English

BATAVIA

Rules of the Game

Magnificent sunsets, exotic flora and fauna, the aroma of finest spices in the air – the Far East has always had a magical appeal to adventurers, soldiers of fortune, explorers, traders and merchants.

Around 400 years ago, merchants in many different countries organized themselves into companies so that they could send larger fleets of ships to the Far East.

They hoped for huge profits from these voyages, because spices such as pepper and nutmeg were quite literally worth their weight in gold.

Game Materials

- **1 Game Board** – depicting Asia, the destination of the various East India Companies, with a line of hexes on which the Companies' trading posts are placed.



- **35 Trading Posts** – each trading post counter shows the **flag** of a company and a **commodity**.



- **1 Target Counter** – with the flags of all 5 companies.
- **1 Dice**
- **75 Promissory Notes** – as the means of payment when auctioning ship cards. Each promissory note has the value "1".

Promissory notes have been used as a means of payment between merchants for more than a thousand years.



- **1 Set of Instructions**
- **60 Commodities** – 12 crates in each of the five player colours.



- **5 Merchant Figures** – in the five player colours.



- **5 Counting Pieces** – to show the players' gold coins.



- **110 Ship Cards** – each card shows the **flag** of one of the five East India Companies.



The companies come from the nations (left to right): Britain, Denmark, France, Netherlands, Sweden

- **1 Ship** – the starter player's piece



- **1 Cannon** – to show how many ship cards in total are lying out open.



- **5 Ship Cubes** – each of these five black cubes has the flag of a company stuck to it to show how many ship cards from one company are in play.



- **5 Company Seals** – each of these black discs has the flag of a company attached to it to show which player has the most ship cards of a company in play.



Preparing the Game

Game Board and Trading Post Counters

The **game board** is laid out and the **Target Counter** is put on its hex.

The **counters with the trading posts** are first sorted by their company flag, then each of the 5 stacks is shuffled and placed face down.

The top counters are then removed from each stack, shuffled and placed face down on the first trading post hexes (1 to 5) on the board.

The next counters are then removed from the top of each stack, shuffled and placed on the next five hexes. This process is repeated until all of the trading post hexes are covered with counters.

When this is done, the first 10 trading post counters (on hexes 1 to 10) are turned face up.

Alternative Setup for a Quick Start

To get the game off to a faster start, you can play with open trading posts.

To do this, the counters are laid face up on the corresponding hexes on the board, numbered from 1-35.

This means that no counters have to be turned over during the game.

All of the other rules remain the same.





Ship Cards and Other Material

The **ship cards** are shuffled and each player is dealt **10 cards** face down. The remaining cards are placed face down in a stack.

In addition to this, each player is given **1 Merchant Figure, 12 Commodities** and **1 Counting Piece** in the colour of their choice, as well as **15 Promissory Notes**.

Each player places their counting piece on the start space of the Gold Coin strip and their Merchant Figure on the start space in front of the first trading post counter.

The **Cannon** and the **5 ship pieces** are placed on the board at space "0" on the Ship Scale.

The **5 Company Seals** and the **Ship** are kept in readiness on the board.

The oldest player is the first auctioneer and is given the **dice**. This player conducts the first auction.

Note: If there are fewer than 5 players, the leftover pieces and counters should be put to the side, because they are not needed.

Object of the Game

In their role as merchants, the players visit the trading posts of the five East India Companies throughout Asia. Each Company trading post offers a different commodity, which is given to the merchant who visits that particular trading post.

To acquire a passage on the company's ships to the trading post in question, however, the player must have the corresponding ship cards.

The player who manages to travel to the trading posts with the most lucrative commodities and collect the most commodities in a warehouse is awarded gold coins at the end of the game.



Game Sequence

The game is played in rounds, each of which has the same sequence. To begin with, all players participate in a Ship Card and Starter Player's piece auction, then the game continues clockwise.

A. Ship Card auction
B. Players' moves:

- Draw 2 ship cards from the stack or
- Play Ship Cards

A. Ship Card Auction

The auctioneer throws the dice and turns over the same number of ship cards from the stack as the number shown on the dice.

These cards are then auctioned off as a **package** and the player who bids the most is the next starter player. The player to the left of the auctioneer opens the auction with the first bid, which can be as high as desired. The bids are made with promissory notes, each of which has the value "1".

Moving in clockwise direction, all players now submit an offer, each of which must be higher than the preceding one. Any player who cannot or does not wish to bid higher can pass, thereby dropping out of this particular round of bidding.

The bidding continues until only one player is left over.

This player then pays for his/her bid by handing over the corresponding number of promissory notes to the other players as evenly as possible. Beginning with the player on the left, he/she distributes one promissory note after the other to every player until the sum of the bid is reached. This player does not deal out any promissory notes to him/herself!

This player is then given the ship as the start piece and takes possession of the ship cards for which the bid was made.

It must be clear for all to see here how many cards each player has in his/her hand.



Example: The auctioneer has thrown a "3" and turned over 2 British cards and 1 Swedish card. These three cards are then auctioned as 1 package.

Note: If the ship card stack gets used up in the course of a game, the discarded cards should be well shuffled and turned over to form a new stack.



Bids are made with promissory notes.

Players do not have to show how many promissory notes they have.

Note: The first bidder can pass and therefore exclude him/herself from that particular round of bidding. If ***all players pass,*** *the ship cards that have been turned over remain open until the next round, where they are auctioned off together with the next cards. The starter player does* ***not*** *change. If this happens in the first auction round, the auctioneer becomes the starter player.*

Every bid can be as high as desired, but players can only offer promissory notes that they actually own!



A package with 3 ship cards and the ship (starter player's piece).

B. Player Moves

All players now make their moves, beginning with the starter player. The following options are available, but only **one** of them may be used:



Draw Ship Cards

Players draw the **two top cards** from the Ship Card stack and put them into their hand. That is the end of the move.

Play Ship Cards

Players play cards from their hand in order to move their Merchant Figures to a trading post counter. In this way, players obtain trading post counters and the commodities that belong to them which are then marked with a separate commodity piece in the corresponding warehouse.

The following steps are taken one after the other:

1. Lay out **ship cards**
2. Move **Merchant Figure**
3. Convert **trading post counters** into gold coins (voluntary)

1. Laying out ship cards

A player lays out as many of his/her ship cards as desired (minimum 1) from as many companies as desired face up on the table. The cards are sorted by company, clearly visible to all players.

The following condition applies here: the laid out cards must include the majority of the cards of at least one of the five companies – either at the beginning of the move (Case 1) or once the cards have been laid out (Case 2).

Case 1:
A player **already has the majority** of the cards of one (or several) company/ies laid out at the start of the move. This player then plays **any desired** card, no matter from which company. The player can also play several cards and form more majorities.

Case 2:
If a player **does not have the majority** of cards of any company when the move begins, he or she **must** create at least one majority by playing the right cards. He/she may of course play additional cards and form more majorities.



*Note: A player who has more cards of a company laid out than any other player has a **majority**. An equal number of cards does not count as a majority.*



A player who does not have a majority and cannot create one may not lay out any cards. This player must choose the other option and draw 2 ship cards.

The number of cards played is marked during the game, because once a certain number has been reached, there will be a **pirate attack** where laid out cards can get lost.

For every ship card played, the **Cannon** is moved forward one space on the scale. If a total of more than 25 cards have been laid out, the Cannon is left standing on the last space of the scale (25). In addition to this, the **ship pieces** of the companies concerned are also moved forward by 1 space per card on the scale.



*Note: Each **ship piece** always shows on the ship scale the total number of **ship cards of the corresponding company** that have been laid out.*

*The **Cannon** always shows the total number of **all** cards that have been laid out.*

We recommend that one player be given the task of moving the marker pieces.



Example: It's Hanna's move and she plays 4 Dutch and 2 French East India Company ship cards.

The marker for the Dutch ship cards is moved 4 places forward and the French marker 2.

The Cannon must be moved forward a total of 6 places.

When a player obtains a majority of the ship cards of a company and lays them out, he or she takes the matching **Company Seal** from the board (or from the player who previously held this majority) and places it down clearly visibly next to his/her laid out cards.

If a stalemate situation is achieved with the previous holder of a seal by playing out ship cards, the seal of the company in question must be put back on the board, because no player currently has the majority of the ship cards of this company.





The Company Seal is used to indicate that a player has laid out the majority of the ship cards of a particular company.



2. Moving the Merchant Figure

The player now **moves** his/her Merchant Figure to the **next** trading post counter of the company whose seal he/she possesses. The player **removes** the counter and places his/her Merchant Figure on the empty hex.

If a player has **several seals**, he/she must **decide on one** of the companies.

The players **must always** move their Merchant Figures **forward** in the direction of the Target Counter. They may **not** be moved **backwards**.

Empty hexes, trading post counters of other companies and the figures of other players are simply jumped over.

Trading post counters that have been passed by all players are left where they are for the rest of the game. They serve no further purpose.



Example: The player only has the Danish Company Seal, so he/she must move to the next Danish trading post.

The trading post counter that the player has just acquired determines the commodity which that player may store and the company from which the commodity originates.

The player puts one of his/her own **crates** into the warehouse with the matching commodity symbol on the square of the corresponding company.



Example: A player acquires the commodity "silk" from the Danish trading post and marks this by placing one of his/her crates in the Silk warehouse.

If a Merchant Figure has been moved to one of the last 5 open counters, the **next 5 counters** on the board are **turned face up**.

Note: In the beginners' version of the game, ***all of the counters are turned over*** *anyway, so this rule does not apply here.*

3. Converting Trading Post Counters into Gold Coins

The player must now decide whether he/she wants to keep the trading post counters he/she has just acquired and lays it out in front of him/her, or converts it, individually or together with other collected counters, into gold coins.

The **prerequisite for exchanging** them, however, is that the new counter is from a different company than the ones the player currently holds.

To make the exchange, the player hands in **1 trading post counter from each company** from which he/she currently has counters. The exchanged counters are removed from the game. The remaining counters can be considered during the next exchange.

The player receives the following numbers of gold coins, depending on the number of counters exchanged:

1 trading post counter ..... 1 gold coin (GCs),
2 trading post counters from different companies 3 GCs,
3 different counters ..... 6 GCs,
4 different counters ..... 10 GCs,
5 different counters ..... 15 GCs.

Counting pieces are placed on the Gold Coin strip at the edge of the board to indicate the number of gold coins acquired.

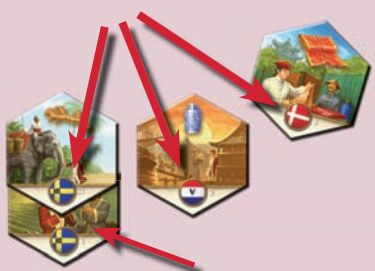
Example: Hanna currently holds trading post counters from 4 companies, with the exception of the British East India Company. When she gets a new counter, she can only exchange the ones she already has if the new one is a British counter. Otherwise she must keep all of her trading post counters and cannot convert them into gold coins.

Note: The commodities shown on the counters are of ***no*** *significance here.*



Example: A player gets a counter from the Danish East India Company. He/she does not already have any counters from this company so decides to convert counters into gold coins.

The player has counters from 3 different companies which convert into 6 gold coins which are then marked on the board.



One Swedish counter remains, which the player can exchange later in the game.



Immediately after a player has made a move, a pirate attack can occur.

Pirate Attacks

The more ship cards played, the greater the risk of a pirate attack.

When the Cannon reaches or moves beyond space 21 (with 3 players) or space 25 (with 4 or 5 players), pirates attack the largest East India Company and sink its ships.

To do so, **all of the ship cards** of the company which has the most cards laid out are gathered in and put aside *(thanks to the pieces on the ship scale, it is easy to recognize which cards are affected).*

If several companies are affected, the laid out cards of **all companies concerned** are gathered in to form the discard pile.

After a pirate attack, all cards that remain laid out are counted and their value is marked accordingly with the Cannon on the ship scale. The ship pieces of the companies whose cards were removed are put back to space "0".

It is now the turn of the next player.

Once all players have had a turn, a new round begins with the auctioning of ship cards. The starter player plays the role of the auctioneer.

Note: Moving the Cannon and ship pieces helps to keep track of how many cards have been laid out in total and per company by all players. If there is doubt that the marker pieces have been set correctly, this can be easily checked at any time by counting the open cards. In cases of this kind, the actual number of ship cards laid out applies. If there are any differences, the marker pieces should be shifted accordingly.



Example: The Cannon reaches space 25 and the pirates attack. The Danish East India Company currently has the most ship cards lying out. All 11 cards are discarded and the marker pieces are adjusted accordingly.

End of the game

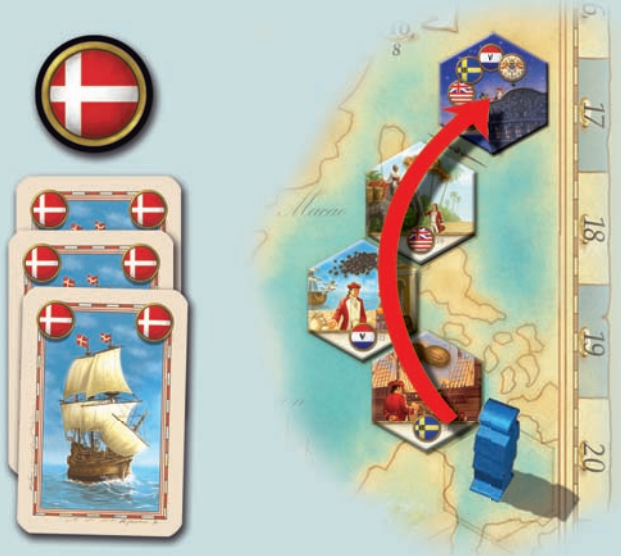
If a player has played some ship cards but can no longer find a corresponding trading post counter onto which to move his/her figure, the player moves his/her figure onto the Target Counter and picks it up.

The round then continues until completed.

As soon as a player has taken the Target Counter, the remaining players (who have not yet had a turn in this round) can only play out cards if they can reach a trading post counter with a matching seal. If there is **no** longer a matching counter, the player must draw **2 ship cards**.

The scores are added up once the round has been completed.

Note: The player who gets the Target Counter cannot convert his/her remaining trading post counters into gold coins.



Example: It's Hanna's turn (blue) and she plays out cards which are all marked with the Danish Company Seal. There are no more Danish trading posts in front of her Merchant Figure, so she moves to the Target Counter, which is worth 4 gold coins. If Hanna also had cards with the Swedish seal on it, she would have to move to the Swedish trading post counter.

Scoring

All players lay out all of the ship cards that they still have in their hand, then the Company Seals are distributed in accordance with the rules of the game.

*Note: There can be **no** pirate attack at this stage of the game (Scoring), no matter how many ship cards are laid out.*

Gold coins are added as follows to those already acquired (by exchanging trading post counters) and marked on the gold coin strip:

- Gold coins are credited as follows to the player who placed **the most commodities in a warehouse**. Each commodity has a different value:

(If **several** players have the most commodities in a warehouse, the values set in brackets are awarded):



Tea … 10 GCs (draw 5 GCs)	Cotton … 11 GCs (5 GCs)	China … 12 GCS (6 GCs)	Silk…… 13 GCs (6 GCs)	Ginger 14 GCs (7 GCs)	Nutmeg 15 GCs (7 GCs)	Pepper 16 GCs (8 GCs)

- The player with the **most promissory notes** gets **5 gold coins**. In the event of a draw, all of the players concerned get 2 gold coins.



- The player with the **Target Counter** gets **4 gold coins**.



- Players are awarded **2 gold coins** for each Company Seal.



The player with the most gold coins wins the game as the richest merchant.
The win is split in the event of a draw.



Example: Orange stored the most in the Silk Warehouse and is awarded 13 gold coins. All of the other players in the Silk warehouse get nothing.



Example: Red, yellow and blue share the majority in the Silk Warehouse, so each of them is awarded 6 gold coins.



Example: Yellow and blue share the majority in the Silk Warehouse, so each of them is awarded 6 gold coins and red gets nothing.

Overview of One Round of Play

Auctioning of Ship Cards

The first player throws the dice and turns over the corresponding number of cards.

The highest bidder gets the cards and becomes the starter player for this round.

Player Moves

Beginning with the starter player, each player makes one of the following moves in turn in a clockwise direction:

Either

Draw 2 Ship Cards

Or

- Play ship cards (at least 1)
  (Company Seal is the condition)
  Adjust marker pieces accordingly (Cannon and ship pieces)
- Move Merchant Figure forward
  Pick up trading post counter
  Put crate in the corresponding warehouse
  Turn over the next 5 trading post counters when necessary
- Convert trading post counters into gold coins as required

Possible pirate attack (with 21 or 25 open cards).

The game ends in the round in which the Target Counter is taken.