

# Confederation Station

Made by: Cameron and Owen

## WELCOME TO CONFEDERATION STATION!

Welcome to Confederation Station! The game for 10+ ages, yet fun for the whole classroom. Nationalism is one of the key words in this game (or at least it should be), and I'm here to first explain how this is shown in the game. Nationalism (identification with one's own nation and support for its interests, especially to the exclusion or detriment of the interests of other nations) is evident in this game in the sense that the goal of the game is creating a nation (namely Canada), and rather than try to sabotage other players, you aid each other in creating a nation to live in (Canada). The colonies such as PEI had more resources of wheat and such due to them being a mostly agricultural society and other colonies also have history specific resources. This game is heavily influenced by Canadian history. Namely, the Trans-Colonial Railway and the ice-free ports were important factors in the decisions of Confederation.

## RULEBOOK

**[Disclaimer: This game is based off of historical events, however, feel free to take this game wherever you want. This game is not historically accurate and offers a different path for colonies involved.]**

### SUPPLIES:

*1 board, 48 event cards, 6d20 (nation points tracker) 10d6 (extra resource counters), resource counters, 2 railway and ice free port counters, 2d4 (movement dice), and 6 colony player pieces*

### SETUP:

Place the deck beside the board and select one treasurer. They will be assigned to keep track of resources and dice (basically a monopoly banker). Add the following resources to the board:

- 1 lumber on square 2
- 1 wheat on square 5
- 2 textiles on Square 10
- 2 textiles on square 15
- 3 lumber on square 20
- 3 wheat on square 25
- 4 resources of any type on square 30

Colonies that pass over these milestones gain the resources. A player also gains 2d4 nation points if they reach the end of the board. Then start the game!

### STARTING THE GAME

To start, each player selects one of the colonies (randomly or however you want to). Each colony has a different production and requirements. The board has small rewards for colonies that advance on it, and if you reach the finish line, you gain 5 extra nation points. After reaching the end of the track, colonies don't restart or win, just play the game without altering the board state.

The game plays in a phase structure:

#### **BEGINNING PHASE:**

At the start of your turn, you gain your production amount in resources and draw 3 event cards. Roll the dice and then move that amount of spaces forward on the board. If a card is red, you must do what the card says. If the card is blue, you put it into your hand. On your first 3 turns, your parent country supports you a little and you get 1 additional resource of your choice on each of those turns.

#### **MAIN PHASE:**

This is when you get to play blue cards.

If you want, you can initiate trade with up to 1 other colony. Once you both agree to resources traded, check if you either both have a port (requires 2 ships) or if the railway is constructed yet. If one of these conditions are met, you successfully trade.

#### **END PHASE:**

Each colony pays its upkeep costs. Upkeep costs are the costs of maintaining your colony/population. If you fail to pay upkeep costs, your people will riot, and you lose your next turn. If you end your turn with more than 5 cards, you must discard cards until you reach 5. Your cards are hidden from other players. If the deck becomes empty, shuffle all leftovers into a new deck.

#### **GAME OBJECTIVES:**

The objectives are, depending on the political alignment of your colony (players choice), to either meet the requirements to join confederation or become self sufficient so you don't have to join. Each colony has different requirements. There is one requirement they all share though:

#### **Nation points:**

Each colony needs 15 nation points by the end of the game. Nation points are a measurement of the colony's engagement and activity. You can earn up to 3 per round. You can earn nation points in these ways:

- Trading with a colony: 1 point
- Ending your turn without a riot: 1 point
- Contributing to a railway or ice free ports (earned only once per game): 2 points

There are 2 smaller in game objectives as well:

- Railway: This structure requires 15 wood and 3 machinery. Once built, any colony connected to it can trade with other connecting colonies. This is the only method of land based trade, so many people would like to see it completed
- Ice free ports: Normally, every 3rd and 4th round, trading through sea is disabled. This represents the different seasons. Any colonies bordering water can invest in an ice free port which costs 20 wood and 5 ships. (Trading then no longer requires ships) If the water-bordering colonies complete this, the season restriction is lifted for those colonies

#### **ENDING THE GAME:**

As soon as a colony completes it's goal, the game lasts 2 more rounds. The other colonies have this much time to complete their goal, or else they fail. At the end of the game, each colony who completed the confederation goal or self sufficiency goals wins.

**HISTORICAL PART:**

We designed the confederation goals in a weird way because each colony can contribute something unique. This is why we didn't just have one set goal for all of them. Self sufficiency goals are more about creating a stable agricultural industry and less about helping other colonies meet their needs.

Goals that say (resource 1) or (resource 2) can be fulfilled with a combination of those resources.

**COLONY STATS:**

Stats↓/ Colonies→	Canada West	Canada East	Prince Edward Island	New Brunswick	Nova Scotia	Newfoundland
<b>Production</b>	2 lumber, 3 wheat, 2 machinery, 1 textiles	3 fish, 2 wheat, 1 textiles, 1 lumber	2 fish, 2 wheat, 1 ship, 1 lumber	2 fish, 1 lumber, 1 ship, 2 wheat	2 fish, 2 lumber, 1 ship	2 fish, 1 coal, 1 lumber, 1 wheat
<b>Consumption</b>	2 food of any type, 1 lumber or 1 textiles	2 food of any type, 1 textiles or 1 textiles	1 food of any type	2 food of any type	1 food of any type	2 food of any type
<b>Confederation</b>	5 food of any type, 3 machinery, 5 lumber, 15 nation points	10 food of any type, 3 lumber, 15 nation points	5 food of any type, 2 ships, 15 nation points	5 food of any type, 2 lumber, 15 nation points	5 food of any type, 2 ships, 15 nation points	2 food of any type, 4 coal, 2 lumber, 15 nation points
<b>Self-Sufficiency</b>	5 food of any type, 1 textiles, 4 machinery, 2 lumber, 10 nation points	8 food of any type, 2 lumber, 10 nation points	8 food of any type, 4 ships or lumber, 10 nation points	6 food of any type, 3 lumber or ships, 10 nation points	6 food of any type, 5 lumber or ships, 10 nation points	6 food of any type, 2 lumber, 2 coal, 10 nation points

**CARD STATS:**

Persistent Effects: if a card is activated with an effect that would persist to future turns, put that card on the table in front of you to remind you.

**Red Cards**

- Fenian Raid: move back 2 spaces and discard 2 resources of your choice
- Locust Swarm: you don't produce crops next turn
- Plague: you lose 1 of each resource you have, and colonies won't trade with you until the end of your next turn
- Operations Exposed: you play with your hand revealed to other players for 2 turns
- Supply Cutoffs: the maximum hand size of all players is reduced to 3 until the start of your next turn
- Labor Shortage: your colony won't produce resources next turn. Trip and fall: you don't move forward on your next turn
- Unjust Tax: choose and discard 3 of your resources

**Blue Cards**

- Blaze Ahead: discard 1 card as an additional cost to play this card. Draw 3 cards and roll the move dice again
- Scout Ahead: look at the top 3 cards of the event deck and put one into your hand. Put the rest back on top in any order
- Jesus's Intervention: each player gains 3 wheat and 3 fish. Trading over water doesn't require ships until the end of your next turn
- Caravan System: (only for landlocked colonies, if you have water, discard this card and draw again) choose one other land based colony to initiate trade with. You can trade with each other without requiring the railway for 3 turns
- Cut Off: this card must be played in response to another card and cannot be played alone. One effect that says "all players" doesn't apply to you
- Nope: this card must be played in response to another card and cannot be played alone. Cancel the effect of one card
- Parental Support: your home nation supports you and you gain 3 resources of any type, all 3 of which must be different
- Clearcut: you gain 4 lumber, but cannot produce lumber naturally next turn. The deck has 3 of each card, for a total of 24 red and 24 blue, for a total of 48