

# COLONY 9

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**DESIGNED BY SANTIAGO EXIMENO**

**VERSION 0.9b (18/03/14)**

*NOTE: This is a working document. You can see the progress of the game at*

**<http://www.boardgamegeek.com/thread/1005087/wip-2013-solitaire-pnp-contest-colony-9-initia>**

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**COLONY 9** is a board game for one player (a solo game) with an approximate duration of 15 minutes.

In the future the humanity has expanded through space, the final frontier. To facilitate this expansion men have created colonies on others habitable planets. Each colony is adapted to its environment:

- Civil colonies to accommodate new civilians from the mother planet
- Military colonies to defend the conquered territories
- Medic colonies to do medic research
- Embassies to establish communication links with other alien species

In **COLONY 9** each player must create a colony while facing dangers like alien invasions or asteroid impacts. The type of colony will determine the difficulty of the game as well as the initial and victory conditions.

## GAME CONTENT

- **17 buildings.** To create the colony on a 3x3 arrangement.
- **Actions chart.** 3x3 chart that includes the nine possible actions.
- **Events chart.** 3x3 chart that includes the nine possible events that can happen during the game.
- **4 Mission Cards.** With the initial and victory conditions, and the timeline. Civil colony, military colony, medic colony and embassy.
- **6 dice markers.** To form the game board for colony
- **1 warehouse card.** To manage storage resources.
- **31 colored cubes.** 10 red (building material), 10 green (biology) and 10 blue (technology) representing the three game resources: building materials, technology and biology. 1 yellow cube as a marker to the timeline of each mission.
- **10 pawns.** They represent the robots needed to automate tasks.
- **3 dice.** To choose the actions.

## OBJECT OF THE GAME

The aim of Colony 9 is create your colony and have it operational before the arrival of the first convoy from the planet Earth. To do this you must deploy different resources (building materials, biological, technological) in several colony buildings, as well as automate them assigning a robot if necessary.

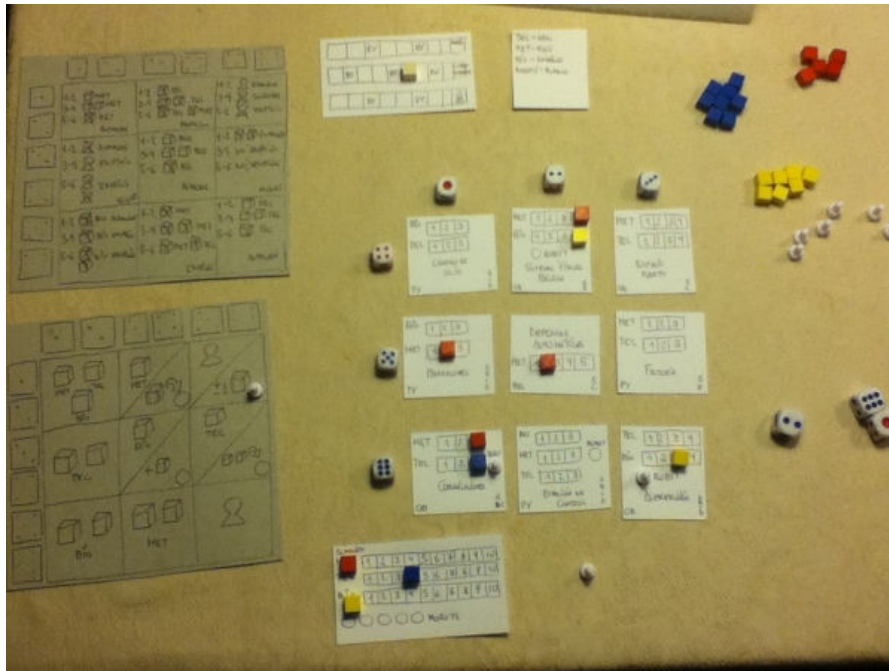
During game you will have to face several random events and build required buildings in time. For this you have different possible actions that you can choose with dice.

If at the last turn, when the convoy arrives, you have built all the required buildings, you get victory points for the other buildings. The victory conditions vary depending of the colony that you are building and game difficulty.

## SETUP

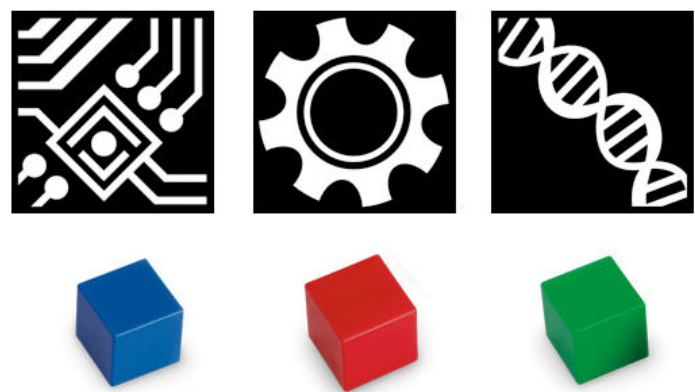
The player chooses a mission (and its difficulty) from four possible missions. Then take the 9 buildings of this mission and leave the rest, not used in this game.

Place on the table, at left, events and actions charts. Place mission card and warehouse card in front of you. Shuffle the 9 colony buildings and place them randomly forming a 3x3 grid. Place dice markers as shown in the figure (top row 1, 2 and 3; left column 4, 5 and 6) around colony buildings. Place dice, cubes and robots to be used during the game at right.



Place the timeline marker (yellow cube) next to the mission card. Place a resource of each type on the appropriate icon of each building. Place a resource of each type in the 0 box in the warehouse. Place the number of robots that chosen difficulty says in the warehouse.

This image illustrates the correspondence between resource icons and colors of cubes.



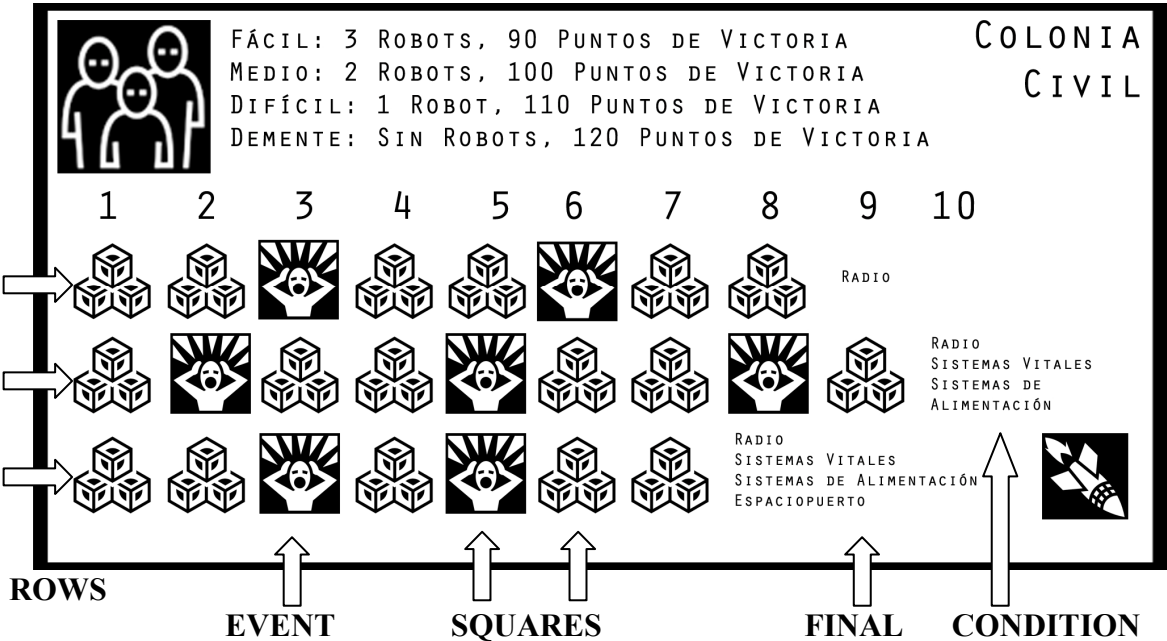
PLAY

At each the player must perform the following steps in order:

- 1. Advance timeline
- 2. Resolve event (if necessary)
- 3. Resolve condition (if necessary)
- 4. Roll dice
- 5. Select and execute an action
- 6. Deploy resources or deploy a robot

Advance timeline

The player advances the timeline marker a square in the timeline of the mission card  
(Note: in the first turn place timeline marker in first square of the upper row of timeline).



- If the square is an **EVENT** it's necessary to resolve it before continue.

- If the square is a **CONDITION** it's necessary satisfy it. If player can't satisfy the condition game ends. The turn ends immediately after resolve the condition.
- If the square is the **FINAL** square game ends. Turn ends immediately and the player must check the success or failure of the mission to the terms of **END OF GAME**.
- In any other case it is a **NORMAL** square and the player continues the turn rolling the dice.

The timeline is divided into three rows. At the end of each row the player must check the conditions for continuing the game. As the mission card shows, there are three rows. You start on upper row and move timeline marker square to square (in the picture upper row has 9 squares, middle row has 10 squares and bottom row has 8 squares) to reach the final square. In each **CONDITION** square the player must check the conditions and, if he can satisfy them, jump to the first square of the next row and continue the game.

### Resolve event

The events are illustrated in the timeline with an icon of a man screaming. To resolve an event the player must first determine this event in the events chart. The player must roll, one by one, three dice. The first die select column, the second die select row (the crossing event will be the event to occur) and the third determines the outcome of the event.

*For example: the player rolls, one by one, dice and get the following values: 1, 4, 3. A value of 1 indicates that the player needs to check the first column of the event chart (which includes **Supplies**, **Alien** and **Infection**). A value of 4 indicates that the player needs to check the second row of the event table. Therefore, the event that occurs is **Alien**. The value 3 tells to the player that he has lost a robot deployed in a building.*

Use reference tables in the first games until you don't need to do it.

You can change the result of the third die using resources deployed in defensive buildings. For each resource you use you can increase or decrease the value of the die at one point.

*For example: if the player rolls 3 with third die, he could use 2 defensive building resources to change its value to 1 or 5.*

### Resolve condition

The conditions are in the timeline of each mission card, represented by text. They are exactly the same for each mission. The first row indicates that for the final condition is necessary to have the radio built, the second row indicates that for the final condition is necessary to have the radio, the vital systems and feeding systems built, and for the final condition is necessary to have the radio, the vital systems, the feeding systems and the spaceport built.

When the timeline marker reaches a condition the player must check if he can satisfy it. If so, move the marker immediately to the first square of the next row and continue the game. The turn ends immediately after resolve the condition. If this condition is the end

game condition, the game is over and the player, after confirming that he satisfies this condition, must calculate his score.

### **Roll dice**

Roll three dice. You must choose two of them to select an action and the third die to deploy resources in the colony. The value of these dice can be modified with permanent actions, to modify a value or roll a die again.

### **Select and execute an action**

You use a die to select the column in the action chart and another to select the row. The intersection is the action you can execute. If you select an immediate action you execute it automatically (for example, get two biology resources for your warehouse). If you select a permanent action you must place a robot in such action, and you can use it from next turn.

*For example, if you choose the die 1 (column) and die 5 (row) automatically get two biology resources for your warehouse.*

In your turn you can execute an immediate action and all permanent actions that you have activated previously, or you can activate a permanent action with a robot (and use it in next turns) and execute all permanent actions that you have activated previously.

Use reference tables in the first games until you don't need to do it.

### **Deploy resources or deploy a robot**

With the last die you select the appropriate row or column of your colony board and deploy a robot or resources in one and only one building in the selected column or row. You can deploy as many resources as you like of the same type (for example if you have 3 biology resources in your warehouse you can deploy all of them in a building that need 3 or more biology resources). If you has activated the permanent action that lets you deploy two types of resources simultaneously you can do it. You can't deploy robots and resources simultaneously.

Deploying a resource means move the marker for this resource in the warehouse to the left as many squares as resources deployed (when you get resources for your warehouse you move the marker for this resource to the right as many squares as resources received), and move the marker for this resource in selected building to the right as many squares as resources deployed. If you do not have enough resources in the warehouse you can't deploy. You never can deploy more resources in a building that this building allows.

Deploy a robot means moving it from warehouse to robot icon in selected building. If you do not have robots in the warehouse you can't deploy a robot. You can't deploy more than a robot in your turn in a building (but you can deploy a robot on a building and a robot on action chart).

*Note: It's not mandatory to deploy resources or robots in a turn.*

## **END OF THE GAME**

There are two possible ways to finish the game:

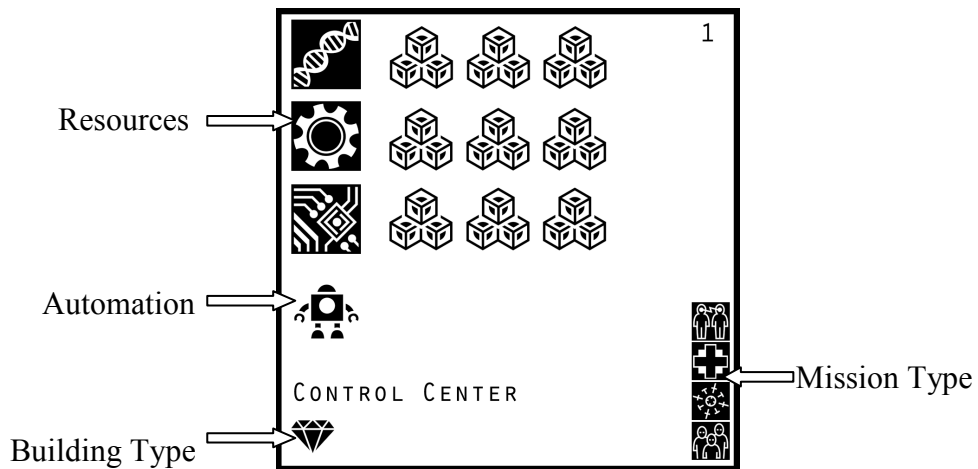
- If you can't satisfy conditions in mission timeline because required buildings are not built and automated the game ends and the mission has failed. Built means the building has all the resources indicated. Automated means the building all the robots indicated.
- Otherwise, if the player reaches the end of the timeline and satisfies conditions (required buildings built and automated), the player must calculate their victory points and compare them with those indicated in the card the mission for the selected difficulty. If victory points equal or exceed the victory points required by the mission the player has won, otherwise he has failed. Victory points are only obtained from the buildings of that type (not for required and defensive buildings). It is not necessary that the building is complete (all resources deployed) to score victory points. The victory points are calculated as follows:
  - 5 Victory Points for each resource placed in a building that does not require automation
  - 10 Victory Points for each resource placed in a building with 1 Robot (if properly automated)
  - 20 Victory Points for each resource placed in a building with 2 Robot (if properly automated)

## REFERENCE TABLES

### BUILDINGS

There are 17 buildings in the game, of which you'll only use 9 during the game. Some buildings are part of several colonies, others buildings are part of only one type of colony. In each building the following features are important:

- Building Type: Victory Points, Required or Defensive.
- Resources: Biology, Technology, Building Materials. Brackets show the required amount of each resource in each building.
- Automation: Indicates if it's necessary to automate the building using one or more robots.
- Mission Type: Indicates missions that use this building.



#### 1) Control Center

Type: Victory points

Resources: Biology (3), Technology (3), Building Materials (3)

Automation: 1 Robot

Mission: Civil, Military, Medic and Embassy.

#### 2) Leisure Center

Type: Victory points

Resources: Biology (3), Technology (3)

Automation: NO

Mission: Civil, Medic and Embassy.

#### 3) Bunkhouse

Type: Victory points

Resources: Biology (3), Building Materials (3)

Automation: NO

Mission: Civil, Military, Medic and Embassy.

#### 4) Factory

Type: Victory points

Resources: Technology (3), Building Materials (3)

Automation: NO

Mission: Civil and Military.

### **5) Hospital**

Type: Victory points

Resources: Biology (3), Technology (3), Building Materials (3)

Automation: 2 Robot

Mission: Medic.

### **6) Embassy**

Type: Victory points

Resources: Biology (3), Technology (3)

Automation: 1 Robot

Mission: Embassy.

### **7) Arsenal**

Type: Victory points

Resources: Technology (4), Building Materials (4)

Automation: 1 Robot

Mission: Military.

### **8) Defenses**

Type: Defensive

Resources: Building Materials (4)

Automation: NO

Mission: Civil and Military.

### **9) Automatic Defenses**

Type: Defensive

Resources: Building Materials (4)

Automation: 1 Robot

Mission: Medic and Embassy.

### **10) Radio**

Type: Required

Resources: Technology (3), Building Materials (3)

Automation: 1 Robot

Mission: Civil and Medic.

### **11) Radio**

Type: Required

Resources: Technology (4), Building Materials (4)

Automation: 1 Robot

Mission: Military y Embassy.

### **12) Spaceport**

Type: Required

Resources: Technology (4), Building Materials (4)

Automation: NO

Mission: Civil and Medic.

### **13) Spaceport**

Type: Required  
Resources: Technology (4), Building Materials (4)  
Automation: 1 Robot  
Mission: Military.

#### **14) Spaceport**

Type: Required  
Resources: Biology (3), Technology (3), Building Materials (3)  
Automation: 1 Robot  
Mission: Embassy.

#### **15) Vital systems**

Type: Required  
Resources: Biology (4), Building Materials (4)  
Automation: 1 Robot  
Mission: Civil and Military.

#### **16) Vital systems**

Type: Required  
Resources: Biology (3), Technology (3), Building Materials (3)  
Automation: 1 Robot  
Mission: Medic and Embassy.

#### **17) Feeding systems**

Type: Required  
Resources: Biology (4), Technology (4)  
Automation: 1 Robot  
Mission: Civil, Military, Medic and Embassy.

## EVENTS

	MATERIALES 	TORMENTA ELÉCTRICA 	ROBOT 
	ALIEN 	BIOLOGÍA 	ASTEROIDES 
	INFECCIÓN 	ACCIDENTE 	TECNOLOGÍA 

There are 9 possible events arranged in a 3x3 chart. We detail below, from left to right and top to bottom. If you have doubts you can consult this reference table to interpret the symbols of the chart.

To lose a robot or a resource in the warehouse or in a building or in the action chart indicates that you must remove it and left it with the rest of resources available for the game, that can be retrieved later. The player can always choose from which building or action removes Resources, but the building or action must necessarily contain at least one resource of the specified Type. You must remove all specified Resources or robots whenever possible.

### 1) Supplies

Roll a die

If you roll a 1-2, you get a building material resource for the warehouse.

If you roll a 3-4, you get 2 building material resources for the warehouse.

If you roll a 5-6, you lose a building material resource in the warehouse.

## **2) Thunderstorm**

Roll a die

If you roll a 1-2, you lose a Technology Resource in a building.

If you roll a 3-4, you lose 2 Technology Resources in one or more buildings.

If you roll a 5-6, you lose a Technology Resource and Building Material Resource in one or more buildings.

## **3) Robot**

Roll a die

If you roll a 1-2, you get a robot for the warehouse

If you roll a 3-4, you lose a robot in action chart

If you roll a 5-6, you lose a robot in a building

## **4) Alien**

Roll a die

If you roll a 1-2, you lose a robot in the warehouse

If you roll a 3-4, you lose a robot in a building

If you roll a 5-6, you lose 2 robots in one or more buildings

## **5) Biology**

Roll a die

If you roll a 1-2, you get a Biology resource for the warehouse.

If you roll a 3-4, you get 2 Biology resources for the warehouse.

If you roll a 5-6, you lose a Biology resource in the warehouse.

## **6) Asteroids**

Roll a die

If you roll a 1-2, you lose 2 resources in the warehouse

If you roll a 3-4, you lose all resources in a building. Note: the buildings must have one resource at least. Robots are not resources.

If you roll a 5-6, you lose all resources in 2 buildings. Note: the buildings must have one resource at least. Robots are not resources.

## **7) Infection**

Roll a die

If you roll a 1-2, you lose a Biology resource in the warehouse

If you roll a 3-4, you lose a Biology resource in a building

If you roll a 5-6, you lose 2 Biology resources in one or more buildings

## **8) Wreck**

Roll a die

If you roll a 1-2, you lose a Building Material Resource in a building.

If you roll a 3-4, you lose 2 Building Material Resources in one or more buildings.

If you roll a 5-6, you lose a Technology Resource and Building Material Resource in one or more buildings.

## **9) Technology**

Roll a die

If you roll a 1-2, you get a Technology resource for the warehouse.

If you roll a 3-4, you get 2 Technology resources for the warehouse.  
If you roll a 5-6, you lose a Technology resource in the warehouse.

## ACTIONS

















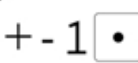




















There are 9 possible actions arranged in a 3x3 chart. We detail below, from left to right and top to bottom. If you have doubts you can consult this reference table to interpret the symbols of the chart.

There are 2 action types: immediate and permanent.

Immediate actions are executed immediately.

Permanent actions are activated when you place one robot on them. These actions can't be used same turn that they are activated.

You only can choose one action, permanent or immediate (not both), to execute/activate in a turn.

1) Immediate action: you get one resource of each type (Biology, Technology, Building Materials) in the warehouse.

- 2) Immediate action: you get one building materials resource in the warehouse.  
Permanent action (this action needs a robot to activate it): you can reroll a die in each turn (except for events)
- 3) Immediate action: you get one robot in the warehouse.  
Permanent action (this action needs a robot to activate it): You can add/subtract one point of one thrown die (except for events)
- 4) Immediate action: you get 2 Technology resources in the warehouse
- 5) Immediate action: you get one Biology resource in the warehouse  
Permanent action (this action needs a robot to activate it): You get one resource of any type you want each turn, just after action phase.
- 6) Immediate action: you get one Technology resource in the warehouse  
Permanent action (this action needs a robot to activate it): You can place simultaneously in a building two types of resources each turn.
- 7) Immediate action: you get 2 Biology resources in the warehouse
- 8) Immediate action: you get 2 Building materials resources in the warehouse
- 9) Immediate action: you get one robot in the warehouse

## **CREDITS**

### **VERSION 0.9b (18/03/14)**

Designed by **Santiago Eximeno**.

Tested by **Santiago Eximeno, Moondraco, Greene, Michael Robertson and Deathworks**.

Icons made by **Lorc**. URL:

**<http://game-icons.net>**

Dice made by **RussoGraffix**. URL:

**<http://russograffix.blogspot.com.es/2012/02/free-psp-vectors-dice-cc-by.html>**

**Special Thanks to Michael Robertson.**