

COLONY 9

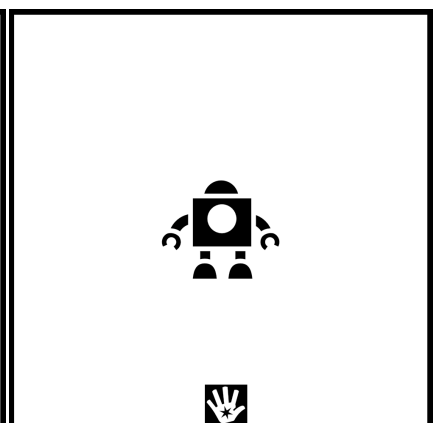
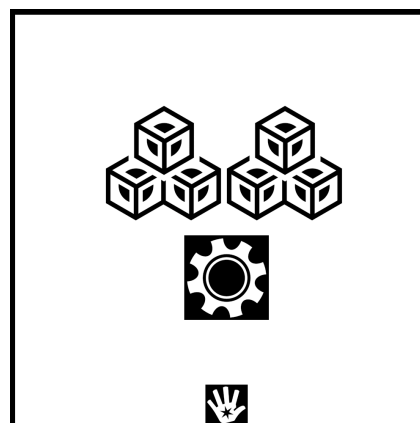
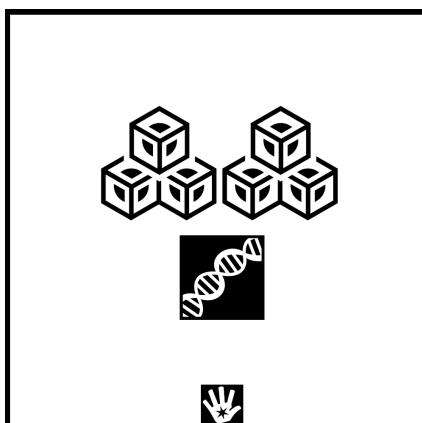
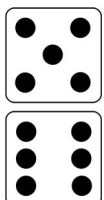
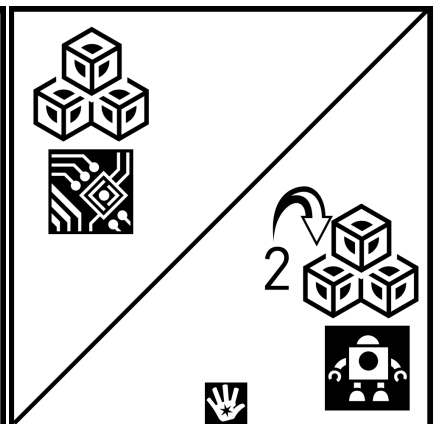
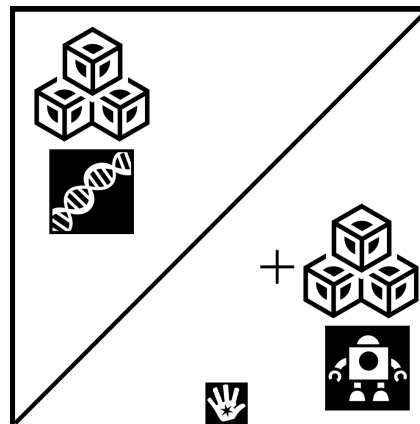
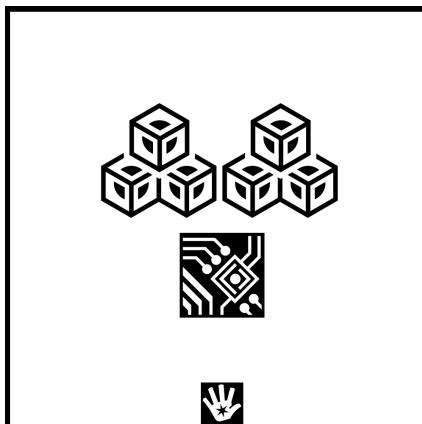
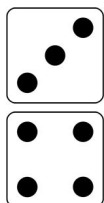
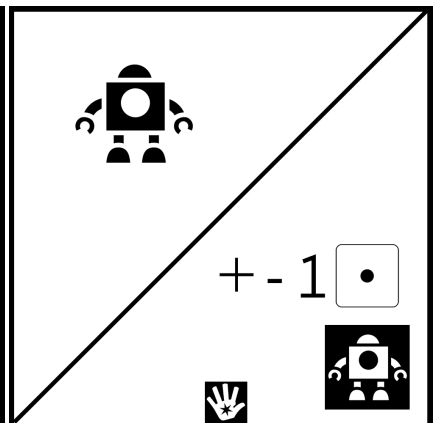
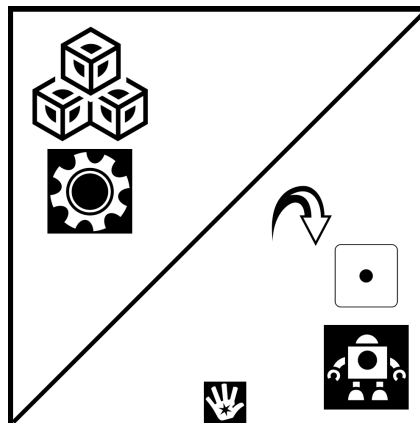
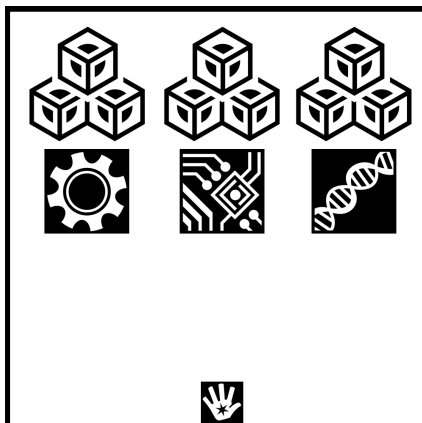
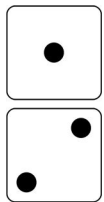
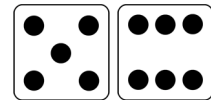
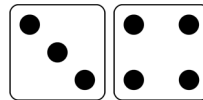
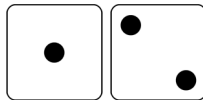
DESIGNED BY SANTIAGO EXIMENO

VERSION 0.7a (18/09/13) PRINT EACH SHEET ONE TIME

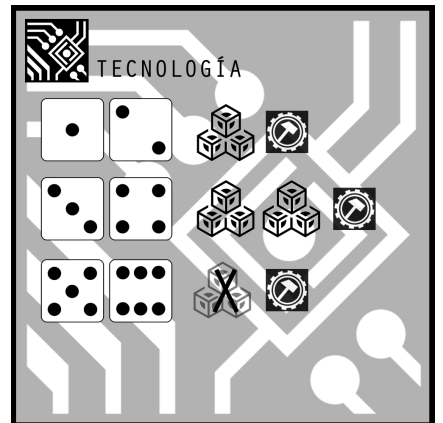
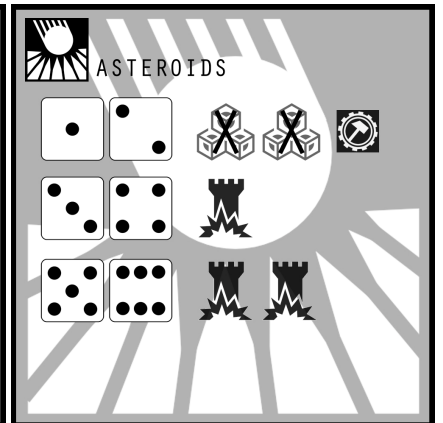
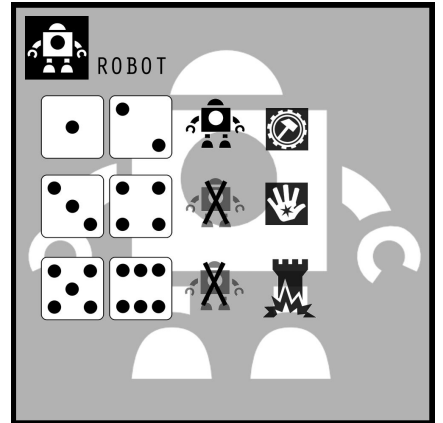
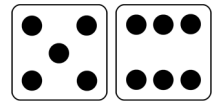
NOTE: This is a working document. You can see the progress of the game at

<http://www.boardgamegeek.com/thread/1005087/wip-2013-solitaire-pnp-contest-colony-9-initia>

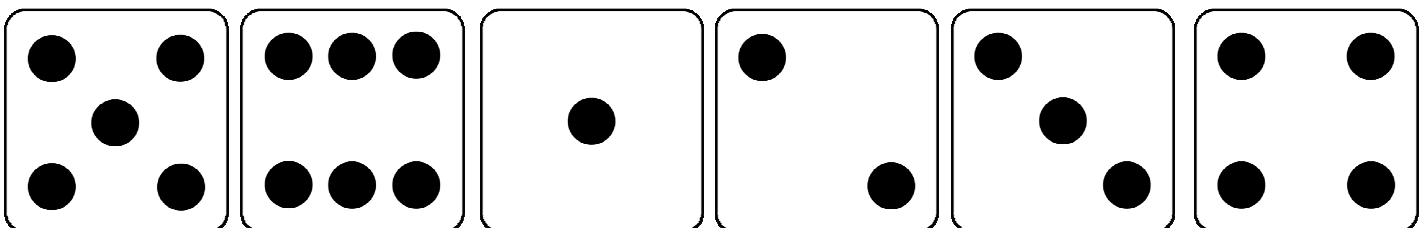
ACTIONS CHART



EVENTS CHART
















DICE








BUILDINGS (I)

1













CONTROL CENTER







2













LEISURE CENTER








3





BUNKHOUSE



4

















FACTORY







5













HOSPITAL






6





EMBASSY



7








ARSENAL





8










DEFENSES







9














AUTOMATIC DEFENSES







10
















RADIO








11















RADIO







12








SPACEPORT



















BUILDINGS (II)


13







SPACEPORT
























14






SPACEPORT

























15







VITAL SYSTEMS



























16






VITAL SYSTEMS
























17




FEEDING SYSTEMS







STORE



RESOURCES




1
















2





3

4

5







ROBOTS

MISSIONS



EASY: 3 ROBOTS, 90 VICTORY POINTS
 MEDIUM: 2 ROBOTS, 100 VICTORY POINTS
 HARD: 1 ROBOT, 110 VICTORY POINTS
 INSANE: NO ROBOTS, 120 VICTORY POINTS

CIVIL COLONY

1 2 3 4 5 6 7 8 9 10



RADIO



RADIO
 VITAL SYSTEMS
 FEEDING SYSTEMS



RADIO
 VITAL SYSTEMS
 FEEDING SYSTEMS
 SPACEPORT



EASY: 3 ROBOTS, 90 VICTORY POINTS
 MEDIUM: 2 ROBOTS, 100 VICTORY POINTS
 HARD: 1 ROBOT, 110 VICTORY POINTS
 INSANE: NO ROBOTS, 120 VICTORY POINTS

EMBASSY

1 2 3 4 5 6 7 8 9 10



RADIO



RADIO
 VITAL SYSTEMS
 FEEDING SYSTEMS



RADIO
 VITAL SYSTEMS
 FEEDING SYSTEMS
 SPACEPORT

MISSIONS



MEDIC COLONY

EASY: 3 ROBOTS, 120 VICTORY POINTS
MEDIUM: 2 ROBOTS, 140 VICTORY POINTS
HARD: 1 ROBOT, 160 VICTORY POINTS
INSANE: NO ROBOTS, 200 VICTORY POINTS

1	2	3	4	5	6	7	8	9	10
							RADIO		
									RADIO VITAL SYSTEMS FEEDING SYSTEMS
							RADIO VITAL SYSTEMS FEEDING SYSTEMS SPACEPORT		



MILITARY COLONY

EASY: 3 ROBOTS, 90 VICTORY POINTS
MEDIUM: 2 ROBOTS, 100 VICTORY POINTS
HARD: 1 ROBOT, 110 VICTORY POINTS
INSANE: NO ROBOTS, 120 VICTORY POINTS

1	2	3	4	5	6	7	8	9	10
							RADIO		
									RADIO VITAL SYSTEMS FEEDING SYSTEMS
								RADIO VITAL SYSTEMS FEEDING SYSTEMS SPACEPORT	