

CHARTERED

↳ Building Amsterdam ↳



The difference between the Chartered's

Chartered: Building Amsterdam goes beyond a simple reimplement of **Chartered: The Golden Age**. The new **Chartered** is a new standalone game, but to those who have played **Chartered: The Golden Age**, **Big Boss** or **Acquire** it will feel familiar. On this page, we provide a quick overview of the five most important differences without going into too much detail.

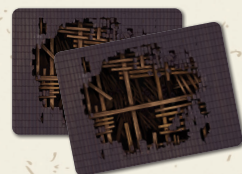
1. The modular game board – We now have four boards that you can arrange yourself, allowing you to adjust the gameplay. You start of with a standard arrangement that will make you understand the game. But you can set it up differently, for instance to create larger blocks of building plots (to promote faster growth and more mergers), or stretched out (to allow for more companies to develop), or clustered but with an outlier board (to allow players to pursue different tactics such as isolationist vs high risk of mergers), and many others.
2. The placement of the building plots on the boards – We have moved away from the single file line of building plots towards a mixture of grouped building plots and lined up building plots. This decreases the chances of blocking someone simply by holding a single card, and increases the incentives for bold growth.



3. The founding of companies – As an exception you can play two cards in one turn to found a new company. Plus, you can found a new company diagonally. And for the lovers of **Big Boss** or **Chartered: The Golden Age**, you do not get ‘bonus’ houses anymore when you found a company (or free stock). This means that you can always count the size of a company to check if the value on the stock chart is still correct.



4. Broken roofs – We have introduced ‘broken roofs’ to allow players to actively diminish the value of a company, but limited it to a maximum of two broken roofs per player.



5. Stock events – We have introduced lines on the stock chart that will trigger stock events when a company grows beyond the line, OR players can actively pay to activate these stock events. The stock events will result in bidding, auctioning or trading.

