



| | | |
|------------------------------------------------------------------------------------|------------------------------------------------------------------------------------|------------------------------------------------------------------------------------|
|  |  |  |
| 2〜3人 | 20〜40分 | 10歳以上 |



植民地戦争+α



A long time ago, there was a great power called the Grand Duchy of Kiev in the land of Russia. The Grand Duchy of Kiev was divided into several Duchy by split inheritance. After that, they will be attacked by Tatar (Mongolia). The goods were looted, the city burned and the people killed.

You become the official of the duchy of Russia,
It rebuilds the ruined duchy (perestroika).

Although there is still a threat of Tatar, you produce fur, wood and wheat,

increase wealth by trading, and build towns and churches.

And in Russia it will be the Greatest Prince (Veliky Kuniyasy)!

Bonus Fact

This game is 13th and 14th century Russia • Ukraine •
It is a town development game set in Belarus.

This area is called Russ, and under the influence of Tatar
The Duchy of the Kingdom has fallen.

In history, the Moscow Duchy took power in this, became
a Grand Duchy, annexed the other Duchy and become the
Russian Empire.

In this game, which principality will develop power? Your
competence is tested.



Contents

This work includes the following:



Bishop Card
1x



Principality
card 3x



Action card
20x



Table: Building cost
Score summary
Back: Score
Achievement Table

資材



26 pieces of fur



34 pieces of wood



26 wheat



5x Scenarios



Action Chips
3x

※The colors are different, there is no meaning to the different colors.

[Caution] Because wooden tops are made of raw wood, There are sharp corners. Be careful of injuries when using. Also, the various pieces of the game are very small. Please keep it out of reach of children.



Preparation

Deal one Principality card and one summary to the player.

The action cards are shuffled together and the deck is placed in the middle of the field.

Put the materials (fur, wood, wheat) and action chips together as a stock for each type.

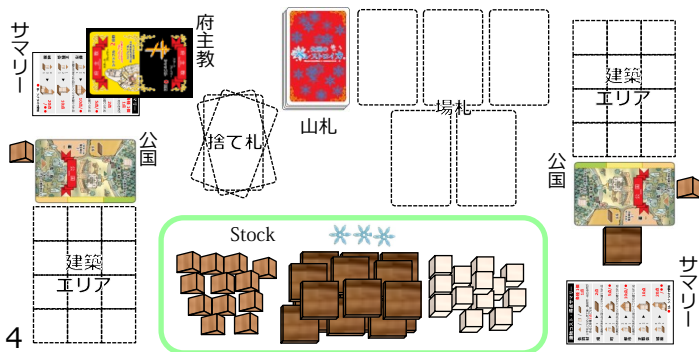
The player who most recently ate Russian food is the starting player.

First of all, you will hold the "fukyo card" as a mark .

Depending on the number of players, starting from the starting player gather the initial materials according to the table below.

| Number of players | 1 | 2 | 3 |
|-------------------|---|---|---|
| Start player | 0 | 1 | 3 |
| 2nd player | - | 2 | 4 |
| 3rd player | - | - | 5 |

Example of two-player play





Procedure

The rough procedure of this game is as follows. From top to bottom this cycle represents one game round.

Place card making

The starting player flips cards from the deck and makes a place tag

↔

【Tatar invasion】 If the conditions are met, Tatar invasion occurs and all players' materials are partially confiscated.

↔

【Shuffle】 When the deck is gone, collect the discards, shuffle and remake the deck. When the deck has been reshuffled the specified number of times, head to **【Game End】** in this round.

【Acquisition of hand】 Clockwise from the starting player, get one card at a time until all cards are taken.

【Use of hand】 Select 2 cards and perform the effect. Two cards can be carried over to the next turn. You can get one action chip by discarding your hand. Everyone does this clockwise from the starting player.

Game over
Calculate score

【End of round】 Clockwise, transfer start player to the next player



Place card creation

The start player of this round flips one card at a time from the deck to create the round's available cards. Cards are flipped until the designated number of cross cards are revealed or the maximum number of cards is reached. Both differ according to the number of players as follows.

| Number of Players | 1 | 2 | 3 |
|-------------------------|---|---|---|
| Number of crosses | 2 | 2 | 3 |
| Maximum number of cards | 5 | 5 | 7 |

2-player Example 1



2-player Example 2



The Tatar invasion occurs because two crosses did not come before five cards were revealed.



Tatar Invasion

When revealing the round's available action cards, if the maximum number of cards is reached without the required number of cross cards, a Tatar Invasion occurs.

In the event of a Tatar Invasion, all players must return 2 materials (fur, wood, wheat) to stock if they have 3 or more. After the Tatar Invasion is processed, the place cards that have been put out are acquired as normal [see Hand Acquisition (P8)].



Shuffle

When a card must be drawn and no cards are left in the deck, shuffle the discard pile to form a new deck.

When the re-shuffle is done, turn over the "fukyo card" as a tracker (see diagram below) so that the number of shuffles increases once. Once this shuffle has been performed the specified number of times, the game will end in that round (finish the current round).

| Number of players | 1 | 2 | 3 |
|--------------------|---|---|---|
| Number of shuffles | 2 | 2 | 3 |



Bonus Fact

The Bishop of Kyoto is the Constantinople that governs the Orthodox Church. The priest of the Orthodox Church following Patriarchate, Kiev and all I was dispatched to Kiev to lead Rus. After the fall of the Duchy of Kiev, the bishops of Kiev and all Rus moved to Vladimir, the top of the whole Russian Orthodox Church. As, closely related with the powers of each duchy.



Hand acquisition

Clockwise from the start player of this round, you will get one card of your choice from the battlefield. This is done until the revealed cards are exhausted. Players who earn fewer cards than the starting player will instead get one material of their choice from the stock of materials. (Can not be obtained if there is no material in the stock.)

Example: If there are 5 cards in play with 3 players, the start player and the next clockwise player will get 2 cards in total. The last player can only get 1 card, so instead they get 1 material of their choice.



Card play

Choose up to two cards from your hand and use either the top or bottom effect of each card. It is possible to use only one card or none at all in order to save cards for later rounds.

For the effect of each card, please refer to 【Effect of card】



From the stock, I get two furs.

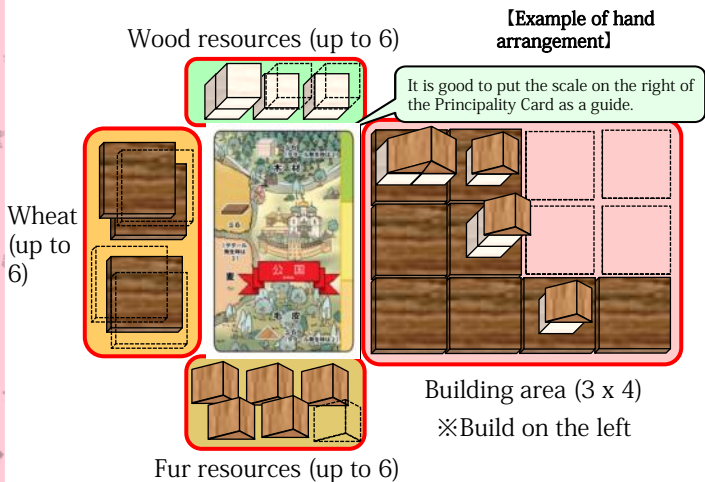
The town will be built in the building area using one fur, one wood, and one wheat. You can build as many towns as possible given available materials.

Also, if there is an action chip (described later), by using the chip it is possible to use the third card. The used action chip is returned to stock.

After playing, check the number of remaining cards in hand. If you have 3 or more cards, you must discard down to 2 or fewer.

If you skip the play phase and discard your hand, you instead get an action chip from the stock. You can get only one action chip, so if you already have an action chip, you won't get any more. (Even if you have 2 cards or less, you may intentionally discard your hand card to get an action chip.)

After each player takes their turn, the current round will end.



Building your Principality: Always build from left to right. A new row can be started at any time.



End of round

Pass the "Bishop's Card", which marks the starting player, clockwise to the next player. That player will be the starting player for the next round.

[Shuffle] does not advance to the next round when it becomes a condition that the game ends in this round, and performs score calculation with [the game end].



Game over

The score is the sum of the scores of the buildings built, plus the remaining materials as one point.

In addition, if you own [Tanned skin studio], [Saw shop], and [Washing place] in your hand, the remaining fur / wood / wheat (respectively) will now be worth 2 points each.

The player with the highest total score is the winner. In case of tie, share the victory.

In addition, you can understand the state of the Principality by comparing the score you have earned with "the score achievement" (summary reverse side). Please refer to the score.

建物コスト・得点サマリー

各
資
材



各種 1個
1点

※手札になめし皮工房・製材所・粉ひき所があると各種 2点になる

畑



2点

※資材があれば1回にいくつでも建てられる

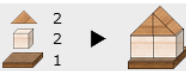
町



5点/●

※資材があれば1回にいくつでも建てられる

都市



10点/●

※資材があれば1回にいくつでも建てられる

正
教
会



10点

城
塞



20点
/●●

● は、シナリオで使用



Card effect

Here we will explain the effects of some cards.

The effects of the card are similar to those of fur, wood and wheat, so please replace it for reference.

Lumberjack



[Top] Get one wood from the stock. You can only hold up to six materials, so if you already have six, you can not get any more. If you do not have wood in the stock, you can not get any more.

[Bottom] Create a city in the building area to the right of the Principality Card, using 2 fur, 2 timber, and 1 wheat. You can make as many cities for which you have the materials. Cities score 10 points.

1. Place the wheat

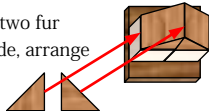


2. Place 2x wood



3. Put 2 fur on the wood

Looking at two fur from the side, arrange as follows



Rye Field



[Top] Gain one wheat from the stock,

[Bottom] Place a wheat from the stock directly on your building area of the Principality Card. Rye Fields are worth two points. Additionally, Rye Field counts as a building, so it is not possible to build additional towns and cities on top of Rye Fields. The same applies to fields built with Barley Field. *Note, Barley Field uses wheat from your supply, whereas Rye Field uses wheat from the stock.

Trade Ship



[Top] Exchange one wood for two furs with the stock. You can do this as many times as you like, up to a maximum of six furs. Remember, the maximum number of furs you can hold is six.

[Bottom] Exchange wood for wheat just as above.

German Knights (Teutonic Order)



[Top] One other player discards a random card.

[Bottom] Steal one material from one other player.

Orthodox Church



[Top] Take one card of your choice from the discard pile. If you still have a card play remaining, you may play this card now. The one exception is you may not retrieve another copy of "Orthodox Church" from the discard pile. You are not required to show other players what card you took.

Bonus Fact



The cross pattern on the left is called the octagonal cross and is often used in Slavic Orthodox churches.

Monastery



[Top] Draw two cards from the top of the deck. If you have card plays remaining, you may play cards drawn this turn. If there is only one card remaining in the deck, you can only draw one. If the deck is empty, you cannot draw any cards. Do not shuffle.

Citadel (Kremlin)



[Top] Get one resource of your choice (fur / wood / wheat) from the stock.

[Bottom] Using 3 furs, 5 timbers, and 1 wheat, make a fortress in the building area of the Principality Card. Citadels score 20 points.

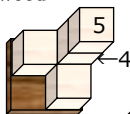
1. Place wheat



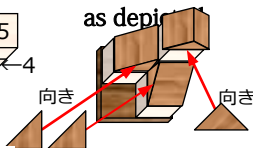
2. Place 3x wood as follows



3. Stack 2x more wood



4. Place the fur as depicted



Bonus Fact

During this time, Russia's large cities were fortified for defense, and inside them were built important buildings such as residences, orthodox churches and later palaces. This is called Kremlin in Russian. The fortification was built in Moscow, and now Kremlin has come to refer to the official residence or palace that is the center of politics in the fortress of Moscow.



Scenario Use

Once you get used to the game, we recommend using scenarios, especially for higher-skilled gamers.

We recommend "Rusi's inheritance right". The mutual interference with the opposing players increases, and the players become more competitive with each other.

For the use of the scenario, please put on the game so that you can understand which scenario is being used, and follow the contents described in each scenario for rules and score calculation.

Also, at the bottom of the scenario is the classification of the scenario. Please refer to it when using the scenario.

〔Basic score〕 If a negative value is written here, subtract this value from the total score. It will be a measure to compare the score achievement degree.

〔Difficulty〕 The difficulty of the rules in this scenario.

〔Strategy〕 Scenario tips.

〔Mutual interference〕 It indicates whether the interaction with other players will be strong.

In addition, additional scenarios are introduced on the homepage. Please download and play.



Bonus Solo-play Rules

Here are the rule changes for playing with one extra person. In the case of one, there is no opponent and it will be a challenge of how many points you can get. Please aim to become an "emperor" with reference to the score achievement degree.

- The rules for hand acquisition are the same. Please check each table for the number of initial materials and the number of cards you will make.
- When acquiring a hand, first discard 1 card from the playing card, and avoid 1 card as a virtual opponent card. I will get all the remaining cards. If you have 2 cards, you can not get a single card, so you will get 1 material instead.
- The effect of [The German Knights: Top] is chosen from the face-down cards you avoided for virtual opponents when acquiring a hand. If you remember the contents of the card you will get your favorite card.

【Solo-play Example】

Discard one card

One card is the
opponent's pile

Summary



Principality



Pile

場札

仮想の
相手札
(裏)

The rest is to the hand

Stock





Card Explanations



Felling ground

You get two woods.

You use materials and make towns (any number).



Hunter

You get two furs.

You use materials and make towns (any number).



Lumberjack

You get one wood.

You use materials and make cities (any number).



Sawmill

Double the wood you have (up to 6).

At the end, if you have this card, you will get 2 points per wood.



Trade ship

You exchange wood for two grains (any number).

You exchange wood for two furs (any number).



Sleigh

You exchange fur for two grains (any number).

You exchange fur for two woods (any number).



Kremlin(Citadel)

You get one of your favorite materials.

You use materials and make a Kremlin.



Orthodox church

You get a card from the discard.

You use materials and make one orthodox church.



Card Explanations cont.



Barley field

You get two grains.

You use grains and make fields (any number).



Rye field

You get a grain.

You get a grain and make a field.



Named skin studio

Double the fur you have (up to 6).

At the end, if you have this card, you will get 2 points per fur.



Milling place

Double the grain you have (up to 6).

At the end, if you have this card, you get 2 points per grain.



Wagon

You exchange grain for two woods (any number).

You exchange grain for two woods (any number).



Trading post

You get one of your favorite materials.

You exchange materials (any number).



Monastery

You get 2 cards from the deck (do not shuffle).

You use materials and make one orthodox church.



Teutonic Order (German Knights)

You take one card from another player without looking at the card.

You take one of your favorite materials from another player.



Metropolitan and Principality Cards

metropolitan

Start player

shuffle count 0



shuffle count 2

2player play ends
in this round.

3player game
is the last round
when the deck
is exhausted next.

shuffle count 1



2player game
is the last round
when the deck
is exhausted next.

shuffle count 3

3player play ends
in this round.

Principality

Put the wood here (up to 6).
(Up to two
when Tatar's invasion occurs).

Put the grain here
(up to 6).
(Up to two when
Tatar's invasion occurs).



Build it here.
(Left justified)

Put the fur here (up to 6).
(Up to two
when Tatar's invasion occurs).



| 植物コスト・得点サマリー | | |
|--------------|-------------|------------------------------------------------------------|
| 香露 | 1 / 13 / 1 | 香露 1個 ※100円で10個の香露を1箱に詰め、1箱1000円 ※1000円を1000円で10個に |
| 燭 | 1 / 2 / 2 | 2個 ※100円で10個の燭を1箱に詰め、1箱1000円 ※1000円を1000円で10個に |
| 燭 | 1 / 5 / 5 | 5個 / ● ※100円で10個の燭を1箱に詰め、1箱1000円 ※1000円を1000円で10個に |
| 燭 | 1 / 10 / 10 | 10個 / ● ※100円で10個の燭を1箱に詰め、1箱1000円 ※1000円を1000円で10個に |
| 燭 | 1 / 20 / 20 | 20個 / ●● ※100円で10個の燭を1箱に詰め、1箱1000円 ※1000円を1000円で10個に |

| | |
|-----------------|-------------|
| Each material | 1 point |
| Field | 2 point |
| town | 5 point/● |
| city | 10 point/● |
| orthodox church | 10 point |
| Kremlin | 20 point/●● |

- is used in the scenario.

At the end, if you have these card (Sawmill,Named skin studio,Milling place), you will get 2 points per each material.

If there is material, Fields, towns and cities can be built as many as you like at one time.

Score achievement degree

| 得点達成度 | |
|---------|---------------------------|
| 60点以上 | 皇帝 ローマ皇帝位を戴し、ファッリとなる |
| 59点と55点 | 皇帝 ルーンの大帝を戴しに置く |
| 54点と50点 | 大皇帝 強國となり、大帝のファッリとなる |
| 49点と45点 | 皇帝 強國に扶まねがらむ、強國を守るとなる |
| 44点と40点 | 分領公 強國に供さるる分領となし強國を助する |
| 39点以下 | 滅亡 強國に攻め入れられ、滅亡する |

| Score | Status | |
|------------|------------------------------------------------|-----------------------------------------------------------------------------|
| 60 or more | Emperor (Tsar) | It inherits the Eastern Roman emperor and becomes the emperor (царь). |
| 59 to 55 | Grand Prince of Rus' (Velikiy Knyaz of Rus) | Take control of most of the Rus. |
| 54 to 50 | Grand Prince (Velikiy Knyaz) | It becomes a powerful country and is called a grand prince (Великий князь). |
| 49 to 45 | Prince (Knyaz) | Despite being in power, it protects independence. |
| 44 to 40 | Duke (Udelny Knyaz) | It will be annexed to a powerful country, but will control its territory. |
| 39 or less | destruction | It is attacked by a powerful country and is destroyed. |

When using a scenario, you subtract the basic score from the score.

Scenario

Rus' Successor

You aim to reign over Russi by claiming the successors of the great Kiev-Russi who once unified the area of Rus.

Let's exert influence and annex it into our home country by constructing towns and cities in the neighborhood of weak minorities.

However, the influential principalities can be merged and the land can be expanded.

— Additional Rules —

At the end of the game, look at the ● marks of all players' buildings in columns. (3×4 columns)

- The total number of marks will add 5 points to the single largest player. ● If the total number of marks is the same, no one is added.



Maximum value in each column is worth an additional 5 bonus points.

Basic score: 0 points

High Difficulty

High Strategy

High Interaction

Scenario

Wilderness Abbey

During this period, in the Orthodox Church, the wilderness movement was held, in which primary forests were cut open and monasteries were built.

Before long, there was a town around the monastery, which developed into a city monastery.

In this scenario, expanding the territory can be aimed at by building the Orthodox Church further from the principality.

— Additional Rules —

Orthodox Churches no longer have a fixed score of 10 points; now the value is based on in which column the Church is built. You can get a high score by building an orthodox church further away from the principality.

In order to prevent the opponent's high score, it is necessary to have a strategy to acquire cards to build the Orthodox Church.



| | | | |
|-----------------------|----------------|-----------------|-----------------|
| Basic score: 0 points | Low Difficulty | Medium Strategy | Low Interaction |
|-----------------------|----------------|-----------------|-----------------|

Scenario

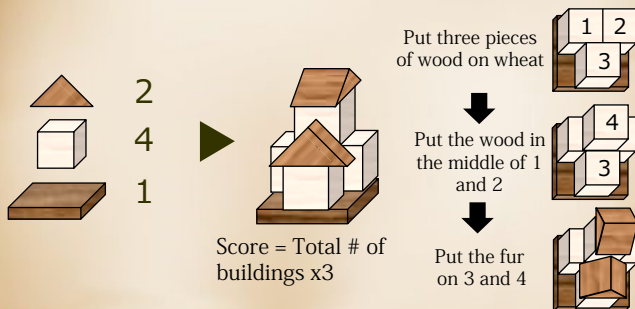
Cathedral Architecture

I will build the Dormition Cathedral which will be the center of the Orthodox Church. Dormition is a memorial to Mary's eternal sleep, an important day of the Orthodox Church. The Dormition Cathedral, which was used to host the Dormition at various times, was constructed and became the center of faith in the country.

— Additional Rules —

When shuffled, if you have the following materials, you can make one cathedral. You do not have to make it.

The cathedral's score will be the number of buildings you built by the end of the game x 3 points.



Basic Score: 0 points

Low Difficulty

Medium Strategy

No interaction

Scenario

The Struggle of the Principalities

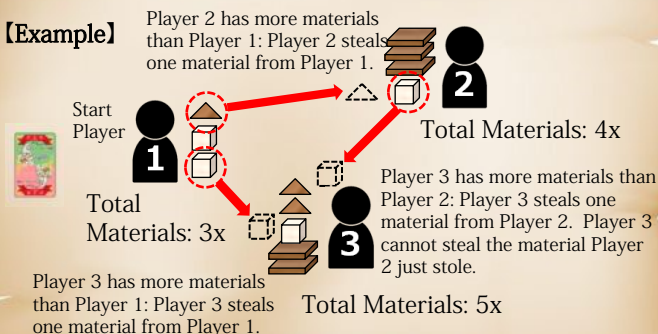
The Duchy of Rus sometimes fought each other hard. The famous ones were the battle between the Grand Duchy of Moscow and the Duchy of Tver, sometimes on the territory, sometimes on the order of Vladimir.

In order to win the struggle, hold more goods (materials) to keep the soldier than your opponent.

— Additional Rules —

When the deck is shuffled, players with more materials steal one material from players with fewer materials. You cannot steal a material that was stolen this turn.

【Example】



Basic score: 0 points

Medium Difficulty

Medium Strategy

Medium Interaction

Scenario

Planned City

In Vladimir's Duchy, buildings such as residences, castles, and churches were systematically built along the Neryl river during the time of the Duchy of Andrey Bogolyubsky.

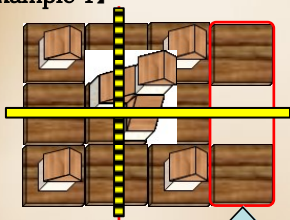
You also followed the Duke of Andrey and decided to place the buildings in a planned manner.

— Additional Rules —

When the buildings are arranged so as to be symmetric along the vertical or horizontal axis, points are added equal to the number of different types of buildings along the symmetric axis.

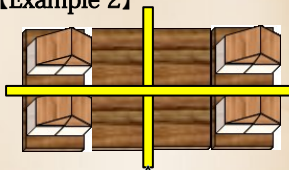
If the buildings are symmetric along both axes, add points equal to 3x the number of different types of buildings.

【Example 1】



Because there are these two fields, the principality is only symmetrical along the horizontal axis. Since there are three types of buildings (field, town, Kremlin), 3 points are added.

【Example 2】



This principality is symmetrical along both axes (3x bonus). Since there are two types of buildings (fields and cities), $2 \times 3 = 6$ points are added.

Bonus score: 0 points

Medium Difficulty

High Strategy

No interaction

Scenario

Serfdom

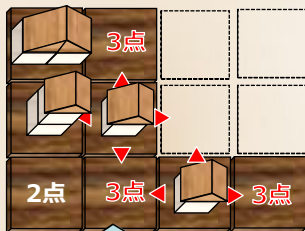
Many farmers were relatively free in Russia until around the 12th century. However, the movement of farmers who owe debt to the lord was banned, and from around the 13th century the landlord's retention of farmers became gradually implemented.

Then, in the 16th century Ivan IV, the movement of farmers was legally prohibited, and the Russian serfdom system was established.

— Additional Rules —

If the field is adjacent to the town where the small lord lives, points will be added to the field. Fields adjacent to towns are now worth 3 points. Otherwise fields continue to score 2 points.

【Example】



Even if there are towns in both, only score 3 points.

Basic score: 0 points

Medium Difficulty

Medium Strategy

Low Interaction

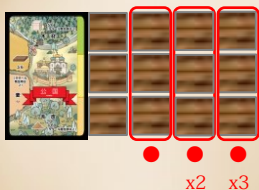
Scenario

Water Trade Route

There are many rivers, such as the Great River Volga and Dnieper, in each of the principalities of Russi, and trade using these rivers was popular. Let's expand the control to the every corner of the duchy power and develop the commerce by utilizing the water trade route using these rivers.

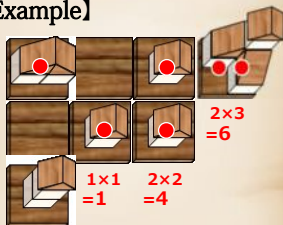
— Additional Rules —

After calculating the normal score at the end of the game, the further away from the duchy, the higher the additional score will be in proportion to the number of ●. The fourth column farthest from the Principality is added by the number of ● $\times 3$ points, the third column by the number of ● $\times 2$ points, and the second column by a few minutes of ● additional points.



● Value for each building is located on p. 10

【Example】



None

A total of 11 points

Basic score: -5 points

High Difficulty

High Strategy

Low Interaction

Scenario

Palace Architecture

At that time, since Rus was a war-era, the public residence was a fort that exclusively focused on defense. A fort was built in Moscow, but Ivan the Great in the late 15th century invited Italian architects to completely renovate in a Renaissance style, and luxurious palaces such as the Granovitaya palace were added. In this scenario, let's anticipate the times, invite Italian architects and build luxury palaces.

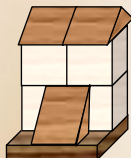
— Additional Rules —

When shuffled, if you have the following materials, you may make one palace. You do not have to build it. The score of the palace is calculated based on the total points of every other building, at a rate of 2 per 5.

| | | | | |
|---------------|-----------|-----------|-----------|-----------|
| Total Score | 30 | 35 | 40 | 45 |
| Palace | 12 | 14 | 16 | 18 |



3
4
1



Put 2 woods
and 1 fur
on 1 wheat



Add two more
wood on top
of Wood 1 and 2



Put fur on
wood 3 · 4



| | | | |
|-----------------------|-------------------|---------------|----------------|
| Basic score: 0 points | Medium Difficulty | High Strategy | No interaction |
|-----------------------|-------------------|---------------|----------------|

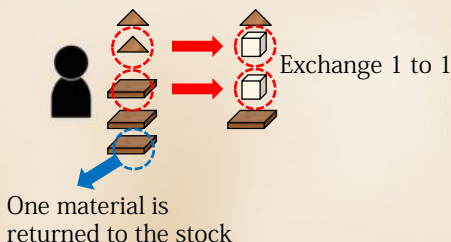
Scenario

Trade in the Baltic Sea

From the 12th century to the 13th century, German traders engulf cities and create groups to protect commerce. It is the "Hanza alliance" to tell the world. In Rus, a German merchant's house is built in Novgorod, and fur and wood are actively exported.

— Additional Rules —

When the deck is shuffled, each player may choose to trade with the German merchant, beginning with the start player. If a player returns one material to the stock, that player may then exchange any remaining material for the material of their choice, at a 1 to 1 rate, as many times as they like.



Basic score: 0 points

Low Interaction

Low Difficulty

No interaction



Imprint

Colonial War+ α Shokuminchi Sensou Plus Alpha

Game Design **千夜一葉** Kazuha Chiya

Illustration **猫転餅** Nyan-Koro-Mochi

Play-testing **エヌ氏** Mr.N

English Translation: Jason Franks (p. 2-15,
20-28) and Colonial War+ α (p. 16-19)

http://www.ac.cyberhome.ne.jp/~usa_neko/1800_v2/sheet_pere.html

メール chiyakazuha@mail.goo.ne.jp

ツイッター @chiyakazuha



植民地戦争+ α