THE SETTLERS OF KLAUS TEUBER AMERICA Award-Winning Game of Discovery, Settlement & Trade

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### **How to Play**

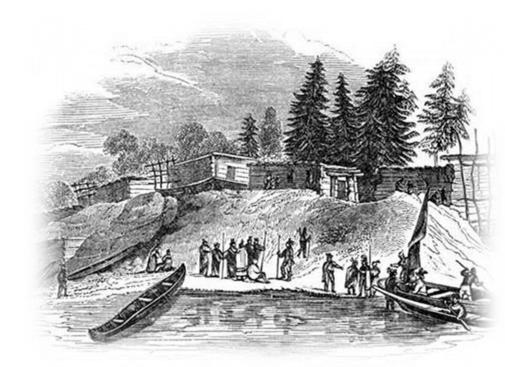
- -The game will progress through two phases: Preparing and building.
- -You will keep track of two variables: Population and Relations with Britain.
- -If your population drops to zero at any point in the game you're out.
- -Your relations with Britain will range from -2 to +2 and will effect various events in the game.

Poor relations		Neutral relations	Good	d relations
-2	-1	0	1	2
Britain is considering military action against you.	Britain has no interest in helping you with anything.	Britain is neither supportive nor against you.	Britain will protect you in most cases.	Britain is very willing to help you with most things.

-The colony with the highest population at the end of the game is the winner.

### **Phase 1: Preparing for Settlement**

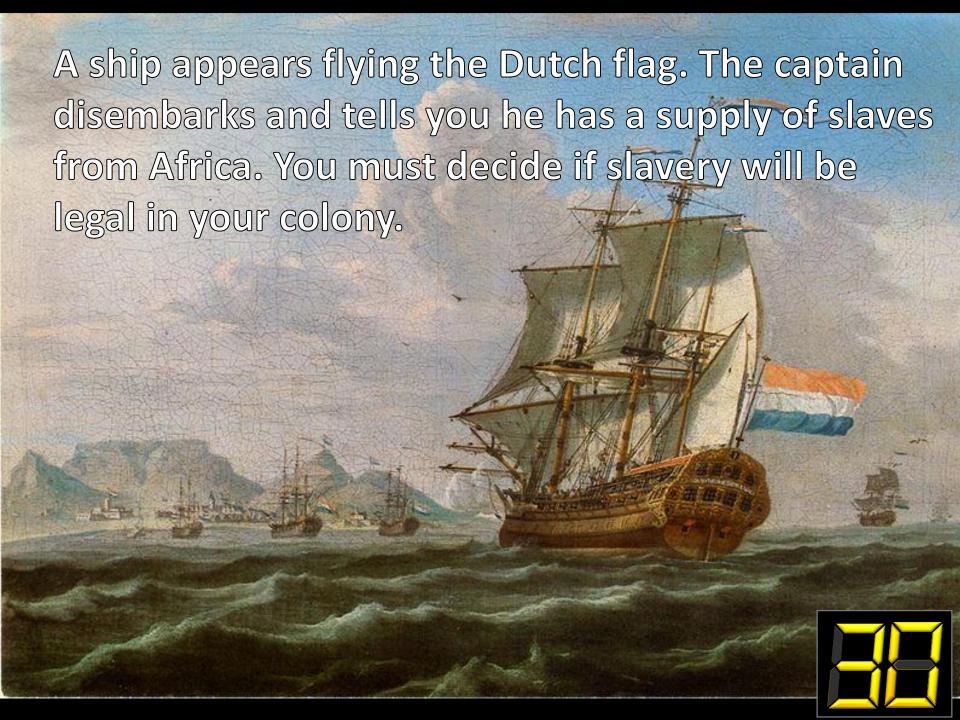
- 1. Choose Your Location on the map. Explain why you chose this location.
- 2. Choose a name for your colony.
- 3. Create the first 3 laws that will govern your colony.
- 4. Design a flag for your colony. (You will continue to work on this during phase 2.)

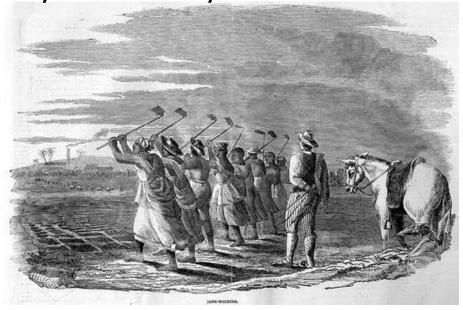


### **Phase 2: Building the Colony**

- 1. This Phase will take places across a number of seasons Each season you will perform 1 action. Your options each season are:
  - a)Build a farm and houses to increase your population.
  - b)Send an envoy to Britain to improve relations.
  - c)Create a special building like a school or hospital to provide unknown benefits.
- 2. At the end of each season a random event will take place. How this event effects you will depend on what laws you have passed, your current population and your current relations with Britain.
- 3. Each winter allows your group to create any law you think would be helpful to your colony.







The increased labor allows your colony to produce more food.

+20 Population

If you decided no...



Britain agrees that slavery is wrong and should be banned.

+1 British Relations



A group of Puritans has been chased out of their colony. They come to you and ask if you will allow religious tolerance in your colony or if you will insist that all citizens follow the Anglican Church of the King.

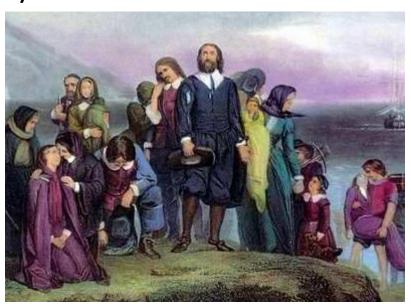




Your allowance of freedom encourages other Puritans to come and join too. The king doesn't much approve though.

+10 Population
-1 Relations

### If you decided no...



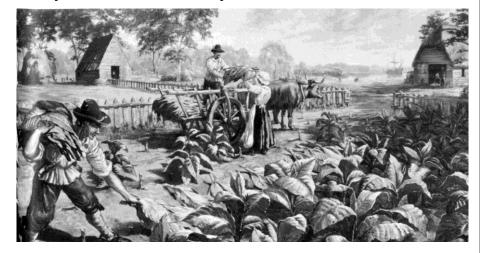
Well, they seem sad but they weren't welcome anywhere else so what are they going to do?

No change.



A new way of growing tobacco has been introduced that will allow you to raise a great deal of money for the king. Will you replace your farms growing food with those growing tobacco?





The increased income makes Britain very happy.
The lost food makes your people sad. Some leave as a result.

-10 Population +1 Relations

### If you decided no...



When the king learns that you could be sending him more money he becomes upset.

-1 British Relations



# A hurricane has struck the south-east!

Sometimes no amount of preparation can protect you. This hurricane is devastating to the South-east. Entire settlements are wiped out and many people are seriously injured. Let's see how you fared.

\*If you have a hospital only lose half the stated population.

If you settled in Location A lose 20 population. If you settled in Location B lose 5 population. If you settled in Locations C or D no change.

### 50 years later...

With great effort and sacrifice you've managed to establish your colony. In the North manufacturing is starting to grow. In the South agriculture is progressing like no one had imagined. There is, however, some concern that slavery has rapidly grown in some of the colonies.

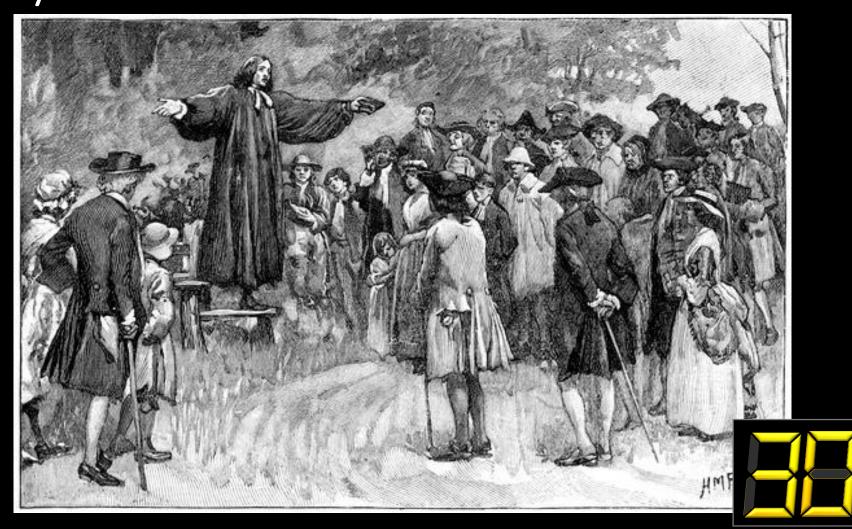
Still, the king is happy. Things are looking up!

Population + 20

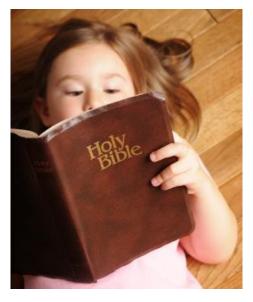
Relations + 1



A religious revival has broken out in the colonies. Reading the Bible is now expected of all good Christians. Have you provided for an education in your colony?



### If you have built a school...



People flock to your colony to learn to read so they can read the Bible.

+10 Population

If you have not built a school...



Some of your people move to other colonies to get an education and be closer to God.

-10 Population



Rumors of a wild beast roaming the forest near your settlement have persisted for months. The king is very interested in these reports. In the last couple days the reports have increased in frequency. One night you hear a loud rustling in the tree line just outside of your settlement. Will you fire into the trees or just ignore it?



If you decided to shoot into the trees...

You killed Crazy Earl, one of your own settlers.

You monster.

-1 Population

If you decided to ignore it...



The king is disappointed you didn't find the wild beast.

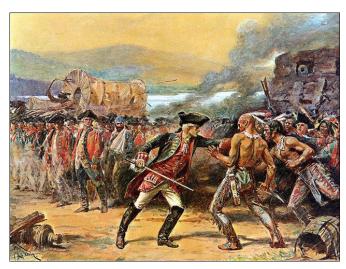
-1 British Relations



## A group of natives is massing an army at your border. Are you prepared to fight?



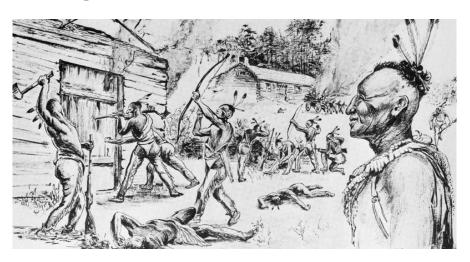
### If you have your own army or good relations...



You hold back the attack and receive some of the natives' land as a peace offering.

+5 Population

### If you have no army and less than good Relations...



The native attack is unpleasant. They see you are defenseless and decide it is time to take back their land.

-30 Population



Britain has imposed a tax on paper goods to help pay for the support they provide for your colony. Will you enforce the tax on your citizens?





The increased tax causes some people to leave your colony but your support pleases the king.

-10 Population +1 Relations

### If you decided no...



The King is furious. He immediately orders all British troops out of your colony to leave you defenseless.

-2 British Relations

### 50 years later...

Your colony has continued to grow very rapidly. It is becoming clear that the Northern colonies have more cities and greater populations. The Southern colonies, on the other hand, have large farms that are providing great wealth to Britain. Some colonists are starting to question why Britain has so much control over them.

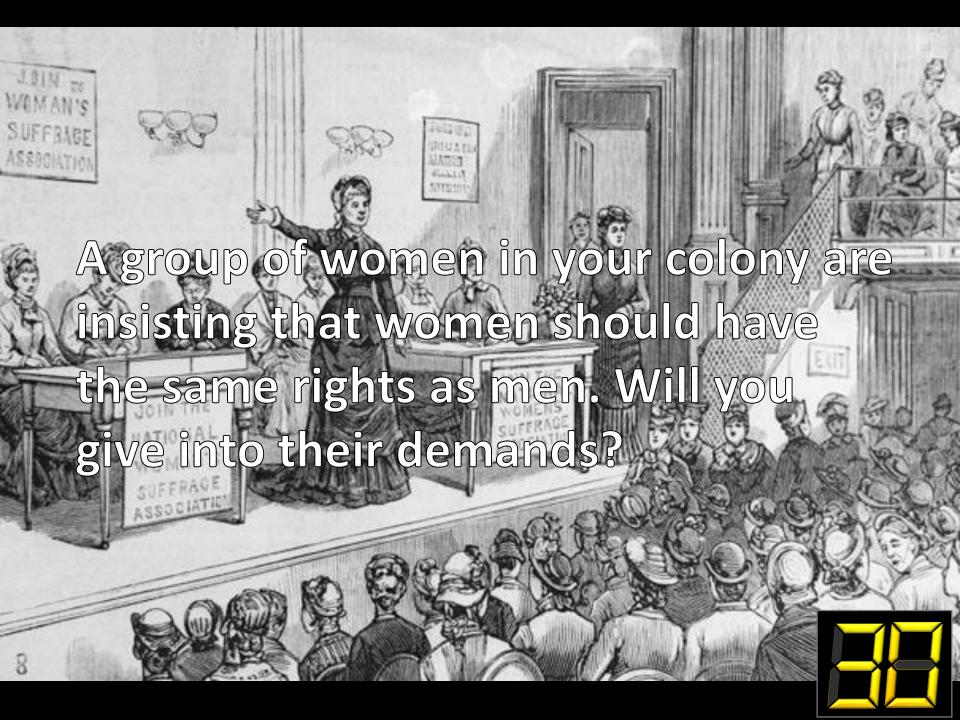
Location A: +20 Population, +1 Relations

Location B: +30 Population, +2 Relations

Location C: + 40 Population

Location D: +40 Population







The King laughs at your feeble attempts to encourage liberty.

-1 Relations

If you decided no...



The women are angry and decide to try their luck at equality in another colony.

-10 Population



A small group of settlers is arguing that Britain has no right to rule over them. They are advocating for violent response if needed. Will you support their freedom to speak out or stop them from threatening violence?



If you decided to support them...



Your strong support of freedom encourages many to join your colony.

+20 Population
-1 Relations

If you decided to stop them ...

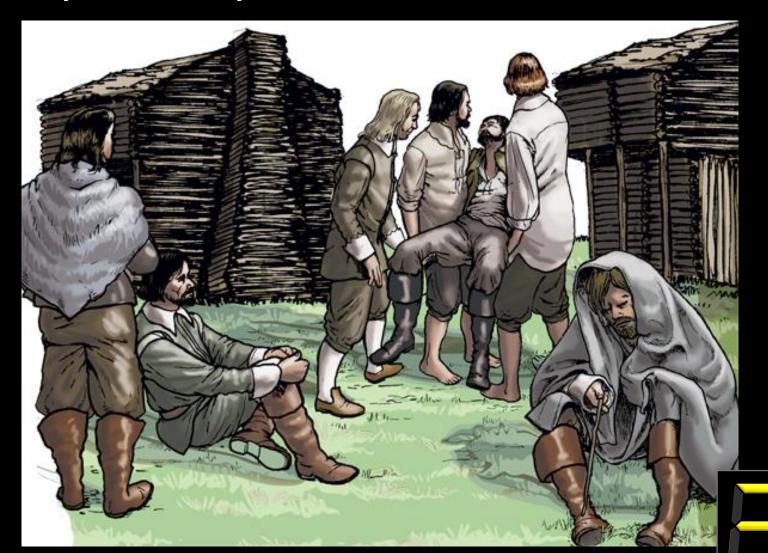


The King greatly appreciates your support.

+2 British Relations



A mystery sickness has affected a few of your colonists. This doesn't look good. There appears to be nothing you can do to stop it. If you have a hospital at least you can contain it.



## If you have a hospital...



You are able to mostly contain the sickness and save many people.

-5 Population

# If you do not have a hospital...



With no way to keep the sick away from the colony the sickness spreads very quickly and many die.

-30 Population



An anti-British pamphlet has been printed in your colony. Britain has ordered the arrest of the author. Will you arrest him?

# COMMON SENSE;

ADDRESSED TO THE

### INHABITANTS

OF

#### AMERICA,

On the following interesting

SUBJECTS.

- I. Of the Origin and Design of Government in general, with concise Remarks on the English Constitution.
- II. Of Monarchy and Hereditary Succession.
- III. Thoughts on the present State of American Affairs.
- IV. Of the present Ability of America, with some miscellaneous Reflections.

Man knows no Master save creating HEAVEN, Or those whom choice and common good ordain.

#### PHILADELPHIA;

Printed, and Sold, by R. BELL, in Third MDCCLXXVI.



# If you decided yes...



The King is very pleased with your willingness to turn over this traitor.

+2 Relations

### If you decided no...



The King sees your refusal as an act of treason against him. He really, really doesn't like that.

-3 Relations

# 50 years later...

Growth continues but a clear frustration with Britain has taken hold, especially in the cities which are found mostly in the North. A very important decision awaits.

Location A: +20 Population, +1 Relations

Location B: +30 Population

Location C: +30 Population, -1 Relations

Location D: +30 Population, -1 Relations



A group of representatives from the other colonies have written a document declaring their right to be free from Britain and the king. Will you sign it?

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# If you decided yes...



There's no turning back now. Your push for freedom excites your people but ends all relations with the British.

Population: +30 Relations: -5

#### If you decided no...



The King is impressed with your courage to stand alone. He sends soldiers to protect you from any aggression from the other colonies.

Population: +10 +3 Relations If you have poor relations with Britain: War breaks out leading to many deaths. You battle on for freedom but at a great cost. -100 Population +10 Freedom

If you have good relations: While other British colonies fight for freedom you experience a period of peace. People fleeing war settle in your colony. You ask yourself if these gains are worth sacrificing your freedom. +50 Population, -10 Freedom

