

THE RISE & FALL OF  
JOHN  
COMPANY,

AN HONORABLE MONOPOLY  
THAT ROSE TO PROMINENCE IN  
THE EIGHTEENTH CENTURY  
AND THE FAMILIES THAT FOUGHT  
TO CONTROL ITS FORTUNES.



A GAME OF SNAKES AND LADDERS authored by  
COLE WEHRLE.

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and his illustrious venture  
SIERRA MADRE GAMES.

*This game is dedicated to my wife Cati whose encouragement brought the project to life and to Chris Contreras and all the games we didn't have a chance to make.*

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# A. GENERAL RULES

## A1. Overview

Over the course of the game, players will advance the members of their family through positions in the East India Company, hoping to improve their family's wealth and their reputation in polite society.

The character of each game of *John Company* is determined by the performance of the Company, which is jointly operated by all the players. The Company will usually attempt to establish a profitable trade and a political foothold in India, but its goals are largely dependent upon the players.

## A2. Learning the Game

*John Company* is a sandbox game, meaning players may only explore a small fraction of the game during the course of play. The best way to learn the game is simply to set up a mock game and work through the first two game turns, referencing the relevant rules as they are needed. When teaching the game only one player needs to be familiar with all of the rules. Many systems can be described after the game has begun.

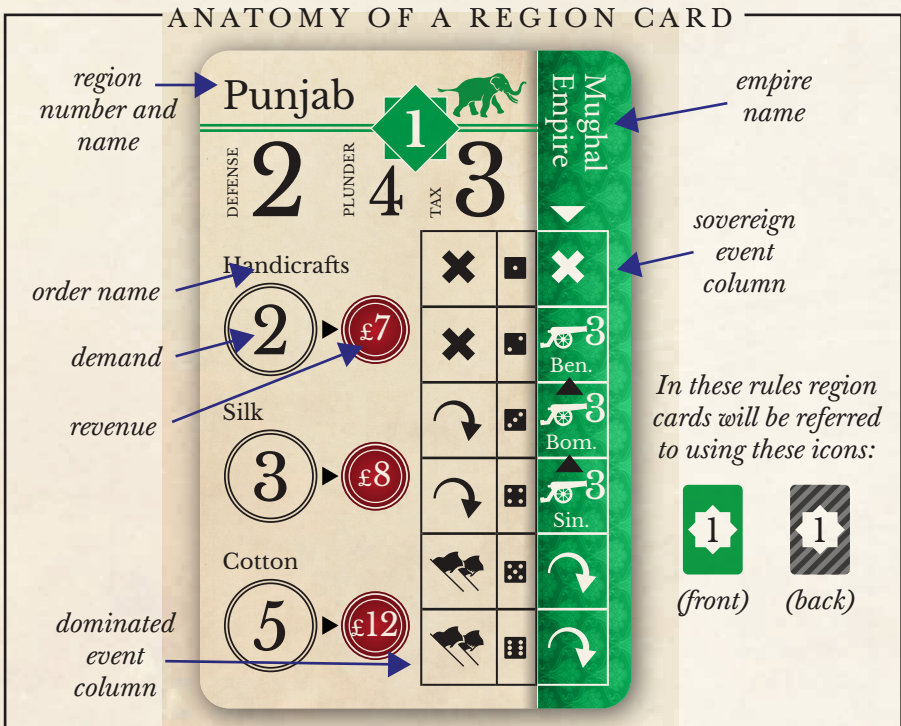
在这本小册子中，容易忽略规则将以**粗体**显示。示例和提醒将以**斜体**显示。描述特定游戏玩法概念的术语以小写字母表示，并将在首次使用时进行定义。引用的规则（例如征战行动（F7）或买办办公室（F5））将使用标题大小写。The first reference to a rule in each paragraph will also include a citation to that rule.

Rules that refer to the two or three player game only are printed in purple.

## A3. 地区和管区

有八张地区牌代表由现代巴基斯坦，印度和孟加拉国组成的地区。

每张地区牌都有几个重要元素。



此外，每个地区都有经济状况，政治状况和贸易状况，这些都由牌的实际位置来表示。

**经济状况：**一个地区不是**繁荣**就是**萧条**。经济状况如何取决于该地区牌哪面向上，**繁荣面**（干净）或**萧条面**（带有灰色条纹水印）。

**政治状况：**一个地区不是**被支配**就是**拥有主权**。一个地区可以被另一个地区或公司**支配**。**被支配**的地区及其支配者统称为**帝国**。当一个地区**被支配**时，

它的事件表的右列被支配者遮挡。**拥有主权**的地区右列的事件是可见的。

**贸易状况：**一个地区对英国贸易**开放**或**封闭**。**封闭**的地区放置在版图的左侧。**开放**的地区放置在版图上方三个**管区**之一附近。

从历史上看，为了促进印度的贸易，公司使用了一个**管区**制度。每个**管区**都是一个完全独立的行政单位。在**约翰公司**中，**管区**是指公司办事处（称为**省督**，F7），其持有（资金，船只和货物），其军队以及那个**管区**开放的任何地区。

**管区**通过成功的开放贸易行动（F7）和征战行动（F7）壮大。这些征战还建立公司**行省办事处**(Governors and Residents)来管理新领土。一个**管区**会因为叛乱或征战而缩小(H2)。如果一个**管区**没有一个地区，它就会被撤销，永远不会再被使用。

## A4. 印度的平衡

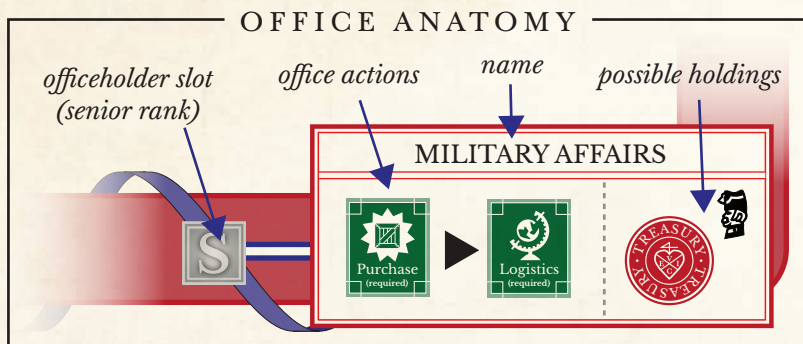
在**约翰公司**中八个地区的总体稳定度由版图左下角的印度的平衡轨上的标记表示。标记将始终在三个格之一：秩序（左），平衡（中间）或混乱（右）。发生事件时，使用印度的平衡状态来确定事件。秩序时，掷两个骰子并使用**最低**结果。混乱时，掷两个骰子使用**最高**结果。平衡时，只掷一个骰子来确定事件。

The Balance of India	Order	Equilibrium	Chaos
Number of Dice Rolled	2	1	2
Result	Lowest	Result	Highest

印度的平衡可能会在游戏过程中发生变化。这些变化称为**倾斜**。发生**倾斜**时，印度的平衡轨上的标记朝**倾斜**方向移动。如果标记已经在它倾斜的空间中，它就不用移动。

## A5. 办事处和为公司工作

贯穿整个游戏，玩家获得和失去东印度公司内部办事处的控制权。玩家的家族成员（方块）通过提拔在公司中移动。一般来说，文员首先被提升为高级办事处，然后晋升到执行办事处。当玩家控制办事处时，他们将方块中一个放在该办公室相关的插槽上。这个方块被称为**办事处负责人**，并将允许其所有者控制公司行为的不同方面。



大多数情况下，**办事处负责人**通过退休（H3）离开公司这是游戏中的主要得分机制。玩家不能完全控制这个过程。然而，玩家在公司中的家族成员越多，其中这些人退休的几率就越高。当**办事处负责人**因退休而离开公司时，其拥有者玩家可以将该方块移动到红利牌上，兑换胜利点数和特殊能力。一般来说，办事处职位越高，金钱和胜利点之间的兑换率越有利。

## A6. 现金流

在约翰公司中，钱的移动和其位置很重要。钱必须总是位于家族金库（靠近玩家）或办事处金库（见下面的图标）。公司通过其在印度的交易将大部分资金投入游戏中。玩家可以通过股份赚取分红（G6），或将其家族成员放置在各个重要办事处并从公司行动中牟取暴利。当玩家宣告红利，执行家族行动或执行公司行动时，钱会离开游戏。



## A7. 谈判 & 承诺

游戏中玩家可以自由讨论并进行谈判。（后面这句是机翻）玩家不会对未来的阶段或回合做出任何承诺，但可能会给对方以下项目：

- ☛ 家族资金和家族拥有的船只。
- ☛ 他们**库存**里的家族方块（这些成为**承诺**，在下面详细说明）。
- ☛ **承诺**在他们的家族牌上。
- ☛ 失去垄断后的家族拥有的货物和商行股票(I3)。

**承诺**。作为谈判的一部分，玩家可以从其库存中一个或多个方块发起提议。这些方块由接受提议的**玩家**持有，现在称为**承诺**。在游戏结束时，每个放置于其他玩家的**承诺**都会承诺方玩家失去两个胜利点。<sup>1</sup> **在任何时候**，如果发生下列情况，**承诺**都必须退还给其所有者玩家：

- † 你支付持有**承诺**方块的玩家£2。
- † 你优先招聘提拔持有**承诺**的玩家超过至少一个其他玩家。
- † 持有人取回**承诺**。如果你向你拥有对方**承诺**的玩家做出承诺，则将其退还给他。

例如：*Drew*需要钱，但他没有。他问其他玩家是否有人愿意借给他£5。*Chas*问*Drew*是否会给他四个**承诺**。*Drew*同意。如果*Drew*在游戏结束时无法取回这些**承诺**，他将失去八个胜利点。

## A8. 疲劳

某些游戏配件可能会在游戏过程中疲劳。当一个配件疲劳时，它必须移动到相应的疲劳的保存框。直到下一次刷新（H5）后才能使用疲劳的配件。

# B. COMPONENTS

## B1. Game Components

Each copy of *John Company* includes the following (not drawn to scale):

game board



6 player cards



6 sets of 20 family cubes



8 region cards



5 status marker cubes



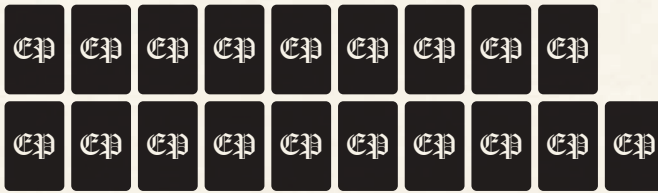
8 provincial office cards



wooden elephant



19 evening post cards



post-monopoly card



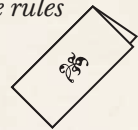
18 prize cards



30 wooden ships



& of course, these rules



30 wooden goods



30 white, 15 red, 15 blue, and 20 black disks



10 dice



## B2. 配件限制

如果玩家们把船只，货物或钱用光了，可以找到一些替代品。然而，家族方块受到严格限制（E3）。

# C. SETUP

## C1. 选择剧本

从 K 部分 列出的那些选一个剧本。These setup rules refer to the Early Company scenario (K2) and may be adjusted by the other scenarios.

如果两或三位玩家进行游戏，使用 Jones 家族 (E4, F3, K1)。

## C2. 版图, 红利, 和事件

将版图放置在桌子中央。随机将 6 张红利牌面向上放置于版图下方摆成一行。

除了在此场景中未使用的“Monopoly Revoked”和“Revoke Monopoly”牌之外，洗混所有的晚报牌。面向下放置晚报牌堆至版图右上角的位置。

放置状态标记方块在：

- 股价轨“4”的位置。
- 回合轨的“1”位置。
- 公司收入“o”的位置。
- 印度的平衡中间的位置。
- 版图右下角的董事会照片上。

放置一个黑色圆片在中国办事处 (F9) 的办事处负责人插槽上。

## C3. 家族牌, 钱币, 和方块

给每位玩家一张家族牌放于面前（家族面向上）和起始金库 £5。

**家族能力。** 6 张玩家牌每个都有其独特的好处，被激活的玩家派家族面向上。

每位玩家选择一种颜色和拿取对应玩家人数的方块。这些是玩家的起始方块。将这些方块放在玩家的家族牌上方。

Number of Players	2	3	4	5	6
Starting Cubes	8	7	6	5	5

然后，每位玩家拿取他们颜色的额外的 12 个方块放在家族牌下方。这些方块形成每位玩家的库存。剩余的方块放回盒子中，不使用。

从随机玩家开始，顺时针方向进行，每个玩家将他们的起始方块放置在任何可用的空位（蓝色条带上的**空格**）上。每个玩家填补了空位一次，请按照与先前相反的顺序重复该过程进行下一轮（译者注：ABCDDCBA）。直到所有空位都被填满为止。

- 当一个方块被放置于一个执行办事处（用金色格子表示），将一个额外的起始方块放置到董事会。



公司所有空位被填满后，玩家们为每一个余下的起始方块投一枚骰子，并将方块放置在骰子点数对应的框里。

被放置于船厂的方块放置在任意列最高的空格。举例“6”插槽全部填满才可以放置“5”插槽。

方块被放置于军官或者船长资源框从**玩家库存**中提供一个奖励方块到**writer**资源框。

为每个被随机放置到董事会的方块，董事长必须立即从银行分配 £4 给任何办事处的金库，如同于它的收入(G5)那样。

*教学注意事项：对于第一次游戏，考虑在玩家到达之前 setup 游戏。对于起始办事处，每个玩家沿着条带“选择”下一个办事处并按照上述规则放置方块。*

## C4. 配件库存和起始公司资产

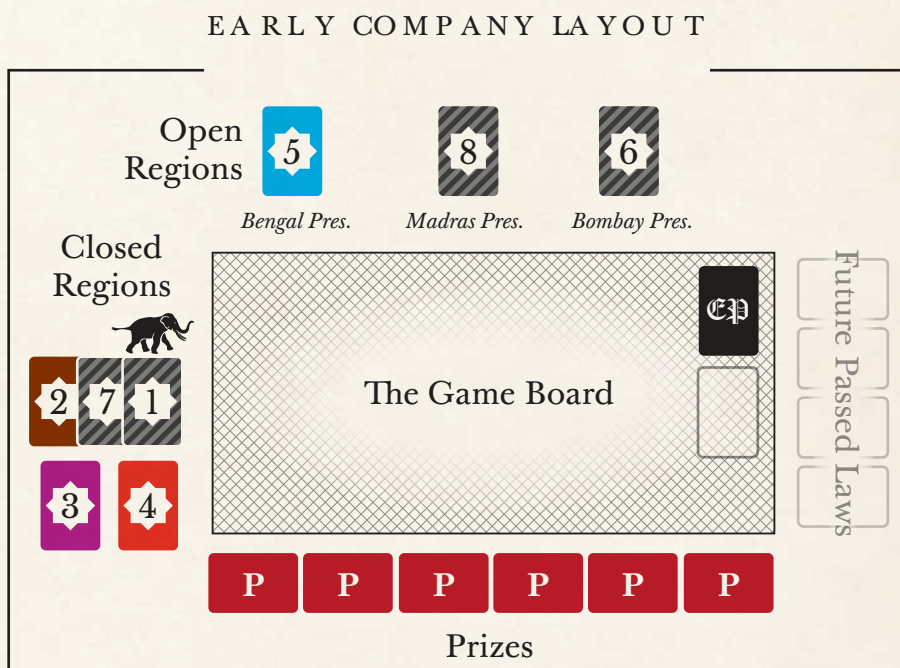
放置货物，黑色圆片，船只，和银行在游戏区附近。

每个有金库图标的办事处上放置 £5。

每个管区上放置2艘船只。放置6艘船只在船厂资源框的船只插槽和10个货物在工厂资源框的货物插槽。

## C5. 地区牌

如下所示放置地区。



行省办事处应放置在游戏区附近。

放置大象标识在Punjab地区牌上。

游戏即将开始。

## D. SEQUENCE OF PLAY

### D1. 游戏回合结构

每个游戏回合有以下四个阶段组成：

- 👉 家族：从董事长开始，每位玩家执行一个单一的家族行动。
- 👉 公司：在填充空位之后，公司各办事处开始运营，从船只采购开始。
- 👉 贸易：收入的产生和分配。
- 👉 晚报：揭示并处理新事件卡。

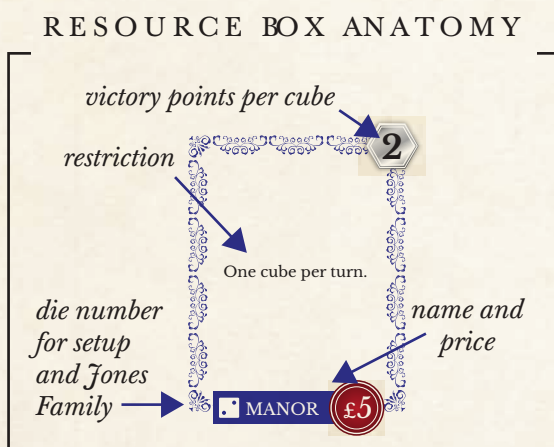
## E. 家族阶段

### E1. 概述

从控制董事长办事处的玩家开始，顺时针方向进行，每个玩家执行一个单独的家族行动。如果董事长职位空缺，请从最近担任董事长的玩家开始。

### E2. 家族行动

每个回合，所有玩家**必须**执行**一项**家族行动。选择一个家族资源框并在其上放置一定数量的方块。一些资源框要求玩家为每个方块向银行支付费用。如果需要费用列在该资源的名称旁边，必须从家族金库支付。放置时，方块被称为其放置的资源框的名字。例如，船厂资源框中的方块被称为船厂。



一些资源框具有的额外限制，如下：

- 🚢 **船厂<sup>2</sup>和工厂**。船厂和工厂资源框中的方块必须放置在框内正方形里。如果其上方的“6”插槽被占，玩家只能将船厂方块放置在“5”插槽中。
- 📈 **股份**。<sup>3</sup> 此行动的费用取决于当前的股价。此行动的所有费用应由董事长立即分配给公司金库。如果董事长职位空缺，则将这些钱存在董事长框里，并在新董事长当选后立即分配。
- 👔 **文员, 军官, 和船长**。玩家可以放置一个或两个方块到这些框中的一个。如果两或三个玩家游戏时，可以放置至多三个方块到这些框中的一个。
- 🏡 **庄园**。每回合玩家只可以在庄园资源框中放置一个方块。

### E3. 方块管理

玩家受限于他们库存中的方块<sup>4</sup> 如果玩家需要的放置方块时没有剩余方块，则该玩家必须使用其在任意红利牌或庄园资源框上方块。如果玩家不能移除以上要求的方块，他们本回合免除进行家族行动。



## E4. Jones家族行动（仅限2/3玩家）

在每个玩家执行家族行动后，Jones家族放置方块在家族资源框中。两位玩家时，投4颗骰子。三位玩家时，投2颗骰子。然后，为每颗骰子放置一个额外颜色的方块对应的家族资源框中（如C3）。然而与C3不同的是，方块被放置船长或军官资源框时，不会产生奖励文员。如果Jones家族用光了方块，使用其它额外颜色的方块。由Jones家族方块产生的任何款项都应该支付给银行。如果有可用的属于Jones家族的船长，则使用银行的资金购买一艘船，并将购买最左边的可用船。任何Jones家族的方块被放置于船厂，应该将其放在最左边的“6”插槽，如果这些被填满则放在最左边的“5”插槽。如果Jones家族放置股份方块，银行给董事长的等于当前股价的资金以立即分配。注意：Jones家族在setup时不放置方块。

## F. 公司阶段

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### F1. 概述和办事处行动

在公司阶段，公司各办事处有机会执行行动。董事长在阶段开始时，按顺序填补空缺岗位。然后，从船只采购办事处开始沿着红色公司轨，各办事处都有机会执行行动。行省办事处其相应的President按其创建顺序填补（最早的办事处先行动）。办事处执行行动时，必须按办事处的指定顺序处理行动。蓝色和黑色行动是可选的，蓝色动作需要进行测试（F2），在下面详细说明。绿色行动是强制性的。如果行动发生费用，则必须由该行动办事处支付此费用。

### F2. 测试与后果

蓝色行动需要测试以查看该行动是否成功。为执行此测试，玩家尽可能多的投骰子做的行动的“强度”，减去任何惩罚（惩罚在每个单独行动中说明）。投掷的骰子中只使用点数最小的骰子。点数1或2是成功。点数3或4是没有效果。点数5或6是失败，且办事处负责人立即返回到其玩家未使用的库存中。本回合空岗的办事处失去继续行动的机会。只要测试没有失败，任何蓝色行动都可以被执行多次。

### F3. 填补空缺职位

在公司阶段开始时填补所有空缺职位。首先，填补董事长的职位，然后按照版图上蓝色条带上的职位顺序填补剩余的空缺。行省办事处的按其创建顺序填补其相应的省督。在极少数情况下，空缺岗位不能填补，本回合办事处仍然开放，并在公司阶段跳过。

Jones家族不投票，也不能被提名为董事长，在董事会中他们的方块也不参与多数人选票的计数。Jones家族的军官从不会被提拔。

**董事长选举。**董事会选择一名玩家担任新董事长。前任董事长进行第一次提名。董事会中至少有一个方块的玩家可以被提名。提名后，每位玩家（从被提名人顺时针方向开始）可以选择董事会内全部方块支持被提名人或弃权。



每个方块提供一个支持票。**被提名人可以选择不支持他们自己的提名。**如果被提名人获得董事会50%以上方块的支持，董事长选举结束。赢得提名的玩家将他们的一个股份方块从董事会移到董事长办事处。如果提名失败，则上次提名人左侧的玩家进行下一次提名。如果所有玩家提名后，董事会未能就被提名人达成一致，前任董事长决定从被提名失败的人中选择一位成为新董事长。新当选的董事长必须立即将之前购买股份的所有款项分配给公司拥有金库的办事处。

其他办事处根据以下规则填补：

- 🔦 **执行办事处**由**董事长**填补，他将高级办事处（灰色S）的任何方块提拔到新的执行办事处。如果没有高级**办事处负责人**，董事长可以直接将任何文员提拔到执行办事处。
- 🔦 **行省办事处**由他们**相应的省督**填补，提拔任何文员或任何军队的军官到该办事处。
- 🔦 **各采购办事处**由**贸易总监**填补，他将任何文员提拔到办事处。

**裙带关系。**当填补任何办事处时，除董事长外，玩家们都会因裙带关系而受到惩罚。如果一名玩家提拔自己的方块超过其它玩家的方块，进行提拔的玩家必须从库存中给他们一个，作为对**每个至少有一名合格候选人的玩家的承诺**。如果有**Jones家族参与**，每个裙带关系都应该给出两个承诺方块。

例如：在四人游戏中，**Cold**担任董事长，将他自己的方块从**船只买办**提拔为**马德拉斯管区**。**Chas**在其他高级办事处里有方块。因为**Cold**跳过了**Chas**，他必须对**Chas**做出一个承诺。

## F4. 董事长和债务行动

在公司阶段的任何时候，董事长可以执行债务行动。（每回合一次）

**债务行动。**当执行时，董事长将黑色圆片放在董事会，并立即将£5分配给公司的金库。在每回合的贸易阶段（G3），公司为董事会上每个黑色圆片支付£1。这笔债务永远无法偿还。



## F5. 买办办事处

所有三个**买办办事处**（船只买办，货物买办和军用物资）都有采购行动。军用物资办事处还有后勤行动。**买办办事处的所有行动都是强制性的。**

**采购行动。**买办办事处尽可能多地购买船只或货物。船只买办和货物买办他们购买给贸易总监。军用物资办事处购买的货物分配给任何一支**管区**军队。这些货物现在被称为**枪支**。

**购买船只。**每回合都有6艘船可供购买。船只的价格由船只下方未覆盖的最高数字表示。必须先购买最便宜的船只。如果一艘船下方有一个或多个船厂，在购买该船只后，每个在其下方的船厂的所有者从银行获得£1。



1st ship costs £4 (£1 to yellow, £1 to orange)				
2nd ship costs £4 (£2 to yellow)				6
3rd ship costs £5 (£1 to yellow)			5	5
4th ship costs £6	4	4	4	4

SHIPYARD

**购买货物。**每回合都有10个货物可供购买。没有玩家工厂的货物的价格总是£3。如果货物下面有一个工厂方块，请参阅晚报弃牌堆顶部的牌，价格写在其右上角。如果在弃牌堆中没有牌（例如在游戏开始时），价格是£2。如果价格被替换为红色“X”，则只能购买没有玩家工厂的商品。必须先购买最便宜的货物。如果在购买的商品下面有一个工厂方块，从该办事处的金库按其价格支付给拥有该工厂的玩家。如果没有工厂方块，钱将支付给银行。



**后勤行动(军用物资)。**把该办事处的**所有**军官和**枪支**移到任何**管区**的军队框里。如果一支军队有三名军官，则旧军官（在回合开始时驻扎在那里）必须被新军官替换。被替换军官们返回其所所有者的库存。如果不是所有的军官都可以被安置，任何剩余部分都会被返还给其所所有者的库存。在此行动中，军用物资办事处可以在省督允许的情况下将**枪支**从一个**管区**移交到另一个。

（FAQ中补充：新的军官必须先填补管区中的空缺，才可以替换之前回合的老军官。移交管区内枪支每回合只能执行一次）

## F6. 贸易总监

贸易总监必须执行后勤行动。

**后勤行动(贸易总监)。**按照任意顺序，贸易总监为在此办事处的每个船长提供购买船只的机会。经船长同意，他的家族购买一艘船（如F5，但可以选择任何可用的船），并将船交给贸易总监，将船长方块放在船上。如果船长拒绝，或者没有可用船只，船长方块将被返回到其所所有者的库存。然后，贸易总监必须将该办事处所有货物和船舶（有没有船长都行）分配到任何**管区**中。在此行动期间，贸易总监也可以在获得省督允许的情况下将船只（有没有船长都行）和货物从一个**管区**移交到另一个。

（FAQ中补充：移交管区内船只和货物每回合只能执行一次）



**船只上的船长。**船长被放置在船上以表明家族对船只的所有权。一旦船长放置在船上，其被视为一个整体，并一起移动；不过，作为谈判的一部分，所有权可能会改变。在这种情况下，新的所有者方块（取自他们的库存）替换当前的船长，将原船长方块归还给其所有者。

## F7. 省督

三位省督各有三项可选行动，均需要测试（F2）。征战行动可以用来支配新的地区（如果它们是**封闭**的，可以使它们开放）并创建新的公司办事处（governorships and residencies）。开放贸易行动增加封闭的地区到相应的**管区**。最后，“航行行动”允许省督在其管区的地区上完成订单，为公司创造收入，并为其家族提供**省督提成**（G2）。

**征战行动。**从征战行动图标旁边的列表选择一个目标。省督只有一个目标。Governor cards列出了多个目标。任何列出的不受公司支配的地区都可以成为目标。计算攻击**强度**。进行征战行动的办事处可以选择任意数量的**管区**军队中未疲劳的军官/**枪支**用于进攻。例如 马德拉斯管区内的一位governor可以使用那里的管区军队。每个军官/**枪支**疲劳都会使强度提高**1点**。进攻后，这些配件被视为疲劳，并将在晚报阶段刷新（H5）。征战行动的强度可以通过聘用雇佣兵来加强。每花费**£2**，进攻强度提高**1点**。此行动的惩罚等同于目标的防御力。如果进攻一个**帝国**的任何一部分，惩罚为该**帝国**每个地区的防御力总合。注意：同一时间省督只能有一个目标，但征战行动可以被执行多次。



**胜利。**如果测试（F2）成功，该地区被征服，现由公司**支配**，并**开放贸易**。将该地区移至执行征战行动的**管区**被连接到省督或governor。创建相应的**行省办事处**并将其放在该地区牌上，仅覆盖右侧的事件列。该办事处将在下一个公司阶段开始时填补。如果被征服的地区**主权**属于一个**帝国**，那么这个**帝国**的所有领土就会变为**拥有主权**和**封闭**。

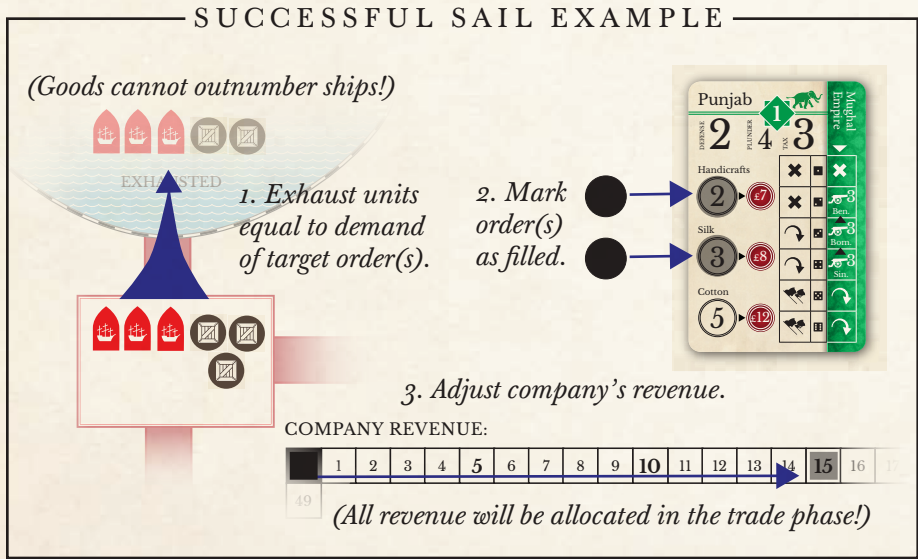
**掠夺。**如果进攻成功，控制得胜军队（军官们）的方块的家族，每个方块从银行获得相当于该地区的掠夺价值的钱。疲劳和未使用的军官也能掠夺。

例如：*Chas*是马德拉斯的省督 并希望在那里征战。马德拉斯军队有一支枪和两名 *Drew*的军官。他疲劳一只枪和两名军官得到**3点**强度 萧条的马德拉斯有**1点**防御力，所以该行动的修正后的强度是**2点**。如果他取得成功，马德拉斯的 *Governo*将成立，*Drew*的两名军官（掠夺）从银行拿到**6英镑**。

**开放贸易行动。**省督可以尝试为英国开辟新的贸易地区，从而将一个地区或帝国带到**管区**。首先，确定行动的**强度**。每分配给该行动**£1**，强度增加**1点**。这个行动没有惩罚。选择一个既**封闭**又**拥有主权**的目标。如果测试（F2）成功，则目标**开放**。将该地区及其帝国移入执行该行动的省督的**管区**（A3）。



**航行行动。**省督可以尝试填补其管区里各地区上任意数量的订单。决定该行动的**强度**。每分配给该行动£1，**强度**增加**1**点。惩罚为执行此行动的管区的地区总数减**1**例如，一个有三个地区的管区执行此行动，省督受到 **2**点惩罚。如果测试（F2）成功，省督可以填补订单。为了填补订单，疲劳等同于订单需求数量的此管区里的货物和/或船只。<sup>6</sup> 订单可以以任何顺序填补，但永远不会疲劳比管区中比船只更多的货物。订单填补后，在订单需求上放置一个黑色圆片，并按照订单上所示金额提高公司收入轨上的数字。**注意：这些圆片将在刷新时被移除。**



## F8. 行省办事处

有两种类型的行省办事处: governorships 和 residencies. 这些办事处在征战行动（F7）期间征服一个地区时被创建并由相关省督填补。在公司阶段轮到他们时, governors可以执行征战行动。governors和residents都可以执行投资行动。

**投资行动。**利用这一行动，行省办事处试图结束该地区的萧条。决定该行动的**强度**。每分配给该行动£1，**强度**增加**1**点。这个行动没有惩罚。如果投资行动成功，将地区牌翻转到**繁荣**的一面，所有黑色圆片保持其相对位置。**把大象标识放在这个地区，将印度的平衡倾向于秩序。**



投资行动不能用于繁荣的地区。

*Strategy: The invest action allows players to reroute the Elephant, which can be an effective way to protect their investments and lower the chance of depression or collapse in key markets.*

## F9. 中国贸易总监

这个办事处也被称为中国办事处，在晚报阶段揭示国内事件卡“与中国的贸易”时创建。移除相关高级办事处的黑色圆片。**这个办事处的像管区一样，由董事长提拔一位文员到此办事处。**它可以由贸易总监分配船只，并有资格获得省督提成(G2)。在公司阶段轮到其时，它可以执行航海行动（F7），并填补印刷在版图上办事处附近的订单。**注意：因为它只有一个地区，中国办事处将不会受到航海行动的惩罚。**

# G. 贸易

## G1. 概述

在交易阶段，玩家会产生个人收入。然后，董事长必须支付开销费用，并将**所有**剩余的公司收入分配给公司各办事处和/或分红。所有以公司收入支付给玩家或办事处的款项应在收入轨中减去支付金额后从银行取得。

## G2. 玩家收入

玩家收入是以多种方式产生的，并始终从银行取得。

🔦 **税金。** 在每个行省办事处上放置等于当前地区税金额的资金。如果一位玩家占据了该办事处，他可以将本回合的税收的任何部分立即转移至其家族金库或该地区的**管区**。

🔦 **省督提成。** 家族控制的每个**管区**获得等于在那个**管区**里地区上完成订单数量的资金。

🔦 **Interlopers。** 每个家族每艘有其船长的船只获得£2。

🔦 **其它收入。** “投资银行”和“South Seas Firm”红利牌提供牌上所述的额外收入。Sykes和Paxton家族也可以根据其家族牌上描述的特殊能力产生收入。

## G3. 公司开销

董事长现在必须使用填充订单获得的收入支付开销。已支出的开销，董事长应调整收入轨上的收入标记。

以下费用支付给银行：

🔦 **债务服务费。** 为每个董事会上的黑色圆片支付£1。

🔦 **军费。** 为**管区**中的每个的**枪支**和**军官**支付£1。

🔦 **国家贸易。** 7 为每艘有船长在船上的船只支付£1。

以下必须支付给各家族金库：

🔦 **愤怒的股东。** 如果公司股价为“3”，则必须分红（G6）。**紧急贷款不能用于支付此股息。** 如果不能支付股息，则发生救助（J3）。

## G4. 紧急贷款

如果不能满足公司**开销**，则需要足够多的紧急贷款（一次£5）来支付剩余的开销。与债务行动（F4）一样，每获取5英镑，向董事会增加一个黑色圆片。任何“遗留”部分必须立即分配给任何公司金库。直到下回合，所有新的贷款都不需要支付。与通过债务行动获得的黑色圆盘一样，这些永远不能偿还。

## G5. 分配剩余收入

董事长在支付开销后**必须**分配**所有**剩余的收入。收入可以分配到公司办事处或作为分红支付（G6）。在分配收入到办事处时，将银行资金直接放置在任何**具有金库符号**的办事处中。然后更新收入轨，以指示还有多少收入需要分配。这些钱会在下一个公司阶段花费。

## G6. 分红

支付费用后，董事长可以选择使用剩余公司收入分红。支付一次分红的资金等于董事会的股份数（方块）。玩家在董事会每有一个方块从银行拿£1。然后，更新收入轨，以指示还有多少收入需要分配。可以支付多次分红。如果分红多于一次，则股价上升一格。如果不分红，股价下跌一格。

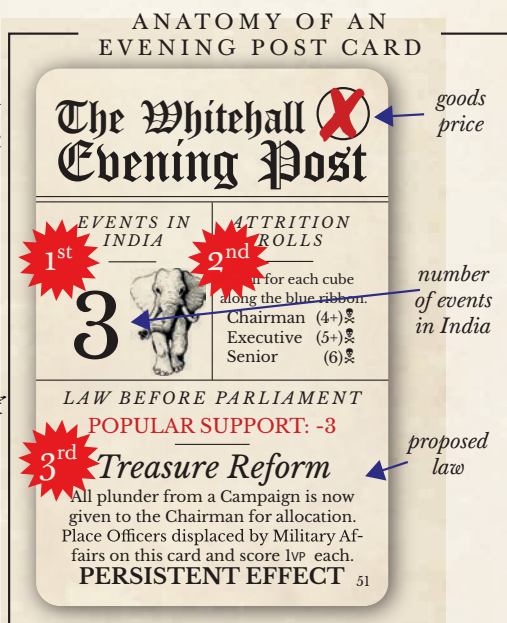
# H . 晚报

## H1. 揭示和处理

抓取晚报牌堆最上面一张牌，并将其正面朝上放在弃牌堆的顶部。然后处理此事件。每张晚报牌有三个步骤：**印度事件（H2）**，**退休（H3）**，和**本地新闻（国内事件或提倡法案（H4））**。

## H2. 印度事件

**注意：**对于第一次玩这个游戏的玩家来说，**印度事件**可以被忽略。继续  
H3



每回合的印度事件上都有一个数字。这些事件发生在哪些地区取决于大象标识的移动。大象标识移动的次数与本回合晚报上的大号数字相同。除非征服或反叛会重定向,否则大象标识的移动由每个地区的数字决定,他会移动下一个更高的地区例如从旁遮普 (1) 大象标识移动到马拉塔 (2), 如果大象标识在马德拉斯 (8), 它的下一步将是旁遮普邦 (1)。大象标识到访的每个地区都会发生一个事件。

当大象移动到新地区时, 掷事件骰子来确定事件。如果印度的平衡是混乱的, 那么使用最高的结果, 如果印度的平衡是秩序的, 则使用最低的结果。如果印度的平衡处于平衡状态, 那么只能掷一个骰子。查看地区卡的当前事件列以确定哪件事件发生。

处理事件后, 如果还有其他事件尚未处理, 大象标识继续移动, 并发生另一事件。

**订单中断。**每当一个地区变为**封闭**时, 其上的任何订单都会被**中断**。省督 (或前省督, 如果空缺的话) 从该**管区**持有的或那些已疲劳的船只中, 立刻移除和相关地区已填充的订单个数相等的船只 (如果可能), 把它们放回库

存。必须先移除没有船长的船只。

**事件：征服。**该行动地区试图征服征服事件图标下面列出的目标区域。如果目标区域已被行动地区征服，则沿着黑色箭头前往第一个未征服区域，并试图征服该区域。如果所有地区都被**支配**，该事件应视为“现状”事件。要处理该事件，请将其强度（大炮旁边的数字）与目标的防御力进行比较。目标的防御力是其所在所有领土的防御值总和。如果征服强度更大，则目标区域将受到行动地区的**支配**，贸易状态（A<sub>3</sub>）和行动地区的一样。**注意：**这可能会导致一个地区从一个管区转移到另一个或变为**封闭**地区，这会中断其上所有订单。如果一个**帝国**被征服，那个**帝国**之前所有被支配的地区变成**拥有主权**和**封闭**的。当征服取得成功时，如果本回合还有其他事件尚未处理，大象标示将移动到数字最小的拥有主权的地区（不包括本地区）。



**管区内的地区。**如果遭到攻击，相应的省督可以派遣**该管区**未疲劳的**枪支**或军官来提高该地区的防御力。每个**枪支**或军官都会增加**1点**防御力，并且进入疲劳。省督还可以雇佣雇佣军，每花费**£2**防守力就增加**1点**。

**公司支配的地区。**公司**支配**的地区不再使用书面的防御值。如果遭到攻击，该地区的**行省办事处**（或省督，如果空缺）可以派遣**该管区**未疲劳的**枪支**或军官作为的防御力，并可按上一条规则所述聘用雇佣军。如果一个**公司支配**的地区被征服，请在**行省办事处**的**负责人**身上放置黑色圆片。这个办事处将在退休（H<sub>3</sub>）结束时被撤销。

**解散管区。**如果一个**管区**的最后一个地区变为**封闭**的，放置一个黑色圆片在相应**管区**的当前**负责人**上。这个办事处将在退休（H<sub>3</sub>）结束时被撤销。如果现在七个或更多地区关闭，游戏可能会结束（J<sub>4</sub>）。

**事件：翻转到萧条/翻转到繁荣。**如果翻转到**萧条**，任何完成的订单都会被**中断**。此外，印度的平衡倾向**混乱**。如果该地区翻转到**繁荣**，印度的平衡**倾向于秩序**。



**事件：反叛。**该地区变为**拥有主权**和**封闭**。任何完成的订单都会被**中断**。如果**公司支配**的地区发生反叛，请在**该行省办事处**的**负责人**上放置黑色圆片。这个办事处将被撤销。如果**管区**失去最后一个地区，相应的**管区**也将被取消（见撤销的管区）。印度的平衡**倾向混乱**，如果还有其他事件还有未处理，**如果可能的话**，此回合大象标示将移动到**数字最低**的**被支配**的地区。



**警察。**如果**行省办事处**能够以其**警察**的强度等于触发叛乱的事件掷骰的结果，则可以在**公司支配**的地区消除反叛。警察的强度从**0**开始，每疲劳**该管区**的一把**枪**或军官和**每花费£2**增加**1点**强度。如果警察消除了反叛，印度的平衡不会**倾向混乱**，大象标示也不会重新定向。

**事件：崩溃。**任何完成的订单都会被中断。



印度的平衡**倾向**混乱。

**事件：现状。**印度的平衡**倾向**于秩序。



### H3. 退休和声明红利

为每个有人的办事处掷一颗骰子。如果结果等于或高于该办事处的压力阈值，**该负责人**将腾出办公室。将**负责人**移到插槽上方以表明这一点。

压力阈值：

- 董事长, 4+
- 执行办事处, 5+
- 高级办事处, 6



**所有**退休骰子掷出后，每个腾空的方块

可以获得该办公室等级的红利或返回其所有者的库存。从董事长开始沿着蓝色条带声明红利。将红利牌上所示的费用支付给银行，然后将方块从腾空的办事处移至红利卡上。

**注意：**董事长被视为**执行办事处**。

**红利能力。**有些红利为玩家提供特殊的好处。涉及使用这些好处的时机相关信息都可以在红利卡上找到。如果使用一次性能力，请将红利方块移动到牌的右侧。

**带有黑色圆片的办事处**<sup>8</sup> 带有黑色圆片的办事处自动掷出“6”并且必须腾空。按顺序为有黑色圆片的办事处得分，玩家必须支付£2的罚金才能声明红利。**该办事处负责人**移除后，办事处被撤销。被撤销的办公室应将所有船只，货物，船长和货币退还给相应的库存。被撤销的行省办事处与其它未使用的行省办事处放置在一起。版图上的办事处被撤销时在应该把黑色圆片放在办事处负责人插槽上，以表明空缺不能再填补。

### H4. 本地新闻

所有晚报牌在底部都有倡导案发或国内事件。

**国内事件。**六张晚报具有触发一次性效果的国内事件。国内事件总能生效。

**倡导法案。**十三张晚报有改变游戏规则的法案。通过的法案的所有影响都是叠加的。

**表决。** 表决前，董事长（如果空缺前任代替）应在投票轨道（右下角）上放置一个状态标记，以表明该提案受到的支持情况。然后，从董事长开始，顺时针进行，每个玩家进行表决。当一位玩家表决时，他可以通过**政治资源**（船厂，工厂和他们愿意花费的任意数量的金钱的总和）提高或降低该提案当前支持情况。一个提案的支持情况不得低于-10或高于10。一轮以后，如果倡导法案以支持情况大于0结束，法案通过并放置于版图右边，在接下来的游戏中生效。

## H5. 刷新

为下回合游戏重置版图。一般来说，配件沿着黑色箭头移动。例外：

- 在每个**匪**中，移除已完成订单上的黑色圆片。
- 疲劳的船只返回其所在**管区**或所属商行(I3)。**疲劳的货物返回其库存**。疲劳的枪支与军官恢复未疲劳。
- 船长资源框中的方块移至贸易总监办事处。
- 军官资源框中的方块移到军用物资办事处。
- 在船厂资源框中的每个空船插槽上放置一艘船。然后，在工厂资源框中的每个空货物插槽上放置一个货物。
- 将回合轨上的标记向前移动一格。

## I. 放松管制

注意：这些规则不适用于*Early Company*剧本，可以被新玩家忽略。继续J1。

### I1. 概述

由于“垄断被撤销”国内事件或“撤销垄断”方案，公司可能会失去垄断地位。这有几个重要的直接影响。

- 救助失败和公司破产被调整（见J3）。
- 省督不能再执行开放贸易行动（F7）。
- 所有有船长的船都会交给船长的拥有者玩家。船长将返回到玩家的库存。船只所有权现在由船只所有者面前的位置表示。Interlopers（G2）和国家贸易（G3）不再发生。
- 船长资源框上的所有方块都将返回给其所有者。放置“Post Monopoly”卡在船长资源框中。
- Jones家族的船只**。在掷出6时，Jones家族自动购买最左边的可用船只。然后立即拍卖那艘船，给出价最高的人。竞标从董事长开始顺时针进行。玩家可以提高任意出价或者可以跳过。一旦玩家跳过，他们不能重新对该船出价。竞标持续进行，直到只剩一位玩家，其它玩家都已经放弃为止。

### I2. 改变的家族行动阶段

除了上面列出的变化之外，玩家可以根据需要执行尽可能多的家族行动。与常规家族阶段一样，从董事长开始，顺时针进行。每位玩家都会采取单一的家族行动，但玩家可以继续采取多轮行动，直到所有玩家都已跳过。增加四项新的家族动作：购买船舶或货物，建立商行，贸易代表团和跳过。玩家每回合每种没有任何费用的行动只能进行一次（贸易代表团，跳过，职员，军官）。

**购买船只或货物**。当玩家执行此行动时，他们可以购买一或两个船只或货物。他们不可以购买一艘船和一艘货物。如果两或三位玩家游戏，玩家最多可以购买三个。船只和货物采购遵循f5中所述的相同步骤，不同之处在于执行者不需要购买最便宜的船只或货物，将其交给买方，而不是贸易总监。

**建立商行（仅限家族）。**如果一位玩家还没拥有商行，他可以支付£3翻转其家族卡。一旦家族成为商行，属于该家族的所有的（或稍后将获得的）船舶或货物将被视为该商行的财产。商行才能执行**贸易代表团行动**，当他跳过时还可以Set Sail 和处理贸易代表团。

**贸易代表团（仅限商行）。**玩家可以在一个**拥有主权的封闭的地区**放置任意数量的船只。对于每艘参与贸易代表团的船只，其拥有商行必须在船上放置一个方块以表明所有权。**玩家不得在最后一回合中执行此行动。**

**跳过。**一旦玩家跳过，本回合他就不能再执行其它家族行动。商行跳过时，可以立即Set Sail，然后必须处理任何贸易代表团（见I5）。

**Set Sail.** 如果玩家是商行，他可以立即执行航行行动（F7）。此航行行动遵循与公司行动相同的结构，但玩家行动的惩罚为取决于该商行想要航行的**开放的地区**的数量减一。从该商行拥有者的库存中放置一个方块在需求圆圈上来表示已完成的订单，任何疲劳的货物和船只应放置在该玩家的商行卡上方。**将所有来自订单的收入放在商行牌上。**

**处理贸易代表团。**为玩家商行在贸易代表团中至少有一艘船的地区，做一次测试强度为**所有**该贸易代表团中船只数量（**包括其他玩家的船只**）的测试。没有惩罚。如果成功，董事长将该地区增加到任何可用的管区中。任何**领土**都依附于他们的**主权**。该地区的每艘船只都从该银行赚取等于该地区的掠夺值的钱（给拥有该船只的商行）。然后把这些船归还给其拥有者。当船只返回其拥有者时，指示所有权的方块将被返回到玩家的库存。如果测试失败，那么该地区的**所有**船只都将丢失并返回库存。

## I3. 商行

商行与拥有该商行的家族保持独立的金库。玩家可以随时将资金从家族转到其家族商行，但资金**不能**从商行自由转移到家族。拥有商行的玩家的所有船只或货物均归该商行所有。**商行的金库只能用于Set Sail，购买船只和货物，和支付分红（I4）。**

**寻求投资者。**在任何时候，玩家可以向其他玩家出让其商行的一部分收入（以10%递增），可以接受或拒绝任何对该份额的出价。出价一旦被接受，中标玩家（们）将一个（或多个）方块放置在商行牌的适当位置上。潜在投资者可以提供货物、船只或金钱的任何组合给商行，以及金钱或**承诺**给其所有者。按照A7，这些收入份额可以随时在玩家之间交换和买卖。**注意：寻求投资者可能会导致商行所有权的转移（见下文）。**

**恶意收购。**在任何时候，如果其他玩家获得商行收入的最大份额，该玩家可以发起恶意收购。公司的金库，船舶和货物应转移给新所有者，前所有者应在新所有者的公司卡上放置一个代表其公司的收入份额的方块。如果新所有者的家族牌尚未翻转，请将其翻转至商行面，而前所有者的商行牌应恢复至家族面。如果新所有者已经拥有一家商行，合并**必须**通过谈判来实现收购（见下文）。

**合并。**在任何时候，玩家们都可以通过谈判合并来将任意数量的商行合为一体。谈判合并只能创建一家商行，该商行的所有权不能超过100%。任何其它参与合并的商行必须将其金库和他们的任何船只和货物转移到最后的商行，然后恢复到家族面。在合并期间，经持股人同意的情况下，持股人的股份可以降低。如果持股人之间所有者出现平局，那么所有平局的玩家必须就谁将拥有该商行达成一致。**如果在合并条款上存在分歧，则合并不会发生。**

**恶意收购示例：**Chas和Drew各自拥有Col商行收入的30%。默认情况下，Col拥有独立的40%。Drew通过谈判购买了Chas的股份，达到了Col商行的60%。Drew没有商行，他选择发起恶意收购。Col失去了对商行的控制权，交出他拥有的所有货物或船只给了Drew。Col翻转他的行会牌回到家族面。然后Col放置一个方块在Drew家族牌上40%的位置。请注意，如果Drew已经有一家商行，他可能不想发起收购，因为Col可能会在合并中将要求保留他的40%股份。

**合并示例：**Chas是其商行的唯一所有者。Drew拥有其行会90%的股份，Col拥有Drew商行的剩余10%的股份。三位拥有者试图为两家商行的合并谈判。Col拒绝被收购，并要求保留他10%的股份。Chas接受要合并后的商行50%的股份。Drew同意将他的股份减少到40%，以便保留Col的10%。Chas将成为新商行的所有者。Drew商行的金库，船舶和货物被转移到Chas商行，Drew商行卡被翻到其家族面。请注意，由于合并是在Chas和Drew的商行之间，Col的商行（如果有的话）将不会受到影响。

## I4. 支出和公众期望

在交易阶段开始时，每家商行必须支付部分资金给其所有者（们）。每家商行必须达到或超过取决于开放地区数量的公众期望（见下表）。分红根据版图上列出的支付表支付，该支付表已将0.75或更大的小数向上取整。【译者注：这句话没啥用，直接看表就行】该商行的所有者在支付持股人后收取所有的剩余收入。如果它们无法支付最低金额，商行倒闭。它支付整个金库。然后商行卡翻回其家族面，商行拥有的所有货物和船舶都归还给库存。注意：除了最后一个回合，玩家可以 从家族里自由转账到任何商行，以提高商行维持公众期望的能力。

公众期望

开放的地区数	1	2	3	4	5	6	7	8
最低支出	£2	£5	£7	£10	£14	£19	£27	£38

### HOW TO USE THE DIVIDEND TABLE

3个开放地区，所以  
Benyon & Co. 这家商  
会必须支付至少£7  
给公众期望。

Benyon & Co. 有2个持股  
人，每人30%，金库有£12。  
该商行必须支付£7到£12之  
间。

		最低支出										
		10%	8	18	28	38	48	58	68	78	88	98
股份	10%	4	9	14	19	24	29	34	39	44	49	
	20%	3	6	10	13	16	20	23	26	30	33	
	30%	2	5	7	10	12	15	17	20	22	25	
	40%	2	4	6	8	10	12	14	16	18	20	
		1	2	3	4	5	6	7	8	9	10	

支付股息

如果支付£7到£9，持股人将分别赚£2。如果支付£10或更多，持股人将分别赚£3。在任何一种情况下，所有者都将获得支付的剩余部分

## I5. 游戏结束时商会的胜利点

在最后一回合游戏中，所有商会都可以支付3英镑+航行行动的惩罚（F7），用于在他们执行航行行动时获得自动成功。如果该航行行动收入达到或超过公众期望，该公司最后一次航行行动的所有收入均以胜利点（1: 1）支付，并根据所有权重分配给持股人。私人商行的额外资金可能不会在最后的游戏中支付。

示例：Cole商会有两名持股人，Chas拥有30%，Drew拥有10%。在最后的交易阶段，他的公司的航行行动带来了£14。Drew将获得1分，Chas将获得4分，Cole将获得9分。

## J. 胜利

### J1. 游戏结束

游戏在第6回合或第10回合结束时结束（campaign game）；玩家完成该回合的退休掷骰时游戏结束。胜利点最多的玩家赢得游戏。如果平局，红利方块最多的玩家胜利。如果还是平局，金钱就多的玩家胜利。

游戏也可能以公司失败（J3）或暴乱（J4）结束。

### J2. 胜利点和承诺

玩家每个股份方块获得1点胜利点，每个庄园方块获得2点胜利点。玩家还可以通过每个在退休时获得红利方块来获得胜利点数（H3）。胜利点数写在每张相应红利牌的六角形里。玩家每有一个在其他玩家手里的承诺失去2点胜利点。

### J3. 救助和公司倒闭

当股价跌至“3”以下时就会发生救助。首先，减少股份。如果一位玩家在董事会中只有一个方块，它将被退回到其库存中。如果一位玩家在董事会中拥有多个方块，则只留下一个方块，其它方块都将被退回其库存。然后，将股票价格重置为“3”。最后，执行办事处负责人（注意：董事长算执行办事处负责人）必须腾空，如果向银行为每个红利方块额外支付£2可以获得红利。

**放松管制后的救助。** 如果公司失去其垄断地位，救助将不会导致任何股票被清除。

**公司倒闭。** 如果在救助期间减少股份后，董事会中没有任何玩家的方块，游戏结束。执行办事处的每位负责人的拥有者的最终得分中减去3点胜利点。

**放松管制后公司倒闭。** 如果公司已经失去了其垄断地位并且游戏结束的回合至少有一家商行，游戏将再进行一回合，但跳过公司阶段。

### J4. 暴乱

在第三回合结束后，如果在刷新（H5）结束时封闭了7个或更多地区，印度已经摆脱了欧洲的兴趣。<sup>10</sup>游戏立即结束。每个管区，行省办事处，和董事长的持有人的得分中减去3点胜利点。

## K. 场景

### K1. 概述

强烈建议玩家以游戏长度6回合的the Early Company剧本开始。在玩家适应后，they should consider the Post Monopoly scenario, which provides the challenge of dealing with a deregulated Company. At this point, players who have the luxury of time can begin to explore the campaign game. The next scenario, the Company under Siege, begins after the Battle of Plassey and provides much of the dynamism of the full campaign game in a much shorter span. For this reason, it should only be played by experienced players. The experimental John & Co. scenario offers a minimalist take on *John Company* that provides many new challenges. This can likewise be said of the solo game which offers a completely different play experience.

**Jones家族设置（两人和三人游戏）。**适用于两或三个玩家的任何场景，并进行以下调整。撤销马德拉斯管区（放置一个黑色圆片在其办事处负责人插槽上）。除the John & Co. scenario (K5)以外，马德拉斯开始时**封闭并拥有主权**。最后，取出一种多余颜色的方块给Jones家族使用，用于每回合Jones家族行动(E4)随机放置。

通用设置规则：除非另有说明，否则每个拥有金库的公司办事处开始时获得£5。每个未被消除的管区开始时获得2艘船只。每位玩家开始时获得£5。

### K2. Early Company & The Campaign Game (1710)

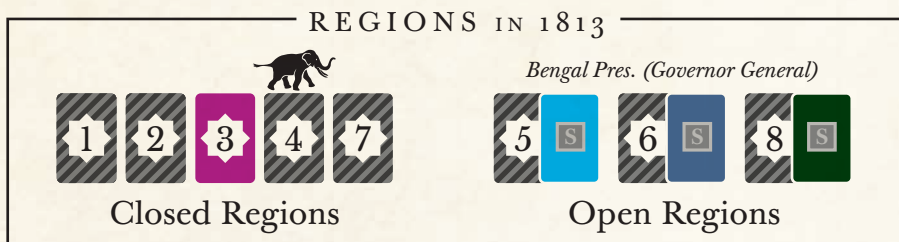


其他调整：从晚报牌堆中移除卡牌“**REVOKE MONOPOLY**”和“**MONOPOLY REVOKED**”。

战役游戏：将晚报牌堆分成三张，两张和四张牌的三堆。将“Monopoly Revoked”国内事件洗进第二堆牌，然后摞成一堆，第一堆在上面，第二堆在中间，第三堆在下面。游戏在第十回合结束时结束。

### K3. Post Monopoly (1813)

*This scenario begins in 1813 with the revoking of the Company's monopoly on trade in India. Players will likely need to work together to make money, as a private venture to India with only the starting funds would likely end in disaster.*



- 🔧 **Setup & Adjustments to Offices:** In addition to their starting family treasury, all players begin with a single ship. During setup, every “6” rolled gives that player a ship. Governor of Bengal, Governor of Bombay, Governor of Madras, and Superintendent of Trade in China begin created. Place a black disk on the Madras and Bombay **PRESIDENTS**. *Note: The Superintendent of Trade to China will start with two ships.*
- 🔧 **Laws in Effect:** Revoke Monopoly, Governor General, Tenure Limitations
- 🔧 **Other Adjustments:** Remove the “Monopoly Revoked” domestic event. No Company Offices begin with any money.

### K4. Company under Siege (1758)

*With the Battle of Plassey won, the Company gained control of Bengal and the outlines of what would become the British Empire in India began to take shape. However, Clive's brazen military exploits did not sit well with everyone in the Company. Even as he consolidated power in India, Clive faced opposition from both within the Company and from the broader public back home.*



- 🔧 **Setup & Adjustments to Offices:** Each player starts with two additional starting cubes. Governor of Bengal begins created. In the two and three player game, players will start with fewer than twelve cubes in their stocks.
- 🔧 **Laws in Effect:** Board of Control. Calico Acts.
- 🔧 **Other Adjustments:** Remove “Monopoly Revoked” from the Evening Post deck. Set aside the “Revoke Monopoly” law. Each time a Bailout (J3) occurs, the “Revoke Monopoly” law becomes the active game turn's event card. If it fails to pass, it is set aside until the next bailout.

## K5. John & Co. (1653)

From 1617 till the end of the English Civil War, the East India Company struggled to remain viable. The shares issued in this period produced little or no return, and, by the late 1630s, private firms began to challenge the Company's monopoly. In 1650 these private firms were merged with the Company, but, unable to raise enough capital to maintain operation, the new Company collapsed in 1653. With this failure, the private firms resumed their trade while the weary directors of the Company waited for Cromwell's government to take action. It was not until 1657 that Cromwell restored the Company's monopoly and raised the necessary funds to revitalize the enterprise. This scenario imagines that the independent British trading firms were able to successfully lobby Cromwell to establish free trade in place of a state-sanctioned monopoly.



- 🐘 **Setup:** Flip the board over to its reverse “John & Co.” side. Give every player £6 and one ship. Prizes and Evening Post cards are not used.
- 🐘 **No Presidencies.** There are no **PRESIDENCIES**. Place all the **CLOSED** regions on one side of the board. When a region is **OPENED** with a Trade Mission (I2), it moves to the opposite side of the board.
- 🐘 **Family Income:** When a player passes that is not a firm, they take £1 from the bank.
- 🐘 **Victory Points:** At the end of the game players earn victory points for firm revenue (I5). In addition, players receive two points for each manor, one point for each shipyard, and one point for each factory.
- 🐘 **Altered Sequence of Play:** Use the abbreviated sequence of play displayed on the “John & Co.” board.

**Bases.** Through Revolts and Campaigns players can establish control of regions. Regions controlled in this way are called bases. Like a good or ship, a base is **always controlled by one firm**. Like ships and goods, bases may be bought and sold between firms and are lost if the firm fails. Bases are always considered **OPEN** but trade may be restricted by the base owner (see below).

**Formation during Revolt.** After a region Revolts during the Events in India players may make a bid to establish authority over the region. The bid begins with a random player and proceeds clockwise until all players but one have passed. The minimum bid is twice the value of the region's defense. Bids may be increased in any increments. Players who pass may not reenter bidding. After the auction, the winning bid is paid to the bank and the region is placed in front of the winning bidder. Place the corresponding base card (on the reverse side of the **PROVINCIAL OFFICE** card) over the top of the region as if the Company had conquered it. Any ships that would have been lost during a Revolt remain on the card.

**Operation of Bases.** Bases confer several advantages. Bases generate tax revenue for their owner at the start of the Trade Phase. Other players may sail there only with the permission of the owning player. This permission must be granted before the Sail Action is taken. As a Family Action, a base's owner can take any of the base's listed actions (Invest or Campaign)

according to the standard rules. If a campaign is successful, the conquered region becomes a base immediately. Players may not campaign against other bases. *Note: As firms have no standing armies, they must rely entirely on mercenaries to conduct campaigns.*

**Bases in Negotiation, Merger, and Firm Failure.** Bases can be negotiated like a good or ship. They may be bought and sold and are subject to merger. If a firm fails, any bases owned by that firm immediately become **CLOSED** and **SOVEREIGN**.

## K6. The Militant Company (Solo Game)

The goal of the solo game is simple: conquer India. The game is won at the end of an Evening Post Phase when all **PROVINCIAL OFFICES** have been established. The game ends one of four ways: at the end of the twelfth game turn, by Mutiny (J4), if expenses cannot be paid, or if no regions are dominated by the company when the Governor General is created.

☛ **Setup:** In the solo game, there are no families, only the Company. No prize cards are used. Player cubes are not needed. Setup the region cards and **PRESIDENCIES** as per the Early Company scenario. Shuffle all of the Evening Post cards but “Revoke Monopoly,” “Monopoly Revoked,” and “Governor General.” Make a stack of eleven Evening Post cards and then place the “Governor General” roughly halfway in the stack.

Rules Differences:

- ☛ In the Evening Post Phase, skip Attrition and Proposed Laws, except the Governor General, which will always be created after that game turn’s event rolls. **If no regions are dominated when the Governor General is created, the game is over.**
- ☛ During the Company Phase, an unlimited supply of goods and ships can be purchased. Ships always cost £3. The price of a good depends on the Evening Post card. If the price of goods is zero, no goods are purchased that game turn. Factories are always assumed to be present.
- ☛ If an office takes an action which fails, the office cannot act until the next Company Phase.
- ☛ Plunder gained in Campaign is ignored.
- ☛ During Expenses, the Company must pay £1 for each **PROVINCIAL OFFICE** and for each **GUN** and officer. After the Governor General has been created, the Company must pay £2 for each **PROVINCIAL OFFICE** .
- ☛ The Debt action and Emergency Loans (G4) may never be taken.
- ☛ **Scoring.** The player’s score is the number of regions conquered when the game ends. As a tiebreaker, the score achieved in fewer game turns should be considered better.

## L. NOTES

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### L1. Design

The outlines of *John Company* were first sketched out sometime in late 2009 on a porch in Bloomington, Indiana. Design continued intermittently over the next few years. A serious attempt was made to finish the design in 2011 in Austin, Texas and again in 2013. Active development for this iteration began in early 2016 and was completed in the spring of 2017.

- ☛ Game Design, Graphic Design, Research: Cole Wehrle
- ☛ Game Development, Master of India: Chas Threlkeld
- ☛ Our Venerable Rules Editor: Travis D. Hill
- ☛ Playtesting: Cati Wehrle, Drew Wehrle, Grayson Page, Mark von Minden, Morten Kattenhøj, Christopher Felleisen, Matthew Clark and the First Minnesota, Nathan Spillman, Davey Janik-Jones, Andy Mesa, Brad Keusch, Jim Parkin, Adam Brock, Chris Broadbent

*Special Thanks to the many friends who indulged my early designs and whose confusion and dissatisfaction pushed me to scrap bad ideas in search of something better. Thanks also to Karim Chakroun for his many suggestions for the game's graphic design, work polishing the event icons, and his excellent rules questions, and to Dominique Bonjour for excellent proofing of these rules.*

## L2. Scale

Each game turn represents about half a generation (about fifteen years). A successful writer in the service of the Company could expect a full career, though many left before aging out due to other opportunities. This turnover is modelled with the attrition system.

The value of a single coin is harder to track. In the beginning, a single coin in the family treasury represents about two thousand pounds and in the Company treasury represents several times that value. This difference in magnitude is one reason why players may not freely transfer capital between Company Offices and their family's treasury. When money does transfer from Company to player, it is assumed to be greatly diminished either because of corruption (both Company and government rent-seeking) or scale (directors paying out dividends). The one place where the design necessitated the breaking of this rule is in the purchase of shares where family money can be put back into the Company. Here the share purchases of a single family should be understood as standing in for renewed public investment in the Company.

## L3. A History of *John Company* by Cole Wehrle

Some games begin with specific mechanics. Others begin with a particular mood. The design of *John Company* began with an institution, the British East India Company. How did that Company come to dominate the economic and political future of the Indian subcontinent? How did it make decisions and what led to its demise? Who were the people who shaped it and, by extension, shaped so much of the world around them?

None of the answers to those questions came easily. I have been trying to make a game about the Company for nearly a decade. The designs have never quite worked, but the process proved generative. *Pax Pamir* began as a rumination on the Company's policy on India's northwestern frontier. *An Infamous Traffic* began as a highly asymmetrical economic simulation about the Company's trade with China. In the development of both games, there was a shift in perspective—moving from Auckland's Office to Afghan villages in the case of the former and from the trading rooms on Leadenhall Street to the black markets of Lintin island in the latter. Making a game that actually directed its attention on the Company itself seemed impossible. The key breakthrough happened while reading two books. The first was K. N. Chaudhuri's *The Trading World of Asia and the East India Company*. The second came while reading Jean Sutton's *The East India Company's Maritime Service, 1746,1834*. Chaudhuri's book is the product of a decade of close research in the East India Company's archives and presents an unparalleled view of the Company's decision-making process and the economic circumstances that guided official policy. Sutton's book provided a secondary "bottom-up" perspective through detailed account of a family that through three generations rose through the Company's ranks to eventually control the Company's shipbuilding. Together, both books presented a view of the Company as a vast and deeply conflicted institution. It wasn't long before I had a new approach to my design problems. The scattered and contradictory Company that I had been wrestling with for years wasn't a barrier to the game. It was the game.

Some players will be alarmed by the degree to which this design relies on dice. Dice were central to the design from the start. While I generally dislike dice games, any game on eighteenth century trade at this scale that does not include some element of chance is simply an exercise in wishful thinking. The spending decisions faced by governors, residents, and presidencies captures the basic budgetary tension that was faced by their historic counterparts: how should one balance trade with security? But even a well-formed budget can be foiled by a single bad roll. The dice system guarantees that failure is always a possibility. However, by having players spend Company money and not their own, they were shielded from the worst iniquities of fate. Thematically, the sense of pooled risk enabled by the organization of the Company seemed like a perfect way to capture the spirit of the East India Company and other early joint stock and charter companies like it.

Indian politics offered an interesting design problem. In a region with hundreds of small political actors, several full-fledged empires, and enough espionage to make Le Carré's head spin, I knew I would need a hefty dose of restraint to stay sane. Yet, at the same time, there needed to be some representation of this political landscape. The old idea of the event table came to the rescue. Using a few simple guidelines, I was able to write the event tables into a simple Python script which was then greatly improved by the game's developer, Chas Threlkeld. Using this script, hundreds of thousands of games were "played" and a huge range of metrics could be assembled to guide alterations to the 32 event tables. Though obviously limited by the scope and complexity of the game, the event system produces reasonably realistic results where ahistorical outcomes can usually be explained by a little historical knowledge. In an ideal world, I would have loved to have printed a sentence or two about each of the games 192 events. If the game doesn't always produce the specific situations that faced officers of the East India Company, I hope it does provide players with a window into their anxiety about the land in which they worked.

Over the course of the game, that spirit of cooperation will erode, just as it did historically. Interests on the subcontinent with taxing operations or back home in manufacturing may encourage players to not always consider the Company's best interests when various proposals come up for a vote in Parliament. Families with interests outside of the Company will certainly be interested in making the Company more cumbersome and having its charter revoked, but they were not the only forces working to regulate the Company. The increased oversight and regulation brought through various India Acts should be understood as something of an "inside job" with families deeply invested in one part of the Company seeking to reform the other elements.

To these two groups, I should add a third: those elements of society who supported a more militarized Company. If a single group deserves blame for the Company's deterioration and end, it belongs with these western despots who saw India as a land for personal glory. They left behind not only a shattered political landscape but also a massive industrial-military complex with an overhead so high it eventually crushed the Company's profitability. In the game, this element of the Company is reflected in the three Presidency Armies and the promise of security they offer, as well as the power of the Military Affairs Office and the provincial offices. Of course, many licenses were also taken with the military matters, which dramatically simplified the command structure of the Presidency Armies and greatly exaggerated the profit potential of soldiers in it through the plunder system. However, I felt that this incentive was critical in capturing the very real warmongering that caused such headaches back in the Company Offices in London and that contributed to the collapse of the Company.

The historical narrative of growth and decay is certainly possible in *John Company*, but so too are other stories. A strong East India Company lobby could protect the monopoly and early regulation may keep its excesses in check. Or, perhaps the free traders could get an early start and break its monopoly before it gains a political foothold. So too might the Company evaporate if the subcontinent proves too hostile to British interests. Though there are only five unique events in the game, a huge variety of outcomes are certainly possible. I hope you find as much joy in exploring them as I did in building this design.

## L4. Business or Bureaucracy? by Phil Eklund

The difference between force and persuasion is the most fundamental distinction in political science. A street hawker and a street mugger can both empty your wallet. But one uses persuasion, in such a way as both parties profit, while the other uses force, at knife or gunpoint.

Defining “government” as the institution with a monopoly of force in an area, the street mugger is the government, at least on this street. At least until the police arrive. But in an anarchy, the mugger's governance can be permanent.

The collapse of Mughal authority in the eighteenth century created such an anarchy of competing warlords in India. To protect their trade, the East India Company (E.I.C.) gradually took a larger political role on the subcontinent. The parts of India that came under Company governance drew their profits as taxes from the merchants and landowners, both of whom benefited from the restoration of order.

A business is a cooperative whose members only use persuasion in their dealings. If they use force, either colluding with or becoming the government, they become de facto bureaucrats, and the business becomes a branch of the government. Stocks or profits do not define a business, as politicians also take profits and issue stocks.

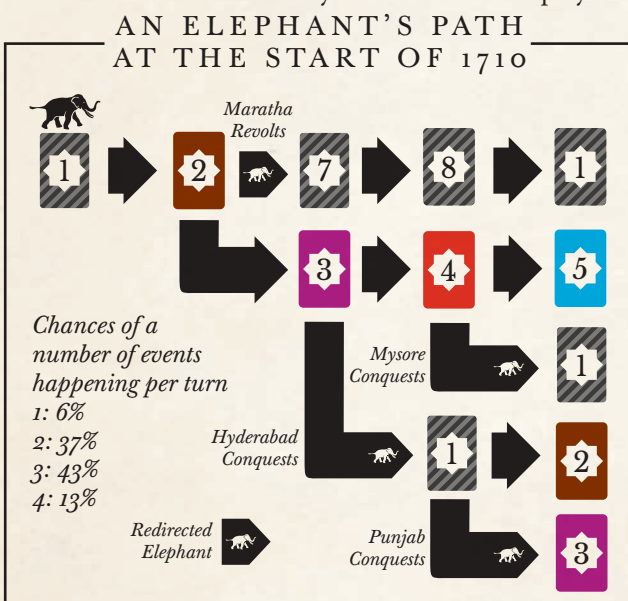
The E.I.C. is a prime example of a de facto bureaucracy. Not only did it enjoy a monopoly backed by the cannon of the British Navy, to the exclusion of competitors, it had the monopoly of guns in the areas of India it controlled and governed. Like all bureaucracies, if it took a loss, it was bailed out by the crown.

The British government was the most benevolent governing institution during its day. Thanks to the Enlightenment, it introduced to the world the concepts taken for granted in the West today: separation of powers, equality of all under the rule of Law, the king not exempt from the Law, and the abolition of slavery and the caste system. All of these innovations were stonewalled by the E.I.C. in India. Although domestic monopolies were abolished by the Long Parliament, and the Glorious Revolution of 1688, overseas monopolies lingered on, as rewards for those who sided with the crown. Especially scandalous was the delay in the abolition of slavery, a full decade after it was abolished in the rest of the British empire in 1833. It was a good thing for India when the E.I.C was disenfranchised by rival bureaucracies.

## L5. Cole's Guide to India

Before we begin our tour of India, it's worth making a general point about the event system in *John Company*: events are not as random as they seem. Whenever players consider the risks of a particular action, there are three things they should always keep in their mind.

- The location of the Elephant. On average the Elephant will take between two and three steps per game turn. By looking at the Elephant's current location you can be certain where it will take its first step that game turn, and have a pretty good idea the various paths it can take. Remember to keep in mind the way the Elephant can be redirected.



- ☛ **The Balance of India.** The Balance of India tilts throughout play. When tilted to chaos, there is a 74% chance that the event roll will be a 4, 5, or 6. Chaos means depression, revolt, and war. Whereas order translates to peace and prosperity.
- ☛ **Not all regions are the same.** Just because two different orders in two different regions provide the same revenue doesn't mean that the risks associated with them are comparable.

Now let's look at those regions, starting at the top.

The **Punjab** is the seat of Mughal authority in India. At the start of the campaign game, the Mughal Empire is the dominant force in India, but will likely crumble in the first few turns of the game. The defeat of the Marathas at the start of the century proved short lived and by the 1720s the Empire was experiencing massive revolts. Like many regions in *John Company*, Punjab behaves very differently depending on its economic status. When depressed it will lash out in times of chaos, while the same aggressive behavior is more likely during order if Punjab is prosperous. And, while conquest will likely be cost prohibitive when Punjab is part of an empire, its 4 plunder can make it an enticing target if it can be attacked when alone.

**Maratha's** low plunder, tax, and possible revenue from orders usually keep it outside of the Company's influence. This is mostly a representation of the logistical nightmare presented by the thousands of Maratha microstates that frustrated British and Mughal authorities alike. More than any other region, Maratha's behavior changes dramatically depending on its economic status. When prosperous, it will seek to create a vast central Indian state and can threaten company interests in Bombay. Until their defeat by the British in Second and Third Anglo-Maratha wars of the early 19th century, the Maratha Confederacy was the primary power on the subcontinent.

**Hyderabad** offers the company their most lucrative trading opportunity at some considerable risk. While not easily conquered, orders can be easily disrupted in times of chaos and even a depressed Hyderabad, if still lucrative, can prove damaging if the collapse events are triggered. This uncertainty reflects both the interference of other European powers and also the local piracy that constantly threatened the precious natural resources of the region. The possibility of a significant empire emerging around Hyderabad is remote. If Maratha revolts, the tilt to chaos will usually keep Hyderabad from developing dominions. However if Mughal authority stays strong, India will sometimes polarize between that northern empire and a southern one.

**Mysore** is similar to Hyderabad. The emergence of a southern empire of some size often hinges on which region begins conquering its neighbors first. Like Maratha, Mysore is usually less valuable to the company for its limited potential revenue, but it can be a good idea for the Bombay Presidency to open the region to trade in chaotic times to prevent Mysore from threatening Bombay.

**Bengal** is the region that will usually guarantee the Company's financial viability during the opening turns of the Early Company scenario. It can also be a tempting first conquest with high tax values and weak revolts. The only downside to the conquest is that it reduces the regions excellent natural defense of 2 to 0 and forces the Company to garrison an army large enough to fend off the other Indian states—such as the Punjab, which might threaten it again.

**Bombay** is a puzzle. Though western India had been a huge commercial fixture in the Company's past history, by 1710 it was exhausted and subject to infighting. The puzzle it offers to the Company is easily stated but hard to resolve: no region benefits more from prosperity than Bombay, but conquering Bombay and providing the investment necessary to jumpstart the region can open the company up to the threat of revolt and of conquest. No region is as likely to be attacked and conquered by non-British actors as Bombay.

**Sindh** is also a not a desirable conquest. This is less a function of the threat offered from other regions than from its tendency to revolt—representing both the autonomy of local power in the Sindh and the predilection of Afghan tribes to raid the area. For

this reason, the Company should probably stay away until late in the game, though the region is often a good target for the open trade action. The two strength 6 conquest events represent the invasion of India by Nader Shah of Persia. If the Mughal Empire can avoid the revolt of Maratha, the power of this invasion can splinter even a stable empire.

**Madras** may seem like a good Company target both for the possibilities of investment and for its high tax value. However, Madras should only be attempted if the Company can defend it. The revolts on the Madras card represent the interference of France and other European powers against British dominance in India.

## L6. Endnotes

<sup>1</sup> Most SMG games take place in relatively lawless arenas: *fin de siècle* Mexico, nineteenth century Afghanistan, fifteenth century Europe. For this reason, negotiations are never enforceable. This matter is different with respect to the British Empire. One of the most important advantages of the British Empire was its robust legal system, especially with regards to tort law and enforceable contracts. These legal codes were additionally reinforced by a social and cultural environment that punished dishonorable behavior. Of course, these codes often only applied to the actions of the British men with other British men. *John Company's* promise system reflect the consequences of these systems and allows for the possibility of multi-turn agreements between players.

<sup>2</sup> By the eighteenth century, the Company was directly responsible for the construction of its own ships. However, it relied on a broad network of suppliers both for materials and for the provisioning of those ships--costs which often dwarfed the actual construction of the ships. Player cubes in the shipyard resource box therefore represent the development of these non-Company industries and the growth of the ship building lobby within the company.

<sup>3</sup> The cubes on the Court of Directors represent more than stock certificates. Those with considerable interest in the Company formed the Court of Directors, which managed the Company under the direction of a Chairman elected from the court. Though the Court of Directors was answerable to the broader General Court (shareholders of more limited interest), in practice the broader court never interfered with Company business.

<sup>4</sup> The cube limit reflects the ability of a family to be cohesive. The removal of a prize or manor cube represents the children of an established wing of the family seeking their fortune elsewhere.

<sup>5</sup> Global trade in the eighteenth and nineteenth century involved considerable risk, and those who held executive positions in a Company often had to make difficult budgetary decisions. Company profits could fluctuate from 22% (1713) to -8% (1722). Later in the century, these profits stabilized somewhat around 5%, but the stability was mostly due to an increase in lending practices that allowed factories and foreign Offices to continue to operate through challenging circumstances. Within the game, chaos is driven both by events and by player choice. Checks represent the chaos of the Indian political landscape as well as global forces. The failure of a roll might represent company corruption, accidents, or mismanagement.

<sup>6</sup> In *John Company* the difference between goods and ships represents two different Company strategies. Ships represent investments in infrastructure and capacity. Good, in contrast, represent a higher bandwidth commercial strategy that relied on short-term shipping contracts with third parties. So, when goods move with the Sail Action, their physical movement should be understood as dependent on actors outside of the game.

<sup>7</sup> Captains were allowed to profit directly from inter-Asiatic trade (sometimes called the "country trade") so long as they did not attempt to privately export to the West. Though these trades were allowed, they did considerable damage to the Company's profitability due to the opportunity costs associated with these trades. In game terms the money paid from the Company to its Captains should be understood as money earned by the Captains through their own private efforts and the Company's losses should be understood as a theft of time. Though Captains may have been able to make the most revenue from such trades, virtually all Company employees could participate in the inter-Asiatic trade and even develop businesses that operated solely in Asia. For this reason, even low-level Company positions such as writers could be quite lucrative. Regrettably the scale of *John Company* does not allow for a full treatment of this level of the Company's operation. For more, see Holden Furber's book *John Company at Work* and Peter Marshall's article "Private British Trade in the Indian Ocean before 1800" which can be found within Patrick Tuck's massive edited collection, *The East India Company 1600-1858*.

<sup>8</sup> A black disk on an office represents some barrier in a player converting their status in the Company to respectability back home. This may be due to corruption and scandal (via the Board of Control) or because the region was eliminated through revolt or conquest. Even the highly publicized trial of Warren Hastings did not derail reentry into polite society.

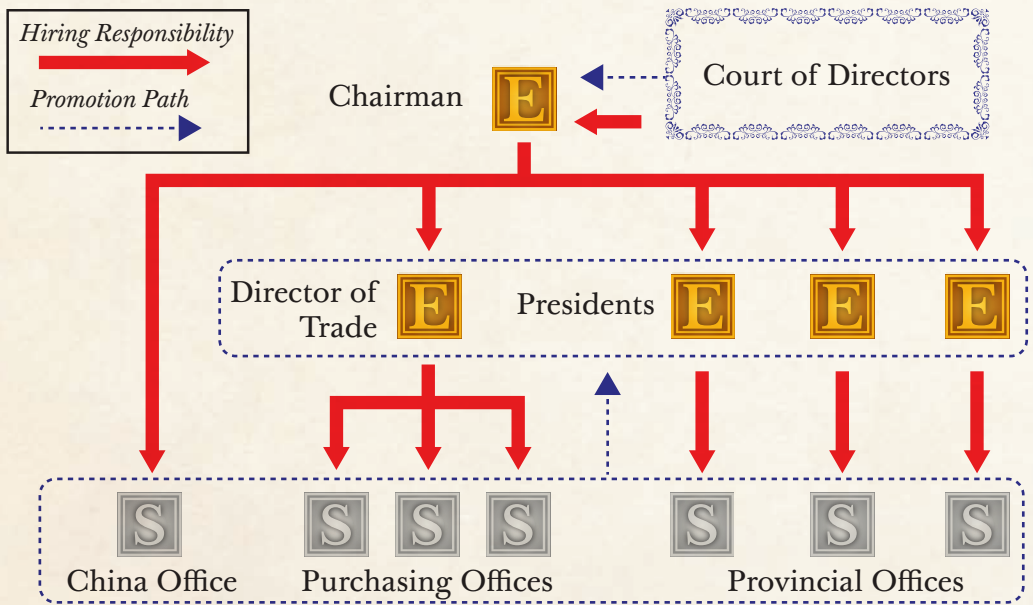
<sup>9</sup> Over the course of the eighteenth century the East India Company was bailed out over a dozen times. Many of these bailouts were small and are captured, partly, through the debt action. However the Company also benefited from several massive bailouts, including, most famously, in 1772 which led directly to both the Tea Acts and the Regulating Act of 1773. The forces leading to these bailouts usually related to either British domestic policy (most especially protectionist policies meant to shield the budding British textile industry from superior Indian products) or economic depressions and collapses in India.

<sup>10</sup> The Sepoy Mutiny/First War of Indian Independence was simply one of many international debacles that would have led to the British government seizing control of the Company's political project in India. In *John Company* such an event could occur gradually or in one dramatic burst of revolution. In some of these instances the British Government may have stepped into the vacuum and reasserted British power in the region. However, in other situations, especially those where there was little investment in the area, the British government would likely have not mounted an intervention. *John Company* leaves this question open.

# What Are My Chances?

	1d6	2d6	3d6	4d6	5d6	6d6	7d6
✓	33%	55%	70%	80%	87%	91%	94%
✗	33%	33%	26%	18%	13%	9%	6%
↩	33%	11%	4%	1%	<1%	<1%	<1%

# Who Hires Whom?



# What's Happening in India?

- Flip region. TILT direction of flip. DISRUPT orders if now DEPRESSED.
- TILT to chaos. DISRUPT any complete orders.
- TILT to order.
- Region becomes SOVEREIGN and CLOSED. TILT to chaos. May cancel with Police Action.
- to lowest DOMINATED
- If attack strength is > target's defense, target becomes DOMINATED.
- to lowest SOVEREIGN

Officers may also be promoted to PROVINCIAL OFFICES

Writers

	Punjab	Maratha	Hyderabad	Mysore	Bengal	Bombay	Sindh	Madras
<b>6 TURNS</b>								
Conquered	14%	10%	37%	17%	50%	77%	16%	57%
Depression	11%	50%	82%	64%	67%	36%	45%	33%
<b>10 TURNS</b>								
Conquered	28%	13%	49%	30%	65%	88%	29%	71%
Depression	34%	62%	90%	84%	82%	58%	63%	52%

Probabilities indicate chance of event happening at least **once** in a game with a sample size of 250,000 games. Depression numbers include flips to Depressed and Collapse events.