

A GAME BY
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KOHLE & KOLONIE

FOR 3-5 PLAYERS



2



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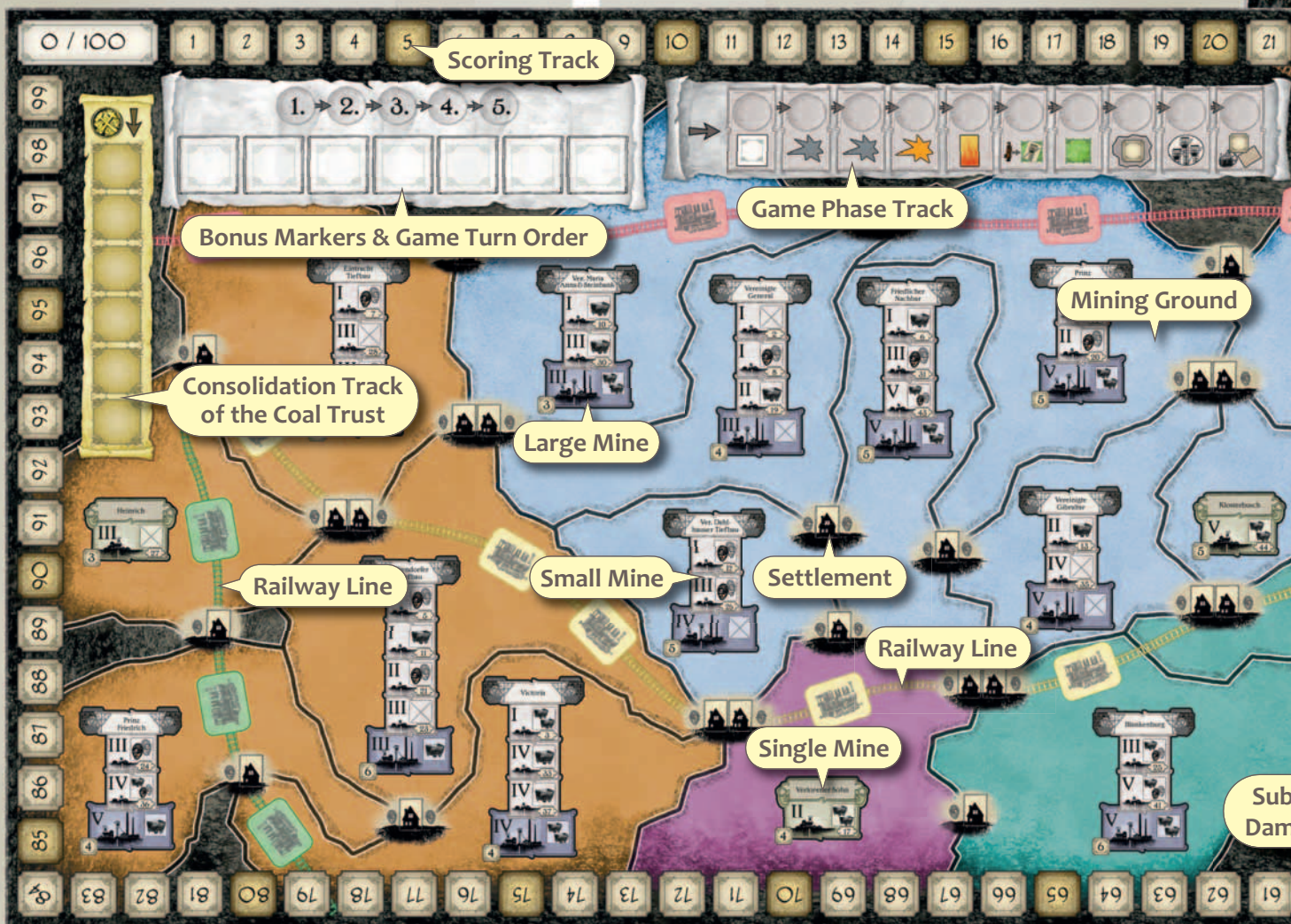
1.0 INTRODUCTION

Kohle & Kolonie introduces 3-5 players to the southern Ruhr area at the start of the industrial revolution. The players acquire

mining grounds and conduct mining by operating small mines where the modern day cities of Essen, Hattingen, Bochum, and Witten are located. They try to expand their mines and run them profitably. To operate the mines, they must recruit workers from the nearby villages.

During the game the small mines will be consolidated into large coal mines. When this happens, the players often must invest money to take over the whole mining ground with the consolidated large mine. They compete not only against the other players but also against a *Coal Trust*.

Without an infrastructure, a mine cannot be run. Therefore the players must keep an eye on the local railway lines as well.



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Kohle & Kolonie is Thomas Spitzer's second game in his Kohle (**Coal**)-trilogy after **Ruhrschiffahrt**.

2.0 GAME COMPONENTS

Each copy of **Kohle & Kolonie** contains:

- ✘ 1 game board
- ✘ 5 mining tableaus (1 per player)
- ✘ 100 miner cubes
(20 each in the 5 player colors)
- ✘ 25 settlements
(5 each in the 5 player colors)
- ✘ 15 engineers
(3 each in the 5 player colors)
- ✘ 15 mine disaster discs
(3 each in the 5 player colors)
- ✘ 3 neutral mine disaster discs (black)
- ✘ 1 “blank” mine disaster disc
(natural color)
- ✘ 15 administrative markers
(3 each in the 5 player colors)
- ✘ 20 steam engines
- ✘ 1 game phase marker
- ✘ 45 coins (35x value 1, 10x value 5)
- ✘ 40 local workers
- ✘ 15 extra action markers
- ✘ 19 railway markers
- ✘ 7 bonus markers
- ✘ 5 disaster markers
- ✘ 15 price increase markers
- ✘ 40 small coal mine cards
- ✘ 5 single coal mine cards
- ✘ 15 large coal mine cards
- ✘ 25 pithead cards (5 each per player)
- ✘ 1 bag
- ✘ 2 rule booklets (English and German)



2.1 The Game Board

The **Kohle & Kolonie** game board depicts parts of Essen (orange background), Bochum (blue background), Hattingen (purple background) and Witten (green background). It is divided into several named mining grounds that contain one or more coal mines. Mines are either small coal mines, single coal mines, or large coal mines.

Small coal mines have two numbers – the one at the bottom right numbers all the small mines; the large Roman one designates the epoch (“turn”) when the mine is founded (“enters the game”). Large coal mines have a larger rectangle. The Roman number to the left designates when the large coal mine is founded. The number at the bottom left shows the victory points the owner scores immediately after the consolidation.

The game board also contains 5 mining

grounds with single coal mines. They are depicted on the game board somewhat smaller than the large coal mines. They are also numbered at the bottom right. The Roman number to the left designates when they enter the game. Below that number are the victory points the owner scores immediately after buying that mine. The borders of the mining grounds contain "villages". Here the players may build settlements and gain workers for their mines. Four railway lines (red, brown, yellow, green) run across the game board. In the upper left is the consolidation track of the Coal Trust, which holds coins of value 1. To its right is the track with the available bonus markers and the turn order that results from taking the bonus markers. The game phase track is in the upper center. In the bottom right corner is the game turn track with its 5 game turns. Each space contains one mining disaster marker which will be turned over and evaluated in the corresponding game phase. If the *subsidence damage* event is triggered during mine disaster evaluation, the

marker is placed in the subsidence damage box to the left as a reminder. Above the game turn track is the mining purchase track that depicts how many mines the Coal Trust buys each game turn.

The scoring track runs around the edges of the game board.

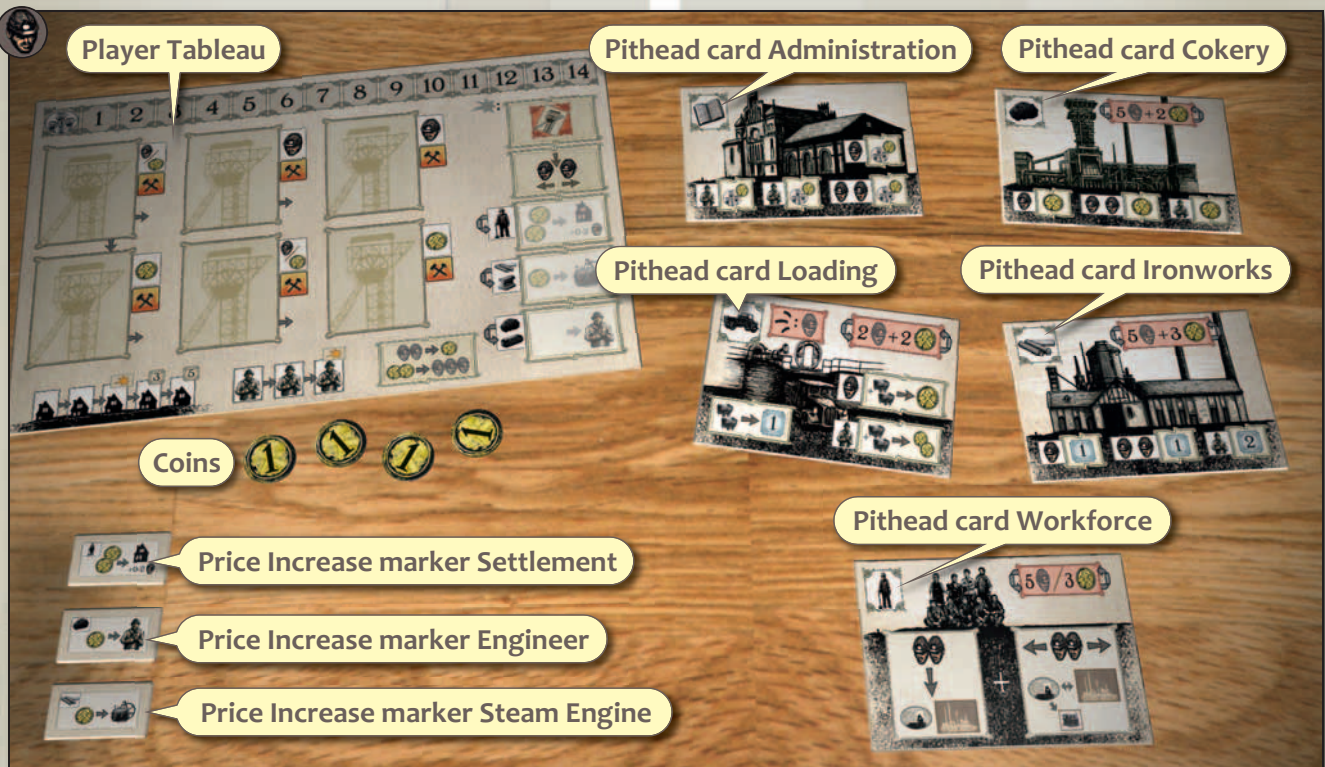
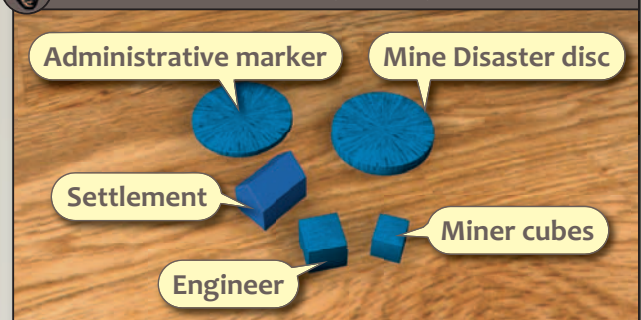
2.2 The Player Components

Each player has the following components in his color:

- ✘ 20 miner cubes
- ✘ 5 settlements
- ✘ 3 engineers



The player colors are orange, blue, green and yellow



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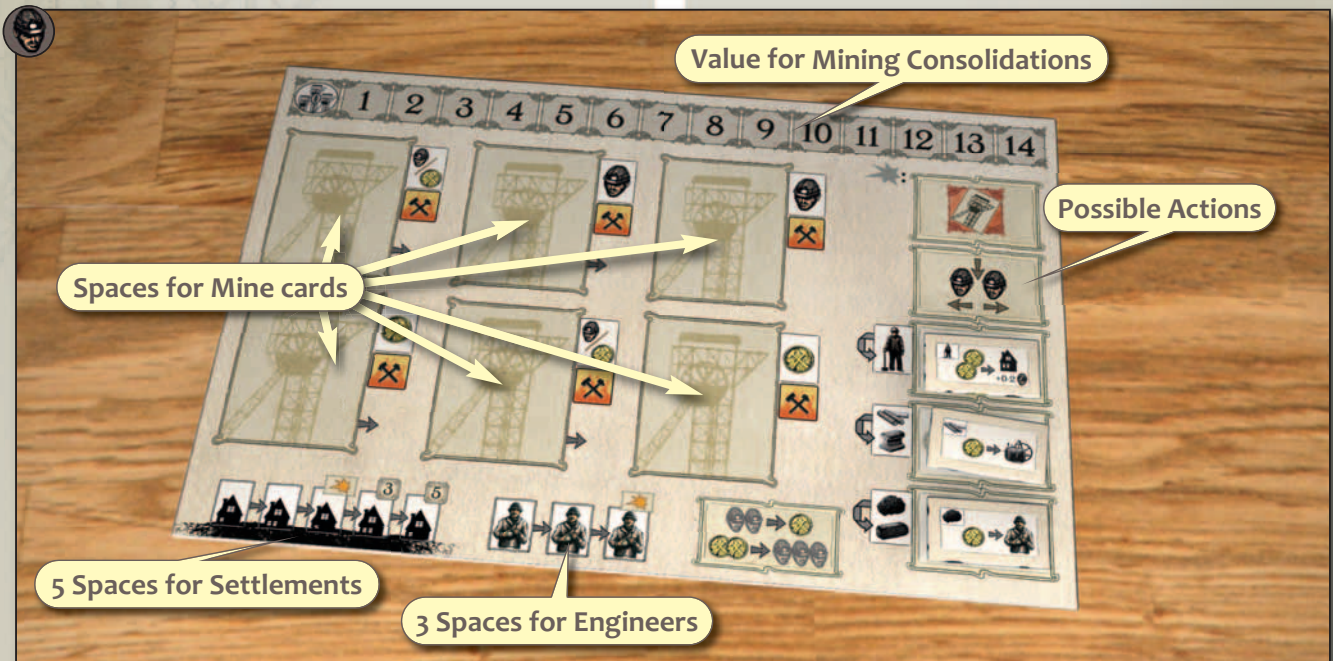
- ✘ 3 mine disaster discs
- ✘ 3 administrative markers
(everything in wood)
- In addition, each player gets
(not in player color!)
- ✘ 1 player tableau
- ✘ 5 pithead cards
- ✘ 3 price increase markers
(1 each of engineer, settlement and
steam engine)
- ✘ 4 coins

The player places acquired mines, his settlements, and his engineers on his tableau. On the numbered spaces (0-14) he can track his bids on mining consolidations. The tableau also lists the possible actions and their costs. The player places the price increase markers, front side up, on the corresponding spaces of the tableau.

Place the 5 pithead cards next to the tableau. (Place the 4 double-sided cards with their front side up.)



When local workers, miners, engineers or money are placed on these cards, the player will operate his mining company more profitably and more efficiently. **Note:** A player's miners may operate in several different sectors in the game: in a mine, in administration, and on the railways.



Note: The costs for certain actions may increase during the game. Should this happen, the player flips these markers; see 5.2.



2.3 “Neutral” Wooden Pieces

Kohle & Kolonie contains the following “neutral” wooden pieces:

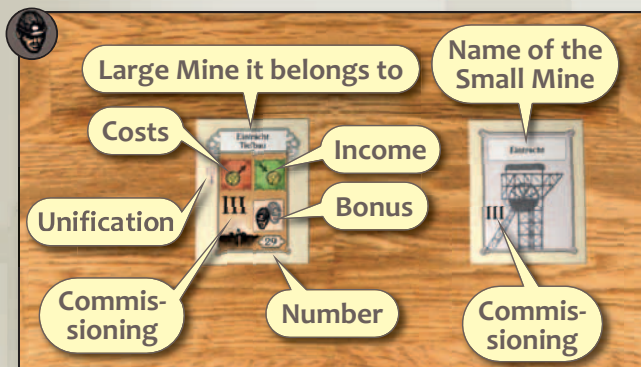
- ✘ 20 steam engines
- ✘ 40 local workers
- ✘ 3 mine disaster discs and 1 “blank”
- ✘ 1 game phase marker

Note: The local workers are initially the local farmers living nearby.

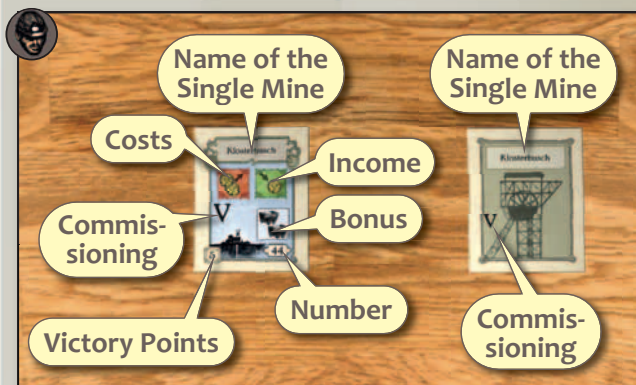


2.4 The Coal Mine Cards

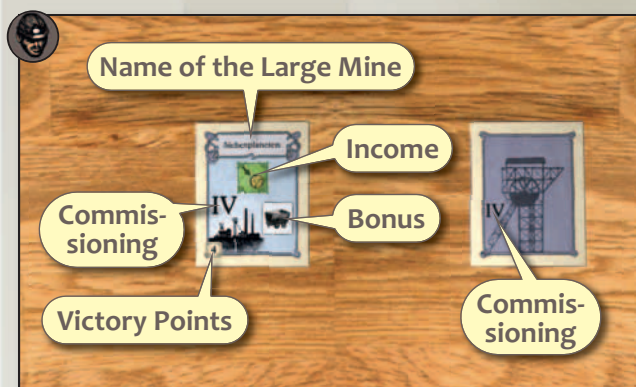
The game has 60 coal mine cards: 40 small mines, 15 large mines and 5 single mines. The background color determines to which “city region” (Essen, Bochum, Hattingen, Witten) each mine belongs. Small mines show to which large mine they will belong after consolidation, how costly their commissioning is, in which game turn they enter play, in which turn they are “consolidated”, any possible bonus (wagon or second miner), their income per turn, and the number of the mine. The flipside of the mine card depicts the name of the mine and the turn when it will enter the game.



In many ways, single mines work like small mines. However, they are never consolidated into large mines later. They also show the number of victory points the owner *immediately* scores after purchase.



Large mines enter the game through the consolidation of several small mines and therefore do not list any costs for their commissioning. Just like single mines, they show the victory points the player scores *immediately* after the consolidation. The flipside does not list the name of the mine, but does list the turn of consolidation.



2.5 Markers

Kohle & Kolonie contains the following cardboard markers:

2.5.1 Railway markers

Shuffle the railway markers thoroughly, then place them with the train side down, one marker per train station space of the

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game board; see 5.3. In a 3-player game some markers are not used; see 7.0.



2.5.2 Bonus markers

At the start of each game turn, each player selects 1 of the 7 bonus markers. Each marker brings advantages. The position of the bonus markers also determines the sequence in which the players will act in the game turn; see 5.1.



2.5.3 Extra Action markers

Certain actions and progresses in the game allow the players to perform an additional (third) action in a turn; see 5.4.



2.5.4 Disaster markers

Before the start of the game, shuffle the disaster markers thoroughly, then place them, flame side up, on the five spaces of the game turn track.



2.5.5 Price Increase markers

During the course of the game, the costs for steam engines, settlements, and engineers will likely increase. If that happens, all players flip the appropriate marker to keep track of this change.



2.5.6 Money (coins)

The players pay for all costs in the game with coins. *Kohle & Kolonie* contains 35 coins of value “1” and 10 coins of value “5”.



2.6 The Bag

Three mine disaster discs are drawn, one after the other, out of the opaque bag to determine the mine disaster.



3.0 AIM OF THE GAME

The players build and run coal mines in the southern Ruhr area over 5 game turns. Starting in turn 3, the various small coal mines are consolidated into larger mines. The players must try to take over the mining grounds consolidated into these large coal mines.

The players recruit the workers for small and single mines from the adjacent villages. Purchasing small and single coal mines, building settlements, and expanding certain pithead cards brings the players victory points. During the game, they can receive additional victory points through the repeated use of pithead cards. At the end of the game, they receive victory points for having built the local railway lines and for owning steam engines.

4.0 PREPARATIONS

Place the game board on the table. Each player takes a player tableau, 20 miners, 5 settlements, 3 engineers, 3 mine disaster discs, 3 administrative markers, 3 price increase markers, 5 pithead cards, and 5 coins as starting cash. Place the 3 engineers and the 5 settlements on their spaces on each tableau. Place one of the administrative markers on space “0” of the consolidation track and the 3 price increase markers, with the front side up, on the corresponding spaces of the tableau. Place the miners and the starting money next to each tableau.



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Place the 5 pithead cards next to each tableau, showing the following sides:



Place the second administrative marker of each player near the turn order track and the third one on space "2" of the scoring track. (The players start with 2 victory points.) Place each player's 3 mine disaster discs on top of the bag near the game board. Place the 3 neutral mine disaster discs (black) and the "blank" disc (nature) here, too. Sort the coins by value and place them aside to form a bank.

One player shuffles the 19 railway markers, then places them, with their train side down, on the train station spaces of the game board (one marker per space).

Place workers in the villages, with each village receiving 1 or 2 workers (see the game board spaces).

Place the game phase disc on the left field

of the game phase track ("Select bonus marker").

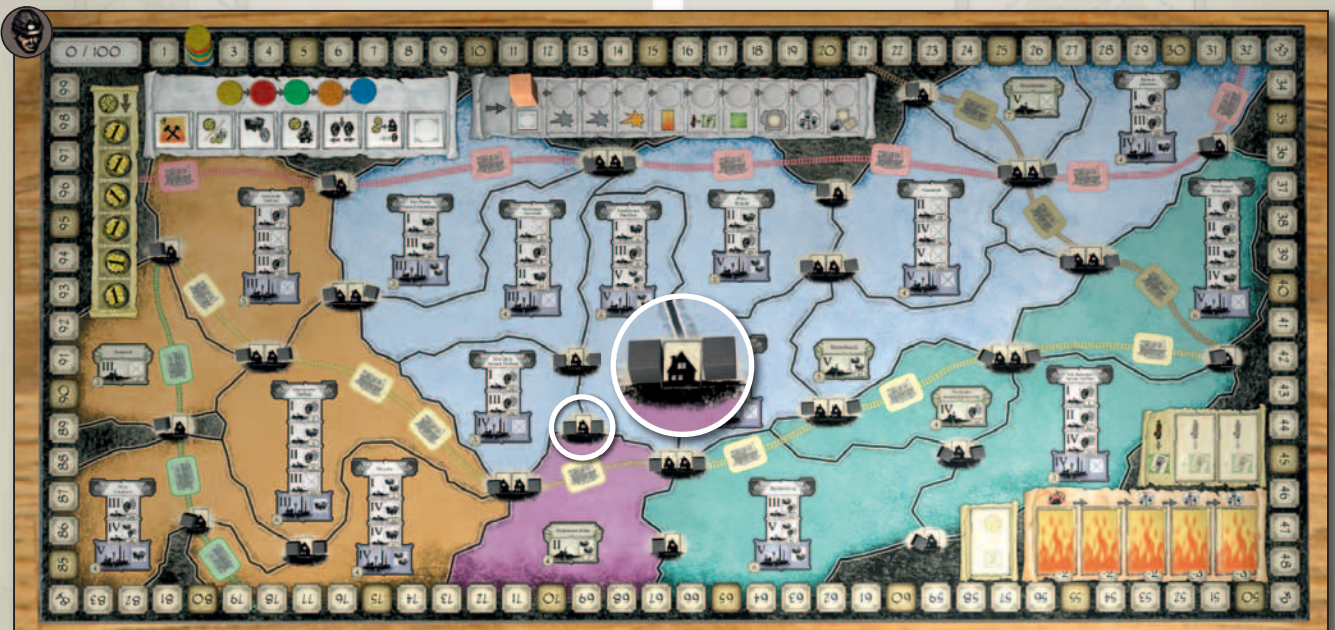
One player shuffles the 5 disaster markers, then places them, one marker per space with the flame side up, on the 5 spaces of the game turn track. Place 1 coin on each of the six spaces of the consolidation track of the Coal Trust.

Separate the mine cards into small mines, single mines and large mines. Then sort and stack all small and single mines and all large mines by game turn. Display the small and single mines entering the game in the first turn ("1") next to the game board.

Place the bonus markers on the spaces of the bonus marker track as shown here:



Attention: The set-up is changed slightly in a 3-player game; see 7.0.



5.0 SEQUENCE OF PLAY

Kohle & Kolonie is played over 5 game turns. A turn consists of the following 10 game phases; not all phases are played in each turn:

1. Select bonus marker and determine game turn order
2. First action phase
3. Second action phase
4. Extra action phase
5. Mine disaster phase
6. The Coal Trust acquires mines
7. Income from mine cards
8. Game board scoring
9. Consolidations (starting in turn 3)
10. Scoring and income from pithead cards

5.1 Select bonus markers and determine game turn order

At the start of the game, the 7 bonus markers are in their spaces on the bonus marker track as shown on page 9.

Attention: The steam engine marker (at the right) may not be selected on turn 1, so it's flipped over. It's available from turn 2 on. In the first game turn, the players determine randomly who starts. That player selects a bonus marker, places it in front of him on the table, and places his administrative



marker in the now empty space of the bonus marker track. The other players follow in clockwise order until each player has chosen a bonus marker.

The players then move their administrative markers to spaces 1-5 of the game order track, keeping the same relative order. Move bonus markers that haven't been selected to the left of the bonus marker track, without changing their relative positions.

After a player uses a bonus marker in one of the subsequent phases, he *immediately* places it on the leftmost empty space of the bonus marker track.

In the next game turn, the player whose administrative disc is *last* (furthest to the right) selects his bonus marker for the turn first. The other players follow in descending order of their administrative discs.

5.1.1 The bonus markers

The bonus markers offer players additional options during play:

Insert 2 miners & redeploy 2 miners: Using this bonus marker is *free*. It may be used during either of the two regular action phases or the extra action phase. The player may insert up to 2 of his miners from his pool *and* redeploy 2 of his miners. The normal rules for inserting and redeploying miners apply; see 5.1.2.



Insert 1 engineer: Using this bonus marker *always* costs 1 coin. It may be used during either of the two regular action phases or the extra action phase. The player may



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insert 1 engineer onto a space of his pithead cards that depicts the engineer icon. The normal insertion rules apply; see 5.1.2.

Purchase a steam engine: Using this bonus marker *always* costs 1 coin. It may be used during either of the two regular action phases or the extra action phase.



The player may place 1 steam engine onto any mine card that does not already have a steam engine or onto the space depicting the steam engine icon on the *Cokery & Briquette Plant* pithead card. The normal insertion rules apply; see 5.1.2.

Mine rescue team: Using this bonus marker is *free*. It is used in phase 5. The mine rescue team protects any 2 mines of the player. For these mines the player does not need to pay coins or use miners during this turn's mine disaster; see 5.1.4.



Consolidation aid: Using this bonus marker is *free*. The player may choose one of two options. In phase 9 he may, *during any one consolidation* he is part of, increase his consolidation value by 2; see 5.1.8.



Alternatively the player may take 1 coin from the bank during either one of the two regular action phases or the extra action phase. Thus, a player may use this marker in the first two turns when there are no consolidations.



Wagon: Using this bonus marker is *free*. It is used in phase 10. The player has 1 additional wagon when he scores his *Loading* pithead card and doesn't have to discard 1 worker to activate it; see 5.1.9.



Settlements: Using this bonus marker *always* costs 2 coins. It may be used during either of the two regular action phases or the extra action phase. The player may place 1 settlement onto the game board, plus from 0 to 2 miners (his choice). The normal rules apply; see 5.1.2.



5.1.2 The action phases

Kohle & Kolonie has two identical action phases which are conducted one after the other in turn order. In each action phase a player may conduct *one* action of his choice. In addition, he may conduct the bonus marker action during his action phases (if possible, see 5.1.1), flip over certain of his pithead cards, and exchange workers for coins (or vice versa).

The following actions are possible:

- Purchase a mine card
- Purchase a steam engine
(not possible in turn 1)
- Place a settlement
- Insert an engineer
- Insert & redeploy miners

The actions in detail:

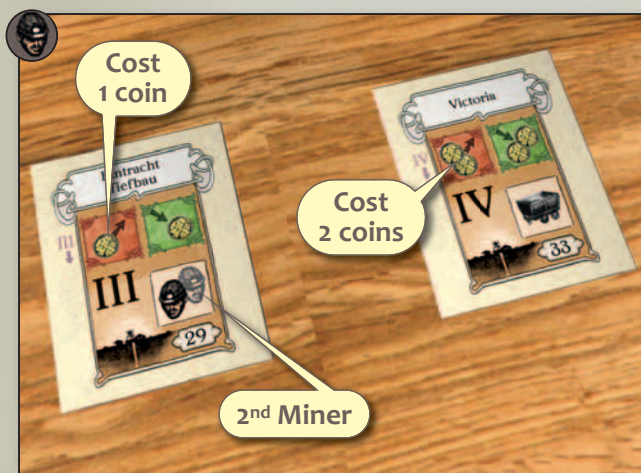
- Purchase a mine card

The player may purchase one of the available small or single mine cards. To do so, he must fulfill these requirements:

- ☒ His tableau has at least 1 empty mine space.

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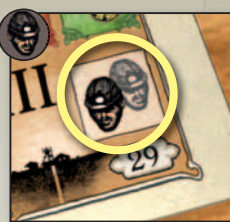
- At least 1 worker is located in a village adjacent to the mining ground or 1 of his miners is located at one of the settlements adjacent to the mining ground.
- He must be able to pay the purchase cost of the mine card. Small mines cost either 1 or 2 coins.



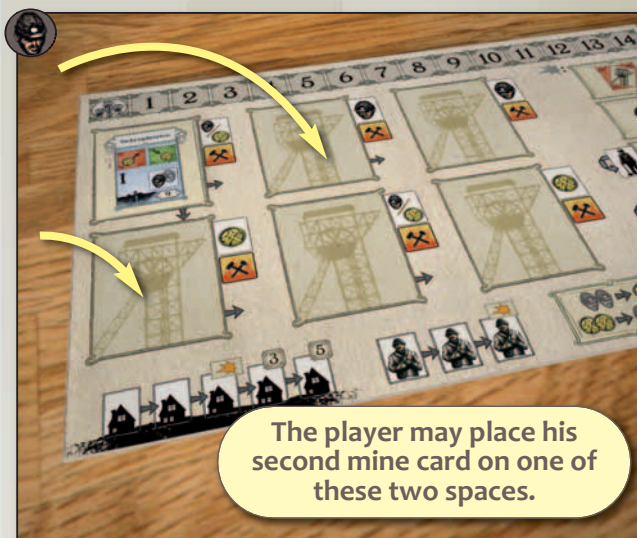
If the player is able to fulfill these requirements, he pays the money to the bank. Afterwards he takes 1 worker from a village adjacent to the mining ground and places 1 miner from his pool of miners onto the space of the mine on the game board to show his ownership. He places the removed worker next to his tableau. If no worker is adjacent to the mining ground, the player must transfer 1 of his miners at a settlement adjacent to the mining ground to the newly acquired mining space of the game board to show his ownership.



If the newly purchased mine card has the 2nd miner icon, the player may remove a second worker from a village adjacent to the mining ground and place it next to his tableau (if a worker is still adjacent to the mining ground!). This second worker allows the player to transfer a second miner to a space on his tableau or to an allowed space on one of his pithead cards; see e) Insert & redeploy miners.



The player places the purchased mine card on an empty space of his tableau. He must start in the top left corner. Additional mine cards are placed adjacent to already placed cards (see the arrows). A player has two rows available.



The player may place his second mine card on one of these two spaces.



Victory points for single mines are scored once immediately after purchase.

b) Purchase a steam engine

A player purchases one steam engine and pays the cost to the bank. A steam engine at first costs 1 coin. As soon as the first player has flipped his Ironworks pithead

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card, all steam engines cost 2 coins; see the *additional action Flip Pithead Cards*. The player takes a steam engine from the pool and places it on any mine card on his tableau that does not have a steam engine on it. **Attention:** A player might later place a steam engine on the *Cokery & Briquette Plant* pithead card.

A steam engine increases the income of the mine in phase 6 by 1 coin. The engine can be transferred to a large mine card after consolidation, but even a large mine can have at most 1 steam engine.

Each steam engine increases the number of victory points at final scoring; see 6.0.

Attention: Steam engines may be purchased starting on turn 2. If no steam engines are in the pool, the players cannot buy a steam engine.

Note: A steam engine purchased with the bonus marker always costs 1 coin.



c) Place a settlement

A player may place one of his settlements on the game board, paying the cost to the bank. At first, a settlement costs 2 coins. As soon as the *first player* has flipped his *Workforce* pithead card, all settlements cost 3 coins; see the *additional action Flip Pithead Cards*.

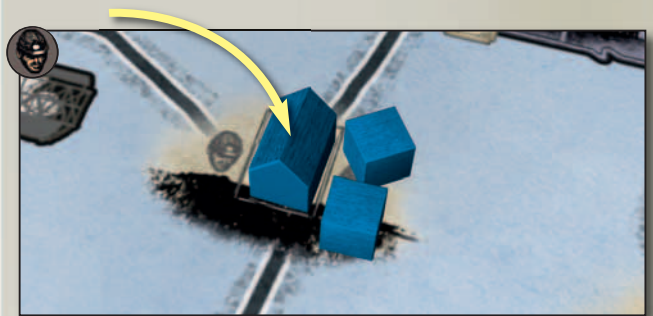
The player must fulfill the following requirements:

- ⊠ A village on the game board has no more workers.
- ⊠ The player pays the cost to the bank.

He has to observe the following restrictions:

- ⊠ In a village with 2 spaces for settlements, a player may occupy *only one* of them.
- ⊠ Placed settlements may not be relocated.
- ⊠ At all times, there may be only up to 2 miners per settlement.

The player takes a settlement from his tableau (always starting from the left!) and places it on a village on the game board. In addition, he may immediately place from 0 to 2 of his miners (his choice) next to the settlement.



A player needs these miners for 3 reasons:

- ⊠ In case no workers remain next to a mining ground when purchasing a mine card; see *Purchase a mine card*.
- ⊠ To move them to adjacent train station spaces; see *Insert & redeploy miners*.
- ⊠ To transfer them to pithead cards or onto the tableau.

Each settlement increases the number of victory points while scoring in phase 8; see 5.1.7.

Placing the third settlement immediately earns the player an extra action marker; see 5.1.3. Placing the fourth and fifth settlement immediately earns the player 3 and 5 victory points once.



Note: A settlement purchased with the bonus marker always costs 2 coins.

d) Insert an engineer

A player takes an engineer from his tableau, places it on a corresponding and empty space on one of his pithead cards, and pays the cost to the bank. At first, an engineer costs 1 coin. As soon as the *first player* has flipped his *Cokery* pithead card, the cost to insert an engineer increases to 2 coins; see the *additional action Flip Pithead Cards*.

When a player inserts his third engineer, he immediately gains 1 extra action marker; see 5.1.3.

A player may relocate inserted engineers only if he's flipped his *Workforce* pithead card.

Note: An engineer inserted with the bonus marker always costs 1 coin.

e) Insert & redeploy miners

A player may, in any order, insert 2 miners from his pool *and* redeploy 2 miners (*including the ones just inserted*) by 1 space. It is also possible to redeploy 1 miner by 2 spaces; see below. This action is always free.

Miners may be inserted:

- ✘ As a mine rescue team at the corresponding spaces of the player's tableau; see 5.1.4.
- ✘ At the corresponding spaces of the pithead cards; see 5.2.
- ✘ At a player's settlements on the game board, either as a "supply" for the action *Purchase a mine card* or to use them on the railway spaces; see 5.3.

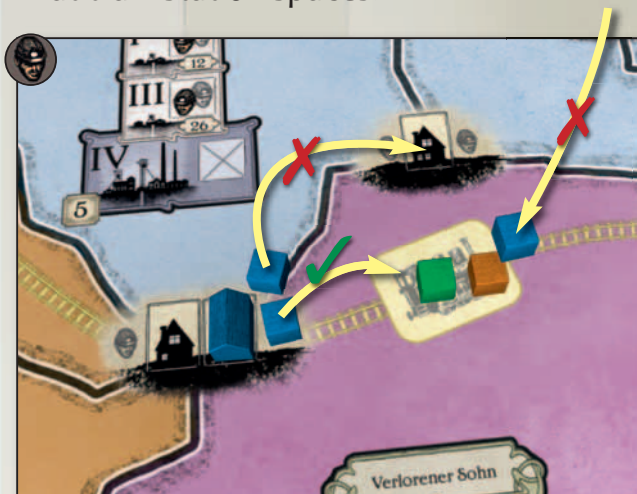
Miners may be redeployed:

- ✘ Between tableau and pithead cards (if an empty space is available).

- ✘ To the corresponding spaces of the tableau.
- ✘ To the corresponding spaces of the pithead cards.
- ✘ From a settlement to a pithead card and/or the player's tableau.
- ✘ On the game board. **Exception:** The miners used to show ownership of mines may not be relocated.

A player has to observe the following steps when redeploying a miner:

- ✘ He may redeploy a miner from one of his settlements to an *adjacent* train station space (if this space is connected to the settlement by tracks!). If a miner is at a train station space, it may be redeployed only to an adjacent train station space; see 5.3. *This means that redeploying a miner from one settlement to another is not possible.*
- ✘ It is possible to redeploy a single miner by 2 spaces to reach a train station space further away.
- ✘ A train station space may hold any number of miners of any number of players.
- ✘ It is not possible to insert miners directly at train station spaces.



Each player who has already flipped his *Workforce* pithead card may redeploy up to 4 miners. Moreover, he may redeploy an engineer located on one of his pithead cards; see 5.2.

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Attention: A player may redeploy a miner back into the pool. (This counts as 1 space.)

Note: The bonus marker *always* allows a maximum of 2 inserted and 2 redeployed miners.

Additional Actions

In one of the action phases or the extra action phase, a player may conduct the following actions in addition to the one action selected above.

Flip pithead cards: During his turn, a player may always flip one or more of his 4 pithead cards that may be flipped if he pays the necessary number of workers and/or coins. The selected pithead card is then immediately flipped; see 5.2.

Sell or buy workers: A player can trade coins for workers or vice versa during his turn. In particular, a player can either:

- ✘ Sell 2 coins and take 3 workers, or
- ✘ Sell 2 workers and take 1 coin.

Attention: A player may take workers or coins only if they are available in the pool!

5.1.3

Actions via the extra action marker

In this phase each player may, in turn order, use *one* extra action marker. This restriction — 1 extra action marker per turn — is in force even if a player has more than 1 extra action marker. The player may now conduct *a third action* and may again select one of the five actions, as in the two earlier action phases.

A player may collect at most 3 extra action markers, collecting one:

- ✘ after inserting his third engineer,
- ✘ after placing his third settlement, or
- ✘ after flipping his *Ironworks* pithead card.

If a player fulfills one of these conditions, he immediately receives an extra action marker from the pool and places it in front of him on the table.

Note: If a player does not have an extra action marker, he takes no action this phase! Each extra action marker a player holds at the end of the game earns him 4 victory points during final scoring.



5.1.4 Mine disasters

In this phase a mine disaster may happen. All mine spaces on a player's tableau where a miner is acting as a mine rescue team are secure from a disaster; see 5.1.2.e.

All players, in turn order, can choose to pay 1 coin to the bank to secure 1 mine on their tableau. They can do this for each mine space marked with a coin symbol on their tableau:



A mine where there is neither a mine rescue team nor a coin paid is unsecure.

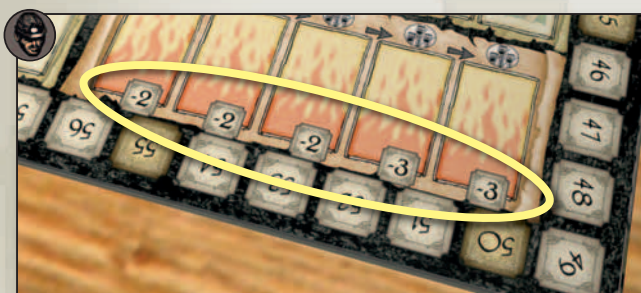
Exception: The player who has selected the bonus marker *Mine rescue team* (see 5.1.1) may use it now to secure any two of his mines.

Attention: When a miner acting as a mine rescue team is not redeployed by the player via the corresponding action or the bonus marker, he acts as a mine rescue team until the end of the game. To secure a mine with coins, however, you must pay the bank each turn!

In turn order, the players place 1 of their mine disaster discs into the bag for each of their mines that is unsecure, up to a maximum of 3 discs.

Then place the 3 neutral mine disaster discs and the “blank” disc into the bag, reveal the mine disaster marker, then draw 3 discs, *one after the other*, out of the bag.

- ⊗ If the “blank” is drawn, nothing happens, unless the *subsidence damage* disaster marker is face-up on the game board. If it is, see below.
- ⊗ If a black disc is drawn, reduce the value of the Coal Trust on the consolidation track by 1. To do this, remove one coin from the bottom of the Coal Trust's consolidation track and return it to the bank.
- ⊗ If at least one player disc is drawn, a mine disaster happens and the disaster marker revealed this turn is evaluated; see below.
- ⊗ For each player disc drawn, that player must transfer 1 miner from his pool to the disaster space of the current turn.



He immediately loses the number of victory points listed on the disaster space, but he may never have fewer than 0 points.

Attention: If a player does not have a miner in his pool, he must take one from the game board (not a miner showing ownership of a mine!), from his tableau, or from one of his pithead cards.

Attention: A player might have to transfer several miners to the disaster space during a mine disaster, but he loses victory points only once during this turn!

Mine disasters – the events:

The following events take place when at least one player disc has been drawn:

Highest Number: The Coal Trust immediately acquires the available mine card with the highest number; see 5.1.5. Then remove the disaster marker from the game.



1 additional coin: The Coal Trust has 1 additional coin during the next consolidation it is part of; see 5.1.8. Afterwards remove this marker from the game.

Increased buying power (included 2x in the game): Place this marker on one of the spaces of the mine purchase track of the Coal Trust. From now on, the Coal Trust acquires



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an additional mine per turn; see 5.1.5. *The Coal Trust* may acquire at most 3 mines per turn.



Subsidence damage: If the “blank” has been drawn this turn, all players in turn order must either pay 1 coin to the bank or lose 2 victory points. If the blank is drawn again on a future turn, the players must again pay the cost

of subsidence damage — either 1 coin or 2 victory points! As a reminder of this possibility, leave the subsidence damage marker on the corresponding space on the game board.

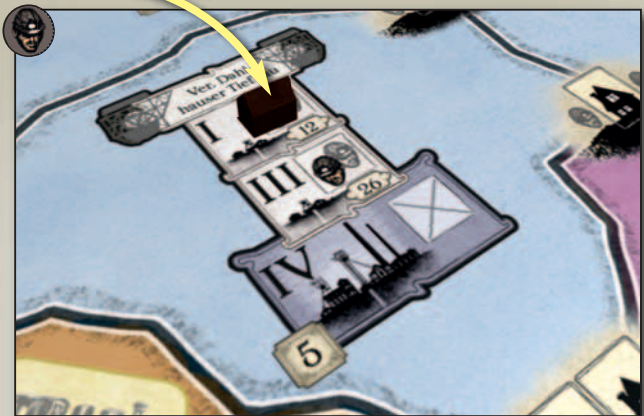
If no player disc is drawn in a game turn, no disaster takes place. Return the marker to the game box without effect.

5.1.5 The Coal Trust acquires mines

Not only do the players act in *Kohle & Kolonie*, but also the so-called “Coal Trust”. In this phase the Coal Trust “buys” at least 1 and at most 3 mine cards, taking these mines without making any payment. The number of mines it acquires is shown in the bottom right corner of the game board. Normally the Coal Trust acquires 1 mine card. For each *Increased buying power* marker in place (see 5.1.4), it acquires an additional mine card each turn.

The Coal Trust always acquires the available mine card with the lowest number. Set this mine card to the side, then mark this mine on the game board with a steam engine. *If no steam engine is in the pool when the Coal Trust buys a mine, use a coin as a marker.*

Note: During consolidation, a player may



take over steam engines owned by the Coal Trust.

Attention: During game board scoring, the mines of the Coal Trust are counted, too; see 5.1.7.

Special case: When the mine disaster *Highest number* takes effect, the Coal Trust has already bought the mine card with the highest number; this acquisition counts as one of the mines it must acquire this turn.

5.1.6 Income from mine cards

In this phase, each mine card on a player's tableau produces coal and brings the player income.

The income is either 1 or 2 coins, as indicated in the top right corner of each card (green background). Each mine card with a steam engine on it has its income increased by 1 coin. The players take the money from the bank.



5.1.7 Game board scoring

In this phase, the players receive victory points for their mines and settlements on the *game board*.

Each mine in a mining ground that belongs to a player or to the Coal Trust (i.e., the ownership is marked by a miner or a steam engine) is worth 1 victory point for *each player* who owns at least 1 mine in that mining ground.

Example: In this mining ground 4 mines are owned. The blue and green player each score 4 victory points.



For each settlement that a player owns adjacent to a mining ground in which he owns at least 1 mine, the player scores 1 extra victory point. Players can earn more than 1 point from such settlements; see the example below.

Note: A large mine is always worth 1 victory point during game board scoring. The victory points listed on the game board and on the mine card are received once only, when the large mine is purchased.

Example of a game board scoring:

Red receives a total of 4 victory points:

3 points for the Hamburg & Franziska mining ground (3 mines) and 1 point for the red settlement that is adjacent to the mining ground.

Green receives 5 victory points:

1 point for the Klosterbusch mining ground (single mine), 1 point for the adjacent green settlement, 2 points for the Vereinigte Bommerbänke Tiefbau mining ground (2 mines) and again 1 point for the adjacent green settlement.

Blue receives 11 victory points:

3 points for the Hamburg & Franziska



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mining ground (3 mines), 2 points for the two blue settlements that are adjacent to the mining ground, 1 point for the Herbeder Steinkohlewerke mining ground (single mine), 1 point for the adjacent blue settlement, 2 points for the Vereinigte Bommerbänke Tiefbau mining ground (2 mines) and 2 points for the 2 adjacent blue settlements. The train station space occupied by green scores victory points only during the final scoring at the end of the game; see 6.0.

5.1.8 Consolidations

The term “consolidation” describes the merger of several small mines into one large and more profitable mine in a mining ground.

Consolidations take place on game turns 3 to 5.

First, one player shuffles all large mine cards for the current turn, then reveals the top card; this mining ground is now conso-

lidated. All players — and perhaps the Coal Trust — take part, as explained below.

All players who own a small mine in that ground now place their administration marker on the “o” space of the consolidation track on their tableaus. If necessary, a player who is not taking part “plays” the Coal Trust. **Attention:** The Coal Trust owns all of the unpurchased mines in this mining, previously! Note that these unpurchased mines do not have a steam engine.

The administrative marker on the tableau determines the basic bid of a player for this consolidation: This bid is the sum of the mine values of all small mines the player owns in the mining ground and any “virtual” consolidation points the player chooses to use via the *Administration* pithead card, via the *Unifying Aid* bonus marker, and via certain railways markers. **Important:** The *mine value* is the purchase price of the mine card (top left, in red box).

The *Administration* pithead card brings the

player “virtual” consolidation points when he has a miner or engineer on the corresponding spaces of the card; see 5.2.4. The *Unifying Aid* bonus marker is worth 2 “virtual” consolidation points, and each railway marker is worth 1 “virtual” point. *If the player uses the consolidation points from these markers, he then returns or removes these markers.*

The consolidation value of the Coal Trust is as follows:

- ✘ Coins that are currently on the consolidation track of the Coal Trust on the game board.
- ✘ The mine value of the mines it acquired and the mine value of all unpurchased mines of the mining ground.

The player who “plays” the Coal Trust in the consolidation marks the Coal Trust's bid on his track.

Now the players may increase their basic bid by adding coins to their bid. However, they may not increase their bid by “spending” previously unplayed bonus or railway markers.

The player whose mine card has the *highest* number in that mining ground makes the first bid increase. If that player already has the highest bid, the player who has the next highest mine in that ground makes the first bid increase, etc. Afterwards the players bid in descending mine card number order. The consolidation process may last several bidding rounds.

An increased bid must be *at least 1 coin higher* than the current highest bid. *To indicate this, a player covers each space to the right of the administrative marker on the consolidation track of his tableau with a coin.*

The next player must now outbid the highest bid or pass. After passing, a player takes no further part in the consolidation process.

Players who do not want to or cannot

increase their bid place any coins on their consolidation track back into their pool.

The Coal Trust: If the Coal Trust has the highest bid, the first player bidding must outbid it or pass. The Coal Trust will never increase its bid!

In the end, the player with the highest bid wins the consolidation. He pays any coins he used to the bank. The other players keep all their coins.

The winner takes any steam engines that are on the mines of the mining ground, places one of these steam engines (if available) on the large mine card, then places additional ones next to his tableau. They'll earn him points during the final scoring. These steam engines may not be relocated by the player to other mine cards!

He places the large mine card on his tableau.

Return the small mine cards from this mining ground to the game box.

When small mine cards have been removed from a tableau during a consolidation, the mine's owner must move all other cards, if necessary, in *reverse arrow* direction to fill in empty spaces.

Miners who act as mine rescue teams on spaces that now contain no mine card may be redeployed only using the normal rules.

Attention: If the Coal Trust wins a consolidation, remove all involved mine cards from the game and place a steam engine on the mine space of the game board.

The winner relocates 1 miner to the large mine on the game board. Additional miners and all miners of losing players are returned to the pools. The losing players receive 2 victory points immediately for each mine

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they remove. The winner of the consolidation receives no points for his “removed” small mines; instead, he immediately receives the victory points listed on the large mine card.



After this process is complete, reveal the next large mine card and conduct the next consolidation of this turn. Continue doing this until all large mines for this turn have been consolidated.

If a player owns all small mines in a mining ground, that player receives the large mine automatically for free.

Example of a consolidation: We are in game turn 3 and the large mine Vereinigter General is to be consolidated. The mine brings 2 coins per turn and 4 victory points (once). The small mines of the ground belong to 2 players and the Coal Trust: blue has the Glocke, green the Große Nebenbank and the Coal Trust has Generals Erbstollen. The players mark their mine value of 1 with their administrative markers on their tableaus. (Another player “plays” the Coal Trust.)

Blue has the bonus marker Unifying Aid and increases its bid by 2 to 3. Green has an engineer on Administration and increases its bid by 1 to 2. Thanks to an earlier mine disaster, the Coal Trust has been weakened from 6 coins to 2. Therefore it increases its bid only from 1 to 3.

Before bidding increases, blue and the Coal Trust have a bid of 3, green a bid of 2.

Blue has the mine with the highest number, therefore it starts. It places 1 coin on space “4” of its tableau. Now green may make the next bid increase. The Coal Trust will never increase its bid; moreover, it has already been overbid by blue. To overbid blue, green would have to pay 3 coins to get to a bid of 5. However, green thinks this is too costly and passes.

Blue wins the consolidation, pays the coin to the bank, and receives the large mine card. The 3 small mine cards are removed from the game.

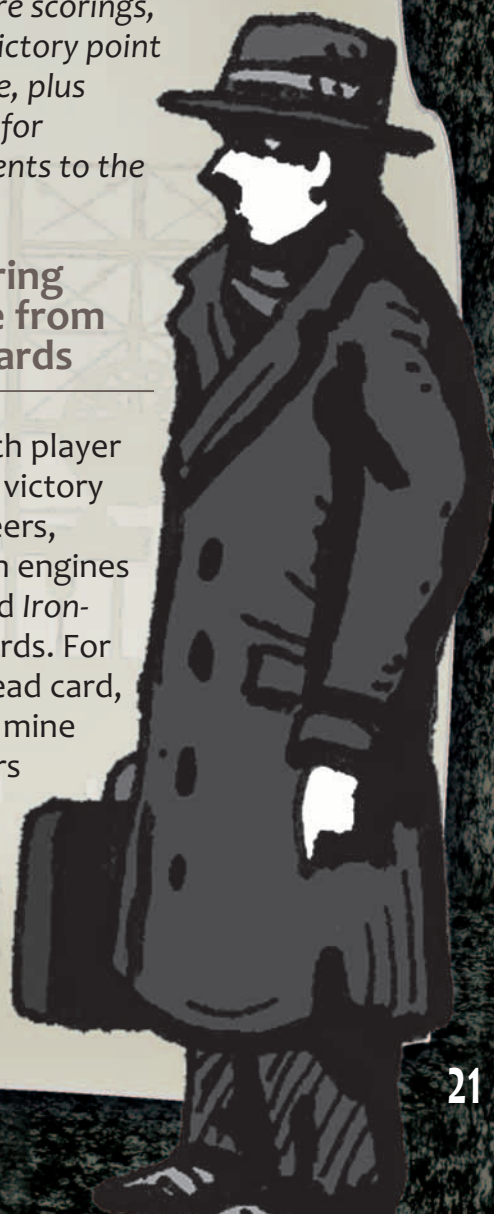
Green immediately gets 2 victory points for its removed small mine. Blue transfers its miner from the small to the large mine on the board. Green takes its miner back to its pool.

Blue immediately receives 4 victory points for the large mine. The steam engine from the Coal Trust is placed on the large mine card. During future scorings, Blue will score 1 victory point for this large mine, plus additional points for adjacent settlements to the mining ground.

5.1.9 Scoring and income from pithead cards

In this phase, each player receives coins or victory points for engineers, miners and steam engines on the Cokery and Ironworks pithead cards. For the Loading pithead card, the player needs mine cards and markers with the wagon icon.

The Workforce and Administration pithead cards do not



earn players coins or victory points in this phase.

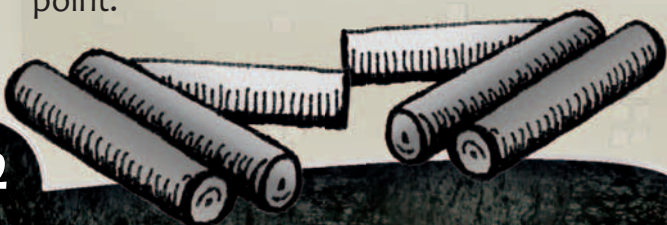
The Cokery: An engineer earns the player 1 coin. The card also has 2 spaces for miners; on one space, 1 miner earns 1 coin, and on the other space you need 2 miners to earn 1 coin.



Once flipped to the other side (*Cokery & Briquette Plant*), another 1 miner can earn 1 coin; a steam engine placed here can also earn 1 coin.



The Ironworks: An engineer scores the player 1 victory point. The card also has 2 spaces for miners; on one space, 1 miner scores 1 victory point, and on the other 2 miners are needed to score 1 victory point.



Once flipped to its backside (*Steelworks*), 1 engineer and 1 miner can score 2 victory points each, while 2 additional miners can score 1 victory point each.



Loading: To get victory points or coins during this phase, the player must discard 1 worker to the pool. If he does, he scores 1 victory point per wagon icon on his mine cards and on any bonus and railway



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markers that he chooses to use. If a miner is on the appropriate space, the player receives 1 coin for having 2 wagon icons.

Attention: The player can receive at most 1 coin via this space!

If an engineer is on the appropriate space, the player receives 2 coins for having 2 wagon icons. **Attention:** The player can receive at most 2 coins via this space!

Important: To score both the miner *and* engineer, the player must have at least 4 wagon icons. If he has only 2 or 3 wagon icons, he may score only 1 space.

If the player uses the *wagon* bonus marker, he doesn't have to discard 1 worker; see 5.1.1.

Once flipped to its backside, the player can use an additional miner to earn 1 coin per 2 additional wagon icons. An engineer now earns 1 coin per wagon icon. To score all miners *and* engineers, the player must have at least 5 wagon icons. In addition, the player no longer has to discard a worker in order to score points and earn coins!



Note: A player cannot exchange a worker at this time in order to score via *Loading*!

5.2 The pithead cards in detail

Kohle & Kolonie contains 5 pithead cards, which represent various sectors of a mine.

5.2.1

Flip/improve the pithead cards

A player can flip (and improve) the *Cokery*, *Workforce*, *Loading* and *Ironworks* pithead cards during either of his 2 regular action phases or the extra action phase. Doing so does not count as an action.

To flip a card, the player must pay the cost listed on the card, with coins going to the bank and workers to the pool.

After flipping a card, the player may redistribute his miners on its other side.

When 3 of the cards are flipped, the costs of 3 actions are increased:

- ✘ As soon as one player flips the *Cokery*, the cost for the engineer action increases.
- ✘ As soon as one player flips the *Workforce*, the cost for the settlement action increases.
- ✘ As soon as one player flips the *Ironworks*, the cost for the steam engine action increases.

These increased costs are immediately in effect for all players! As a reminder, the players should flip over the corresponding price increase marker on their tableaus.

The *Administration* pithead card cannot be flipped.

5.2.1 Workforce

Workforce shows how many miners the player can insert and redeploy in a single action. At the start of the game, the number is 2 each; see also 5.1.2.

No playing pieces may be placed on this pithead card!

Cost to flip *Workforce*: If the player discards 5 workers or 3 coins, he flips the card, immediately scoring 6 victory points.

5.2.2

Cokery/Cokery & Briquette Plant

The Cokery is scored in phase 10; see 5.1.9. The player earns coins by having playing pieces on the card.

Cost to flip Cokery: If the player discards 5 workers and 2 coins, he flips the card to its *Cokery & Briquette Plant* backside, immediately scoring 6 victory points. If he later places an engineer or a steam engine on the appropriate marked space, he scores 2 victory points immediately in each case; he can score each of these bonuses only once.

5.2.3 Ironworks/Steelworks

The *Ironworks* is scored in phase 10; see 5.1.9. The player earns victory points for having miners and engineers on the card.

Cost to flip Ironworks: If the player discards 5 workers and 3 coins, he flips the card to its *Steelworks* backside, immediately scoring 8 victory points. He also immediately receives 1 extra action marker; see 5.1.3.

5.2.4 Administration

Administration provides an advantage to a player in phase 9 (see 5.1.8) if he's placed miners or engineers on the card. He gains 1 "virtual" consolidation point for each engineer on the card (up to 2) and for 1 "virtual" consolidation point for 1 or 2 miners (as depicted).

Example: *During the consolidation, green owns 1 small mine and 2 engineers in his Administration. His initial consolidation value is 3 (1 + 2).*

5.2.5 Loading

Loading is scored in phase 10; see 5.1.9. The player can score victory points via wagon

icons on mine cards, bonus markers and railway markers. He can receive coins by using miners and engineers.

As long as this card shows the front side, the player can score points or receive coins only if he discards a worker or has the wagon bonus marker.

Cost to flip Loading: If the player discards 2 workers and 2 coins, he flips the card to its backside, immediately scoring 4 victory points.

5.3 The railways

The game board contains 4 railway lines. Each line consists of several train station spaces.

The first player who redeploys a miner from an adjacent settlement to a train station space receives the marker on that space (see below). To redeploy the miner, the player must use the *Insert & redeploy miners* action or use the bonus marker of the same name; see 5.1.2. A miner may later move from one train station space to an adjacent one (skipping over settlements!); it may not be placed back on a settlement. Each train station space can contain any number of miners (from one or several players).

Miners may never be inserted directly on train station spaces.

During final scoring, players score victory points for each occupied train station space and each completely occupied railway line; see 6.0.

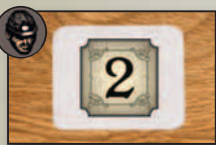
The railway markers:

Kohle & Kolonie contains a total of 19 railway markers. (In a 3-player game, only 13 are needed; see 7.0.)

Players resolve the victory points and coin markers immediately, then remove them from the game.

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They place all other markers next to their tableau, using them once when needed (as described below), then removing them from the game. They do not have to be used in the same game turn they were taken.



Victory points: The player immediately receives 2 victory points (appears 3 times in the game).



Coin: The player immediately receives 1 coin from the bank (appears 3 times in the game).



Worker: The player has an additional worker. He keeps the marker until he uses it as he would any other worker (appears 5 times in the game).



Wagon: The player has an additional wagon when he scores the *Loading* pithead card (see the playing piece and 5.1.9; appears 4 times in the game).



Unification: The player has 1 additional “virtual” consolidation point during one consolidation (appears 4 times in the game).

5.4 Prepare for the next game turn

Place the game phase marker on the leftmost space of the game phase track (“Select bonus marker”).

Display the small and single mines for the upcoming turn next to the game board.

Important: Small and single mines not taken stay in place and may be purchased on future game turns.

At the start of game turn 4, place one coin each on spaces 1 to 3 of the consolidation track if these spaces are blank; see 5.1.8.

At the start of game turn 5, place one coin each on spaces 1 to 3 of the consolidation track if these spaces are blank; see 5.1.8.

6.0 FINAL SCORING

One game of *Kohle & Kolonie* lasts 5 game turns. At the end of the fifth turn, the final scoring takes place. To the victory point total already recorded on the scoring track, each player adds victory points for the following achievements.

Hint: It makes sense to go through this list step by step for each player.

✦ The player counts the steam engines on his mine cards, on the *Cokery & Briquette Plant* pithead card, and next to this tableau, then scores points based on this table:

1 steam engine	3 victory points
2 steam engines	5 victory points
3 steam engines	8 victory points
4 steam engines	12 victory points
5 steam engines	17 victory points
6 steam engines	23 victory points

Note: Having more than 6 steam engines earns a player no additional victory points!

✦ The player scores 1 victory point for every 2 coins he has.

- ✘ The player scores 1 victory point for each train station space occupied by at least one of his miners.
- ✘ If the player has at least one miner in each train station space on a railway, he scores victory points for this *complete* railway line based on the number of players.

4 and 5 players:

Yellow line	12 victory points
Red line	10 victory points
Brown line	4 victory points
Green line	4 victory points

3 players:

Yellow line	8 victory points
Red line	8 victory points
Brown line	4 victory points

- ✘ The player scores 4 victory points for each extra action marker he has.

The player with the most victory points wins!

In case of a tie, the tied player who has the most steam engines wins. If players are still tied, the tied player whose large and single mines sum to the higher mine value wins. If still tied, these players win together.

7.0

SET-UP CHANGES IN THE 3-PLAYER GAME

In a 3-player game, adjust the set-up as follows:

All the mining grounds in Essen (the area with the orange background on the game board) are not used. Return all mining cards for these mining grounds to the box before the game begins.

Railway lines/settlements: The green railway line, all train station spaces in Essen, and all villages in Essen *that are not adjacent to mining grounds of other colors* are not used and may not be entered. Place no workers in the unused villages. Place railway markers normally. Return the six markers not needed to the game box without looking at them.





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PLAY AID

Action	Cost
Purchase a mine card	1 or 2 (see the card)
Place a settlement	2 or 3
Purchase a steam engine	1 or 2
Insert an engineer	1 or 2
Insert & redeploy a miner	free

VICTORY POINTS DURING FINAL SCORING

Scoring Track	carryover
Steam engines	1 = 3 / 2 = 5 / 3 = 8 / 4 = 12 / 5 = 17 / 6 = 23 points
Coins	2 coins = 1 point
Each train station space occupied by a miner	1 point
Complete railway lines, 4 and 5 players:	
Yellow line:	12 victory points
Red line:	10 victory points
Brown line:	4 victory points
Green line:	4 victory points
3 players:	
Yellow line:	8 victory points
Red line:	8 victory points
Brown line:	4 victory points
Remaining extra action markers 4 points each	

