



*In the heart of the Appalachian Mountains,  
at the heart of the 20th century, there lies...*

# COAL COUNTRY

**AUTHOR: KANE M. CLICK**

*2-4 players, 45-90 minutes, ages 14+*

Coal Country is rife with questionable conduct as the competing mine foremen “influence” multiple aspects of the coal industry for their company’s benefit.

As the boss of a mining company, it is your job to sit at your desk and plot where to send your most “influential” foremen. By successfully “influencing” the price of coal, permits, utilities, and construction, your company can more efficiently expand and boost the profitability of its operations.

Your job is made all the more difficult by the ever-shifting nature of the markets, from turn to turn, round to round, and game to game. It is your responsibility to determine how and when to act in order to capitalize on a potentially beneficial marketplace. If your mine is not built wisely and safely, a share of your company’s profits will be lost after the end-of-year visit from the mine inspector.

The mining company that has the most money at the end of the year wins the game.

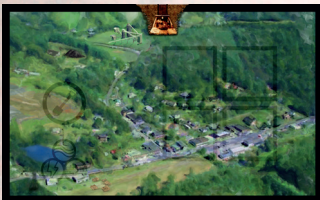




# GAME MATERIALS:



## 1 Boss's Desk Board



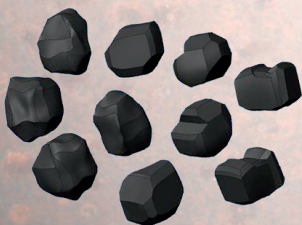
4 Mining Village Boards  
(1 per player)



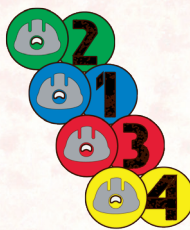
4 Player Screens (1 per player)



8 Earning Markers  
(2 in each player color)



100 Coal Pieces (Black)



36 Foremen Tokens  
(9 in each player color)



#### 4 Marker Discs (Orange)



108 Money Bills  
(8x100, 12x50, 16x20, 20x10,  
24x5 and 28x1)



4 Mine Entrance Tiles  
(1 per player)



### 36 Mineshaft Tiles



## 24 Building Tiles



## 1 Drawbag for the Market Indicators



141 Utility Cubes  
(47 each of water/blue,  
electricity/yellow and wood/tan)  
50 Refuse Cubes (grey)  
17 Market Indicator Cubes  
(6 green, 6 red and 5 white)



## SETUP:

1. Place the **boss's desk board** in the center of the playing area. Place the **coal pieces**, **utility cubes**, and **refuse cubes** nearby as a general supply. Place one **marker disc** on space "1" of the round calendar. Place **one marker disc** on space "0" of the coal stockpile track. Place **one marker disc** each on the "0" space on the top portion of the price indicator widget and the "10" space on the bottom track of the price indication widget. Divide the **mineshaft tiles** according to their numbers, shuffle each stack, and place them face down on their corresponding spaces on the permit application area of the board. Count out one of each school, tailor, coal shed, and mess hall per player, returning the extras back to the box. Shuffle these tiles with the remaining building tiles face-down and draw an amount equal to the number of players. Place these tiles face-up on the corresponding spaces in the top row of the construction company. Place the remaining building tiles near the board in a face-down stack to serve as a draw pile for later rounds.

2. Each player chooses a color and takes the matching **screen**, nine **foremen tokens**, and two **earning markers**. Place the tokens behind the screen. Each player takes a **mining village board** and a **mine entrance tile**, placing it face-up lining up at the entrance shown on the mining village board. Place one cube each of **wood**, **water**, and **electricity** on this entrance tile.

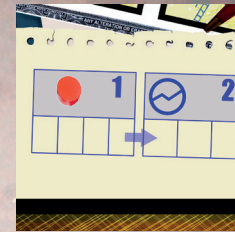
3. Each player places one **earnings marker** in the draw bag. Draw the markers randomly and place them in the drawn order above the Player Earnings Track to determine the player order for the first round. After players sell coal, these markers will be used to track the players' earnings. Place the second earnings marker just below the 100's spaces of the player earning track. Later in the game, players will use the second earnings marker to mark the "hundreds" portion of the earnings board.

4. Place all the **market indicator cubes** in the bag and draw one cube for each of the four spaces in the first round portion of the calendar section. Place these cubes in the order drawn, one-by-one, in the corresponding spaces on the round calendar portion of the board.

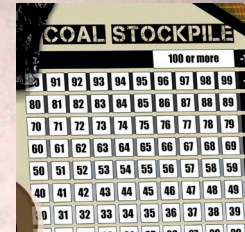
**Market Indicators:** The market indicators alter the pricing and availability of items in the game from round to round. Drawn green markers have a value of +1, red markers -1, and white markers 0. The final cube drawn during the current round will be rolled over to be the first cube on the next round. Players should use this information to plan future business.

**Price Indication Widget:** The price indication widget provides a quick, visual reference to changes in the game's pricing. The widget keeps track of the market for the current round (-1, 0, +1) and the current price of coal (1 to 11). Move the top gauge marker to reflect whether the current round's market indicators are a net negative, neutral, or a net positive. The bottom gauge moves to indicate the current coal price. Adjust the coal price indicator, starting at 10 and adjust based on the results from the top gauge on the widget and the coal price reduction on the coal stockpile portion of the board.

5. Finally, add the **utilities cubes** to the **utility market** portion of the board. The number of each type of cube to be added is the number of players plus one, plus the number shown on the the price indication widget.



Round Calendar



Coal Stockpile Track



Permit Application



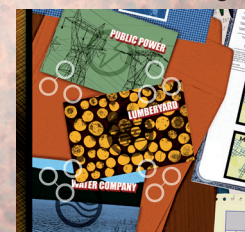
Construction Company



Player Earning Track



Price Indication Widget



Utility Market





## THE ECONOMY OF COAL COUNTRY:

In Coal Country, purchasable or sellable items hold no set prices. Public perception of a company's wealth drives pricing, not necessarily the company's cash-in-hand. If the businesses in Coal Country believe a company can afford to pay more for an item, they will charge that company more for an item. As such, "fees" represent the price of an item and are based upon a company's reported earnings. The earnings track specifies the fee amounts.

- *Example: "Incentivizing" the permit office costs two fees. If a player's indicated fee is \$5 because his earnings marker is in the first two columns, it would cost \$10 to incentivize the permit office.*

During the course of the game, players move their earnings markers as they sell coal, while also gaining the same amount of money. No two players will ever report having the same amount of earnings. If a player's earnings marker would land on the same spot as another marker, the player may choose whether they want to place it on a space above or a space below the other marker.

## PLAYING THE GAME:

Coal Country is played over a series of six rounds. For a longer game, play eight rounds. Each game round consists of the following phases:

1. Foremen placement.
2. Foremen revealed and used.
3. End-of-round actions.

## FOREMEN PLACEMENT:

Players start each round by simultaneously placing all of their foremen tokens number side down. The number on each token represents the influence that foreman has. Players may choose not to place one or more of their foremen, but must reveal the influence of any not placed and pay a number of fees equal to the total unplaced influence.

Foremen placed to sell coal must sell at least one coal and foremen placed to buy utilities must buy

at least one utility or the player must pay a number of fees equal to the influence of the non-complying foremen. If a player has two non-tandem foremen, both must buy at least one utility. If a player does not have enough money to pay the full fee, he pays all he has.

Players do not adjust their earnings markers when purchasing items, they only pay money. The operational costs of mining – new mineshafts, utilities, and village construction – will only become public information during the quarterly earnings reports. During the quarterly reports, players count their money-in-hand and move their earnings markers to the matching spaces. In this way, public perception of earnings and actual cash-in-hand are not always aligned, even if the fee amount remains the same between reports. Players should account for this disparity when planning their business. Players submit quarterly reports at the end of rounds 2, 4, 6, and 8 (when playing a longer game).



Fee Icon





## FOREMEN PLACEMENT (CONTINUED):

Foremen may be placed on the following spaces in either the player's own mining village or on the boss's desk board:

- **Village tiles:** A foreman may be placed on certain building tiles in order to use its effect. Other buildings do not require foreman placement in order to use its effect. Foremen may not be placed on such tiles. Only one foreman may be placed on a tile.



- **Mineshaft tiles:** Foremen may be placed on any mineshaft tile that connects back to the mine's entrance. These foremen will mine coal. Foremen cannot be placed on tiles that do not connect back to the entrance. Only one foreman may be placed per tile. The influence of the placed foreman determines the amount of coal mined from that tile. The two rows of numbers on the tile define this relationship, with the top number of a column representing foreman influence and the bottom number of a column indicating the amount of coal mined by that foreman.



This tile will auto-produce 2 coal

A tile must be supplied with one cube of each of the three utilities (wood, water, and electricity) in order to be mined for the full amount indicated. If a tile does not have all three utilities placed on it, the foreman only gathers an amount of coal equal to half the amount listed, rounded down.

**Auto-production:** A tile that is properly supplied with utilities does not require a foreman to “encourage” workers to mine at that site. Therefore, a tile that is supplied with all three utilities will auto-produce an amount of coal that would be produced with a “1” foreman on the tile. This auto-produced coal will be generated in addition to any generated by a foreman placed on the tile.

- A player's “entrance” tile will auto-produce from the beginning of the game, as it is already supplied with all three utilities.
- **Coal brokers:** *One* foreman per company may be placed at the coal brokers on the desk board. This foreman will sell coal. The influence of the placed foreman indicates the order in which players sell coal. Lowest-numbered foreman sell first, and so on. Foreman influence also provides a price adjustment to the listed coal price.



*As a show of good faith to a company's shareholders, each player must sell coal during the first round of the game, and must place a foreman at the Coal brokers.*

Always remember: When selling, resolve foremen in order of lowest-numbered to highest. Resolve ties starting with the player with the highest reported player earnings.

- **Adjacent to mineshaft tiles:** Foremen may be placed in any open space adjacent to any of a player's mineshaft tiles. These foremen will expand the mine by acquiring mining permits (new tiles). Foremen cannot be placed diagonally to the player's tile. Only one foreman may be placed in a space adjacent to a tile. The space where the foreman is placed indicates where the mine will expand. The placed foreman's influence indicates the cost of the permits (tiles).

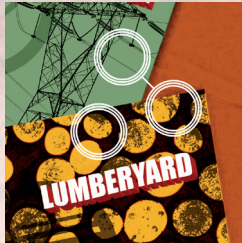






## FOREMEN PLACEMENT (CONTINUED):

- **Utilities market:** There are four sets of placement areas for this market – one for each player. One **OR** two foremen per company may be placed in the utilities market to purchase wood, water, and electricity for their mine. The influence of the placed foremen indicates purchasing order and the amount of utilities that may be purchased. Highest-numbered foremen purchase first, and so on. Foremen may be placed as individuals or as a tandem. If placing one **OR** two foremen individually, they each purchase in the order of their own influence and may purchase an amount of utilities equal to their influence. To place one **OR** two foremen individually, place them in spaces unconnected by a line. If placing two foremen as a tandem, their purchasing influence equals their combined influence. However, a tandem may only purchase as many utilities as the higher-numbered member of the tandem. To place two foremen as a tandem, place them in the spaces connected by a line.



- **Construction company:**

One foreman per company may be placed at the construction company in order to acquire new buildings for a player's mining village. The influence of the placed foreman indicates the order in which players purchase tiles. Highest-numbered foreman buys first and so on. The foreman's influence also provides a price adjustment to the listed tile price.



- **Refuse pile & utility storage:** One foreman may be placed in each the refuse pile space and the utility storage space on a player's mining

village board. A foreman placed in the refuse pile removes a number of cubes equal to his influence. A foreman placed in utility storage moves a number of cubes equal to his influence into the player's mine. A foreman may be placed in these spaces even if there are no cubes yet in these spaces.







# COAL COUNTRY

7

## FOREMEN REVEAL & UTILIZATION:

After all players have placed all of their foremen, players turn over their foremen and use their functions, one area at a time. The revelation of foremen begins in a player's own village before proceeding into the mine, then clockwise on the boss's desk board, before finishing back in a player's village. Place used foremen back in the player's supply.

Reveal and use foremen in the order of the areas listed below, one area at a time:

**1. Village tiles:** An explanation of the specific effects of each type of building tile can be found later in this manual. Players may perform these village actions simultaneously.

**2. Mineshaft tiles:** When coal is produced, players record its production on the coal stockpile board and take the appropriate number of coal pieces. This board always reflects the total amount of coal owned by all players. Coal is an unlimited resource. If more coal is needed than pieces remain, players should use a suitable alternative.

**Generating refuse:** Each foreman that mines coal generates a refuse cube, which is placed directly in a player's refuse pile. Auto-produced coal does not generate refuse. Refuse is an unlimited resource. If more refuse is needed than cubes remain, players should use a suitable alternative. Players may perform these mining actions simultaneously.

**3. Coal brokers:** Players sell coal in reverse order of foremen influence, with lowest going first. Player earnings break ties in foremen influence with highest selling first. Players freely choose how much coal they want to sell. Note, however, that players will lose all unsold coal at the end of the round (exception: they can keep up to 5 with a Coal Shed). Players take the money they earned when making sales and move their markers on the earnings track by adding the earned amount to their already reported earnings. After each player finishes

selling coal, return the pieces to the general supply, adjust the coal stockpile track to reflect the reduced amount in the stocks, and reset the new coal price based on these changes. In this way, the price of coal may change after each player sells coal. If a selling foreman does not sell at least one piece of coal, the player must pay a number of fees equal to that foreman's influence.

### Determining coal price for each player:

- The default price of coal is 10.
- First, lower this price according to the amount indicated on the coal stockpile board (1 per every 10 pieces).
- Second, adjust this price to account for the current round's market indicators (-1, 0, +1). This new price constitutes the "market" price of coal and cannot drop below "1".
- Finally, adjust the price for this seller according to the selling foreman's influence ( $0/1 = -1$ ,  $2 = 0$ ,  $3/4 = +1$ ). This adjustment may reduce the final price of coal below "1". If the selling price of coal is now "0", coal cannot be sold by that player. The player will not have to pay fees for the foreman in this case.

**4. Adjacent to mineshaft tiles:** In order of player earnings, the players take turns drawing a tile for a foreman. Players can use their foremen in any order and, after indicating their selection, draw a tile to be placed in the spot where the selected foreman stands. If the type of mineshaft permit a player would like to acquire no longer remains on the board, he cannot build a mineshaft of that size. Players may build any size mineshaft that is available, but the cost will depend on the level of foreman used, the size of mineshaft selected and the utilities in the adjacent tiles. If a player expands from a mineshaft tile with all three utilities on it, he may acquire a tile with a number up to that foreman's influence for free. If he wants to build a larger mineshaft, he must "incentivize" the permit office to allow him to do so.







## FOREMEN REVEAL (CONTINUED):

### Determining the cost of permits:

- An “incentive” costs two fees.
  - Adjust the incentive price (number of fees) according to the current round’s market indicators (-1, 0, +1).
  - Pay one incentive per number higher than the placed foreman’s influence.
  - If a foreman is expanding from a tile that does not have all three utilities on it, a player must pay a number of incentives equal to the number of the purchased permit, regardless of a foreman’s influence.
  - If a foreman is placed adjacent to two tiles, one with full utilities and the other without, a player must pay the higher of the two amounts.
- 
- *Example: Purchasing a “4” tile with a “3” foreman that is placed next to a fully-supplied mineshaft would cost the player, before market adjustment, 2 fees (1 incentive x 2 fees).*
  - *Example: Purchasing a “3” tile with a “1” foreman placed next to an unfinished mineshaft would cost, before market adjustment, 6 fees (3 incentives x 2 fees).*

When placing new mineshaft tiles, the shafts on the tiles do not need to match. If the new tile is connected by one unbroken shaft to the mine entrance, that tile may be mined. Tiles may be placed in a manner so that they do not connect to adjacent tiles or back to the mine entrance. However, these tiles cannot be mined or supplied with utilities until they connect back to the mine entrance. Shafts that “end” by running off into “space”, or into the mining village, will face fines at the end of the game. The top boundary of the mining village extends infinitely horizontally. Therefore, other than the starting mineshaft, any pointing downwards in the bottom-most row will be subject to a fine.



Instead of expanding a mine, the player may instead place the newly acquired mine tile on top of the tile adjacent to the placed foreman. When placing tiles on top of other tiles, a player gains a number of refuse cubes equal to the number of the tile being topped, which may be higher or lower than the new tile. Players place refuse cubes directly in their refuse pile. Transfer the utilities already existing on the underneath tile to the newly placed tile. A foreman placed to expand the mine that does not acquire a mineshaft tile must pay a number of fees equal to their influence, unless there are no tiles remaining to acquire.



**5. Utilities market:** Foremen placed in the utilities market purchase in the order of foreman influence, keeping in mind the combined influence of foremen placed in tandem (highest first, earnings break ties). A foreman placed to buy utilities that does not purchase at least one utility must pay a number of fees equal to their influence. If the market no longer has utilities, the player does not pay a fee.

### Determining the price of utilities:

- The base price of utilities is 2 fees per cube.
- The current round’s market indicators (-1, 0, +1) adjust this price in number of fees.







## FOREMEN REVEAL (CONTINUED):



After purchasing utilities, players may immediately place one of each type purchased on any of their own mineshaft tiles, as long as that tile's mineshaft connects back to the mine entrance. These placed utilities may be placed on different tiles or on the same tile. Place all remaining purchased utility cubes directly into utility storage on the player's village board.

**6. Construction company:** Foremen placed in the construction company purchase building tiles in the order of foreman influence (highest first, earnings break ties).

### Determining the cost of buildings:

- The base cost in fees of each building tile is equal to the number on the tile. Buildings in the bottom row cost one less fee.
- The cost of a building adjusts according to that round's market indicators (-1, 0, +1). This price is the "market" price of the building. The market price cannot fall below 1.
- Finally, adjust this market price according to the buying foreman's influence ( $0/1 = +1$ ,  $2 = 0$ ,  $3/4 = -1$ ). This foreman price adjustment may reduce the final price of a building below "1" fee. In this case, a player may purchase the building without paying a fee. The price cannot drop below "0".

Add purchased building tiles directly to a player's mining village. New buildings may be placed either in one of the vacant spaces (if any) or on top of another building. When topping tiles, a player gains a number of refuse cubes equal to the number on the tile that is being topped. Players may only own one of each type of building, including the buildings they have built over. If a player cannot or chooses not to buy a building, the player pays no penalty. If a player has purchased a building that they cannot place legally, it is simply removed from the game. No refunds!

If the draw pile of tiles runs out before the end of the game, the construction company closes. Do not draw any more tiles for the remainder of the game.

**7. Refuse pile and utility storage:** Foremen in the refuse pile and utility storage may move a number of cubes equal to their influence. Foremen in the refuse pile move refuse cubes back to the general supply. Foremen in utility storage install utility cubes to any mineshaft tile that connects back to the mine entrance. If the placed foreman does not move at least one cube, the player pays a number of fees equal to the foreman's influence.

Players may perform these actions simultaneously.







## END OF THE ROUND ACTIONS:

At the end of the current round, players perform a few maintenance steps before the next round begins.

- At the end of rounds 2, 4, 6, and 8 (when playing a longer game), in player earnings order, players count their money and move their earnings markers to match their money.
- No player may have any coal remaining in storage before the next round begins. Exception: if a player owns a Coal Shed, the player may store up to 5 pieces of coal between rounds. Return any additional coal to the general supply and adjust the coal stockpile chart accordingly.
- Draw the market indicators for the next round, remembering to transfer the last cube from the past round to the first space for the next round. Adjust the price indicator widget accordingly.
- Add resources to the utilities market based on the number of players and the market indicators drawn for the next round. These are in addition to any remaining cubes from the previous round.
- Restock the available building tiles at the construction company by removing the bottom row tiles from the game, moving any remaining tiles in the top row to the bottom row, and drawing enough new tiles so the total number of new tiles equals the number of players.
- Move the round marker to the next space on the round calendar and begin the next round with the placement of foremen.

## END OF THE GAME:

At the conclusion of the sixth round (eighth if playing the longer game), the players submit one final quarterly report. Afterwards, each company undergoes an end-of-year inspection. Players pay a fine if the inspection results in a positive number of fees. Players earn a bonus if the inspection results in a negative number of fees. Fines and bonus amounts equal the number of fees, positive or negative, the inspection yields.

### The inspection fees are:

- +1 fee for each utility missing in the mine. Each mine tile requires one cube each of wood, water, and electricity.
- +1 fee for each remaining piece of refuse in

the refuse pile.

- +2 fees for each unfinished tunnel. Tunnels must connect to the entrance, run into the side of another mineshaft tile, or be “capped” by a “1” tile in order to be considered finished. There may be more than one unfinished tunnel per tile.
- -1 fee for each remaining utility cube stored.
- -2 fees for each building constructed in their village, not including building tiles that were built over - thus four is the maximum.

Afterwards, the player with the most money wins. If players tie, the player with the highest number of placed mineshaft tiles wins.







## COAL Country

11

### GAME VARIANTS:

Once players have familiarized themselves with the standard rules, they are encouraged to try either or both of these variant sets of rules:

#### A Reformed Industry:

- The government now regulates the coal markets. Do not use the market indicators in the game. Remove the market indicator adjustments from all aspects of the game.
- Workers no longer work the mines without the presence of a foreman. As such, mineshaft tiles no longer auto-produce coal if supplied with all three utilities. Fully-supplied tiles still allow foremen to mine the full amount listed.
- The government now monitors the high usage of natural resources. Remove remaining utility cubes between rounds instead of carrying them over into the new round. Refill the market with the usual number of cubes.
- Inspectors have finally cracked down on mine safety. When assessing game-end inspection fees, count each fee as a +2/-2 instead of its usual varying amounts. Additionally, instead of considering a mineshaft that runs into the side of an adjacent mineshaft tile finished, consider this shaft to now be unfinished. This shaft will be assessed a fee during the year-end inspection.

#### An Industry Amok:

- The mining companies watch each other very closely. Instead of placing foremen simultaneously, players may instead take turns placing each of their foremen according to the current player order (highest earnings first, and so on).
- The permitting office is in the back pocket of the coal industry. Instead of drawing from face-down stacks of mine tiles in the permit office, turn over the top tile in each stack. When a tile is gained, turn over the next tile in the stack, and so on. In this way, players can make more-informed choices when acquiring tiles. Additionally, mining permits acquired to be placed next to mineshaft tiles without all three utilities now follow the same fee structure as the permits acquired to be placed next to tiles with all three utilities.

- The building industry faces undue influence. During setup, do not remove any building tiles. Additionally, instead of closing the construction company when the draw pile of building tiles runs out, shuffle the previously discarded tiles and form a new draw pile. The company stays open.

**Players are encouraged to visit [www.riograndegames.com](http://www.riograndegames.com) for additional rules variants.**

Author's acknowledgments: This game is dedicated to my young son, Achim. I would like to extend my most earnest gratitude to the many individuals who contributed to this game's realization. Special appreciation is bestowed upon Michelle Sitorius, my most intelligent and fiercest editor, and to Scott Tepper and Scott Russell for their editorial suggestions. I would also like to thank James Davis for creating such a wonderfully positive, collaborative working environment, Kenny Bogus for serving as a trusted ear and as our cover model, Kevin Click for illustrating the prototype, Sean Click for his help with emergency iconography repair, Doug Evans for his encouragement and wisdom, Sam Carey, Michael Schaal, Jessie Stephenson and all of my Gaming Research students, and Katie Bruckman and all of my Design and Rapid Prototyping students.

Graphic Designer's acknowledgments: My work is dedicated to my wife Sheila, who never fails to stand beside me. And thanks to Kane Click for his patience and amazing attention to detail.

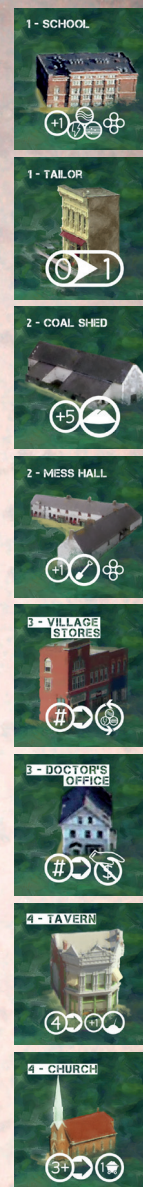






## APPENDIX A - VILLAGE TILES:

- **School** (base cost 1)(x4): Permanent. The school offers workers the technical skills needed to be productive employees. Foremen played on utility storage may place 1 more stored cube than their influence indicates (max. 4).
- **Tailor** (1)(x4): Permanent. The tailor improves the owning player's foremen's clothing, making them more desirable when on the job. The "0" foreman is now a "1" foreman for the remainder of the game, or until the player replaces the tailor.
- **Coal shed** (2)(x4): Permanent. The coal shed grants space to store coal. The player may store up to 5 pieces of coal on this tile.
- **Mess hall** (2)(x4): Permanent. Properly feeding the company's employees keeps them healthy and strong. Foremen played on the refuse pile may remove 1 additional piece of refuse (max. 4).
- **Village store** (3)(x2): Playable. Not everything sold at the store is on the shelves. The player may exchange a number of their stored utility cubes up to the placed foreman's influence with an equal number of cubes from the general supply. Cubes already in the utilities market cannot be exchanged.
- **Doctor's office** (3)(x2): Playable. A trip to the doctor's office equals a day off from work. The foreman on this tile may be "passed" upon without having to pay the fee for doing so.
- **Tavern** (4)(x2): Playable. Many deals have been forged over a stiff drink. Foremen placed as buyers and sellers have an increased influence of +1. This affects both purchase order and possible purchase amounts. Players must play a foreman with an influence of "4" on this tile to enable its benefits.
- **Church** (4)(x2): Playable. Church is the place to pray for the good fortunes of fellow men. 1 foreman miner may collect, from his current tile, both his designated amount of coal and the amount of coal designated for a "1" foreman. Players must play a foreman with an influence of "3", or higher, to enable this benefit. The mining foreman still only generates one piece of refuse.



## APPENDIX B - MINESHAFT TILES:

