carried on throughout the war of independence so long as the colonies containing them stay in your hands. You may continue to trade with other European colonies (if you have Jan de Witt in your Continental Congress) and with the natives. However, your ships may be intercepted in the New World by the King's Men-O-War and be damaged or sunk.
- ✠ **European Emigration** All European emigration to the New World ceases. Any colonists waiting on the docks to emigrate are lost to you.



♠ **FIGURE 8-1** *The Declare Independence*



- ✠ **Foreign Units** All units (colonists and ships) **belonging** to the other European powers are removed from the map at the start of the war of independence. Their colonies remain in place and you may trade with them if your Continental Congress includes Jan de Witt.



DESIGN NOTE: *Rival units are removed from play so that a maximum number of units from your empire and from the REF can exist on the map together. Colonization allows only so many units in play at a time. If you play a long game, your total population may reach the limit of 264 units. In that case, no new colonists will reproduce, no colonists can have their jobs changed, and the arrival of the REF may be slowed. If this happens, disband Artillery that is out of the way, or other units of low game or scoring value, so new units can come into play.*

- ✠ **Foreign Affairs Advisor** The report of this adviser is no longer available once you declare independence.
- ✠ **Continental Army** You call throughout the land for volunteers for the new Continental Army. As discussed earlier in this chapter, all Veteran units in colonies have a probability of becoming a Continental unit, based on the SOL membership of the colony in which they are located.
- ✠ **REF Landings** The REF will begin landing on the shores of your colonial empire. They will land next to a colony that they determine is weak in terms of fortifications and military units. Each game turn, beginning with the turn you declare independence, one Man-O-War will arrive in the New World with four to six units of the REF. Once all Men-O-War in the REF have sailed to the New World, they will begin returning to pick up additional troops still **waiting** to come over. You can see how many REF troops remain in the home country or in the New World at any time by consulting the Continental Congress report from the Menu Bar.

**TIP**

Because all emigration ceases at the moment of declaration, there is no further purpose for having Preachers at work in your colonies. Shift these people to other jobs, perhaps to Statesman.



- ✠ **Founding Fathers** No more Founding Fathers will join the Continental Congress after the declaration of war and you lose any liberty bells accumulated. The section of the Continental Congress report that showed which Founding Father would have been next to join is replaced by a new section showing how many liberty bells are needed to trigger foreign intervention.
- ✠ **Foreign Intervention** One of the European powers remaining in the New World will consider intervening on your side during the war of independence. When you have accumulated the required number of liberty bells, the military units and Men-O-War in the intervention force will begin arriving in the New World to reinforce your armies. Once the intervention forces have landed, they are converted into Continental units and are moved by you thereafter. Figure 8-3 shows the Continental Congress report after the declaration of independence (see page 195). In this case, 569 liberty bells have been accumulated toward Dutch intervention. The intervention force consists of five Regulars, six Cavalry, six Artillery, and three Men-O-War.

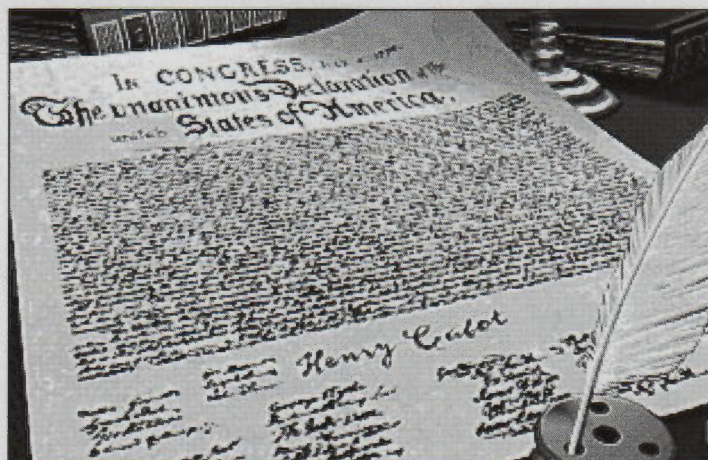


FIGURE 8-2 *Signing the Declaration of Independence.*



Native Allies The REF will attempt to enlist the help of any nearby natives during the war. If you have not maintained good relations with the natives, and nearby tribes are not happy or content, they may go over to the King's side. They will receive muskets and horses from the King to arm warrior Bands, and then attack your colonies. Native attacks are independent of the REF and usually are of a harassing nature. They may interrupt road travel, pose a threat to poorly defended colonies in the interior, or attack individual units left outside a colony.

THE WAR OF INDEPENDENCE

This is the final act of any complete game of *Colonization*. Everything that has taken place to this point in the game has been part of the preparation for this moment. You have declared the independence of your colonies from the home country and the King has dispatched his Royal Expeditionary Force to put down the rebellion.

From this point on, production, trade, and diplomacy all take a back seat to the military conduct of the war. The REF will try to capture your colonies and then use their production to support their attacks. If they capture all of your colonies, or all of your port colonies, they win the war. You must defeat the entire REF, destroying each unit, and recapture any colonies that they have captured. You have at your disposal all of the military units that you have created in the New World, others you create during the war, and any foreign troops that intervene on your side.

The game ends for scoring purposes when the war ends, regardless of who wins. If you win the war, your *Colonization* score is increased by 25 percent, 50 percent, or 100 percent, depending on how many rivals also declare independence.

Royal Expeditionary Force

This is the King's army that will be dispatched to the New World to reconquer your colonies if they declare independence. It consists of high-strength military units and is brought to the New World by Men-O-War, the most powerful ships in the game.



While the units in the REF are equal or better in quality than you have available, they have some weaknesses. In addition, the tactics of the REF are not particularly sophisticated and leave you opportunities to defeat them. A large and well-prepared colonial army that uses good tactics should have little trouble defeating the REF and winning the war.

ORDER OF BATTLE

At the start of a new game, the REF already exists and is a substantial army. Table 8-1 shows the size of the REF at the start of a game, depending on the level of difficulty that you choose. As the game continues, the REF continues to grow in size. For example, in a Governor-level game played to 1697, the REF grew to 64 Regulars, 22 Cavalry, 20 Artillery, and 11 Men-O-War from the starting strength shown in Table 8-1. Part of this growth is tied to tax revenue that accrues to the King when you sell commodities in your home port.

Table 8-1. Royal Expeditionary Force Levels

LEVEL OF DIFFICULTY	REGULARS	CAVALRY	ARTILLERY	MEN-O-WAR
Discoverer	15	5	2	2
Explorer	23	10	8	5
Conquistador	31	15	14	8
Governor	39	20	20	11
Viceroy	47	25	26	14



DESIGN NOTE: *There appears to be a bug in the first released version of Colonization concerning the growth of the REF. During an extended game at Governor level, the player was informed of several Artillery, Cavalry, and Man-O-War units being added to the force. However, when the Continental Congress report was examined, the numbers of these units in the REF was unchanged from the very beginning of play. If this is indeed a bug, it will be corrected in later versions.*



The units of the REF were described in Chapter 5 as part of the discussion of all military units. An important weakness of the REF is that Regulars are destroyed when they take a loss. They do not lose their muskets and become colonists, as do colonial military units. This makes the REF much more brittle than colonial units. When a Royal Cavalry unit takes a loss, it is reduced to being a Regular unit by losing its horses. If the REF can capture a colony that contains or produces horses, Regulars will be converted into Cavalry.

TACTICS

The REF will choose one of your port colonies as the target of its initial attack. The target colony will be selected on the basis of fortification, Artillery units present, other military units present, population size, and SOL membership. It will land units next to this colony turn after turn, so long as it remains the target the REF deems most attractive to attack. If you weaken another colony's defenses significantly, the REF may switch later landings and attacks to it.



DESIGN NOTE: *Until late in Colonization's development, REF units were able to attack on the turn that they landed. This made everyone's first war of independence somewhat of a shock, because they appeared out of nowhere, adjacent to your colony, and attacked immediately. The change in this rule weakened the REF, but made its abilities more consistent with the rest of the game. The change also opened the door for the aggressive colony strategy described later in this chapter (see "Offensive War Strategy," below).*

REF units do not attack on the turn that they land. On the next turn, however, they will attack the target colony. They will continue to attack the colony until either it is captured or the REF is destroyed.



DESIGN NOTE: *For several prerelease versions, colonial Artillery was severely handicapped during the war until the REF had captured one colony. When combined with the ability of the REF to attack on the turn it landed, this almost always resulted in complete destruction of the Artillery in the target colony, followed quickly by any Artillery sent in as reinforcements. This was an attempt to help the REF and make the war*

more interesting once veteran players learned how to prepare for the war and reduce it to almost a trivial and tedious exercise. This feature was discarded because it was considered too blatant an example of cheating by the program. The intent was to force play along lines thought best by the designers. The design team correctly decided in this case that the player—not the program or the designers—should have the fun.

The REF units will not move from the square on which they land until they are destroyed or the adjacent colony is captured. They will not move to block roads leading into the target colony to prevent reinforcements and supplies from being sent in.

If the REF captures a port colony, they will then expand their attack to a nearby colony, which may or may not be a port colony. They will take over the production of captured colonies to make new colonial Soldiers, horses, and muskets. Before venturing on to attack another colony, they will provision any captured colony with troops to defend it.

Foreign Intervention

At the moment of declaring independence, one of the other European powers in the New World will begin considering intervening on your side. To convince them that the people of your colonies are behind the drive for independence, you must accumulate a certain quantity of liberty bells.

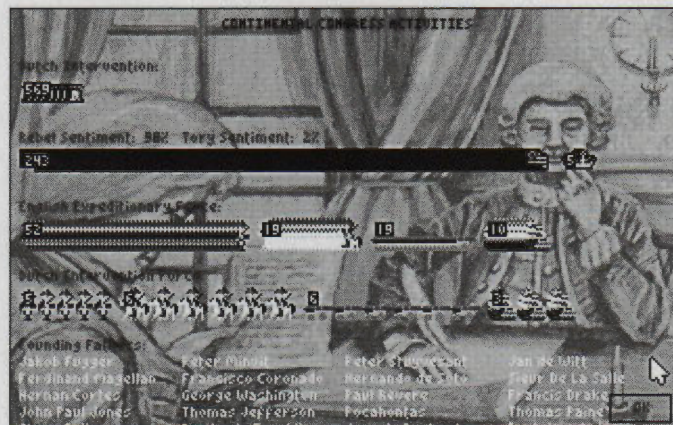


FIGURE 8-3 *Continental Congress report after declaring independence.*



For example, in a Governor-level game played to 1699, 6,500 liberty bells were required for foreign intervention. The number of liberty bells required is the number that would have been needed to add a new Founding Father.

In many games, foreign intervention takes place at a point at which the war of independence is almost won by the colonial side. If the REF is winning and capturing your colonies, you will probably not generate enough liberty bells to trigger intervention; if you are winning, by the time that intervention is triggered, most of the REF may have already been destroyed.



DESIGN NOTE: *Originally, intervention was very important. It was downplayed later during the evolution of the game design.*

The intervention force does bring in some quality units, and it does mean that all future attacks by your side against a colony receive a +50 percent bombardment bonus, heretofore enjoyed by the REF only. Intervention also gives you a few Men-O-War that may be useful against REF Men-O-War that are interfering with any trade you are trying to carry on or with the movement of units and military supplies by sea.

Winning the War

There are essentially two strategies to winning the war of independence: a defensive strategy and an offensive one. Deciding which is best for you depends mainly on the amount of preparation you have been able to make.

DEFENSIVE WAR STRATEGY

The goal of the defensive war strategy is to let the REF wear itself out in unlikely attacks against a well-defended colony. In a manner similar to Muhammed Ali's famous Rope-a-Dope strategy, the REF is allowed to attack the same colony continually and gradually destroy itself.

The key to this strategy is being able to constantly bring in new supplies of horses and muskets to refit any colonial units that take losses. So long as you have a large force inside the colony and are able to refit losing units, the REF cannot take the colony. Each attack that the REF loses reduces or eliminates one of their units, which cannot be brought back or rebuilt. (REF Regulars can be rebuilt into Cavalry if a colony is



captured and the REF acquires horses.) The number of colonial units does not decline, however. Muskets and horses only are expended.

While the battle is raging over the target colony, other colonies concentrate on producing muskets and horses. You will need several Wagon Trains, depending on how many colonies you have, and a good road network connecting all colonies. Bring muskets and horses together at one nearby colony, and then run Wagon Trains full of horses and muskets from there into the beleaguered colony.

Inside the target colony, immediately unload the horses and muskets, and refit units that have taken losses. By using a chain of Wagon Trains to bring in these supplies, units that have taken losses may be refitted with equipment that began the turn many squares away. Units that are refitted in this manner are up to full strength again for the next turn, and receive the full benefit for being inside a Fort or Fortress, if one of those fortifications is present.

**TIP**

To be sure that the turn doesn't end prematurely, select one of your units to receive Wait orders. Continually give this unit Wait orders until you are sure that you have moved all of your Wagon Trains in order and refitted all possible units within the target colony. If you end the turn too soon, you may not have refitted enough units inside the colony to withstand the attacks in the next turn and it may be captured.

The defensive strategy is a good option if you are forced to declare independence before you wish, because another power is close to giving independence to its colonies. In that case, you may not have enough units to conduct the aggressive strategy. Making attacks will incur losses in muskets and horses that you may not be able to afford. Instead, husband your muskets and horses to refit units as they take losses, and shuffle units into the target colony. Your goal is to hold out until foreign intervention brings reinforcements and gives you the bombardment bonus when attacking colonies.

By refitting units and shuffling full-strength ones around, you take advantage of any fortifications you can stand behind and let the REF eventually destroy itself in its attacks. When the REF is totally committed in the New World and down to its last units, you should be able to come out of your other colonies and finish it off.



OFFENSIVE WAR STRATEGY

With sufficient preparation, you can wage an offensive war of independence and bring it to a relatively quick conclusion. Implementation of this strategy requires a large standing force of Veteran Dragoons (30 or 40). This colony should have 100 percent SOL membership so that most of the Dragoons will become Continental Cavalry when independence is declared. From their vantage point, this large force of Continental Cavalry can sweep down on the REF units during the turn that they land and overwhelm them with multiple attacks. Using this strategy, REF units are destroyed during the turn that they land and rarely survive long enough to actually attack a colony, much less capture it.



TIP

Before declaring independence, most of your military units should be Veteran Dragoons. Most of your colonies should have Stables and be reproducing horses. They should each have 100 or 200 horses on hand. Approximately half of your Wagon Trains should be holding 200 horses, ready to move them where needed to refit units. You may even have horses loaded on ships sitting in colonial harbors. Ships have limited uses once war is declared because of the presence of the King's Men-O-War once the REF is landed.

Making this strategy work depends on several factors, including having a large force of Veteran Dragoons not needed to defend port colonies, a good road network, interior lines, and large supplies of horses. Roads allow the fast Cavalry units to move up to nine squares in one turn and still attack at full strength. Interior lines mean that the centrally located Cavalry force may reach any square adjacent to one of your coastal colonies and attack a force that has landed there. Large supplies of horses are needed to refit those Cavalry units that take losses and are reduced to Regulars.



TIP

When a Continental Cavalry unit loses, move it into a nearby colony during the next turn and immediately refit it with horses. It will then be able to attack again on the following turn. Continental Cavalry that are reduced become Continental Regulars. With refit they then become Continental Cavalry again. However, Continental Regulars that are



reduced become Veteran colonists. After refit, they are still Veterans, either Soldiers or Dragoons, and must win in combat to be promoted (possibly) back to Continental status.

**TIP**

When attacking the REF in a noncolony square, always attack from a square that is also not a colony. In this case, any terrain bonus that would normally apply to the defender becomes an ambush bonus for the colonial troops. For example, the REF may be tempted to land on a Hill or Mountain square as this is good defensive terrain if the colonial troops attack out of the colony. However, such terrain is almost a death trap if the colonial troops attack from a noncolony square because the large defensive bonuses for the terrain (Hills = 100 percent and Mountains = 150 percent) become ambush bonuses for the attackers.

Remember that Artillery is especially vulnerable when attacked in the open and not fortified (-75 percent penalty). The REF will not fortify its Artillery because these are its best units for attacking the adjacent colony. Once you have destroyed the non-Artillery units in square, the Artillery should be destroyed easily.

**TIP**

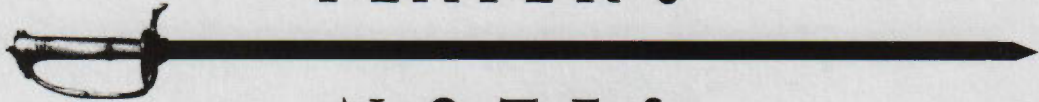
If the REF has only Artillery left in a square, attack with Veteran Dragoons if possible. They should have a good chance to win and may be promoted to Continental status.

That concludes the discussion about declaring and winning independence from your home country. Chapter 9 is a catch-all of additional player notes, including a brief tutorial for new players.



Nine

PLAYER'S



NOTES

The bulk of this chapter is a tutorial for the play of *Colonization* intended for beginners. There is some concern that the intricacies of play will be especially challenging to people new to this style of game. Some aspects of playing *Colonization* may not be intuitive and therefore daunting to the first-time player. The tutorial is intended to guide you through the first part of a typical game, discussing your options at various steps, and explaining why one option may be more preferable than others.

The tutorial is included at the end of the book because it is assumed that the majority of players will not need to review it, at least at first. Players already familiar with *Civilization* will recognize many similarities between the two games, at least in mechanics, and should be able to proceed on their own. If you encounter some difficulty, despite that previous experience, you can then turn to the tutorial for some help.

The two most difficult aspects of play are probably relations with the Indians and the Tory penalty that limits the size of colonies. These parts of the game are discussed in earlier chapters of this strategy guide, but they are also considered in the tutorial.



The remaining parts of this chapter discuss the levels of difficulty, choosing a nation to play, and your goals for play. Scoring, and maximizing your score, are discussed as part of the last section.

TUTORIAL

The tutorial will follow the play of a game of *Colonization* from the beginning through the establishment of several colonies. The essential pregame options for the tutorial game are as follows:

World: Start a New Game in America

Level of Difficulty: Discoverer

Nation: England

When playing at the Discoverer level, a number of tutorial screens open as you play, giving advice on play mechanics and strategy. This tutorial is intended to amplify that advice and perhaps offer some alternatives.

Once the opening screens are finished, the Map Display opens, showing your initial ship, a Caravel, at sea and carrying two colonists: a Veteran Soldier and a Pioneer. Before beginning play, take the time to open all of the menus listed on the Menu Bar to see what options they contain. Open a few entries in the Colonizopedia to see what can be learned there. When you have finished looking at the menus, begin play.

Making Landfall, 1493

When you are back at the Map Display, begin exploring the New World by moving your Caravel. Press the Left Arrow key or [4] on the numeric keypad to move the Caravel directly to the left (due west). After several moves, you will encounter land. Continue moving directly west until you are adjacent to land. You are now ready to make a landing.

With the Caravel adjacent to land, attempt to move it onto the land square directly to its west. This opens a menu that allows you to cancel the move or make a landfall. Choose the option to land, and one of your colonists will move ashore. Attempt to move the ship west again to disembark your second colonist. At this point, your screen should look something like Figure 9-1, with the Caravel offshore and two colonists on land in the same square.

Your Caravel still has movement points left. You can move it along the coast to explore more of the continent on which you have landed, or you can send the ship back to London. For now, send the ship home. Press the Go To **G** key and choose the London option. Or, pull down the Orders menu and choose the Go to Port option. From the options that open, choose "London." The Caravel will move on its own to a Sea Lane square and then back to London.

Establishing a Colony, 1494

With the Caravel on its way back to London, your two colonists are on their own in the New World. Click the right mouse button on the forest squares surrounding the square on which they have landed, one by one, and read the type of terrain from the Information Sidebar on the right side of the display. Open the Colonizopedia and read about the various terrains to see what they are capable of producing. In our sample game, the square southeast of the colonists is a Mixed Forest square. From Table 1-1 we know that, when cleared, the terrain in this square will be Prairies, the best food-growing terrain.

When the next turn comes around, one of your colonists will be activated and waiting for orders. If the Pioneer is activated, press the Wait **W** key to skip his move temporarily.

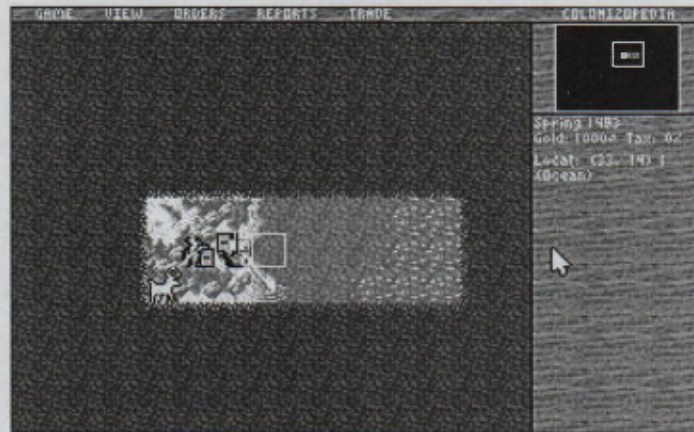


FIGURE 9-1 Colonists ashore after making landfall.



When the Soldier becomes active, have him establish your first colony in the New World by pressing the Build Colony [B] key.

THE COLONY DISPLAY

After you select a name for your new colony, the Colony Display will open, as shown in Figure 9-2 (see page 206).

Take some time to look at this display, and note several facts about your colony, as follow:

- ❖ **Town Commons Square** At the top right corner of the display is the Area View, showing the square the colony occupies and the eight squares that surround it. The center square is the Town Commons square. In our example, this square will produce 4 food and 4 furs each turn. The furs will be placed in the Warehouse View at the bottom of the display and accumulate there. Some of the food will be consumed by residents of the colony—2 food for each colonist. Any surplus food will also accumulate in the Warehouse.



TIP

At higher levels of difficulty, the terrain in this square will not be so productive.

- ❖ **Warehouse View** At the bottom of the display is the Warehouse View. This shows all commodities held in the colony. At this moment, there are only 50 muskets in the Warehouse. (These muskets originally belonged to the Veteran Soldier that disembarked from the Caravel. When the Soldier established the colony, he went to work inside and laid down his muskets. He could become a Soldier again by being given that job from the Jobs menu, and by picking up those 50 muskets.)
- ❖ **Population View** Just above the Warehouse View to the left of the display, you can see that the population of the colony consists of one Veteran (unarmed). The colony is producing a surplus of 2 food (4 food minus 2 to feed the Veteran), 1 cross, and 1 liberty bell.
- ❖ **Soldier at Work** The program automatically puts the Veteran to work in the colony. In Figure 9-2, he has been assigned to a Hills square to mine ore. He will produce 4 tons of ore each turn if left in that square.



- ✠ **Production View** Just below the Area View is the Production View, showing what the colony is now set to produce (except for food production, which is shown in the Population View). In Figure 9-2, the colony is set to produce 4 fur and 4 ore.
- ✠ **Settlement View** The Settlement View is at the top left, and shows the buildings that exist within the colony. A number of buildings are constructed at the moment of establishing the colony, as explained in Chapter 3. Move your mouse pointer over the buildings in this view to identify each. Note that the Town Hall has a liberty bell on it, indicating that this building by itself is producing 1 liberty bell each turn.
- ✠ **Exit Button** Press the Exit button to exit the Colony Display.

CHANGING COLONIST JOBS

As previously noted, the program has automatically assigned the Veteran who founded this colony to a Hills square on the Area View as an Ore Miner. You have the option of changing the job of this colonist to one of many others that are also available. The Veteran can be assigned a different job in the square he now occupies, or assigned a job in a different square of the Area View, or assigned to an Indoors job in the Settlement View.

Same Square Double-click on the Veteran in the Area View to open the Jobs menu. The jobs from Farmer to Fisherman are Outdoors jobs that the Veteran may be given in the Area View. The numbers to the left of the slash on the right side of the menu show how much of a commodity he will produce at that job in the square he now occupies. Because a Hills square has a limited production ability, he can produce only 4 ore or 2 food here. Ore and food are important, but other things are more important now, so we are going to move him.



TIP

*If you wish to learn more about any particular job on the menu, move the highlight bar with the Arrow keys or keypad keys to the row of that job. Then press the Help **[F1]** key to open the Colonizopedia entry for the job.*



Different Square The numbers to the right of the slash mark on the Jobs menu show what the Veteran could produce on other vacant squares in the Area View. Attractive options appear to be 4 food, 4 furs, and 6 lumber. You can always use more food, and furs can be sold in Europe, but lumber has a higher priority at this time.

Choose the job Lumberjack for the Veteran. The Lumber symbol appears in the square with the Veteran but is crossed out because lumber cannot be produced there. Click and drag the Veteran to other squares in the Area View, one by one. Eventually, you will move him to a forest square that produces 6 lumber. In our tutorial game, there is such a square (Mixed Forest) directly south of the Town Commons square. Note that the Production View changes to show the colony now producing 6 lumber and 4 furs.

Settlement View Job Although the Veteran is now employed as we wish, experiment by assigning him to various Indoors jobs in the Settlement View. Click and drag the Veteran onto the various buildings in this view to see what he could do in them. For example, place him on the Carpenter's Shop, where three Hammer icons appear. In this job, the Veteran would produce 3 hammers each turn.

However, look again at the Production View. The 3 hammers appear there but are crossed out, indicating that the raw material for hammer



FIGURE 9-2 *The Colony Display of your first colony.*



production, which is lumber, is not being produced by the colony or is not available in the Warehouse. The Veteran can produce nothing in most of the Indoors jobs because no raw materials are available. The exception is the job of Fur Trader in the Fur Trader's House. Here the Veteran can make 3 coats each turn because the Town Commons square is producing 4 furs, the raw material of coats. Look at the changes in the Production View when the Veteran is assigned to work as a Fur Trader.

Working as a Fur Trader is one interesting alternative for the Veteran, but we are going to have him work as a Lumberjack to provide lumber for construction projects.

OUTSIDE WORK

While the Veteran is busy inside the colony, the Pioneer is going to make some improvements outside to enhance colony production. At the Map Display, move the Pioneer to the Mixed Forest square to the south, corresponding to the square where the Veteran is working as a Lumberjack. Note that the pioneer is outside of the colony now. Next turn, order him to build a road in this square by pressing the Build Road **[R]** key. The letter *R* appears on the Pioneers Orders box, indicating that he has been given that order.



TIP

When the road is built, lumber production by the Veteran will increase by +2 lumber because the road makes it easier to bring the lumber out of the square. The effect of this improvement can be read from the Colonizopedia entry for the Mixed Forest terrain.

It will take a few turns for the road to be built. When it is completed, move the Pioneer to a different Mixed Forest square. In the tutorial game, there is such a square to the right of the square now containing a road, which is southeast of the colony. In this square, have the Pioneer clear the forests by pressing the Clear Forest **[P]** key. This will change the square into Prairies terrain, excellent for growing food. Clearing the forest will also result in the recovery of some lumber that will be placed into the Warehouse. After the forest is cleared, have the Pioneer plow the terrain to make it even more productive for growing food. Press the Plow **[P]** key.

When the Pioneer finishes plowing the square, move him back onto the colony square so he can be put to work inside the colony.

**TIP**

The production priorities for a new colony are food, lumber, hammers, liberty bells, and profit. At this point in the tutorial, the two original colonists have been assigned jobs to provide food and lumber. The road will increase lumber production by 33 percent in this case. The clearing and plowing of one square prepares it for increased food production later. When more colonists are available, they will be assigned jobs in the Carpenter's Shop to produce hammers, and in the Town Hall to produce liberty bells. To support them, another colonist may be needed to farm the plowed square. Profit is being provided now only by the furs being produced in the Town Commons. These can be sold in Europe to make money.

FOUNDING FATHERS

After the establishment of our first colony, a window opens, requesting that we choose a Founding Father to be added to our Continental Congress. We are offered a choice from among five candidates. Refer to Table 6-3 for suggestions about which to choose. You can use the Help **[F1]** key to open the Colonizopedia entry about any that are available. In the tutorial game, we choose Peter Minuit, who is ranked as Most Valuable in Table 6-3.

Founding Fathers join your Continental Congress when sufficient liberty bells have been accumulated. Because the Town Hall in the new colony is producing liberty bells, we immediately begin working toward obtaining a Founding Father.

Each Founding Father in the Continental Congress adds points to our score, but more important, each adds special abilities to our colonies. Acquiring certain Founding Fathers is considered essential to winning *Colonization* at the higher levels of difficulty.

Help from Europe, 1496

When last seen, the Caravel was ordered back to London. When it arrives, the Europe Display opens. On the turn our Caravel arrives in Europe, we happen to receive a message announcing that a new colonist has appeared on the docks in London and wishes to emigrate to the New World. In our tutorial game, this colonist is a Master Carpenter, a skilled expert and a very welcome addition.

New colonists appear on the docks in relation to the number of crosses produced by our colonies, as explained in Chapter 2.



THE EUROPE DISPLAY

At the Europe Display you load and unload ships traveling back and forth to the New World. Commodities are bought and sold. New emigrants are placed on ships for transport to colonies. You may also purchase Artillery and new ships, recruit colonists from the Recruitment Pool, or hire expert colonists trained by the Royal University. (Recruitment and University training are discussed in Chapter 2.)

Figure 9-3 (see page 211) shows the Europe Display from the tutorial game. Our Caravel has arrived and is ready for loading, and the Master Carpenter is waiting on the docks.

The Europe Display is made up of several parts and features that will come into use during a game, as follow:

- ✠ **Warehouse View** This view extends along the bottom of the display and shows all of the commodities that may be bought and sold in Europe. Below the icon of each commodity are shown its prices in gold. To the left of the slash is the bid price—how much you will receive if you sell it; to the right is the ask price—how much you will pay if you buy it. Prices are for 1 unit or 1 ton. Buying and selling, and loading and unloading, are discussed in the next section of this chapter.
- ✠ **Docks** Directly above the Warehouse View, on the right side of the display, are the docks. In Figure 9-3, you can see the Master Carpenter waiting on the docks. Colonists waiting to embark for the New World are shown here.
- ✠ **Recruit Button** Press the Recruit button to see what three colonists are in the Recruitment Pool. These are colonists who are considering coming to the New World but can't yet afford passage. You may recruit one of these colonists by paying the passage fee. The chosen colonist then moves to the docks. Although we have the money to pay, we aren't going to recruit anyone now. Choose the None option.
- ✠ **Purchase Button** Press the Purchase button to open a menu of Artillery units and ships that may be purchased. With the treasury we begin with at the Discoverer level, we can afford only an Artillery unit. However, we aren't going to purchase one now, so choose the None option.



- ✠ **Train Button** Press the Train button to see what skilled colonists we can have trained by the Royal University, and the cost for this training. When we pay for this training, the expert colonist moves to the docks for embarkation. Although we have the funds to train one of the least costly experts, pass for now by choosing the None option.
- ✠ **Loading View** Our Caravel is inside the Loading View. Below the icon of the ship are two boxes representing the two holds in the ship. Other ship types have more holds and can carry more loads. Holds are filled by loading and unloading, as discussed in the next section of this chapter.
- ✠ **Transit Views** The two windows labeled “Expected Soon” and “Bound for New England” show any ships in transit between Europe and the New World. If we had opened the Europe Display before the Caravel arrived, we would have seen it in the Expected Soon view. Ships that have left Europe to return to the New World appear in the Bound for New England view until they arrive there.
- ✠ **Exit Button** To close the Europe Display, press the Exit button. But don't do this yet.

LOADING THE SHIP

To load a commodity onto a waiting ship, click and drag the commodity icon from the Warehouse View to the hold of the ship in the Loading View. This action purchases 100 units, or tons, of the commodity, places them in the hold, and deducts the cost from your treasury.

You may also load partial cargos. For our tutorial game, we will purchase and load 2 horses as an example. Hold down the **[Shift]** key, and then click and drag the Horse icon onto a hold of the Caravel. A dialog box opens, asking how many horses you wish to purchase (load). Type in the number 2 and press the **[Enter]** key. Two horses are loaded onto the Caravel and the cost of their purchase (6 gold) is deducted from our treasury.



TIP

If the unit you wish to load is not at the front of the line, click on it to open a menu of dock options. By selecting the correct option, you may move a waiting unit to the front of the line, or instruct a unit not to board the next ship.

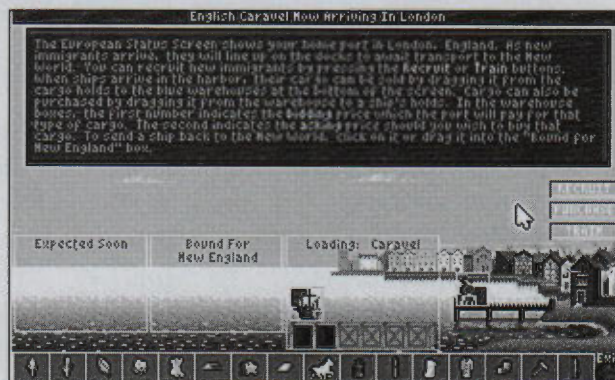


This is not just an example for illustrative purposes. Horses are an important commodity in the New World. They are used to equip both Scouts and Dragoons (see Chapter 2). You can purchase as many as you wish in Europe, but their price tends to rise quickly. Horses will reproduce in the New World if you produce surplus food, thus saving the expense of purchase. You need a minimum of 2 horses to begin reproducing them (a mare and a stallion, although no distinction is made).

To load colonists and Artillery units, simply drag your ship into the Bound for New England View. This act automatically loads colonists and Artillery units waiting on the docks, that show an *S* in their Orders box. Waiting units will be loaded to the extent that your ship has empty holds, one unit per hold. The first unit in line will load first, and then the second unit, and so on.

SAILING FOR THE NEW WORLD

To send the Caravel back to the New World, click and drag the ship into the Bound for New England View. By this action, the Caravel will automatically load the waiting Master Carpenter. The ship will also be carrying the 2 horses loaded previously. Click on the Exit button to return to the New World. Within a few turns, the ship will appear on the Map Display in the New World.



♠ **FIGURE 9-3** Tutorial game Europe Display.



Construction in Jamestown, 1499

Back in the New World in the Jamestown colony, the Veteran colonist continues harvesting lumber, which accumulates in the Warehouse. Furs harvested in the Town Commons square and surplus food also accumulate.

Soon, the Caravel returns from Europe carrying the Master Carpenter and 2 horses. Move the Caravel directly into the Jamestown colony square. After it is there, click on the colony square to reopen the Colony Display. The Master Carpenter appears already on land, at the fence in the Settlement View. This area is labeled "Outside Colony" when you move the mouse pointer over it. Colonists placed here are in the colony square but are not residents. They are not at work in the colony.

Click and drag the Master Carpenter to the Carpenter's Shop, found in the lower left of the Settlement View. Figure 9-4 (see page 214) shows the Colony Display after this operation.

CHOOSING A CONSTRUCTION PROJECT

Note the following changes to the display in Figure 9-4, since Figure 9-2.



Harbor View The Harbor View, centered over the Warehouse View, now shows the Caravel in the colony. One of the Caravel's holds is occupied with the horses purchased in Europe. Click and drag the horses into the Warehouse View to unload them. This empties the hold. Click and drag the furs from the Warehouse to the holds of the Caravel to load them for shipment to Europe.



Population View Now there are two colonists shown in the Population View: the Veteran and the newly arrived Master Carpenter. Next to the flag in the top left corner of this view you can read "1% (0)," indicating that 1 percent of the population are now members of the Sons of Liberty (SOL). This percentage rounds to zero of the two resident colonists. The percentage of SOL membership is derived by the accumulation of liberty bells produced in the Town Hall. We will soon get to work enlarging that percentage.



- ❖ **Warehouse View** The Veteran working as a Lumberjack has harvested the 30 tons of lumber now sitting in the Warehouse. Twenty furs are shown in the Warehouse prior to being loaded into the Caravel. When the horses are unloaded, they will appear here also.
- ❖ **Settlement View** The only change in the Settlement View is the placement of the Master Carpenter in the Carpenter's Shop. You can see the Master Carpenter on the shop, and 6 hammers appear there also, indicating what the Master Carpenter can produce here each turn. He can produce those hammers only if 6 lumber are available each turn, either from current production or from the Warehouse. The Veteran is producing that much lumber, so the Carpenter will produce 6 hammers each turn.
- ❖ **Construction View** In the Multi-Function View to the right above the Warehouse View, we have clicked on the Hammer button to open the Construction View. At the top of this view the word *Docks* appears. This indicates that the hammers being produced by the colony will go toward construction of Docks. Click on the Change button within this view to see what building types are available for construction.

**TIP**

Of the buildings that may be constructed by a colony containing only two colonists, either Docks or a Stockade are good choices. The Stockade improves the defense of the colony, but so far this is not a major concern because we have not yet encountered any natives or other Europeans. Docks allow fishing in the one Ocean square of the Area View, and this is a good way to obtain food without extensive terrain improvements. In addition, fish supplies cannot be cut off by enemy units. If possible, we will switch construction later, before the Docks are completed, to the Lumber Mill, which is even more useful.

With the colony set to build Docks, the horses unloaded, and the furs loaded, press the Exit button to return to the Map Display. Next turn, order the Caravel back to Europe with the furs on board.

**TIP**

Because another turn has passed at this point, 4 more furs have been harvested. Before returning to London, open the Jamestown display to load those furs and then send the Caravel back to Europe.



SWITCHING CONSTRUCTION PROJECTS

While the Caravel is in transit back to Europe, a message reports another colonist on the docks in Europe. This time a Seasoned Scout appears. This is an Expert Scout who will be useful for exploring the continent we are settling.

At the Europe Display, we unload 24 furs, receiving 96 gold for them (24 x 4). This gold is added to the treasury. We then press the Recruit button to see what colonists are in the Recruitment Pool. In this case the three colonists available there are a Free Colonist, another Master Carpenter, and an Expert Farmer. The cost of recruitment is 140 gold. Because obtaining an Expert Farmer would be very useful now, we recruit him, and he moves to the docks. The 140 gold are deducted from our treasury.

Drag the Caravel to the Bound for New England View, simultaneously loading both the Seasoned Scout and Expert Farmer. They fill the two empty holds in the ship, allowing no room for other commodities. If we had loaded a commodity, we could not have taken both colonists. If we had loaded two commodities, we could not have loaded even one of the colonists. At this point, we are most interested in obtaining people to settle in the New World.



FIGURE 9-4 *Jamestown display after Master Carpenter is assigned to Carpenter's Shop.*



Figure 9-5 (see page 217) shows the Jamestown display in 1506, after the Caravel arrives there. The Expert Farmer has already been placed in the Prairies square that our Pioneer has cleared and plowed. The Expert Farmer will produce 8 food per turn from that square. This means that additional people can be put to work at non-food-producing jobs because the Farmer is producing 6 more food each turn beyond what he consumes himself.

Figure 9-5 shows some additional changes as well. Furs that accumulated while the Caravel was sailing to Europe and back have already been loaded into the ship. The amount of lumber in the colony increased when 20 lumber were recovered during the clearing of forests by the Pioneer. The Seasoned Scout is waiting by the fence of the Settlement View, outside the colony. We will be moving him on the map to begin exploring the continent.

The Population View shows a slightly higher percentage of SOL membership. It also shows the three resident colonists, and the one nonresident Seasoned Scout. The break in the food line indicates a surplus of 4 food being produced each turn. Some of this food will go to reproducing horses. We will see more horses appearing each turn so long as the food surplus continues.

A significant change has occurred in the Construction View. With the addition of the Expert Farmer to the colony, the population has reached three residents. This allows the construction of some new building types, including the Lumber Mill. Press the Change button to open the menu of building options and choose Lumber Mill. In Figure 9-5, this has been done already. The accumulation of hammers toward building Docks now counts toward building the Lumber Mill. We can see in the Construction View that 10 hammers are needed to complete the Lumber Mill. The Master Carpenter is producing 6 hammers per turn. In two turns the Lumber Mill will be completed.

**TIP**

The Lumber Mill doubles the production of hammers each turn, assuming that sufficient lumber is available. By building it early, the construction of all further projects will be sped up. If lumber cannot be produced in sufficient quantities, the Master Carpenter can be given other jobs temporarily while lumber stocks accumulate.



When the Caravel can move again, load it full of furs and send it back to Europe. When the Lumber Mill is completed, begin production on the Stockade. If the Pioneer completes his terrain improvements, move him back into the colony and make him a Statesman to produce liberty bells (we'll discuss this development in "Jamestown, 1506–1513" below). When the Pioneer joins the colony, switch construction to the Printing Press. This project requires 20 tools for completion, but the Pioneer will have 40 tools left after clearing a forest, plowing, and building one road (each action used up 20 of the 100 tools he brought with him from Europe).

In the meantime, we will do some exploring with the Seasoned Scout.

Exploration, 1506–1513

Move the Scout off toward the undiscovered lands surrounding Jamestown. We are looking especially for Indian settlements and Rumors of Lost Cities. We will move the Scout into squares containing these features when we find them. Remember that Scouts move more quickly along rivers, and through nonforested, non-Hills, or non-Mountain squares.

Moving the Scout southwest, we encounter a band of Iroquois in 1507. We make peace with them and they grant us the land we now occupy. They request that we bring Wagon Trains to their settlements to trade. However, we have not located one of their eleven settlements yet.

Continuing to move toward the southwest, and discovering the coast as we move, we encounter a band of Cherokees in 1509. We make peace with them also, and discover the location of one of their settlements. The Sunburst icon on this settlement indicates that it is the capital of the tribe. Just east of the capital settlement is a Rumor of a Lost City. Our Scout moves to the capital settlement and enters, asking to speak with the Chief.

The Chief tells our Scout that this settlement possesses the Indian Lore of the Expert Ore Miner (see "Indian Lore" in Chapter 2). The town would like to obtain tobacco, trade goods, and rum from us. The Chief gives our Scout a handsome gift of 360 gold that is added to our treasury.

After visiting the Cherokee capital, our Scout investigates the Rumor of Lost Cities in 1511. Unfortunately, he finds nothing but rumors.

Moving west, the Scout discovers another Cherokee settlement, and what looks like the mouth of what will become known as the Mississippi River. Figure 9-6 shows the Map Display of the game at this point.

Looking at Figure 9-6, you can see that our first colony has been established in what looks like Massachusetts Bay. Our Scout has explored the Middle Atlantic and Carolina coasts, and then has moved along the Gulf Coast toward the Mississippi. Note the location of the Cherokee capital where the Scout spoke to the Chief.

It may have been better to have the Scout explore the continent closer to Jamestown. At this point, we don't know where even the first of eleven reported Iroquois settlements is located. In following turns, we will move the Scout up the Mississippi River and then the Ohio River, to get him back in the vicinity of Jamestown. Once that area is explored, the Scout can explore further west.

**TIP**

The density of Indian settlements is partly determined by the level of difficulty. At higher levels, the area shown in Figure 9-6 would probably be much more densely populated with Indian settlements, at least along the coast. The lack of settlements along the coasts here allows new players to get started without having to deal with the Indians at once.



♠ **FIGURE 9-5** *Jamestown after the arrival of an Expert Farmer and Seasoned Scout.*



On the map in Figure 9-6, also note the placement of special resources. Southwest of Jamestown are three game areas marked by Deer icons. These are good places to find food and furs. To the west of Jamestown is a Fur Trapping Area, marked by a Beaver icon. To the right of the Cherokee capital are two Mineral Deposits, squares especially rich in ore. There are two Fishery areas off the coast of Jamestown, but they are outside the radius of the colony.

Jamestown, 1506–1513

While the Scout was exploring, several important events took place back in Jamestown and in Europe. The Lumber Mill was completed, doubling the number of hammers that the Master Carpenter produces to 12 each turn. Our Veteran working as a Lumberjack now produces 8 lumber each turn thanks to the road in the square he is harvesting, but that leaves a shortfall of 4 lumber each turn. That difference is made up from the stockpile of lumber in the Warehouse that will now begin to be used up. With the completion of the Lumber Mill, we change construction to building a Stockade at first.

The Pioneer completes his three terrain improvements and moves into the colony to work as a Statesman in the Town Hall. His remaining 40 tools are placed in the Warehouse. Liberty bell production goes from 1 per



FIGURE 9-6 *The results of exploration, 1506–1513.*



turn in the Town Hall to 4 per turn, because the ex-Pioneer adds 3 each turn. The turn after the Statesman goes to work, Peter Minuit joins the Continental Congress, giving his power to our colonies (see Chapter 6).

When the Pioneer comes inside, we change construction immediately to building a Printing Press, before the Stockade is completed. The Printing Press requires 20 tools in addition to a number of hammers. Until the Pioneer gives up his remaining tools, we cannot complete the Printing Press unless more tools are brought over from Europe. The Printing Press is completed in 1512 and construction is changed to building a Stockade.

**TIP**

The Printing Press may seem an unlikely choice for construction at such an early date, but it increases liberty bell production. When playing at higher levels of difficulty, especially, raising SOL membership and acquiring critical Founding Fathers are essential. Both of these factors depend on liberty bell production.

Figure 9-7 shows the Jamestown display in 1513. The Caravel is just outside the colony, returning from Europe with another Master Carpenter who has emigrated.

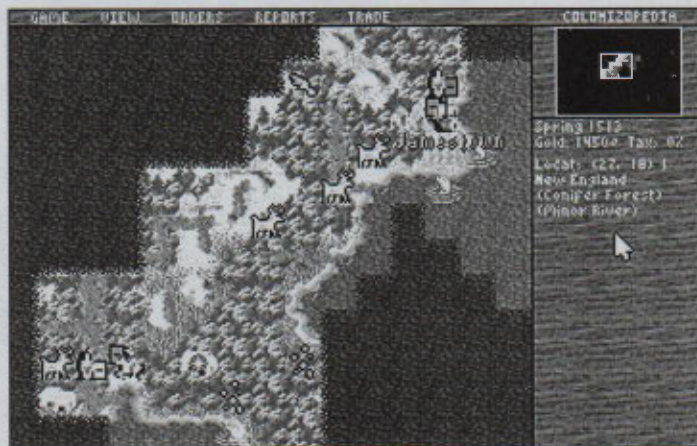


FIGURE 9-7 *The Jamestown display in 1513.*



Note the following changes to the Colony Display:

- ✠ **Warehouse View** The amount of lumber in the Warehouse has been reduced to 26 tons from 50 tons, after six turns of lumber production shortfalls of 4 lumber each turn. Twenty-four furs are ready to be shipped back to Europe. Horses have begun reproducing. The original 2 horses have grown to 16 horses. There are 20 tools available—all that is left of the 100 tools that our original Pioneer landed with in 1493. There are 9 tons of ore in the warehouse, a gift from the Iroquois in 1512.
- ✠ **Population View** There are now four resident colonists. The Expert Farmer and Veteran are working in the Area View, and the Master Carpenter and a Free Colonist are working indoors in the Settlement View. Our food surplus is only 2 food per turn. Ten food units are consumed each turn: 8 by colonists and 2 by horses. The colony is now producing 6 liberty bells each turn. This will speed the growth of SOL membership and the acquisition of Founding Fathers. Sons of Liberty membership is now 5 percent, still not enough to make even one colonist a rebel. All four residents remain Tory sympathizers.



FIGURE 9-8 *Lands near New England explored by 1524.*



- ✠ **Settlement View** The Master Carpenter is now producing 12 hammers per turn, thanks to his skill and the Lumber Mill. The Free Colonist working as a Statesman produces 6 liberty bells per turn. [The Town Hall produces 1, the colonist produces 3, and the Printing Press increases production by 50 percent: $1 + 3 + (0.5 \times 4) = 6$.] The Printing Press building has been added to the Settlement View. It is the tall building to the top left with the patriotic bunting hanging from the top floor.
- ✠ **Production View** The Production View has been opened to show changes in production that have occurred since Figure 9-2. The only constant is the 4 furs produced in the Town Commons. There are now 2 horses in this view. This is the addition to the existing horses, due to reproduction. Each turn, 2 horses are added to the Warehouse so long as existing horses are fed and there is 1 additional food available for the creation of each new horse. The Veteran is producing 8 lumber, and the Master Carpenter is producing 12 hammers. The shortfall of 4 lumber is noted by 4 Lumber icons that are crossed out in red. This shortfall is made up each turn from the Warehouse. When the Warehouse runs out of lumber, only 8 hammers will be produced and 4 hammers will be crossed out.

Exploration, 1513–1524

Our Scout continues exploring the North American continent, working his way back to the northeast near Jamestown. He investigates a few more Rumors of Lost Cities and meets with the Chiefs of several settlements. Figure 9-8 shows only part of the area explored by 1524.

- ✠ **1513** Our Scout enters the Cherokee village near the mouth of the Mississippi. He learns that this village possesses the Indian Lore of the Master Cotton Planter. This is a New World skill that is not available in Europe. The village would like to obtain rum, cloth, and cigars. The Chief tells tales of nearby lands, thereby revealing the terrain of many nearby map squares, including some villages and a Rumor of Lost Cities north of the Mississippi.
- ✠ **1514** The Scout moves quickly along the Mississippi, and enters another Cherokee village. This village possesses the lore of the Master Fur Trader. They would like to obtain tools, rum, and coats. The Chief also tells tales of nearby lands, revealing more nearby terrain.



- ✠ **1515** The Scout tracks down a Rumor of Lost Cities, but finds nothing but rumors.
- ✠ **1517** The Scout works his way to the capital of the Iroquois tribe, located near modern Buffalo, New York. This village possesses the lore of the Expert Fur Trapper. They would like to obtain tobacco, tools, and trade goods. The Chief tells more tales of nearby lands.
- ✠ **1519** Entering an Iroquois village in what is now Maine, the Scout learns that they possess the lore of Seasoned Scouts. They would like to obtain tobacco, cloth, and coats. The Chief tells more tales of nearby lands.
- ✠ **1521** Investigation of a Rumor of Lost Cities at the mouth of the St. Lawrence River is fruitless.
- ✠ **1523** Investigation of a Rumor of Lost Cities in Labrador is also fruitless.

New England, 1513–1524

While the Scout explores the North American continent, expansion and growth continue in New England. The following significant events take place:

- ✠ **1514** Sieur de La Salle is selected as the new Founding Father to enlist for the Continental Congress.
- ✠ **1516** A Master Carpenter newly arrived from Europe walks down the New England coast and establishes the colony of Plymouth in the Carolinas. You can see the placement of this colony in Figure 9-8. There are rivers in several adjacent squares, which will add to the production of some commodities there. The colony is three squares from Jamestown, which will allow colonists and Artillery units to move between the two in one turn once they are connected by roads. Inside Plymouth, the Master Carpenter is put to work as a Lumberjack in a Conifer Forest square containing a river. The square produces 8 lumber per turn. The Town Commons of Plymouth produces 4 food and 4 furs each turn.



- ✠ **1517 (Europe)** A Free Colonist is blessed as a Missionary (click on the colonist on the docks and choose this option from the menu). The Missionary will establish a mission in the Iroquois capital. We also buy 100 trade goods to sell to the Iroquois capital.

- ✠ **1517 (Jamestown)** The colony produces a Wagon Train that will be used to trade with nearby Indian settlements. The Wagon Train waits in the colony until trade goods arrive from Europe. Construction is switched to Docks. The Stockade may have been a good choice, but when La Salle joins the Continental Congress, all colonies with populations of three or more will be given a free Stockade. The Newspaper would also be a good choice, to further increase liberty bell production, but we don't have tools available. We probably should have purchased 80 tools this turn in Europe rather than 100 trade goods, to build the Newspaper.

- ✠ **1518 (Jamestown)** Sons of Liberty membership reaches 10 percent. Rounding up, one colonist becomes a rebel.

- ✠ **1518 (Plymouth)** The Iroquois give 15 furs to the colony.

- ✠ **1520 (Jamestown)** The lumber surplus in the colony has been used up. Rather than have the Master Carpenter work inefficiently, he is put to work as a Fur Trader, making 3 coats each turn from the furs the colony is producing. These coats can be sold in Europe for over twice what the furs bring, or can be traded to the Indians. Alternatively, the Master Carpenter could be employed at other jobs, including Lumberjack to speed the building of lumber reserves, Statesman to increase liberty bell production, Fur Trapper to increase fur production, and so on. Once a lumber surplus has been replenished somewhat, he can be put back to work as a Carpenter and produce 12 hammers each turn.
 At the same time, the Caravel arrives from Europe. The trade goods are transferred to the Wagon Train. The Wagon Train and Missionary both begin moving to the Iroquois capital.

- ✠ **1523 (Plymouth)** The Cherokee give 10 ore to the colony. The Master Carpenter has built up a surplus of lumber and is switched to working as a Carpenter, in which capacity he produces 6 hammers each turn. Construction is begun on Docks. With only one resident, the colony



cannot build a Lumber Mill. Because no terrain improvements will be done around this colony soon, the Docks will allow a Fisherman to work in the adjacent Ocean square. This will help provide a food surplus necessary to put more people to work in the colony.

- ✠ **1524 (Europe)** Another Master Carpenter has appeared on the Docks. (A Hardy Pioneer, Expert Fisherman, or Expert Lumberjack would have been much more useful.) In addition, we recruit a Master Fur Trader for 140 gold, thinking of those piles of furs mounting up in our colonies. In retrospect, buying 80 tools would have been more useful probably, allowing the construction of a Newspaper in Jamestown and perhaps a road between Jamestown and Plymouth.
- ✠ **1524 (Iroquois Capital)** Our Missionary enters the village and establishes a mission. This mission, plus the establishment of others throughout the Iroquois tribe, will help control the anger of the tribe as English colonies grow and expand. Missions may also result in Native Converts joining our colonies. The Wagon Train also arrives in the capital this turn. After brief negotiations, we accept 822 gold for the trade goods that cost us 200 gold in Europe. Next time, the villagers would like us to bring tools, tobacco, or rum. They offer to sell us cloth, furs, and ore. We try to buy cloth. It is selling for around 11 gold in Europe. They offer to sell us 100 cloth for 622 gold but we foolishly try to get a better price. They refuse to sell.

The Future of New England

By 1524, the English of the tutorial have one strong colony and a second underway. They have begun dealing with their closest Indian neighbors, the Iroquois. Their treasury contains over 2,000 gold. Whether this is an excellent start to a game is not clear. Not reported during the tutorial was the fact that the Dutch managed to get a treasure of over 3,000 gold home in the 1400s. They may be able to translate that windfall into an important advantage.

Zoom the map out to maximum size from the View Menu to see just how much of the New World remains to be explored in this game. Remember, the Spanish, Dutch, and French are out there somewhere.

This tutorial ends with some general suggestions on how the English might proceed from this point.



✠ **Additional Colonies** The English will probably need a few more colonies, and perhaps several more. In a game played during the preparation of this guide, the maximum level of victory was achieved for an English empire consisting of fifteen colonies. Most of these were established by the English, but others were captured from rivals. The quality assurance team for *Colonization* usually kept the number of colonies below ten, and often at no more than four. For the English in the tutorial, the majority of any additional colonies should be built inland, to minimize the number that must be most heavily defended during the war of independence.

✠ **Exploration** The one Seasoned Scout that the English have exploring now is adequate. More Scouts would be useful but they are not a high priority. This Scout has been very unlucky while investigating Rumors of Lost Cities. There are a number of good things that can be found, including Fountains of Youth, which immediately place eight new colonists on the docks in Europe.

Now that the treasury is comfortably over 2,000 gold, the English should probably purchase a Privateer to explore the coasts of the Americas. This ship may be able to successfully attack a loaded transport from one of the other countries, and thereby pick up some useful commodities. It is a good policy to begin raiding the commerce of the other powers as soon as you can and not let up. This is an important way to slow them down, and they rarely reciprocate effectively.

Try to keep the treasury around 1,000 gold or more, in case your Scout discovers a large treasure that requires a Galleon to carry it home. A Galleon costs 3,000 gold and you should want to buy one. It will pay for itself by transporting one large treasure. Thereafter, it is a very useful ship.

✠ **Indian Relations** This guide recommends a policy of peaceful coexistence with the natives as being the best posture for the long term. Toward this end, the English of the tutorial should establish plenty of missions and trade with the nearest settlements, especially tribal capitals. They should obtain the Founding Fathers Jean de Brebeuf and Pocahontas. They should give gifts when necessary. Peaceful settlements are a source of profit when trading, a source of some raw materials and finished goods, a buffer against other powers on occasion, a source of Native Converts, and they save victory points lost when you burn down settlements you can't get along with.



- ✠ **Trade** The English in the tutorial need to improve their production of trade crops. At this point they are producing only furs for profit. They should be able to produce some cotton by clearing some forests, especially the forests in the Town Commons of Jamestown and Plymouth. But they should also develop sources for tobacco and sugar. It is very useful to be producing all four trade crops and their finished products because selling one or two only drives down their prices while raising the prices of the others. When you can produce and sell all four, prices stay relatively constant and profitable.
- ✠ **Defense** At the Discoverer level, defense of colonies can be ignored at the start, as it was in this tutorial. The only Soldier in New England has been cutting lumber for nearly thirty years. So far Indian relations are good and the other powers have not been heard from. However, at any moment, a shipload of rival Dragoons could land next to Jamestown. This is especially common at the higher levels of difficulty. When the English have 52 horses in Jamestown, they should make their Veteran a Veteran Dragoon and fortify him in the colony. Muskets should be purchased to equip additional colonists to defend Plymouth and other colonies as they are formed. It is not too early to buy an Artillery unit to place at Jamestown.
- ✠ **Terrain Improvements** The English of the tutorial are lagging in this area. They need a road between Jamestown and Plymouth, and more roads to colonies they establish inland. Now that Jamestown has a Lumber Mill, clearing forests nearby to increase food production will result in double the lumber being recovered. Clearing and plowing the Town Commons square will increase food production and change the secondary good to cotton.
- ✠ **Sons of Liberty Membership** Jamestown is off to a good start in this area, and building a Newspaper will improve it. Sons of Liberty membership is much more important at the higher levels of difficulty because of the lower Tory penalty limits and the importance of certain Founding Fathers (see Chapter 6). There are several inducements built into the game that encourage the production of liberty bells. You can argue that this has been overemphasized to the detriment of other factors (cross production for example) but to win, especially at the higher levels, you must put substantial resources into producing liberty bells.

✠ **Skilled Colonists** The English in the tutorial have been unlucky in the mix of skilled colonists that have elected to emigrate. One Master Carpenter is extremely useful early in a game, but the second and third are much less so. The only other expert that came on his own was the Seasoned Scout. This expert can often be created in the New World, as explained in Chapter 2. The Expert Farmer in Jamestown was recruited.

Other skilled colonists such as an Expert Lumberjack, Expert Fisherman, and Hardy Pioneer would have been very useful. The Lumberjack would have relieved the lumber shortage in Jamestown. An Expert Fisherman can supply the food needed for a fledgling colony, as did the Expert Farmer in Jamestown. Hardy Pioneers come to the New World equipped with 100 tools, and take less time to complete terrain improvements.

The English did neglect the possibility of obtaining a skill through Indian Lore, but none of the skills mentioned above were available yet from a discovered settlement.

✠ **Ore and Tools** So far the English have neglected the production of ore, and tools from that ore. At the Discoverer level of difficulty, prices don't change as quickly as they do at higher levels. Tools are still quite inexpensive in Europe. This price will rise, and soon it will make economic sense to produce tools in New England. Jamestown has a Hills square adjacent that is a good source of ore. By the time its population reaches six or higher, at least one colonist there should be mining ore or making tools. Tools are required for several important buildings, besides the Printing Press and Newspaper. They will be needed in quantity for the Fort and Fortress that Jamestown should eventually build.

That ends the *Colonization* tutorial. We complete this chapter of player's notes by discussing levels of difficulty, playing the different nations, and winning the game.



LEVEL OF DIFFICULTY

The second decision you must make when beginning a new game of *Colonization* is the setting of the level of difficulty for play. This single decision affects many different aspects of the game. Many of these effects are discussed here to help you make a decision when choosing. Some of these effects are discussed elsewhere in this guide. You will be directed to that information.

The levels of difficulty are the following:

Discoverer (easiest)

Explorer

Conquistador

Governor (most balanced between artificial intelligence and player advantages)

Viceroy (most difficult)

The level of difficulty has effects on at least the following features:



Starting Units You always start play with a single ship at sea carrying two colonists—a Soldier and a Pioneer. At the lower levels, you are more likely to begin with one or more experts as colonists. For example, the French at Discoverer level begin with a Veteran Soldier and Hardy Pioneer. At the higher levels, experts are less common. The English at Governor level begin with Free Colonists acting as the Soldier and Pioneer.



DESIGN NOTE: *In early versions of Colonization, when two holds were required to carry a colonist, you began each game with only a Pioneer.*



Treasury At Discoverer and Explorer levels, you begin play with gold in your treasury. At the Conquistador level or higher, you begin play with no gold.



- ❖ **Town Commons Production** At the lower levels, the food production of the Town Commons square is increased to make it easier for new players to get colonies up and running.
- ❖ **Crosses Required for Emigration** At the lower levels, fewer crosses are required to attract new colonists to the docks in Europe. As the level of difficulty rises, the number of crosses required also rises.
- ❖ **Recruitment Pool Mix** At the lower levels of difficulty, the mix of colonists is skewed toward providing more experts. As the difficulty increases, the mix shifts more toward unskilled colonists—Free Colonists, Indentured Servants, and Petty Criminals.
- ❖ **Liberty Bells Required for Founding Fathers** As the difficulty level increases, more liberty bells are required to enlist Founding Fathers.
- ❖ **Tory Penalties** Colony size is limited more quickly at the higher levels. See Table 6-3.
- ❖ **Royal Expeditionary Force Levels** The Royal Expeditionary Force is larger, at the start of a game, as the level of difficulty increases. See Table 8-1.
- ❖ **Rival Power Artificial Intelligence** As the level of difficulty increases, rival powers become more aggressive and expansion oriented. With their increased intelligence, you will encounter them much earlier in the game.
- ❖ **Peace Treaties** Rival powers will demand more to make peace at higher levels. They will tend to make sneak attacks after shorter periods of time have passed at higher levels.



DESIGN NOTE: *The prohibition on attacks by rivals after signing peace treaties was a late addition to the game. Previously, treaties were meaningless at most levels of difficulty.*



- ✠ **Rebel Sentiment** Rival powers need fewer rebels to be granted independence at the higher levels of difficulty. This forces you to attack them or be ready for independence even faster. See Table 6-2.
- ✠ **Indian Alarm and Anger** The Indians became alarmed more quickly as the level of difficulty increases.
- ✠ **King's Attitude and Taxes** The King will be more inclined to raise taxes early and often at the higher levels.
- ✠ **Combat Results** At the lower levels of difficulty, there is a bias toward the player during combat, all other things being equal. This bias shifts slightly against the player at the higher levels, especially at the Viceroy level.
- ✠ **Price Fluctuations** Prices respond more quickly and more dramatically to buying and selling at the higher levels. At the lower levels, price fluctuations are slower and more modest.

CHOOSING A NATION

After choosing the level of difficulty for a new game, you decide next which nation to play. Each of the four nations in the game—England, France, the Netherlands, and Spain—has a unique characteristic. In addition, when the program controls these nations, they have certain behavioral tendencies. Experienced players learn these tendencies, and decide which to play on the basis not only of who they want to play, but who they want to play against.



TIP

For the reasons discussed below, experienced players commonly play the English or the French. These nations have useful advantages that the player can benefit from. The Dutch and Spanish have less valuable advantages, but they are very aggressive and expansive opponents. These qualities tend to make games played against them more interesting. For a greater challenge, try playing as the Dutch or Spanish.

England

This is the most popular nation to play because its advantage is very useful. English colonists appear on the docks when two-thirds of the crosses required for other countries have been accumulated. Early in a game, obtaining colonists is very important, giving the English an advantage.

The design of *Colonization* is largely based on the English colonial experience, so it is natural that playing the English and founding the United States of America would be popular.

As opponents, the English are moderately aggressive and expansive. They will tend to establish an average number of colonies.

France

The advantage of the French is that Indian alarm grows slower in relation to French colonies and activities, when compared to alarm for other nations. This makes the French attractive to play because peaceful Indian relations are much easier to maintain. For players who have difficulty managing their "forest diplomacy," playing as the French helps overcome this problem.

As opponents, the French are relatively peaceful and not expansive. As a result, they are quite often the smallest of the European powers in the New World when your rebel sentiment reaches 50 percent, and therefore the power that withdraws.

The Netherlands

The advantage of the Dutch is that the effects of their purchases and sales in Europe have less effect on prices. For the Dutch, prices do not respond as quickly or as dramatically. In addition, the Dutch begin play with a Merchantman, not a Caravel as the other nations do. These are not particularly attractive advantages, and the Dutch are usually not a favorite of players. One advantage of playing the Dutch is that you don't have to face them—they are a tough rival.



DESIGN NOTE: *In earlier versions of the game, when colonists took up two holds on a ship, the Merchantman that the Dutch start with made them much more attractive.*

As an opponent, the Dutch are somewhat aggressive and very expansive. It is not uncommon to have the Dutch establish colonies all over the New World, especially on any continent you have come to think of as your own. They are tenacious and often irritating, and make very good opponents. You can usually capture some Dutch colonists by defeating their military units that stray into your neighborhood to harass you. If you are patient and build your strength, you can grab their nearby colonies after they have been improved and stuffed with valuable experts.

Spain

The advantage for playing as Spain is a +50 percent bonus when attacking Indian settlements. Employing this advantage forces you to give up victory points for burning Indian villages. Because peaceful relations with the natives are somewhat encouraged by the game's design, playing the Spanish is more difficult than playing other nations, and Spain is not popular. You are penalized for employing your advantage, so you must either forgo it or accept the penalty.

There is also a tendency among players to attempt to redress the historical holocaust that befell the native Americans by proving with your play that colonies could have been established without eliminating the native populace. The Spanish are less popular because the conquistadors were among the most notorious of the European invaders.

The Spanish make good opponents. They are very aggressive and seem intent on eliminating all Indian settlements from the New World. On occasion they will destroy villages far from their colonies, even villages with which you have established missions and are actively trading. They attack the villages for the treasure that they might obtain. As you explore, you may discover large tracts of land with no natives. This usually indicates that the Spanish have been here ahead of you. This aggressive anti-Indian policy leads to the formation of a large Spanish military force in the New World, which they may throw against your colonies.



WINNING THE GAME

The principal determinant for winning or losing a game of *Colonization* is whether you have won the war of independence from your home country, or not. Becoming a newly independent nation is winning; failing to become independent is not winning. Figure 9-9 shows part of the reward for winning independence, a fireworks display in a colony's Town Commons.

In addition to winning independence, *Colonization* includes two additional ways to evaluate how well you have played: a *Colonization* score and a *Colonization* rating.

Colonization Score

The *Colonization* score quantifies the achievements of your colonial administration. Maintained throughout a game, this score can be reviewed at any time from the Reports menu, as discussed in Chapter 7. Remember that scoring ceases after 1800 if you have not previously declared independence. Once declared, scoring ends at 1850. Scoring will end any time after 1600 if you lose your last colony.

Figure 9-10 shows the *Colonization* Score report for a game that ended with victory in the war of independence in the autumn of 1715.



FIGURE 9-9 A fireworks display following victory in the war of independence.



Compare this report to the one seen in Figure 7-11, which is for the same game but for the year 1655. In the 60 intervening years (120 turns) quite a number of changes have taken place. The ending of the game also means some additional scoring categories apply.

- ❖ **English Citizens** In 1655 the English score 382 for their citizens; in 1715 the score is 890. There was an increase in both the number and the rank of English citizens. In large part, both increases are due to Veteran Soldiers created before and during the war of independence. By looking at Figure 9-10 you can see a very large number of Continental Cavalry units. This is far in excess of what was probably needed to win the war. The large majority of these units were never used in combat. In this particular game, the population reached the limit of 264 colonists. Free Colonists were actually disbanded or failed to appear when they would have been created because of this limit.
- ❖ **English Continental Congress** In 1655 the English had eleven Founding Fathers worth 55 points; in 1715 they have twenty Founding Fathers worth 100 points. Note that the names of all Founding Fathers are not present because there is not room in the report for them.

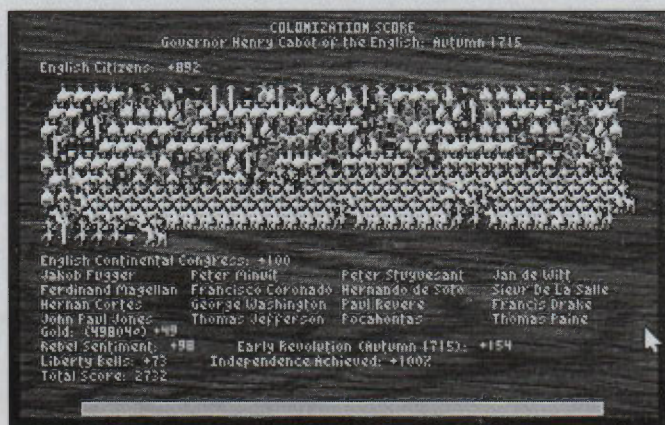


FIGURE 9-10 Colonization Score report for a winning colonial empire.



- ✠ **Gold** In 1655 the English received 8 points for a treasury of 8,454 gold; in 1715 they receive 49 points for a treasury of 49,904 gold. Prior to declaring independence, the English spent down their treasury by training Veteran Soldiers in the Royal University. The bulk of the final treasury was accumulated during the war of independence by trading with the Indians and other European powers.



DESIGN NOTE: *There may have been an error of some kind in this first released version of Colonization, because the Dutch were paying prices that were substantially higher than what the Economic Adviser was showing for Europe. This may have allowed the accumulation of an unrealistic treasury total. Alternatively, the high prices the Dutch paid may have reflected their needs at the time.*

- ✠ **Rebel Sentiment** In 1655, 75 percent of the English colonists were rebels, scoring 75 points; in 1715, 98 percent of the English colonists were rebels, scoring 98 points. The points for rebel sentiment are an incentive for continuing liberty bell production after foreign intervention takes place.
- ✠ **Early Revolution** The earlier in the game that you declare independence, the higher the score in this category. You receive two points per year for declaring prior to 1780. In Figure 9-10, the English have scored an additional 154 points for declaring independence in 1703. Nothing compares to this in 1655.
- ✠ **Liberty Bells** The English score 73 points for the number of liberty bells that they accumulated after declaring independence. This category does not exist for the report for 1655. This is an incentive for continuing liberty bell production after foreign intervention takes place.



DESIGN NOTE: *The manual says on page 16 that you receive 1 point for every liberty bell accumulated after foreign intervention. This was changed after the manual went into production because this rule would have been a strong incentive to drag out a war to pile up liberty bells. At the moment intervention occurs, the program calculates how many liberty bells needed to acquire the next Founding Father (even though no further Founding Fathers can be acquired). At the end of the game, the program calculates what percentage of those liberty bells you accumulated. You score points in this category from 1 to 100 based on that percentage. In Figure 9-10, the English accumulated 73 percent of the liberty bells that would have been needed to acquire another Founding Father, scoring 73 points.*

- ✠ **Independence** The basic score for the English is doubled (+100 percent) because they have won the war and achieved their independence.
- ✠ **Total Score** The final total for the English in 1715 is 2,732, compared to their score of 520 in 1655.

Colonization Rating

As a final measurement of how well you played a particular game of *Colonization*, your score, the level of difficulty, and the date determine a rating for your game. This rating is presented as a percentage. A rating of 100 percent or more indicates that you have mastered all of the challenges of the game. Figure 9-11 shows the *Colonization* rating for the same game scored in Figure 9-10. In this case, the rating of the game is 109 percent.

The citizens of New England, in this case, also memorialize your leadership by naming something after you. In the case of Figure 9-11, a continent has been named after the player. Having a continent named after you is the maximum recognition in the game. This occurs for a rating of 100 percent or higher. For ratings of less than 100 percent, something of lesser prestige is named after you. The list of possible objects or things that can be given your name is shown in Figure 9-11, starting at the bottom with an infectious disease.

Maximizing Your Score

You can play *Colonization* to win without attempting to maximize your score, or you can play to accomplish both. The game illustrated in Figures 9-10 and 9-11 is a case of playing for both.

In this game, the declaration of war was held off until nearly the last minute before the Spanish colonies were to be granted independence. The Spanish had been attacked previously to slow the rise of their rebel sentiment, but further attacks were not deemed worthwhile.

During the delay in declaring, all gold raised was spent on hiring Veteran Soldiers from the Royal University. Six Veterans were teaching their skills for many turns in Colleges in different colonies. This resulted in the buildup of an extremely large force of Veteran Dragoons. Colonies continued to construct Artillery until each coastal colony had nearly ten such units on hand. This preparation resulted in a war of independence that was no contest. The REF units were continually destroyed on the turn that they landed, and they never managed to live long enough to make a single attack.



FIGURE 9-11 *Colonization Rating report for a winning colonial empire.*



The delay in declaring also allowed rebel sentiment to build to the 98 percent level, and for additional (but unnecessary) **Founding Fathers** to join the Continental Congress. Both of these factors contributed to increasing the score for a game that was essentially won long before independence was actually declared.

When a game you are playing is going well, you will have to decide whether to be content with a win, or to go for the highest score and rating that you can achieve. It may be very difficult to receive a high rating without going to the lengths described above to drag out the game for every possible scoring advantage.



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