

CHARTERED

Jolly Dutch THE GOLDEN AGE



2-6 14+ 60-90
Players Age Minutes

You are a merchant, looking to profit from the budding trade in Amsterdam in the 1600's and participate in the growth of a multitude of chartered enterprises. The goods brought back to Amsterdam at great peril and cost, are rapidly growing merchant wealth and increasing trade. To increase working capital and spread risk, you and other merchants use stocks for the first time in history. You are establishing your first warehouses in Amsterdam, contributing to the city that will grow to become the wealthiest in the western world. You can become the best merchant, build chartered enterprises, and purchase stock to profit from their expected growth. Your goal? Profit and wealth.

GAME SET UP

To prepare the game for playing, select nine random warehouse and apply the headquarter stickers to create a **headquarter** for each enterprise.

Next, determine the number of players. This determines the set up of the game as indicated in the below table, following the example of the image on the inside of this rule book. The table also sets out the starting position of each player: the number of building cards in each player's **starting hand** and their **starting capital**

Players	Board	Open cards	Number of warehouses	Building cards	Starting hand	Starting capital
2	Harbour side	5	70	#1 - #60 and all 2nd and 3rd levels	14	6x f50 and 3x f100
3	Harbour side	4	70	#1 - #60 and all 2nd, 3rd and 4th levels	12	6x f50 and 2x f100
4-6	City centre side	3	All (95)	All building cards and levels	10	4x f50 and 2x f100

In addition to the building cards, each player receives two flags of a single colour, these are called **flag stocks**, and a turn overview card.

All players must **hand in their level cards** and receive a new building cards to replace them, no player is allowed to have level cards in their hand at the start of the game. Reshuffle the deck after all level cards in players' hands have been replaced.

Event cards: the event cards are an optional feature of the game. You can decide per game if you play with or without them. Adding them to the game adds a significant luck factor. Should you decide to include the event cards, you shuffle these in with the building cards after having dealt the starting hand to each player. Further explanation of the event cards can be found at the end of the rule book.

Determine the starting player and proceed with the first turn, after which play continues clockwise.

YOUR TURN

You have two regular options for your turn and must choose one of them. Should you be unable to perform one of these, you must sell stock card(s) to the bank and purchase a new building card.

1. Purchase a new building card

- **Optional action:** pay *f*50 to the bank to shuffle all open cards back into the closed stack and draw new open cards, then proceed to purchase a new building card
- Pay *f*50 to the bank.
- Take a building card from the closed stack **OR** take one of the open cards, open a new card from the closed stack to replace the card you took.
- This is the end of the turn; the player cannot trade stocks.
- There is no maximum number of cards a player can hold.

2. Build a warehouse

- Play one of the card from your hand and place a new warehouse on the designated lot. There are three possible results: expanding, founding or merging. These are explained in more detail later.
 - The new warehouse is built adjacent to an existing warehouse, thereby increasing the value of the connected enterprise by *f*10.
 - The new warehouse is not adjacent to any existing warehouse, a new enterprise is founded.
 - The new warehouse connects two or three enterprises, thereby starting a merger.
- After raising the value of the founded, expanded or merged enterprise, you receive the new stock value of the enterprise in cash from the bank: the build pay-out.
- You can now trade up to two stocks, which is explained later.

Reminder: If you are unable to (1) purchase a new card or (2) build a warehouse, you must sell at least one of your stocks to the bank and buy a new building card. Should the building card stack already be depleted **and** you cannot build a warehouse, you must pass. Played cards may not be shuffled and may not be used again.

Content

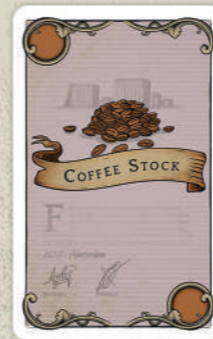
- | | |
|---------------------|-------------------------|
| 1 Gameboard | 6 Stock cards (81x) |
| 2 Stock chart | 7 Guilder tokens (144x) |
| 3 Warehouses (105x) | 8 Stock tokens (9x) |
| 4 Draw pile (113x) | 9 Flags (12x) |
| 5 Open cards | 10 Discard pile |



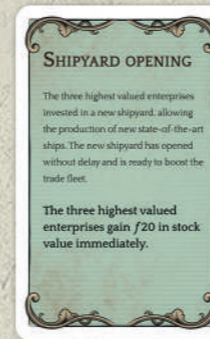
Building card



Level card



Stock card



Event card



Turn overview card



FOUNDING AN ENTERPRISE

If you build a warehouse on a lot that has **no adjacent existing warehouse(s)**, a new chartered enterprise is founded. You place a warehouse on the lot indicated on the building card and chooses which enterprise is founded, all enterprises not already on the board are available to be founded. If there are no available enterprises, it is not possible to establish a new enterprise.

The relevant headquarter is placed on top of the warehouse you placed on the board. Additionally, you receive **two free warehouses** that must be placed on the board adjacent to your original warehouse. This can be both on one side, or one on each side. You do not have to own or play the cards for these lots. The building cards associated with the now covered lots are still playable as normal, and when the card is played the built warehouse is placed on top of the 'free' warehouse. The total number of warehouses of the new enterprise is three, excluding the headquarter. The newly founded enterprise therefore has a ***f*30 starting value** and the relevant score marker is therefore placed on that area on the stock chart. **You therefore receive *f*30 from the bank and, as a bonus for founding a new enterprise, you receive one free stock of your newly founded enterprise.** You are still allowed to trade two stocks, similar to when you expand an enterprise.

Note: to allow enterprises to grow, a newly founded enterprise including its 'free' warehouses must have a **minimum distance of three lots to any other existing enterprise.** These lots only have to remain empty during the founding, as of the next turn warehouses can be built in this buffer zone to have enterprises grow towards each other and eventually merge.

EXPANDING AN ENTERPRISE

If you build a warehouse on a lot **adjacent to an existing warehouse** using a numbered card, the value of this warehouse (*f*10) is added to the stock value of the enterprise it is connected to. **The score marker of the relevant enterprise is moved up one step on the stock chart.** You can play a card adding an extra floor to an existing warehouse, instead of playing a numbered card. A single warehouse is a single level, the headquarter of an enterprise is a second level. You can only build a one new level on a warehouse in a turn: you can build a 3rd level on a 2nd level but not a 4th level. The main benefit of building levels is the extra value added: the number of the level times ten is added to the stock value of the enterprise. So, a 2nd level adds *f*20, and a 5th level *f*50.

The 'free' warehouses an enterprise receives at its founding are first level. However, if a player plays the lot number already covered by a 'free' warehouse, the new warehouse is placed on top and functions as a second level but only adds the normal *f*10 of a normal numbered card.

TRADING AND FLAG STOCK

After you have built a warehouse, you are allowed to **trade two stocks or purchase a flag stock.** Trades are either purchasing or selling stocks from/to the bank, these stocks can be (but do not have to be) from

the same enterprise. Stocks of all founded enterprises are available for purchase or sale. The value of a stock is indicated on the stock chart, with a **f50 minimum purchasing price**. Each business has nine stocks, represented by stock cards. Players do not have to show their stocks and can keep it a secret how many stocks they own.

Instead of trading stocks, you can purchase a flag stock representing four stocks in an enterprise if your newly built warehouse expanded that specific enterprise or founded it. Your first purchase of a flag stock costs **f200** and your second flag costs **f400**, regardless of the stock value of the enterprise. Each enterprise can only have one flag stock. **The flag stock represents four stocks in addition to any physical stock cards.** You indicate your purchase by placing your flag in the headquarter of the enterprise. A flag stock cannot be sold by will, the four stocks it represents are paid out at the end of the game or when the enterprise is the smaller party in a merger. Your flag is not returned to you after a merger.

MERGING ENTERPRISES

When you build a warehouse connecting two or three enterprises, a merger commences, and you are now the 'merging' player. **The value of your new warehouse is immediately added to the stock value of one of the merging enterprises**, you decide to which one. You now lead the merger and decide on the choices presented below.

Two-way merger

The enterprise with the highest stock value of the two enterprises takes over the lower enterprise. If there is a tie, you – the 'merging' player – decide which of the two wins. **The lower enterprise is now liquidated**, meaning all players must now display their stocks in the lower enterprise and sell these – as well as the flag stock if there is one – back to the bank. The players receive the current stock value of the enterprise, per stock they own.

The stock value of the lower enterprise is now added to the stock value of the larger enterprise and you – the 'merging' player – receive the total. The headquarters of the lower enterprise together with the stocks and stock value marker return to the bank, the enterprise is now available to be founded again.

Three-way merger

When you connect three different enterprises, you – the

'merging' player – **choose which of the two enterprises merge first regardless of size.** The two-way merger process is used for these two enterprises. Upon finalizing the two-way merger, the two remaining enterprises merge using the same process. This could for instance mean that the largest enterprise in a three-way merger is swallowed by the resulting enterprise of the two smaller enterprises first merging.

EVENT CARDS

If you decided to include the event cards in the game, you have shuffled these into the closed stack. The event cards have a different back than the building and level cards, allowing you to know if the next card on the closed stack is an event card. When an event card comes into the game – either by being drawn from the closed stack with the intention of filling an empty open card slot or simply being bought from the closed stack immediately – **the event card is immediately activated.** The event card is then discarded onto the building card discard pile. After following the instructions on the events card, **the player that bought the card still receives a new building card** from the top of the closed stack or the empty open card slot is filled with a card from the closed stack.

Types of event cards

There are four different types of event cards, each event card has to be dealt with immediately.

- Stock value adjustments – increasing or decreasing stock value of selected enterprises
- Forced stock sale – requiring players to sell a stock in an enterprise of their choice
- Capital influencers – requiring players to pay a cash sum or receive a cash sum
- Combinations – combining two of the above options

END OF THE GAME

Even a city like Amsterdam has its limits. When you run out of warehouses, the game ends at the end of that player's turn. You now have to **pay a f20 fine for each building card** you still have in your hand.

All chartered enterprises are now liquidated, starting with the smallest in value. Players display all their stocks, including flag stocks, and sell them back to the bank at the stock value price. The player with the most money wins the game, there is no tiebreaker.

Made in Germany

Designed in the Netherlands

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Productions