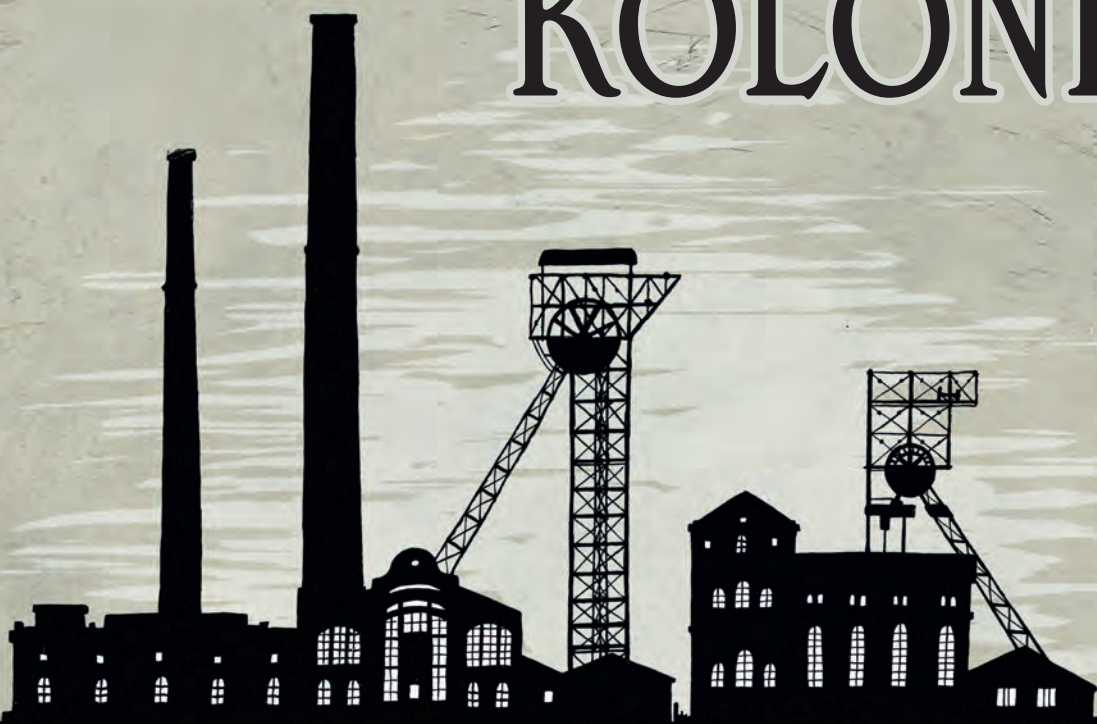
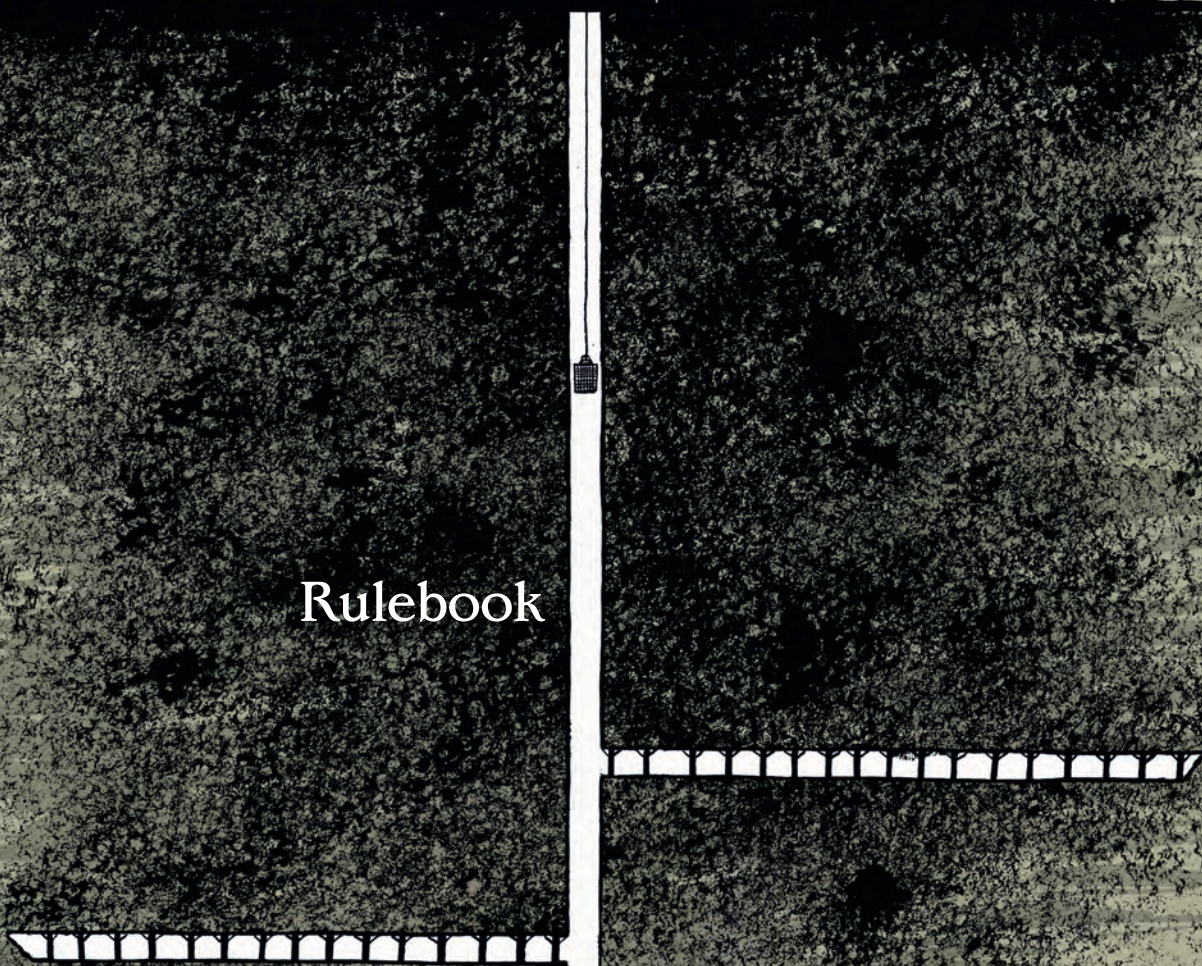


Thomas Spitzer

KOHLE & KOLONIE



Rulebook



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Industrielle Revolution an der Ruhr

Kohle & Kolonie takes you to the southern Ruhr area at the beginning of the Industrial Revolution. You acquire mining claims and operate small and single mines in the area of today's cities of Essen, Hattingen, Bochum and Witten. Over five rounds, you'll place miners and engineers in your growing plant, attract new workers from surrounding villages, and build settlements to turn your mines into the most profitable production network possible. Consolidation is the key event: When the small mines of a mining claim are being merged and the newly created large mine is auctioned off, everything depends on your bid! But beware: It's not just your fellow players who want to outbid you – the influential Coal Trust is also in on the action and challenging you for the valuable mining claims. Will you win the bid for the most attractive large mine?

After *Ruhrschifffahrt*, *Kohle & Kolonie* was the second game in author Thomas Spitzer's coal trilogy. The third game was *Haspelknecht*.

After being out of print for a while, *Kohle & Kolonie* is now available again by popular demand in a new Revised Edition. After *Schichtwechsel* (2021), this is the second title by Thomas Spitzer to be published by Spielefaible.

Goal of the Game

A game of *Kohle & Kolonie* is played over 5 Rounds, which are divided into 10 Phases. In the Phases, among other things, you determine the turn order, perform Actions, cope with Mine Disasters, acquire Mines for the Coal Trust, and collect Victory Points. Each Round, you will receive Victory Points (VP) for owning Mines, for Settlements adjacent to your Mines, for Engineers and Miners in place, and for expanding the local Railroad network. From the 3rd Round onwards, Small Mines will be consolidated and auctioned off to the highest bidder. After the 5th Round, Final Scoring takes place. The player with the most VP by then, through clever planning and management of their colliery network, wins the game.



Material



1 Board



5 Player Tableaus
(1 per person)



40 Small Mine tiles



5 Single Mine tiles



15 Large Mine tiles



25 Pithead tiles
(5 per person)



7 Bonus tokens



5 Disaster tokens



15 Price Increase markers



19 Railroad tokens



15 Extra Action markers



100 miners
(20 each in 5 colors)



25 Settlements
(5 each in 5 colors)



15 Engineers
(3 each in 5 colors)



15 Player discs
(3 each in 5 colors)



15 Mine Disaster discs
(3 each in 5 colors)



3 black Mine Disaster discs
(for the Coal Trust)



1 unpainted Mine Disaster disc
(used as a blank)



20 Steam engines



40 Workers



1 Phase marker



45 Coins
(35 × 1 Thaler, 10 × 5 Thalers)



1 Bag



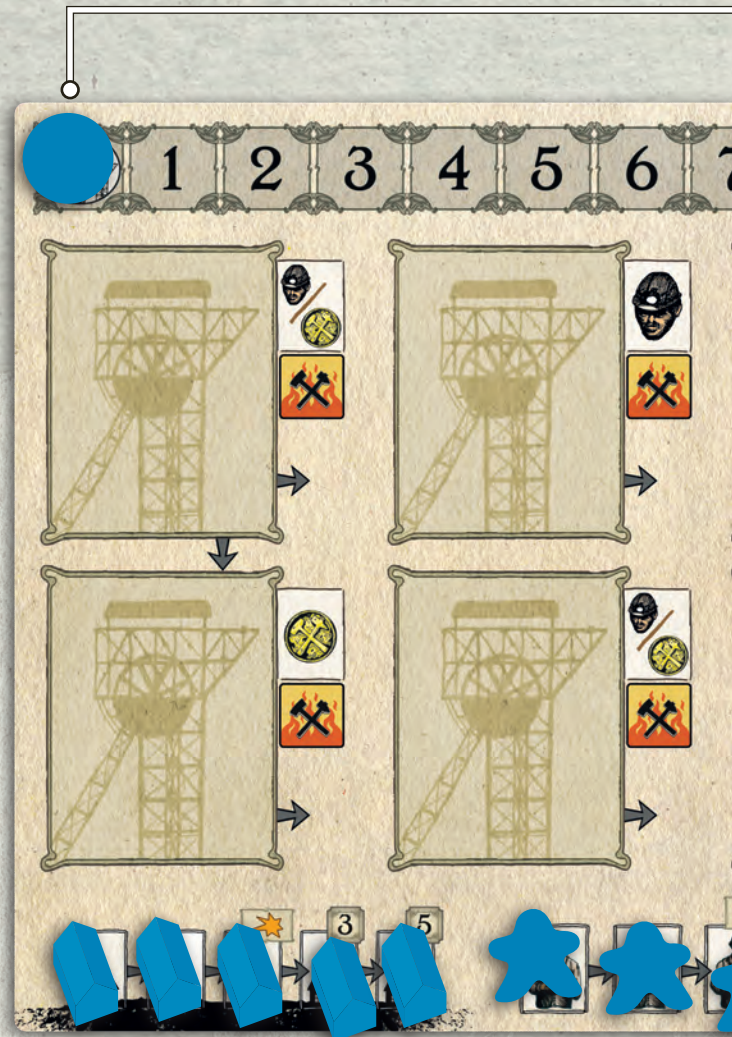
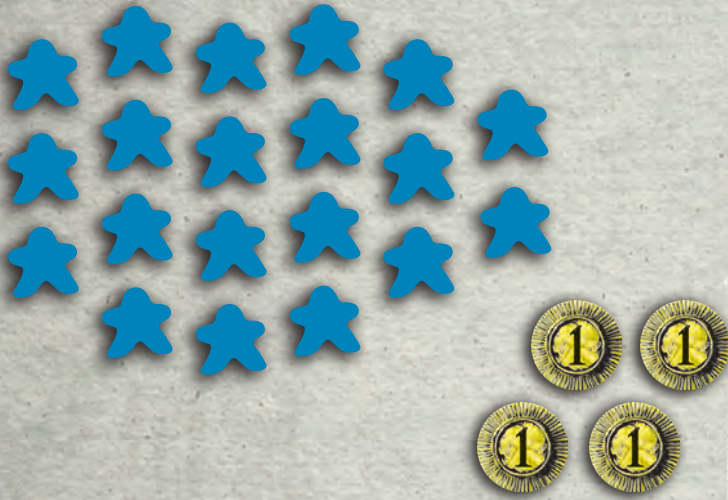
2 Rulebooks
(German and English)

Setup

This is the setup for 4 and 5 players. If you are playing with 3 players, note the changes on p. 25. It's a double-sided gameboard.

Each player chooses one color and takes all the components in that color, along with

- **1 Player Tableau,**
- **3 Price Increase markers** (1 of each type),
- **5 Pithead tiles** (1 of each building type),
- **4 Thalers.**



- 1** Place your Player Tableau in front of you. Place the 20 Miners and the 4 Thalers next to your Tableau. Your amount of Thalers is available for all to see.

Place your 5 Settlements and 3 Engineers on the matching spaces in the bottom row.

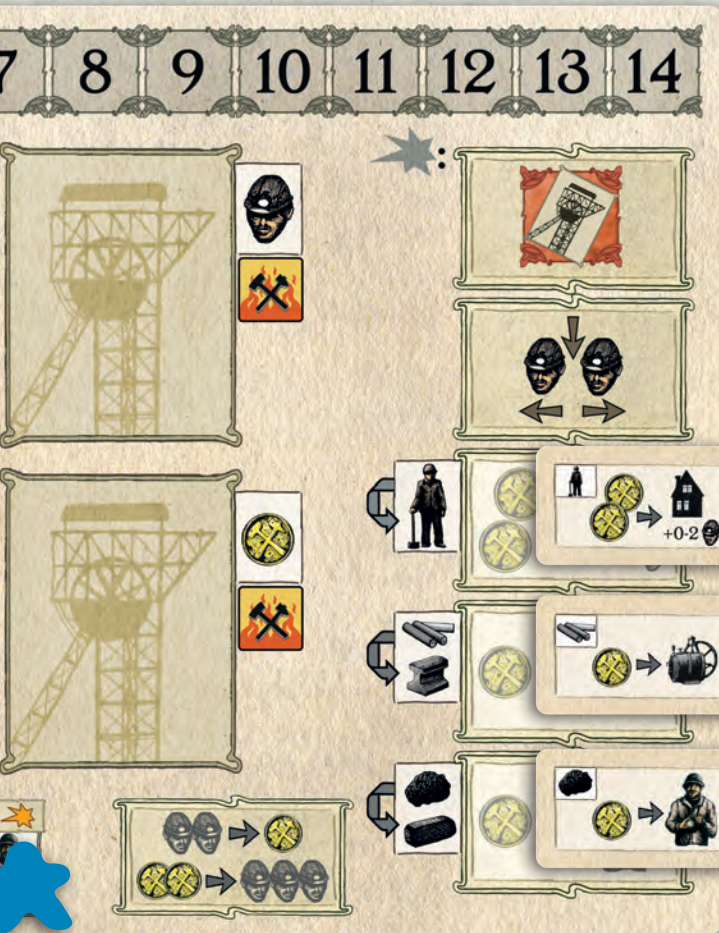
- 2**

Place the 5 Pithead tiles in front of you with their starting side facing up.

- 3**

Player Setup

4 Place 1 Player disc on square 0 of the Consolidation track (top edge of your Tableau) and another 1 on square 2 of the Scoring track on the Board. You will use the third disc as a Turn Order marker later. Put it aside for now.



5 Put all 3 of your Mine Disaster discs next to the Bag, along with the 3 black ones and the blank.



6 Place the 3 Price Increase markers on the matching spaces at the bottom right of the Tableau.



Setup

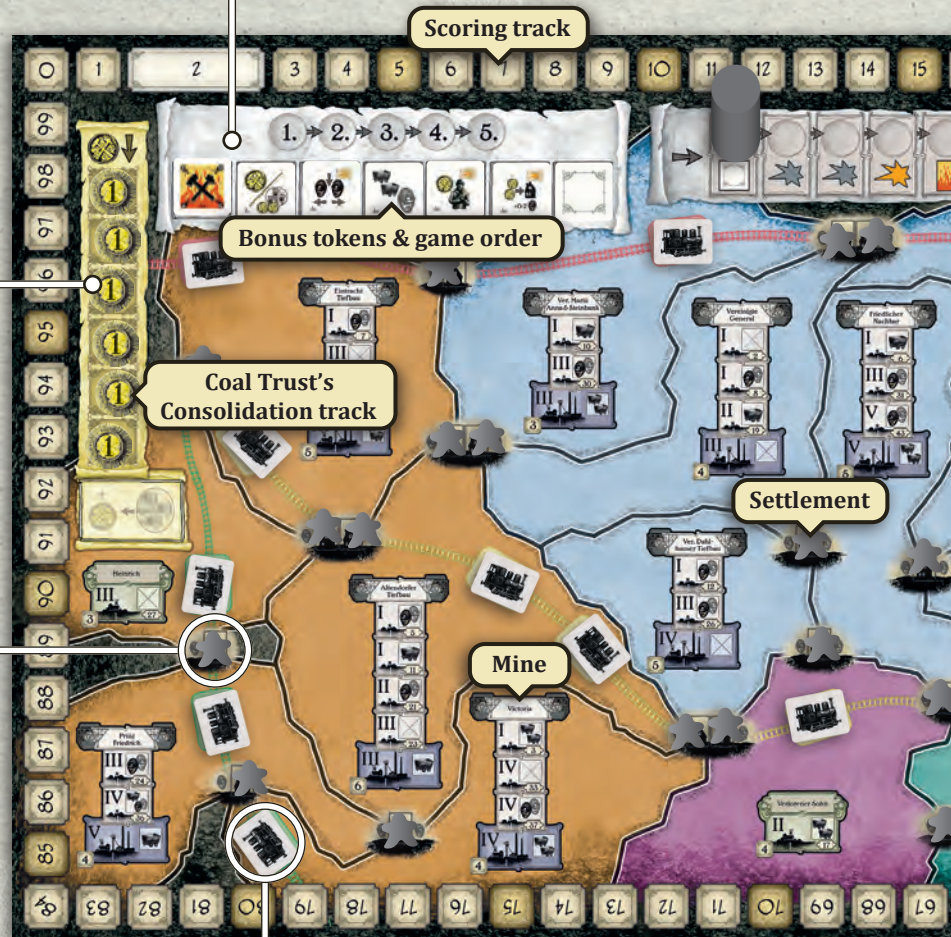
This is the setup for 4 and 5 players. If you are playing with 3 players, note the changes on p. 25. It's a double-sided gameboard.

- 1** Place the Bonus tokens on the white spaces of the Bonus token selection track at the top left of the Board, as shown. The *Consolidation Aid* Bonus token (the 2nd from the left) is used only in a 5-player game. In this case, the tokens to the right of it are each placed 1 space further left. Turn the *Buy Steam Engine* Bonus token on the far-right face down; it can't be chosen in the 1st Round.

2 Place 1 Thaler on each space of the Coal Trust's Consolidation track in the upper left corner of the Board.

3 Place workers on all the Village spaces in the appropriate number (1 or 2). Place any remaining Workers in a common pool next to the Board.

4 Shuffle all Railroad tokens face down (with the locomotive facing up) and place 1 marker on each Station space on the Board.



Play Area Setup

5

Sort the Mine tiles by their Roman numerals as follows. These correspond to the Round numbers (we also call them Level of Activation). Form stacks as follows:

- a. All Level I Mines.
- b. All Level II Mines.
- c. All Level III Mines, except the 4 Level III Large Mines. Stack them separately.
- d. All Level IV Mines, except the 4 Level IV Large Mines. Stack them separately.
- e. All Level V Mines, except the 7 Level V Large Mines. Stack them separately.



6

Shuffle the 5 Disaster tokens and place them face down on the 5 spaces of the Turn Order indicator in the lower right corner of the Board.

Key Components and Concepts

- The gray figures are **Workers**, the colored ones are **Miners**.
- **Workers** (gray) are the local laborers you receive from the Villages. They become your Miners (see below). You can use Workers from your supply to pay the cost of flipping (upgrading) Pithead tiles, or you can trade them to get Thalers. Their symbol is a head looking to the right.
- You place **Miners** (in Player color) on the appropriate spaces on your Tableau and Pithead tiles (their symbol is a head looking to the left). On the Board, you use them to occupy Station spaces and mark ownership of the Mines you bought. Mine Disasters cause you to lose Miners.
- The 3 larger meeples are your **Engineers** which you place on certain spaces of the Pithead tiles.
- You pay money to build **Settlements** for housing. Those workforce colonies were urgently needed during industrialization. A Settlement will get you up to 2 Miners ready to play.



- There are 40 **Small Mines** (white on the Board) you can buy during the game and must consolidate in Rounds 3 to 5. Their tiles show their cost (red), their income (green) and a special advantage in most cases.
- There are also 5 **Single Mines** (gray on the Board). 2 of them are in Bochum (blue), 1 in each of the other regions. After buying them, you will immediately receive imprinted Victory Points for them (one-time). Single Mines are never part of a Consolidation.
- From Round 3 onwards, **Consolidations** occur in every Round. In a Consolidation, the Small Mines belonging to a Mining claim are merged and the newly created **Large Mine** is auctioned off to the highest bidder. The 15 Large Mines (blue on the Board) are never bought directly. You can only get them by winning an auction during the Consolidation Phase. Large Mines score Victory Points immediately after being purchased. There is no fixed price on their tiles, only their income (green).
- You receive **Victory Points** shown in blue squares in every Round, those in gray squares only once.

Playing the Game

Overview

A game of Kohle & Kolonie is played over 5 Rounds. Each Round has 10 Phases. Victory Points collected during the game are always immediately marked on the Scoring track.

After the 5th Round, Final Scoring takes place (see p. 24), where you will get additional Victory Points. The player with the most Victory Points wins the game of Kohle & Kolonie.

Starting the Game

Whoever last visited a mine or saw something coal-black starts the game. This person also advances the Phase marker. After that, your turn order will be determined anew each Round.

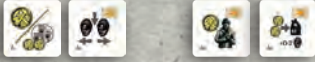
THE 10 PHASES

- 1. Select Bonus Token and Determine Turn Order**
- 2. 1st Action Phase**
- 3. 2nd Action Phase**
- 4. Extra Action Phase**
- 5. Mine Disaster**
- 6. Coal Trust Acquisition**
- 7. Mines Income**
- 8. Board Scoring**
- 9. Consolidations (Rounds 3-5 only)**
- 10. Pithead Tile Scoring and Income**






1. Select Bonus Token and Determine Turn Order




Selection

The starting player selects a Bonus token first, then places it in front of them and places their Player disc on the empty space where the token was. The other players follow clockwise, until each player has taken 1 Bonus token.

Reminder: In the 1st Round, the *Buy Steam Engine* Bonus token  on the far right cannot be selected.


Then move your Player discs, while keeping their position relative to each other, to the spaces of the Turn Order track above.

Move the Bonus tokens that were not selected to the left to fill the empty spaces. Turn the *Buy Steam Engine* Bonus token  face up.

Round 2 onwards

Whose Player disc is in the last position, goes first to choose a Bonus token on display for that Round. The other players follow in the order of their Player discs, from right to left.

Using the Bonus token

You may use Bonus tokens at specific times and according to your turn order. Those tokens with an Action symbol , for example, may only be used in Phase 4. After using, Bonus tokens are placed on the first free space of the Selection track from the left.

You can find an overview of all Bonus tokens and their effects in the Appendix. Their timing is also indicated in the corresponding phase description.



2. & 3. The 1st and 2nd Action Phase

In turn order, you first play first the 1st Action Phase, then the 2nd Action Phase. You will perform 1 Main Action of your choice at a time, see below.

Before or after your Main Action, you may additionally use Free Actions on your own turn. Free Actions are optional.

Main Actions (1 per Action Phase)

- I. Buy a Mine
- II. Buy a Steam Engine
- III. Place a Settlement
- IV. Move an Engineer
- V. Move a Miner

I. BUY A MINE

Buy 1 Mine. The Roman numeral corresponds to the Round from which the Mine is available and can be activated.

Requirements:

- 1 free Mine space on your Tableau.
- The Mining claim with the Mine is adjacent to either a Village with at least 1 Worker or a Settlement with at least 1 of your Miners.

Choose one of the Mine tiles available. Pay the cost in the red box (1 or 2 Thalers) and place the tile on an empty Mine space on your Tableau, starting with the top left one. Take 1 Worker from a Village adjacent to the Mining claim with the purchased Mine (see Mine name) and place it in your supply next to your Tableau. Place 1 Miner from your supply on the Mine space purchased on the Board to indicate your ownership.

If there are no Workers in the adjacent Villages, you must transfer 1 Miner from an adjacent Settlement you own to the Mine space purchased. If this is not possible, you cannot buy the Mine.

Any Mines on display may be bought in any order, depending only on which ones are available in the current Round. They do not necessarily have to be purchased in ascending Level of Activation (Roman numerals). Mines that were not bought remain available in later Rounds until they are consolidated or acquired by the Coal Trust. Place newly purchased Mine tiles on your Tableau, following the arrows, always adjacent to an already occupied Mine space (never diagonally).



Mine Advantages (if symbol shown):



2nd Miner: You may take another Worker from a Village adjacent to the Mining claim (if available) and add them to your supply. In that case, you may place another Miner from your supply on your Tableau or on a space of a Pithead tile.



Wagon: Counts as 1 additional Wagon when scoring Pithead tiles in Phase 10.



Crossed-out square: No additional advantage.



Victory Points (Single Mines and Large Mines only): You immediately score VP as indicated.

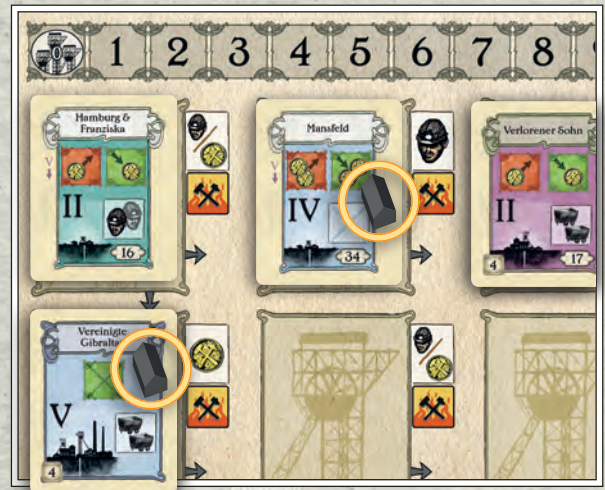
BUY A STEAM ENGINE (ROUND 2 ONWARDS)

Buy 1 Steam engine for 1 Thaler (2 Thalers if at least one *Ironworks* Pithead tile in the game has been flipped).

Take 1 Steam engine from the supply and place it on a Mine tile on your Tableau (max. 1 Steam engine per tile). Later in the game, you may place the Steam engine on the *Cokery* Pithead tile. Once placed, Steam engines may no longer be moved. If you win Steam engines through a Consolidation later, you can place them next to your Tableau. These will also score VP at the end of the game.

Special notes:

- A Steam engine increases the income of the Mine tile occupied by 1.
- You get VP for your Steam engines during Final Scoring.
- In the 1st in Round 1.



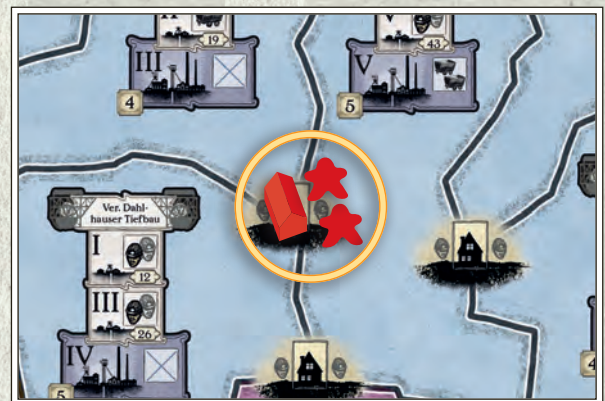
III. PLACE A SETTLEMENT

Place 1 Settlement for 2 Thalers (3 Thalers if at least one *Workforce* Pithead tile in the game has been flipped).

Requirements:

- A free Construction space is available in the Village.
- There are no grey Workers left in the Village.
- There is at least 1 Settlement on your Tableau.

Take 1 Settlement from your Tableau (starting on the left) and place it on an empty Settlement space of a Village. You may place up to 2 Miners from your supply next to it.



Restrictions:

- No player may place more than 1 Settlement in a Village.
- There can never be more than 2 Miners at a Settlement. The *Move Miners* Action can later be used to place new Miners at Settlements.
- Once placed, Settlements cannot be moved.

Settlement Construction Bonuses (you get them once after building the corresponding Settlement):

- The 3rd Settlement gets you 1 Extra Action marker.
- The 4th Settlement scores 3 VP.
- The 5th Settlement scores 5 VP.

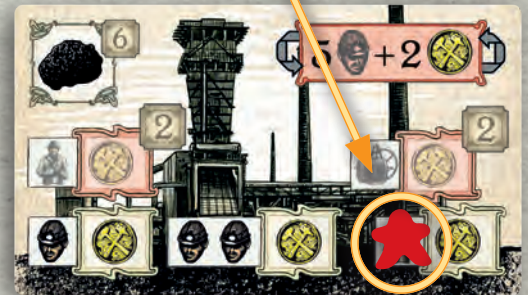


IV. MOVE AN ENGINEER

Move 1 Engineer for 1 Thaler (2 Thalers if at least one *Cokery* Pithead tile in the game has been flipped) from your Tableau to an empty space on a Pithead tile, or move 1 Engineer from a Pithead tile space to another one in order to gain various benefits.

Special notes:

- You may not move an already deployed Engineer until you have flipped over **your** *Workforce* Pithead tile.
- After you have deployed your third Engineer, you get 1 Extra Action Marker once.



V. MOVE MINERS

No cost. You may deploy up to 2 Miners from your supply and you gain 2 Movement points. Use these to move 2 Miners 1 space each or 1 Miner 2 spaces (these can be the Miners just deployed). If you have flipped the *Workforce* Pithead tile, you gain 4 Movement points.

Deploying Miners

You can deploy Miners on:

- Your own Settlements (see p. 16)
- Rescue spaces on the Player Tableau
- Miner spaces on Pithead tiles

Moving Miners

In general, you may move Miners between A (Settlements and Stations), B (Tableau) and C (Pithead tiles). Each movement costs 1 Movement point:

- Between Pithead tiles and from/to your Tableau.
- From your Tableau to a Settlement on the Board.
- Between the Rescue spaces on the Tableau.
- Between adjacent Stations of the same Railroad line, or from a Settlement to an adjacent Station of a crossing line.
- From anywhere back to your supply.

Restrictions:

- It is not possible to move Miners from one Settlement to another.
- It is not possible to move Miners from a Station to a Settlement or to the Tableau; only to other Stations or back to the supply.
- Max. 2 Miners per Settlement.
- Regardless of whether your Pithead tile *Workforce* has been flipped or not, the Bonus token is still worth only 2 Movement points. (You get 4 Movement points only if you combine it with the Main Action.)



Stations

The player who moves a Miner onto a Station space for the first time receives the Railroad token on that space. Miners moving along a Railroad line collect all the Railroad tokens from spaces entered. There can be any number of Miners on a Station, both from you and from other players. **Miners from the supply can never be placed on a Station directly;** they must always be moved there from a Village with an owned Settlement.

You can find an overview of all Railroad tokens and their effects in the Appendix.



Free Actions (optional and no limited number of use)

I. FLIP A PITHEAD TILE

If you have the necessary number of Workers and/or Thalers available, you may flip over your Pithead tiles from their starting side to the back side at any time during your turn. You may redistribute your game pieces on that tile, but you may not move them somewhere else (see Main Action *Move a Miner*). All upgradeable Pithead tiles score VP as soon as they were flipped (only *Administration* cannot be flipped). The flipped *Steelworks* Pithead tile also grants you 1 Extra Action marker for Phase 4.

There are 3 Pithead tiles that increase the cost for **all players** once they are flipped for the first time in the game by any player. In that case, all of you turn their corresponding Price Increase marker on their Tableau, showing their back:



Cokery: Increases the cost of Engineers to 2 Thalers.
Turn over the *Engineer* Price Increase marker.



Ironworks: Increases the cost of Steam engines to 2 Thalers.
Turn over the *Steam engine* Price Increase marker.



Workforce: Increases the cost of Settlements to 3 Thalers.
Turn over the *Settlement* Price Increase marker.

II. TRADE WORKERS


- Pay 2 Thalers and take 3 Workers from the supply (if available).
- Return 2 Workers to the common supply and take 1 Thaler (if available).

Note on the common supply:

In games of four and five, all Workers are initially placed on the Board. It is not until you start trading Workers for Miners, that they are available in the common supply, waiting for their next assignment. Steam engines are in the common supply at the beginning. The Thaler supply is inexhaustible. In the rare event that coins do run out, make do with other items.



4. Extra Action Phase

Here you can use either your extra action marker or your bonus marker with action symbol .




EXTRA ACTION MARKERS

Whoever has Extra Action markers available may use one of them in this Phase. You can get a maximum of 3 of those in one game. You get them for using your 3rd Engineer, setting up your 3rd Settlement or flipping your *Ironworks* Pithead tile.

Return 1 Extra Action marker to the common supply and perform 1 Main Action. Each unused marker gets you 4 VP in the Final Scoring. If you don't have a marker or don't want to spend it, skip this Phase.





BONUS TOKENS WITH AN ACTION SYMBOL

Also in this Phase, instead of an Extra Action marker you may use your Bonus token if it has an Action symbol . Bonus tokens with an Action symbol may only be played in this Phase, following the turn order. After using it, place the marker on the first empty space of the Selection track from the left.



Example: The first empty space of the Selection track

BONUS TOKENS THAT CAN BE USED IN THIS PHASE:

- As a stand-alone Bonus Token Action: *Deploy an Engineer* , *Move 2 Miners* , *Build a Settlement* , *Buy Steam Engine* 


You can find an overview of all Bonus tokens and their effects in the Appendix.



5. Mine Disaster

In this Phase, a Mine Disaster may occur, affecting unsecured Mines. This phase always takes place even if all mines of all players are secured.

BONUS TOKEN THAT CAN BE USED IN THIS PHASE:



- *Mine Rescue Team* 



Example: Unsecured Mines

I. SECURE MINES AND FILL THE BAG (ALL PLAYERS IN TURN ORDER)

All Mines of your Tableau where Miners have been assigned to a Rescue space are considered secured and will be spared from a disaster.

- For each unsecured Mine space with the Coin symbol , you may now pay 1 Thaler in order to secure it from a disaster.
- If you have the *Mine Rescue Team* Bonus token , you may now use it to secure up to 4 Mines arranged in a square (2 horizontally **and** 2 vertically adjacent) on your Tableau.
- Put 1 Mine Disaster disc in the Bag for each unsecured Mine of yours (max. 3).

You can find an overview of all Disaster tokens and their effects in the Appendix.



MINE DISASTER TABLE FOR II. DETERMINE DISASTER AND AFFECTED PLAYERS (P. 19)



First, determine the unsecured Mine with the highest income on your Tableau (it doesn't matter which one if there are more than one) and place your Mine Disaster disc on it as a reminder. Additional discs drawn have no effect on the loss; you only lose 1 more Miner for each additional disc.

You can decide whether to lose VP or Thalers. Note: If you do not have any Thalers, you will lose VP! However, you can never have less than 0 VP on the Scoring track.

Rounds 1 to 3

Rounds 4 and 5

Highest mine income	Penalty (VP)	Penalty (Coins)
1	-	-
2 → choose 	2	-
	-	1
3 → choose 	2	+ 1
	-	2
	4	-


Highest mine income	Penalty (VP)	Penalty (Coins)
1	-	-
2 → choose 	3	-
	-	1
3 → choose 	3	+ 1
	-	2
	6	-


Note on the Mine Disaster table:


- If the income of your most profitable Mine is 1, you do not suffer any additional penalty, only the VP loss of the current Round (-2 or -3 VP, respectively).
- If the income of your most profitable Mine is 2, you choose 1 of the 2 potential penalties, namely: either lose 2 more VP or 1 Thaler (in Rounds 1-3) or lose 3 more VP or 1 Thaler (in Rounds 4-5).
- If the income of your most profitable Mine is 3, you choose 1 of the 3 potential penalties corresponding to the Round.

II. DETERMINE DISASTER AND AFFECTED PLAYERS (SELECT 1 PERSON)

Put the 3 black Mine Disaster discs and the blank one in the bag, if you haven't done so yet. Then draw 3 discs from the Bag one after the other and immediately resolve their effect.

 **Unpainted disc (Blank):** Nothing happens.

 **Black disc:** Remove the bottom Coin from the Coal Trust's Consolidation track and place it in the bank.

 **Disc in player color:**

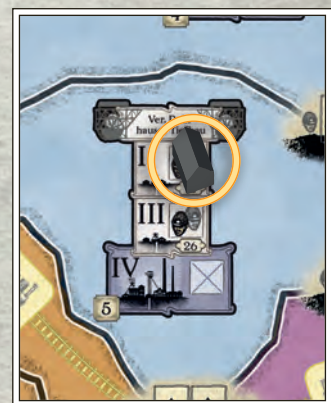
- A Mine Disaster occurs! Reveal the Disaster token for this Round and resolve its effect. The Coal Trust may buy the Mine with the **highest number** if the corresponding Disaster token was revealed.
- Whose disc was drawn must place 1 Miner from their supply on the Mine Disaster space for that Round. If you do not have a Miner in your supply, you must remove one from the Board (but not from a Mine space), from your Tableau, or from a Pithead tile and place it on the Mine Disaster space.
- In addition, the affected players lose once and only for **the first disc drawn** the number of VP indicated on the Mine Disaster space (-2 VP in Rounds 1-3 or -3 VP in Rounds 4-5) and, if applicable, **suffer another penalty according to the Mine Disaster table (see p. 18, left)**.
- If you are affected by a Mine Disaster more than once (several discs of your color have been drawn), you must place more Miners accordingly on the Mine Disaster space.
- If no colored disc was drawn: Remove the Disaster token from the Board without looking at it.



6. Coal Trust Acquisition

Initially, the Coal Trust buys 1 Mine. This number increases by 1 with each *Increased Purchasing Power* Disaster token revealed, up to a maximum of 3. The Coal Trust always buys the Mine tile with the lowest number on display.

Take purchased tiles from the Board and place them near the Coal Trust's Consolidation track. Then place 1 Steam engine from the common supply on the corresponding Mine space on the Board to show the Coal Trust's ownership. If there are no more Steam engines in the common supply, use a Coin or another item.



7. Mines Income

You receive income for each of your Mine tiles on your Tableau according to the green income symbol in the upper right corner, i.e. 1 or 2 Thalers per Mine.

Steam engines increase the income of the associated Mine by 1 Thaler. You gain the income from the bank.





8. Board Scoring

You gain VP for your Mines and Settlements on the Board.

I. SCORING MINES

If you own at least 1 Mine in a Mining claim, you gain 1 VP for **each** Mine owned by a player or by the Coal Trust (regardless of who owns them). Large Mines count as 1 Mine.
(**Reminder:** However, you gain the VP indicated in the blue square on the Mine tile only once after a successful Consolidation.)

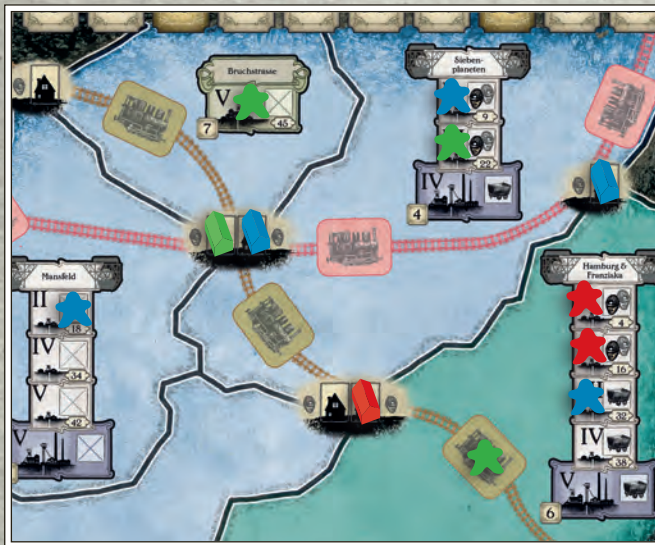
II. SCORING SETTLEMENTS

You gain 1 VP for each of your own Settlements adjacent to a Mining claim in which you own at least 1 Mine. The same Settlement can thus provide VP several times.



Example for Scoring Mines

This Mining claim contains 4 Mines, which belong to players or the Coal Trust. Players owning at least 1 Mine here receive 4 VP; in this case the **Red** Player and the **Green** Player.



Example for Scoring Settlements and small mines

The **Red** Player gains 4 VP:

- 3 VP for the Hamburg & Franziska Mining claim (3 Mines) and
- 1 VP for their own Settlement (red) adjacent to that Mining claim.

The **Green** Player gains 5 VP:

- 1 VP for the Bruchstraße Mining claim (Single Mine)
- 1 VP for their own Settlement (green)
- 2 VP for the Siebenplaneten Mining claim (2 Mines) and
- 1 VP for their own Settlement (green), which is also adjacent here.

The **Blue** Player gains 10 VP:

- 3 VP for the Hamburg & Franziska Mining claim (3 Mines)
- 1 VP for their own Settlement (blue) adjacent to that Mining claim
- 1 VP for the Mansfeld Mining claim (Single Mine)
- 1 VP for the adjacent Settlement (blue)
- 2 VP for the Siebenplaneten Mining claim (2 Mines) and
- 2 VP for both adjacent Settlements (blue).

Note: The Station occupied by the **Green** Player does not score any Victory Points until Final Scoring takes place.



9. Consolidations (Rounds 3-5 only)

All Large Mines of the current Round are auctioned off among the players and the Coal Trust. The Coal Trust has a fixed bid. Everyone who owns at least 1 Mine in Mining claim to be consolidated may participate in the Auction and outbid the Coal Trust and the other players. The player with the highest bid will be rewarded with the new Large Mine.

The starting player shuffles all the Large Mine tiles of the current Round (3, 4 or 5) and reveals one of them. All players who own at least 1 Small Mine in this Mining claim participate in the Consolidation Auction.



BONUS TOKEN THAT CAN BE USED IN THIS PHASE:

- Consolidation Aid



I. DETERMINING OWNERSHIP

There can be 0, 1, or more players with Mines in the Mining claim up for Consolidation. First, check the following:

- If **no player** owns a Mine there, the Large Mine **automatically** goes to the Coal Trust.
- The one of you owning all Small Mines there will get the Large Mine for free.
- If, in addition to unoccupied small mines, only **one** mine in the mining area is owned by a teammate, the syndicate bids for all unacquired mines in that area, but without the use of steam engines.

II. BIDDING PROCESS

If at least 1 player owns a Small Mine in the Mining claim, you start the bidding process:

1. First, determine the starting bid for the Coal Trust as follows (skip this point if the Trust is not involved):
 - A. Coins currently on the Coal Trust's Consolidation track, plus
 - B. Cost of the Mines it owns in this Mining claim, plus
 - C. Cost of all Mines not purchased in this Mining claim.
 - D. Mark the Coal Trust's bid on the Consolidation track on a player's Tableau, who does not participate in the Auction.
2. Each participating player determines their starting bid: Add up the cost (red) for all the Small Mines you own in the Mining claim, plus the bonuses from the Administration Pithead tile (if any).
3. Then, mark the total value on your Consolidation track with your Player disc.
4. In turn order, add the bonuses for the *Consolidation Aid* Bonus token  and/or the *Consolidation* Railroad token , if any. If multiple Consolidations are happening during this Phase, you may spare the tokens for a later Auction.
5. Now the Auction begins! The player owning the Mine tile with the highest number in the Mining claim may raise the current bid by 1 Thaler or more. Then proceed in descending order of Mine tile numbers. The next player must raise the current bid by another Thaler or more. Place Thalers bid on the Consolidation track, to the right of your Player disc.
6. If you cannot or do not want to raise the bid, you pass. Take the Thalers bid from your Consolidation track and return them to your supply. You don't participate in this Auction anymore. Tokens used are always considered spent, whether you pass or win the Auction.
7. The Coal Trust does not bid; it keeps its starting bid.
8. As soon as all players have passed except one, that player wins the Auction for the Large Mine and pays the Thalers bid to the bank.



III. IF A PLAYER WINS THE AUCTION

- Move 1 of your Miners in this Mining claim to the Large Mine to indicate your ownership. Return all the other Miners to their owners.
- You gain the VP for the Large Mine and its tile. Put it on your Tableau. If necessary, re-arrange the tiles on your Tableau (first, remove the Small Mines, then move the remaining tiles against the direction of the arrows).
- Put all the tiles of the consolidated Small Mine of this Auction into the box, including yours.
- You receive all Steam engines from this Mining claim as well as from the consolidated Small Mines that belonged to the other players. Place the first Steam engine on the new Large Mine tile. Add all other Steam engines to your supply (you cannot place them on other Mine tiles or Steam engine spaces). Those will remain there until the Final Scoring and will not be used anywhere else.
- Those who have lost the consolidation receive 2 SP per own small mine as compensation.

Note: Miners who are now on Rescue spaces that no longer have a Mine associated with them may only be moved during Action Phases.

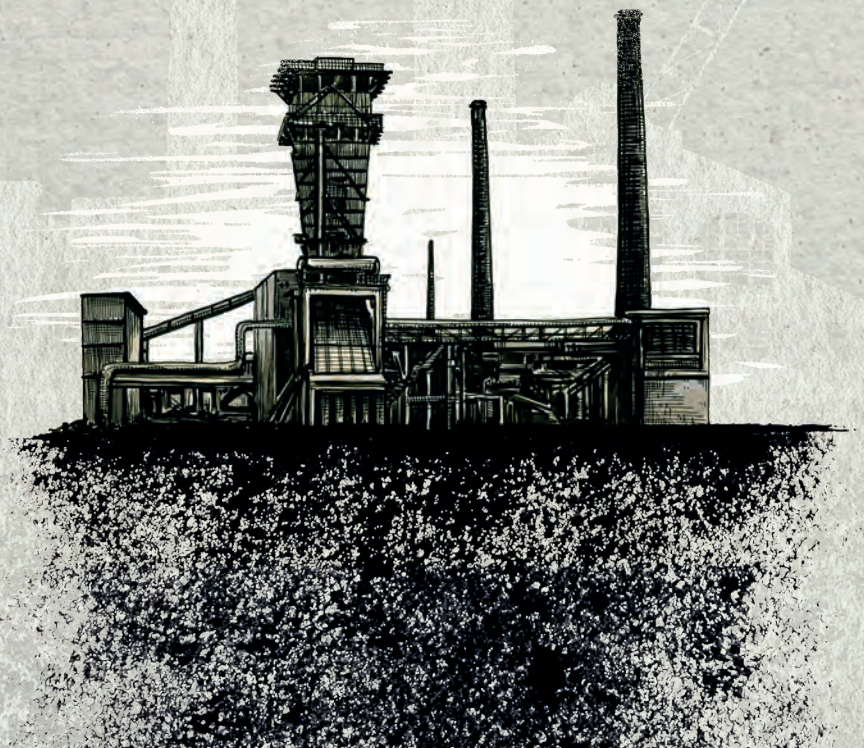
IV. IF THE COAL TRUST WINS THE AUCTION

The following changes apply to the Coal Trust:

- Steam engines in the Mining claim and from consolidated Small Mines are returned to the common supply.
- Place 1 Steam engine on the corresponding Large Mine space on the Board to show the Coal Trust's ownership.

V. NEXT BIDDING PROCESS

If there are still Large Mine tiles to be auctioned in this Round, follow up with the next Consolidation until you have auctioned off all the Large Mine tiles of this Round.

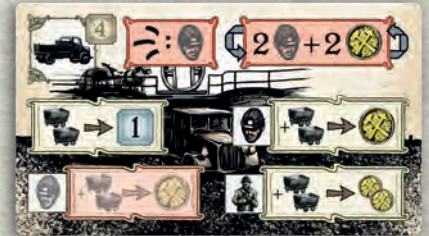




10. Pithead Tile Scoring and Income

You get VP and Thalers for your *Cokery*, *Ironworks* and *Loading* Pithead tiles according to the spaces occupied by game pieces (Miners, Engineers, Steam engines) or Wagon symbols, respectively.

Wagon Scoring: The *Loading* Pithead tile grants VP for Mine tiles, Bonus tokens and Railroad tokens with a Wagon symbol. To activate this tile, you must put 1 grey Worker into the common supply. Wagon symbols alone provide VP. In combination with Miners and Engineers placed, they also provide Thalers.



Loading Pithead

After flipping this tile, there are no more activation costs (losing a Worker).

The *Workforce* and *Administration* Pithead tiles do not grant VP or Thalers during this Phase. Ignore those in this Phase.

You can find an overview of all Pithead tiles and their effects in the Appendix.

BONUS TOKEN THAT CAN BE USED IN THIS PHASE:

- Wagon

Preparing the Next Round

After Phase 10, prepare the next Round as follows:

- Reset the Phase marker to Phase 1.
- Take the Small Mine tiles and Single Mine tiles for the new Round (next higher Roman numeral) and place them next to the Board. Tiles from previous Rounds remain in place. Those can still be purchased.
- Round 4 and 5 only: Add or remove Thalers on the Coal Trust's Consolidation track until there are exactly 3 Thalers.



Start the new Round with Phase 1. The player whose Player disc is in the last position from the previous Round begins with selecting a Bonus token. The other players follow in the order of their discs, from right to left.

Keep playing until you have completed 5 Rounds. After that, proceed with the Final Scoring.



Final Scoring

The game ends after Round 5. Now perform the Final Scoring and add these VP to your VP collected during the game on the Scoring track.

STEAM ENGINES

Count the Steam engines on your Mine tiles, Pithead tiles, and in your personal supply (max. 6 per person):

- 1 Steam engine: 3 VP
- 2 Steam engines: 5 VP
- 3 Steam engines: 8 VP
- 4 Steam engines: 12 VP
- 5 Steam engines: 17 VP
- 6 Steam engines: 23 VP



COINS

1 VP per 2 Thalers (rounded down).



STATIONS

1 VP for each Station occupied by a Miner (max. 1 VP per space).

RAILROAD LINES

Each fully occupied line (1 Miner on each Station of the line) grants VP as follows:

4-5 Players:

- yellow Line: 11 VP
- red Line: 9 VP
- brown Line: 4 VP
- green Line: 5 VP

3 Players:

- yellow Line: 6 VP
- red Line: 7 VP
- brown Line: 4 VP



EXTRA ACTION MARKERS

4 VP for each Extra Action marker not used.



End of the Game

- In the event of a tie for the most SP, the player involved who has more steam engines wins.
- In case of a tie, the winner is the one of the players involved who owns more Steam engines.
- If there is still a tie, the winner is the one who has the higher purchase value among their Mine tiles (total of the values in the red spaces).
- If there is still a tie, all participants who are involved are sharing the victory!

3-Player Game



3-Player Board

- Use the back side of the double-sided gameboard.
- The Mining claims in *Essen* (orange) are not used. Sort out the corresponding Mine tiles before you start and put them in the box. Gray workers that remain after distribution to the villages go into the general supply.
- The green Railroad line and all Stations in *Essen* (3 green, 3 yellow, 1 red) are not in play.
- The 3 *Essen* villages bordering *Bochum* (blue) and *Hattingen* (purple) are in play.
- Remove the Bonus tokens for 4 and 5 players from the game (marked 4+ and 5, respectively).
- You only need 12 Railroad tokens (5 for the Red line, 4 for the Yellow line, 3 for the Brown line).

Appendix

Bonus Tokens

Depicted in the starting order on the Selection track at the beginning of the game, from left to right.

The *Buy Steam Engine* and *Consolidation Aid* markers are used only in games with the matching number of players (indicated at the bottom of each marker).



MINE RESCUE TEAM

Free of charge. Usable in Phase 5 (Mine Disaster).

The Mine Rescue Team secures up to 4 Mines arranged in a square on the Player Tableau. You do not have to use Miners or Thalers for these Mines during this Round's Mine Disaster.



CONSOLIDATION AID (5 PLAYERS ONLY)

Free of charge. Usable any time to get 1 Thaler or in Phase 9 (Consolidations, not before Round 3) to get 1x 2 virtual Thalers for an Auction.

Choose 1 of these options:

1. Take 1 Thaler from the common supply during one of the Phases 2, 3 or 4 (in addition to your Main or Extra Action).
2. Round 3 onwards: Increase your Consolidation value by 2 in Phase 9 (Consolidations), during any 1 consolidation you are participating in. Put the marker down after use, even if you passed at an auction.



WAGON


Free of charge. Usable in Phase 10.

Counts as 2 additional Wagons when scoring the Loading Pithead tile, without having to pay 1 Worker.



DEPLOY AN ENGINEER

Cost: 1 Thaler. Usable in Phase 4 only (Extra Action).

Take 1 Engineer from your Player Tableau and place it on a space of a Pithead tile with the Engineer symbol .

The usual rules for Deployment apply (see Main Actions, p. 15).



MOVE 2 MINERS

Free of charge. Usable in Phase 4 only (Extra Action).

You may deploy up to 2 Miners and get 2 Movement points to move them or other Miners.

Regardless of whether your Pithead tile Workforce has been flipped or not, this token is still worth only 2 Movement points.

The usual rules for Deployment and Movement apply (see Main Actions, p. 15)



SETTLEMENT CONSTRUCTION

Cost: 2 Thalers. Usable in Phase 4 only (Extra Action).


Place 1 Settlement on an empty Settlement space of a Village. You may place up to 2 Miners from your supply next to it.

The usual rules for Settlements apply (see Main Actions, p. 14).



BUY STEAM ENGINE (4+ PLAYERS ONLY)

Cost: 1 Thaler. Usable in Phase 4 only (Extra Action).

Take 1 Steam engine from the common supply and place it on one of your Mine tiles on your Tableau or on the space marked with the Steam engine symbol  on the back of the *Cokery* or *Ironworks* Pithead tile.

The usual rules for Steam engines apply (see Main Actions, p. 14).

Railroad Tokens



VICTORY POINTS

You immediately score 2 VP. Discard the token.

(3 pieces)



MONEY

You immediately get 1 Thaler from the bank. Discard the token.

(3 pieces)



WORKER

Can be used as 1 virtual worker. Keep the token until you use it like you would use a Worker. Discard it afterwards.

(5 pieces)



WAGON

Can be used as 1 virtual Wagon when scoring the Loading Pithead tile in Phase 10. Discard the token after scoring.

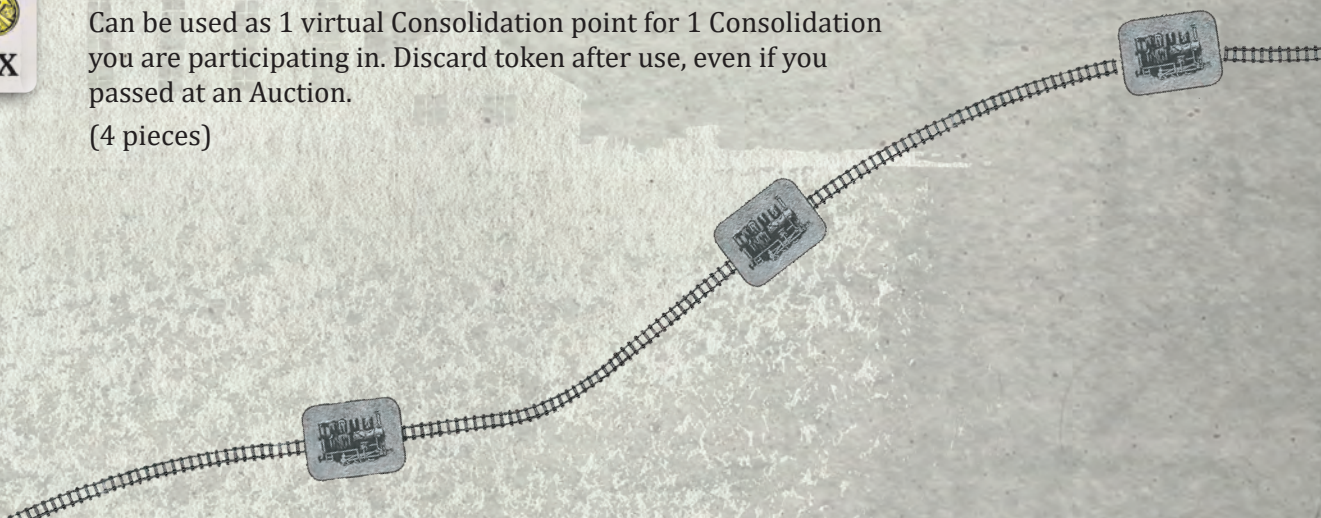
(4 pieces)



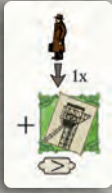
CONSOLIDATION

Can be used as 1 virtual Consolidation point for 1 Consolidation you are participating in. Discard token after use, even if you passed at an Auction.

(4 pieces)



Disaster Tokens



HIGHEST NUMBER (PHASE 5)

The Coal Trust immediately buys the Mine tile with the highest number on display. After that, remove that tile from the game.

This is an additional purchase for the Coal Trust in this Round.

So, it can occur that the Coal Trust buys up to 4 Mines in a single Round: 1 with the highest and 3 with the lowest number.



1 EXTRA THALER (PHASE 5)

As of now and permanently, the Coal Trust has 1 additional Thaler that it can use for Consolidations it is participating in.

Place this token on the space below the Coal Trust's Consolidation track.



INCREASED PURCHASING POWER (PHASE 6, 2 PIECES)

Place the token on an empty space of the Coal Trust's Mine Purchase indicator (above the Turn Order indicator). For each token on the Mine Purchase indicator, the Coal Trust buys an additional Mine in Phase 6 (max. 3 per Round).



RAILROAD ACCIDENT (PHASE 5)

Everyone affected by a Mine Disaster this Round removes 2 Railroad tokens of their choice from the game, without looking at it, immediately after their Mine Disaster disc was drawn (if possible).



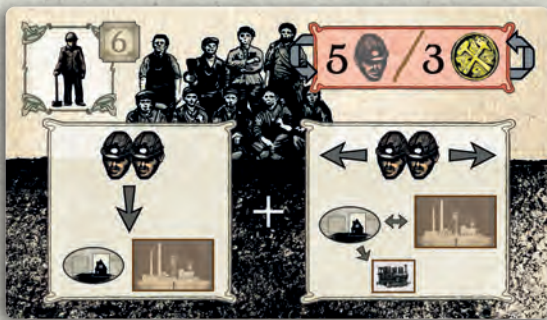
Pithead Tiles

WORKFORCE

Shows the number of Miners you are allowed to deploy and move with 1 Action. At the beginning of the game, these are 2 Miners.

No meeples are placed on this tile.

Note: Regardless of whether your Pithead tile *Workforce* has been flipped or not, the Bonus token is still worth only 2 Movement points. (You get 4 Movement points only if you combine it with the Main Action.)



Starting side

You may deploy up to 2 Miners and get 2 Movement points to move Miners. These may also be the ones just deployed.

Cost for flipping: 5 Workers or 3 Thalers



Back side (after flipping)

After flipping: You immediately score 6 VP.

You may deploy up to 2 Miners and get 4 Movement points to move Miners. In addition, you may move 1 Engineer.

IRONWORKS

Miners and Engineers are placed here and scored in Phase 10. The *Ironworks* scores VP.



Starting side

1 Miner = 1 VP
2 Miners = 1 VP
1 Engineer = 1 VP

Cost for flipping: 5 Workers + 3 Thalers



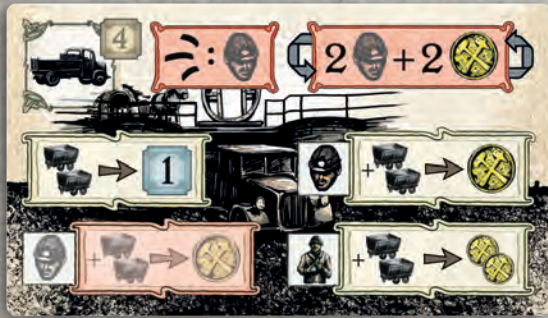
Back side (after flipping)

After flipping (Steelworks): You immediately score 6 VP and gain 1 Extra Action marker.

1 Steam engine = 2 VP + 2 VP at final scoring
1 Miner = 1 VP
1 Miner = 1 VP
2 Miners = 1 VP
1 Engineer = 1 VP

LOADING

Loading is scored in Phase 10 and grants VP for Mine tiles, Bonus token and Railroad tokens with a Wagon symbol (discarding the tokens is optional).



Starting side

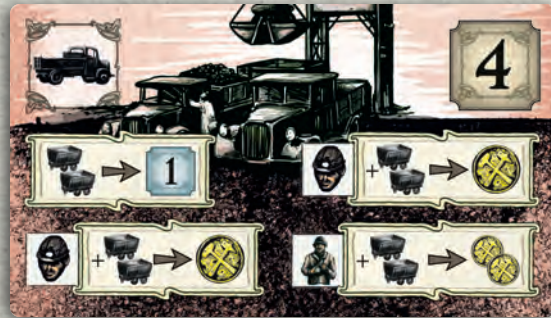
To activate this tile, you must put 1 Worker into the general supply. The space on the bottom left is triggered immediately after activation.

The 2 spaces on the right are scored if there are game pieces placed there.

- For every 2 Wagons on your Mine tiles, Bonus tokens and Railroad tokens = 1 VP (rounded down)
- 1 Miner: For every 2 Wagons on your Mine tiles, Bonus token and Railroad tokens = 1 Thaler (rounded down)
- 1 Engineer: For every 2 Wagons on your Mine tiles, Bonus token and Railroad tokens = 2 VP (rounded down)

In order to get all the money bonuses (3 Thalers) from this side, you need 4 **different** Wagons.

Cost for flipping: 2 Workers + 2 Thalers



Back side (after flipping)

After flipping: You immediately score 4 VP.

- For every 2 Wagons on your Mine tiles, Bonus token and Railroad tokens = 1 VP
- 1 Engineer: For 2 Wagons on your Mine tiles, Bonus token and Railroad tokens = 1 Thaler
- 1 Miner: For 2 Wagons on your Mine tiles, Bonus token and Railroad tokens = 1 Thaler (this Miner space is present 2 times and grants a maximum of 2 Thaler if both spaces are occupied)

In order to get all the money bonuses (4 Thalers) from this side, you need to have 6 **different** Wagons.

Notes on Loading:

This tile can be very useful, as Wagons can provide both VP and Thalers.

You get the VP without having to place a meeple on a space, for as many Wagon symbols as you have.

You may count the same Wagon symbols that got you VP also for Thaler bonuses, but you must have a meeple on the tile for each Thaler bonus. (So, for the 3 Miner/Engineer spaces on the back you need to have 6 different Wagon symbols to get all 3 Thalers. Additional Wagon symbols do not provide additional Thalers.)

COKERY

Game pieces are placed here and scored in Phase 10. The *Cokery* generates income.



Starting side

1 Miner = 1 Thaler
2 Miners = 1 Thaler
1 Engineer = 1 Thaler

Cost for flipping: 5 Workers + 2 Thalers



Back side (after flipping)

After flipping (Briquette):
You immediately score 6 VP .

1 Engineer = 1 Thaler + 2 VP at final scoring
1 Steam engine = 1 Thaler + 2 VP at final scoring
1 Miner = 1 Thaler
2 Miners = 1 Thaler
1 Engineer = 1 Thaler

ADMINISTRATION

In Phase 9, each occupied space increases your Consolidation value by 1 virtual Thaler for each Auction you are participating in.



Starting side

You get 1 virtual Consolidation point for each Engineer on the tile (up to 2) and 1 virtual Consolidation point each for 1 or 2 Miners (as shown), respectively.

Note: This Pithead tile does not have an upgraded back side.



Industrial Revolution in the Ruhr Area

Kohle & Kolonie takes you to the southern Ruhr area at the beginning of the Industrial Revolution. You acquire mining claims and operate small and single mines in the area of today's cities of Essen, Hattingen, Bochum and Witten. Over five rounds, you'll place miners and engineers in your growing plant, attract new workers from surrounding villages, and build settlements to turn your mines into the most profitable production network possible. Consolidation is the key event: When the small mines of a mining claim are being merged and the newly created large mine is auctioned off, everything depends on your bid! But beware: It's not just your fellow players who want to outbid you - the influential Coal Trust is also in on the action and challenging you for the valuable mining claims. Will you win the bid for the most attractive large mine?

After *Ruhrschifffahrt*, *Kohle & Kolonie* was the second game in author Thomas Spitzer's coal trilogy. The third game was *Haspelknecht*.

After being out of print for a while, *Kohle & Kolonie* is now available again by popular demand in a new Revised Edition. After *Schichtwechsel* (2021), this is the second title by Thomas Spitzer to be published by Spielefaible.

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