Pawns represent traders and knights, depending on their placement relative to the tiles. The color of the pawn is significant.

A player's total arrangement of tiles and pawns is considered their colony.

**Gameplay**

The active player makes their turn first. Each turn involves the following steps:

1. **Collect Resources**
2. **Resolve Events**
3. **Trade and Build**

**Collect Resources**

Players collect resources each turn. If a player has enough resources to complete one or more developments, they may do so at the start of the turn. The active player has priority in selecting developments from the pool, even if more than one player is able to complete the same development. Resources may not be exchanged or traded for currency.

**Resolve Events**

Players resolve events as they appear. The active player may resolve events first. The active player resolves events in the order they appear in the event list. The active player may also resolve events in any order. The table below lists the four events and their results.

- **Rich Harvest**
- **Tournament**
- **Raider Attack**
- **Traders**

**Trade and Build**

The active player may perform trade and building actions in any order. Each trade and building action must be completed in one turn. Players may trade up to three resources of the same type for one from the resource pool.

**Setup**

- **Equipment:** One standard piecepack
- **Players:** 2 players
- **Playing time:** 30 minutes
- **Objective:** To be the first player to reach 7 VPs.
- **Layout:** Each player starts with a single resource pool consisting of one copy of each resource.

**Resources**

- **Traders**
- **Villages**
- **Towns**
- **Raider Attack**
- **Tournaments**

**Raider Attack**

- **Description:** The raider attacks if the active player has one or more knights and at least as many knights as the passive player. The raider attacks the region of the first player who has the most knights. The raider takes one resource from the region and one from the resource pool.

**Tournaments**

- **Description:** The tournament event is used to set the number of resources players will receive from the resource pool. Players may choose to use the tournament event to set the number of resources they wish to receive. The tournament event can be used only once per turn.

**Traders**

- **Description:** A trader is placed on a road for 1 VP. Traders may be placed on roads in any order. The active player may use their traders to make special trades per turn. There are two possible special trades.

- **Trade 1:** The active player may trade three resources of the same type for one from the resource pool. The active player must have enough resources to complete the trade. The passive player may choose to accept or reject the trade.

- **Trade 2:** The active player may trade three resources of the same type for one from the resource pool. The active player must have enough resources to complete the trade. The passive player may choose to accept or reject the trade.

**Trade and Build**

Players may trade up to three resources of the same type for one from the resource pool. Each trade and building action must be completed in one turn. Players may trade up to three resources of the same type for one from the resource pool.

**Buildings**

- **Villages**
- **Towns**

**Villages**

- **Description:** A new village must be placed next to an existing village. The active player rolls the dice to place the new village. If the active player rolls a 6 or 2, the passive player may choose to accept or reject the trade. If the passive player accepts, the active player may place the new village on the board. If the passive player rejects, the active player must find another location to place the new village.

**Towns**

- **Description:** A town upgrades an existing village. The village tile is returned to the pool, and a town tile is put in its place. A town provides extra resources to the player who placed it. The town tile must be placed next to an existing village. The active player may choose to upgrade an existing village to a town. If the active player cannot find a location to place the town tile, the active player must find another location to place the new village.

**Tournaments**

- **Description:** The tournament event is used to set the number of resources players will receive from the resource pool. Players may choose to use the tournament event to set the number of resources they wish to receive. The tournament event can be used only once per turn.

**Summary**

The Colonists of Natick is a board game for two players. The objective is to be the first player to reach 7 VPs. Players collect resources each turn and use them to upgrade their colonies. Players may also trade resources and use special events. The game ends after the second player completes their turn. Thus, if the first player reaches 7 or more VPs during their turn, they win. If neither player reaches 7 VPs after the second player completes their turn, the game is a draw and another piecepack game should be played to determine the winner.