



LAURENT ESCOFFIER & SYLVIE EDER

# COLUMBA

## GAME RULES

*In feudal times, a dovecote was a tower-shaped building used for keeping and rearing pigeons. Owning one, or more than one, was the privilege of the gentry.*

*This exceptional widespread local heritage, which can still be seen today in England, Scotland or France, especially in the south-west, features amazing architectural diversity thus revealing the history of the place...*



### AIM OF THE GAME

The action takes place in the XVII<sup>th</sup> century. The players are lords who want to build dovecotes on their estates in order to increase their prestige. The player with the highest number of pigeons on his land at the end of the game is the winner.

### GAME CONTENTS



### SETTING UP THE GAME

1. Each player is given a mini board which he places in front of him.
2. The "dovecote" counters are dealt, according to the number of players and to the colour of each board, and placed on the right-hand side of the mini board.

- **For a 2-player game:** each player gets 1 large arcade dovecote and 3 small dovecotes
- **For a 3-player game:** each player gets 1 large arcade dovecote and 2 small dovecotes.
- **For a 4-player game (2 teams of 2 players, see the end of the rulebook):** each player gets 1 large arcade dovecote and 1 small dovecote.

3. Each player receives a "Starting objective" card which he places face up on the space located on the left-hand side of his mini-board.

This card represents a goal to achieve: the wild pigeons the player will have to capture in order to develop his pigeon breeding.

With 2 or 3 players, the remaining "Starting objective" cards are discarded and won't be used during the game.

4. The 30 other cards are shuffled and arranged in a drawing pile face down. The first card is drawn and placed face up in the centre of the table: this card represents a part of the territory where the wild pigeons live. Together, the players will build a territory by adding cards and thus creating estates composed of the same types of grounds.
5. A supply of "falcon" and "domesticated pigeon" tiles is constituted and separated according to colours.
6. The player who can best coo will start to play.

Players take their turns clockwise.



## GAME TURN

### Mandatory action

#### Draw a card and add it to the territory:

- Either by covering up to 4 wild pigeons to achieve your objective card (see illustration 3),
  - Or by covering up nothing: in this case the card must connect to another card in the territory by at least one square. (See illustration 5).
- It is up to the player to decide on the orientation he wishes to give the card when he places it.

### Optional actions

(Can be performed in any order)

- Place a dovecote on a group of identical spaces directly joining one another on the territory, in order to create an estate (see illustration 6),
- Lay "domesticated pigeon" tiles on the territory (see illustration 6),
- Trade "domesticated pigeon" tiles for a baby falcon or for an adult one,
- Place an adult "falcon" tile on the territory.

#### 1. Capturing pigeons to achieve an "objective" card

You can catch pigeons by covering them up with the card you have drawn. For each covered space, you get a "domesticated pigeon" tile of the same colour as the space on which it is placed. You place these tiles on the corresponding spaces of your "objective" card.

#### Note:

- You may not capture pigeons you don't need for your card.
  - You may not capture pigeons from an opponent's estate.
  - "Domesticated pigeon" tiles may be covered. Capturing a pigeon is done by removing the tile from the territory.
- The player may catch a domesticated pigeon in 3 different ways :
- the domesticated pigeon has been in one of the estates for at least one round, provided the owner himself placed it there.
  - the domesticated pigeon is located in the player's ally's estate (in a 4-player game).
  - the domesticated pigeon is isolated due a falcon tile placed by a player, and turns wild again.

- The number of tiles you can store on your board is not limited.

#### As soon as your "objective" card is completed:

You can slide the four "domesticated pigeon" tiles on the dedicated spaces on your board, you then place the "objective" card in your hand and add it to the territory, as if it were a card drawn from the deck. However, before doing so, you may, if you wish, draw a card and place it on your board: this will be your new "objective" card.

The former "objective" card can be used at once to capture pigeons in order to complete your new "objective" card.

Capturing the 4 pigeons in one go enables you to achieve at once your new "objective" card. You then proceed likewise (and always in the same round of play): placing the tiles on the dedicated spaces on your board, drawing if you wish a new "objective" card before adding the former one to the territory.

If a player doesn't wish to draw a new "objective" card from the pile (for fear that he may not have the time to complete it), he won't be able to capture pigeons until the end of the game. His only option will be to extend the territory without covering up anything.

**Note:** a player can only have one "objective" card at a time.

#### 2. Extending the territory and, if possible, one's own estates

The territory is composed of all the cards placed in the centre of the table.

An estate is a part of the territory with the same colour on which a dovecote has been placed. The estate can be extended by placing new cards or tiles, including your opponents' cards and tiles, but always for the sole benefit of the player who owns the estate.

**Note:** estates may not be interconnected.

### 3. Placing a dovecote and creating an estate

A dovecote is placed on a group of identical pigeons, all of them connected by at least one side (not by their corners). The whole zone becomes the player's protected estate and will grant him prestige points at the end of the game (1 point for each pigeon belonging to a small dovecote, 2 points for each pigeon belonging to the large dovecote). No player other than the owner of the estate can capture wild pigeons in his estate.

#### Note:

- A dovecote is set on a definite space of the estate, and can't be moved until the end of the game.
- You may not place a dovecote on another player's estate.
- You don't have to place your dovecote on the card which has just been added to the territory.
- You can only build one dovecote per turn.

### 4. Placing "domesticated pigeon" tiles



Every time an "objective" card has been completed, and before adding it immediately to the territory, the player keeps the 4 tiles which were placed above it and puts them on the dedicated space on his mini-board.

These domesticated pigeons will be used (at once or during a future round) to extend the estate, for example by connecting them to isolated wild pigeons.

#### Note:

- A domesticated pigeon **must** belong to an estate by the end of the round it has been laid on the territory.
- A domesticated pigeon **may**:
- Cover up a wild pigeon, provided it doesn't belong to an

opponent's estate (in this case, the wild pigeon can't be captured),

- Be placed directly on the table, alongside a territory space,
- Be used to feed the falcons (2 pigeons for a baby falcon or 2 pigeons to change 1 baby falcon into 1 adult, ready for hunting falcon).

#### A domesticated pigeon **may not**:

- Cover up a pigeon located in an opponent's estate,
- Cover up another domesticated pigeon
- Be used to connect estates
- Be used to complete an "objective" card.

### 5. Breeding falcons for hunting



Train falcons to foment chaos in your opponents' estates...

At any moment in the game, a player can exchange two "domesticated pigeon" tiles for 1 "falcon" tile and place it on his

board "Eyas" (= baby falcon) side up. During his next turn, he will, if he wishes, flip it over on its "adult" side by discarding 2 extra "domesticated pigeon" tiles and, if he wants to, play it immediately.

When placing a falcon on a pigeon, the player can divide an estate in two. In doing so, the pigeons which are not attached to the estate any longer now belong to the territory.

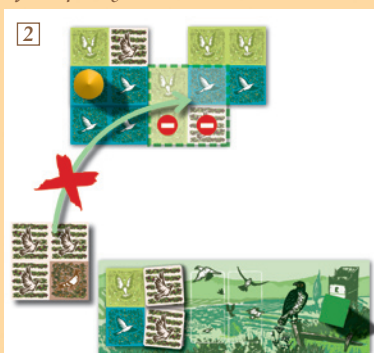
#### Note:

- A player can only breed one falcon per turn. He can't during his turn breed it, play it, and then take a baby falcon.
- A falcon may cover any pigeon from any other estate (except those which are under the protection of dovecotes).
- A pigeon covered by a falcon isn't captured.
- Once placed on the territory, a falcon cannot be moved.
- A falcon doesn't get you any point at the end of the game, but it can make your opponents lose many...
- A falcon can't cancel another falcon.

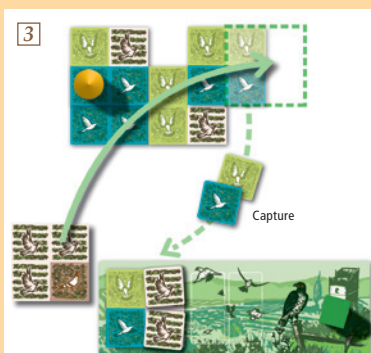
### Example of a player's turn



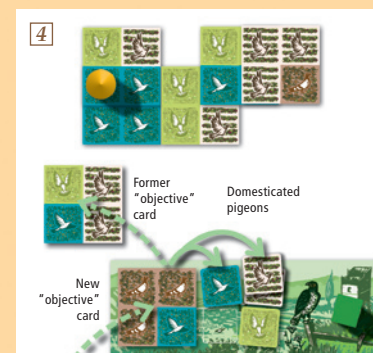
1. The Green player may not place his card on this space, because it would cover up a pigeon from the Yellow player's estate...



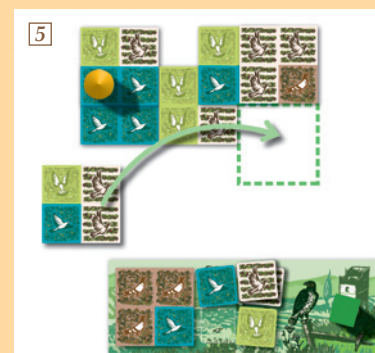
Nor can he place it here, because he would capture two pigeons he doesn't need...



However, he can place it here. He captures two pigeons and achieves his "objective" card...



He sets aside the 4 tiles (which are now domesticated pigeons) and takes his former "objective" card in hand. Before putting it on the territory, he draws a card which will be his new "objective" card.



He places his former "objective" card after a 90° rotation on the left, and puts it along the territory, without capturing any pigeon.



He finishes his turn by laying 2 domesticated pigeons and by placing his dovecote, which enables him to take control of the 9-space estate he has just created.

## FOUR-PLAYER GAMES

In a four-player game, Colomba is played cooperatively in teams! The players play two against two and set themselves up diagonally from their teammates.

*Red and Green will preferably play together against Yellow and Purple, in order to better use players' complementarity (ie the colours and shapes of the dovecotes). But this isn't a rule; you can as well associate any colours you wish to create your teams!*

A player may capture pigeons in his ally's estate and extend his ally's estate. He can't however help him achieve his "objective" cards. Teammates combine their points at the end of the game.

## ENDING THE GAME

The game ends at the end of the turn of the player who has drawn the last card of the deck. So, when a player draws the last card, he plays his turn accordingly, and then he can place a dovecote, his "domesticated pigeon" tiles and his "falcon" tile if the possibility arises. Then the players proceed to the scoring.

Each player scores points for his estates:

- 1 point for each pigeon depending from a small dovecote,
- 2 points for each pigeon depending from a big arcade dovecote.

The tiles and dovecotes remaining on the boards don't score any point. The player will lose 4 points for any "objective" card which has not been completed, whatever the number of

captured pigeons.

The player with the highest number of points wins the game. In case of a tie, the victory goes to the player who owns the largest estate.

### Ending and scoring: example



*The Red player draws and places the last card of the game. Since he doesn't have any "objective" card on his mini-board, he places the card he has drawn along the territory. Then he places his "dovecote" counter on a 6-space estate. He has 3 domesticated pigeons left. He uses 2 of them to change a baby falcon into an adult one, which he puts on the Yellow player's estate, thus isolating two spaces which he can now have access to. With his last domesticated pigeon, he can now connect his estate to another group of 5 spaces on the territory!*



Red wins with 12 points.



Green scores 9 points.



Yellow scores 6 points.

## "JUNIOR" RULES

From 6 years old / 15mn

Contents used: the "dovecote" counters and the 30 cards (the mini-boards, the "starter objective" cards and the tiles are not used).

The "dovecote" counters are dealt according to the number of players.

- *In a 2-player game:* each player gets 1 large arcade dovecote and 3 small dovecotes.
- *In a 3-player game:* each player gets a large arcade dovecote and two small dovecotes.
- *In a 4-player game (2 teams of two players):* each player gets 1 large arcade dovecote and 1 small dovecote.

The 30 cards are shuffled and are put face down into a drawing pile. The first card is drawn and placed face up in the centre of the table: this card represents a part of the territory, in which wild pigeons are living.

The player who can best coo starts to play. Players take their turns clockwise.

### Game turn

1. Draw a card and place it:

- either by covering up to 4 spaces, provided they don't belong to any opponent's estate,
- or by covering up nothing: in this case the card must connect to a card in the territory by at least one square.

2. (Optional) Place a dovecote on a group of identical and joined spaces in order to create estates.

*Note: Estates may not be interconnected.*

### Ending the game

When all the cards have been drawn, the players count the number of pigeons present in the estates.

Each player scores 1 point for every pigeon depending from a small dovecote, 2 points for every pigeon depending from a large arcade dovecote.

The player with the highest number of points wins the game. In case of a tie, the victory goes to the player who owns the largest estate.