COMPANIA

カンパニア

Instruction Manual

STORY

Expanding provinces, flying ships, industrial facilities being built one after another.

Can you believe it?

It wasn't long ago when I was running dirty pipes in back alleys,

but now I've become the owner of a company with a team of employees and a fleet of ships.

With the dream fulfilled, this is just the starting point for a new destiny.

The adventure continues, and there is no turning back. Yes, not until I have the world in my grasp.

10+ 1-6P 60-90min

ASOBITION

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COMPONENTS

180 Player Cubes [30 cubes per color]

1 phase marker

54 Dice [9 dice per color]

18 Resource Markers
[6 markers per color]

148 Kilogold Tokens
[1 ㎏×46 / 5 ㎏×32 / 10 ㎏×24 / 50 ㎏×18/ 100 ㎏×22 / 500 ㎏×6]

6 Player Shields [1 shield per color, reference on reverse side]

Front

Back

1 Main Board

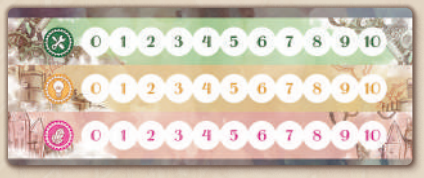
26 Area Tiles
[6 Basic Tiles, 15 Development Tiles, 5 Advanced Development Tiles]

Basic Tiles | Development Tiles | Advanced Development Tiles

12 Investment Tiles (3 per Phase)

6 Area Selection Boards

6 Resource Management Boards



84 Building cards
[73 Building cards,11 Advanced Building cards]

Building cards　　Advanced Building cards

14 Sponsor Cards

18 Company Cards

6 Character Cards (for solo play)
1 Point Conversion Chart Card (for solo play)
1 Layout card (for solo play)

GAME OVERVIEW

In this game, each player aims to have more Kilogold (KG) than anyone else at the end of nine rounds.

Kilogold

KG is the unit of currency in Compania. The amount of Kilogold a player has is public information at all times.

Resources

There are three different resources in this game.

The amount of each resource a player has is recorded using the player's resource management board. Whenever you acquire or pay for a resource, move the appropriate resource marker to the right or left to increase or decrease its value.

Example: The figure below shows that the player has 2, 4, and 0.

⚠ Important

You can have up to 10 resources of each type. If you'd gain an 11th, you don't gain anything.

Dice

Your dice represent the ships used to transport your workers. Dice are used to indicate how many workers (player cubes) will be sent to each area during the Planning Phase.

Rarely, some effects may cause you to roll dice.

Player Cubes

Cubes represent your workers which are placed on area tiles, investment tiles, and building cards.

GAME SETUP

Main Board Setup

1. Lay out the main board in the center of the table.
2. Locate basic area tiles A thru F and place them on the main board in the matching areas marked A thru F.
3. Shuffle the development tiles face down and place them in a stack near the main board.

★ Advanced Rule ★

3. Mix the advanced development tiles into the development tile stack.

*Advanced rules are shown in boxes like the one above and include additional rules and content. These rules are for players who are already familiar with the game.

If you play with the normal rules, please skip the information shown in these boxes.

4. Shuffle the building cards and stack them face down in the building card area on the main board.

★ Advanced Rule ★

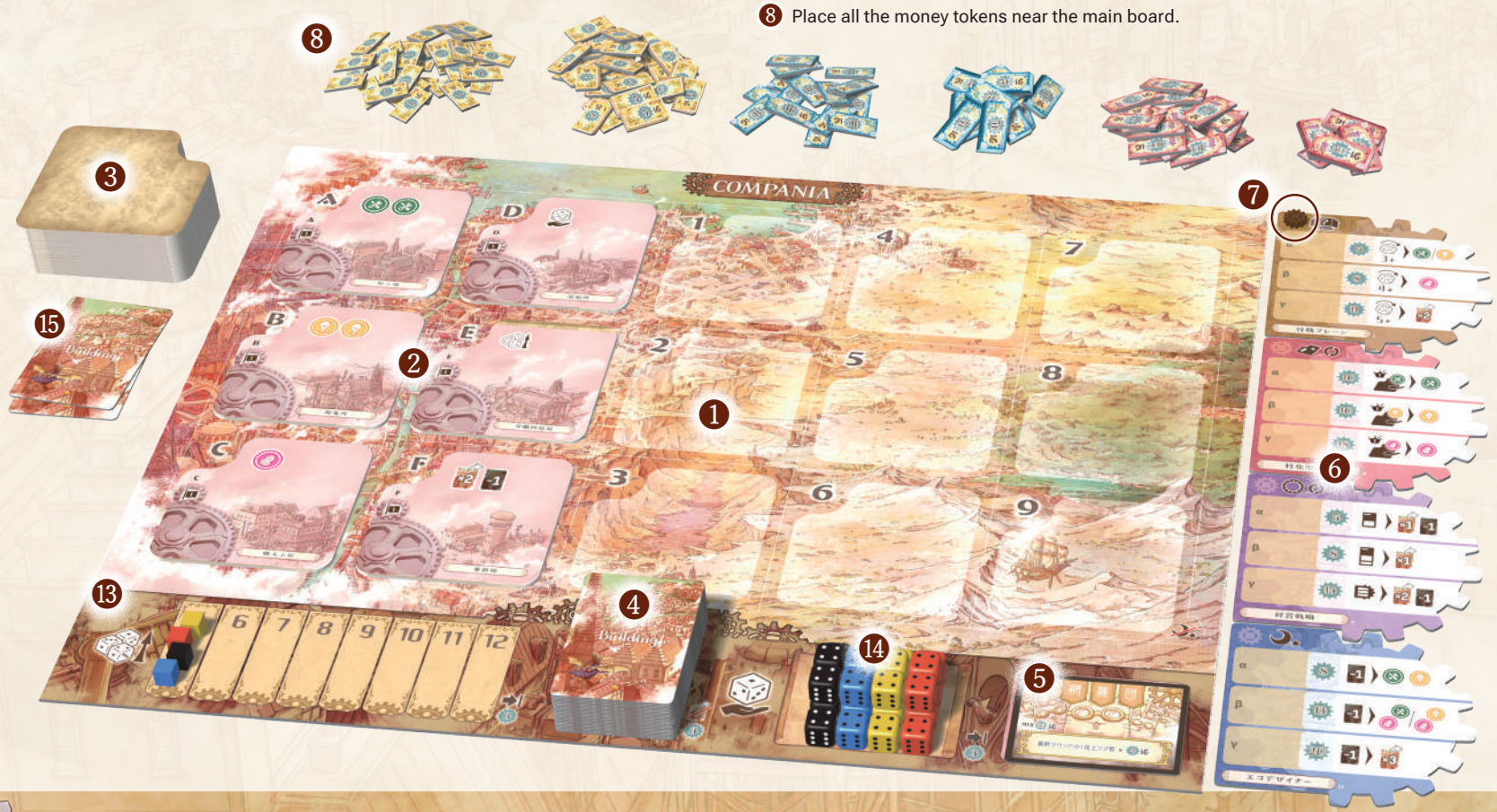
4. Shuffle the advanced building cards with the building cards. Place the deck on the building card space on the main board.

5. Choose one sponsor card at random and place it face up in the sponsor card slot on the main board. Return the remaining sponsor cards to the box.

★ Advanced Rule ★

5. Leave the remaining sponsor cards out of the box for later use.

6. Randomly select one investment tile of each color. Place these on the right side of the main board in the following order from top to bottom: Planning Phase Area Phase Company Phase End Phase. Return the remaining investment tiles to the box.
7. Place the phase marker on the planning phase investment tile ❻ in the phase marker space.
8. Place all the money tokens near the main board.



Individual Player Setup

9. Choose a shield. There are no differences in abilities for each character, so choose according to the one you like.
10. Take the 9 dice and 30 player cubes in the corresponding color of your shield.
11. Take one area selection board and place it behind your shield.
12. Take one resource management board and three resource markers (one of each type). Place the resource markers on the 0 spaces in their corresponding tracks.
13. Place one of your player cubes on the main board in the number 5 square of the "sum of all dice track".
14. Place 6 of your dice in the dice storage area on the main board.
15. Draw 4 building cards from the stack of building cards on the main board. Choose 2 of them to be your starting hand. Create a discard pile near the main board and discard the rest face down there.

★ Advanced Rule ★

15. In addition to the 4 building cards, each player also draws 2 sponsor cards and 2 company cards. Each player picks their 2 building cards as usual and also one sponsor card and one company card. Players can look at all these cards together to find their preferred combination. Cards are discarded to their own piles.

Keep the sponsor card you have chosen face down on the table so that it is not shown to other players until the end of the game. Sponsor cards will generate money at the end of the game if you meet their conditions. (see P.16)

16. Each player reveals their company card and receives their starting resources written in the box with the ϟ icon next to it. Each player also gains the special ability written on their company card until the end of the game.

2 Player Only Rules

When playing this game with only two players, each player uses subsidiary ships (dice) and workers (player cubes). During setup, each player receives 3 more dice and 30 more player cubes of another color from the ones that aren't being used. These are treated as subsidiary dice and subsidiary player cubes.

⇒ Additional rules for 2 player games are explained on page 17.

Solo Play Rules

⇒ Rules for solo play, including setup, are explained on page 19.

GAME FLOW

Compania is played in rounds. Each round consists of the following 3 phases.

1. Planning phase (→ P.6)

In this round, secretly choose how many player cubes (workers) to send out and to which area tiles. These choices are then revealed simultaneously and the player cubes are placed in the selected area tiles.

2. Area Phase (→ P.8)

The player with the highest number of player cubes in each area tile takes control of that area and gets the area's special action.

3. Company Phase (→ P.11)

In this phase, players may perform the following three actions: construction, revenue, and investment.

Construction: Pay the necessary resources to build a building card from your hand to your play area.

Revenue: Use the building cards in your play area to obtain kg.

Investment: Pay kg to gain abilities from investment tiles.

4. End of Round Phase

⚠ Important

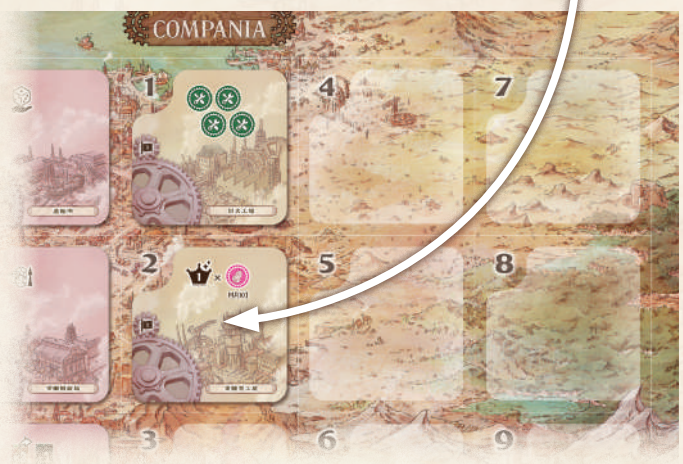
There are no player turns in this game.
Each phase is performed simultaneously by all players.

GAME FLOW IN DETAIL

1. The Planning Phase

At the beginning of each round, draw the top development area tile from the stack and place it face up on the main board on the numbered area equal to the current round number.

Example: In the second round, place the tile in the number 2 area on the main board.



Each player secretly chooses how many player cubes (workers) to send to which area tiles this round.

Dice Placement

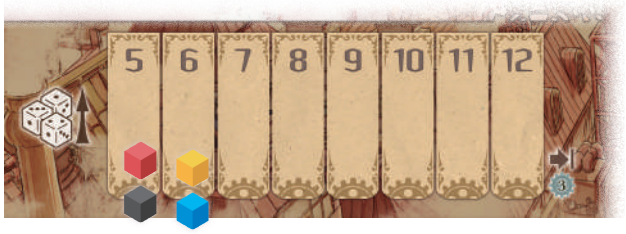
First, each player secretly chooses how many player cubes to send out and to which area tiles. Each die can be placed on one square of the area selection board. These squares correspond to the area tiles on the main board players will put their player cubes. The number showing on the die is the number of player cubes (workers) you will send to that area tile.

The total of numbers showing on all your dice combined cannot exceed your current number on the "sum of all dice track".

Dice cannot be placed on squares that correspond to an area on the main board with no revealed area tile.

Each square on your area selection board can only hold one die. You do not have to use all of your dice.

Example: The yellow player has 4 dice with their player cube on the 6 of the "sum of all dice track". The yellow player places three dice on the area selection board with a 2 on A, a 1 on F, and a 3 on 2, leaving one dice unused. The total of these three dice add up to 6 (which is the maximum total of cubes (workers) the yellow player can send out according to the "sum of all dice track").



Player Cube Placement

Once all players have completed their dice placement, everyone removes their shields and reveals their area selection boards. Then, players put their player cubes on the matching area tiles on the main board according to the dice numbers on their area selection boards.

*It is recommended to place cubes in order from A to F and then from 1 to 9. Be careful not to lose track of where you have placed cubes.

Example: The yellow player has placed 2 of their player cubes on area tile A, 1 on area tile F, and 3 on area tile 2. The other players did the same, placing their player cubes of their own color in their chosen area tiles.

Determine Control of Each Tile

After all player cubes have been placed, the player with control (the highest number of cubes) on each area tile moves their cubes to the lower left corner of that tile onto the illustration of the gear. The other cubes on left on the tile remain on the tile for now.

If there is only one player with cubes on an area tile, move all of their cubes onto the gear. If more than one player tied for control of an area, move all of their cubes onto the gear. These players are all considered to control this area.

From the second round onwards, there may be some player cubes from previous rounds on area tiles. Newly placed cubes are added with previously placed cubes to determine who is in control of an area tile.

The yellow player has the most cubes on areas A, F, and 2. They gain sole control of areas F and 2. They share control of area A with the red player.

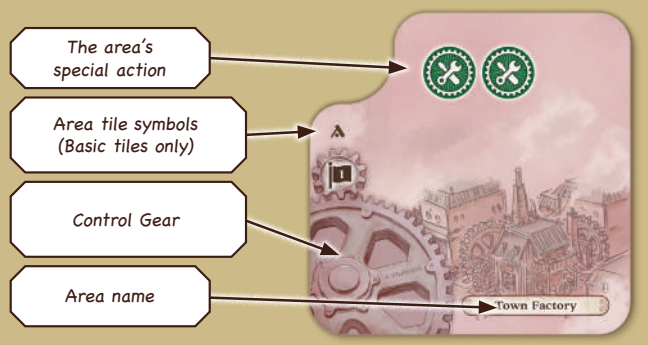
The planning phase ends when the player cubes on all area tiles have been sorted for control.

Move the phase marker to the area phase marker space on the investment tile.

2. The Area Phase

All players in control of an area tile perform the special action of that tile. If more than one player's cubes are tied for control, all of the tied players perform the area's special action.

Area Tile Layout



The order in which area actions are performed is arbitrary. However, area actions should be performed one tile at a time. Therefore, a player cannot perform an area's special action while another area's special action is being processed. Be careful to not lose track of which actions have been performed.

Players may forfeit an action if they wish.

The Area Phase ends when all players have completed their actions on the area tiles.

Move the phase marker to the company phase marker space on the investment tile.

Controlled Areas and Solely Controlled Areas

Controlled Area

This symbol designates a controlled area. If a player has control of a tile (i.e. their cubes are on the gear), regardless of being tied or not, they control that area tile.

Solely Controlled Area

This symbol designates a solely controlled area. If only one player has control of a tile (i.e. only their cubes are on the gear), they have sole control of that area.

Example: In the following area tiles, the yellow player has three controlled areas and two solely controlled areas.

During the game, some effects will care about the number of your controlled areas or solely controlled areas.

Note an area you have sole control of you are also considered to have control of.

Example: The yellow player gets from the A tile, draws two building cards and discards one from the F tile, and gets from the 2 tile: one for each area they have sole control of (F and 2).

Draw

Discard

Area Special Actions in Detail

• Town Factory

• Regional Power Plant

• Mechanized Workshop

• Power Distribution Station

• Mega Factory

• Industrial Zone

• Craftsman's Workshop

Gain resources (, ,) equal to the number of icons shown.

• Shipyard

Increases the number of dice held by 1.

Take one dice of your color from the dice storage area on the main board.

⚠ Important

The maximum number of dice you can have is 9.

If you do not have any dice of your color left in the dice storage area when you do , you get 3 instead.

• Labor Bureau

Increases your maximum player cube (worker) output by 1 during dice placement.

Move your player cube one square to the right on the "sum of all dice track".

⚠ Important

The maximum total sum allowed for all of your dice is 12.
If you would gain a 13th when you do , take 3 instead.

• Civilian Base

Do both and .

• Office Tower / Main Conference Hall

The player draws two (or three) building cards and puts them into their hand. Then one card is chosen from their entire hand to be discarded. Discarded building cards are placed face down in the discard pile near the main board. They cannot be looked at by any player.

⚠ Important

If the deck of building cards runs out, reshuffle the building cards in the discard pile to make a new deck.

If the deck of building cards is so small that all players who wish to draw building cards at the same time cannot do so or the deck has run out completely, those players gain 3 instead of performing the action to draw building cards.

• General Headquarters

The player draws two building cards and puts them into their hand. Then one card is chosen from their entire hand to be discarded. Then do .

• Reconfiguration Facility

Convert one in your possession into or .

Up to three conversions can be performed.

• Fusion Reactor

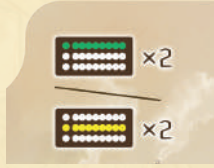
Convert or in your possession into .

Up to three conversions can be performed.

⚠ Important

If you perform multiple conversions, they must happen one after another (other actions cannot be performed during these conversions).

• Doubling Compartment



The number of or in your possession is doubled. If this would cause you to go past 10, you stop at 10.

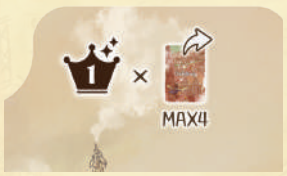
• Financial District

Gain either or equal to the number of your controlled areas. You cannot divide the amount to gain both. A max of 6 pieces can be obtained.

• Administrative District

Draw a number of building cards equal to the number of your solely controlled areas (max 4).

After that, one card is chosen from all cards in hand and discarded.



• Experimental Workshop

Obtain a number of equal to the number of your solely controlled areas. (max 4).

• Trade Port

Obtain or or .

Then, do .

• Economics University

Gain equal to twice the current round number.

★ Advanced Areas ★

• Building Guild

During the Company Phase of this round, or or is discounted from the cost of playing a building card. This can make the cost free.

This discount may be applied to each building card placed this round.

• Outlet Mall

During the company phase of this round, if you earn using a transaction building card, the revenue action cost is discounted by , , or . This can make the cost free. This discount may be applied each time you earn from a transaction building card.

• Neo Frontier

During this round, you are considered to have 2 extra controlled areas or one extra solely controlled area. This matters for certain area tile actions and building card earnings during other parts of the area phase.

• New Town / Casino City

Gain points equal to the number of your solely controlled areas (or roll a dice and use that number for your points). Use all of your points to gain any combination of the following: 1 point to gain or . 2 points to gain , or 1 building card, or or . Any unspent points are lost.

Example: The Casino City special action is performed.
The player rolls a dice and gets a 5.
With 2 points, the player does and with the remaining 3 points gains and .

3. The Company Phase

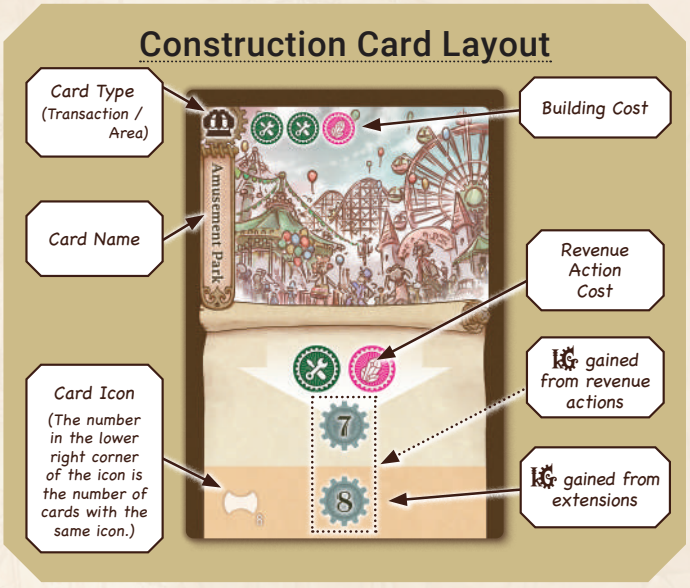
In the Company Phase, each player may perform each of the following three actions: Construction, Revenue, and Investment. These may be done in any order and as many times as possible, with the exception of investment which can only be performed once per round.

Construction

With the construction action, players can build building cards in their play area by paying the building cost in the upper left corner of the card.

Building cards remain in a player's play area until the end of the game.

Construction Card Layout



Example: The yellow player pays and for the building cost of the "Amusement Park" and puts it in their play area.

Extension

Players can use a building to extend an existing building instead of playing it as a separate building card into the play area. You still need to pay a building's cost to extend with it.

This is done by putting a building card from your hand under a building card in your play area. The extended building card must have the same icon in the lower left corner as the one it is being placed under. Place it so that only the extension area is visible. See diagram below.

Example: Pay for the building cost and insert it under the building card in your play area.

- Extensions can be built under the same building card as many times as possible. When building an extension on a building that already has one, play it under the bottommost card.
- Once a building card has been extended, it cannot be taken away. It must remain under the card for the rest of the game.
- Building extensions make a single building more efficient at making . However, a single building can only make so much , even when extended. Having more buildings gives you more chances to earn and extend!

A building card with 3 extensions underneath.

Building cards that have the same type of icon but were built separately.

Revenue

With the revenue action, each player can use the effects of the building cards they have built in their play area to gain .

To perform the revenue action, place a player cube on top of the building card you wish to gain revenue from to mark it as used. Each revenue action can only be performed once each round.

When you earn revenue from building cards, gain the sum of both visible on the top building card. If you have extensions below the top card, additionally gain the sum of all listed in the extension area.

Types of Building cards

There are two types of building cards:

Transaction cards and Area cards.

Transaction Cards *(yellow frame)*

For transaction building cards, you can pay the revenue action cost on the card to gain the total amount of written under the arrow mark. Include all extension amounts.

You can gain from each building card only once per round.

Example: If you do the revenue action with the "Amusement Park" shown above, you will get 15 by paying and .

Area Cards *(blue frame)*

Area building cards earn for meeting certain conditions with the area tiles on the main board in the current round. These conditions are written on each card. Also gain any extension amounts under the area card.

Example: If you do the revenue action at the "Survey Office" shown on the left, you will get 1 multiplied by the number of controlled areas you have this round.

Area Building cards in Detail

• Survey Office / Research Base / Resource Bureau

Gain the listed multiplied by the number of your controlled areas.

• Temple / Palace / Castle

Gain the listed multiplied by the number of your solely controlled areas.

• Military Fort

If the number of your controlled area tiles is 6 or more, gain the listed .

• Great Fortress

If the number of solely controlled area tiles is 4 or more, gain the listed .

• Reclaimed Land / Artificial Island

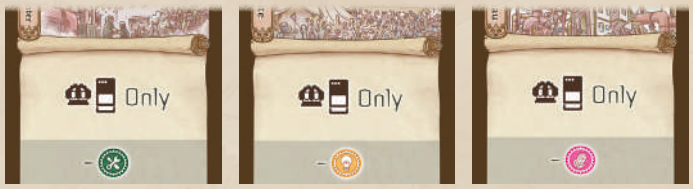
"Reclaimed Land" and "Artificial Island" are special area building cards. These building cards do not directly gain you , but instead act as if you have an additional controlled or solely controlled area.

Special Extension Building cards

These are building cards that are only used as building extensions. They cannot be placed in your play area by themselves.

・Recycling Center / Festival Site / Media Bureau

These can only be used as extensions on transaction (yellow) building cards. By adding these extensions, you can reduce the number of , , and you pay when performing the revenue action. It is possible to reduce these resources to zero, but you cannot create a negative value to earn resources back.



・Enhanced Machine / Secret Power Supply / Automatic Crystals

These can only be used as extensions on area (blue) building cards. However, they cannot be added to building cards with the ▶ icon (Reclaimed land / Artificial island).

★ Advanced Rule ★

・Magic Broom Workshop / Magic Agency

By paying , , or , gain the listed multiplied by the number of your controlled areas.

These cards belong to both the transaction and area card categories.

・Watchmaker / Display Shop / Jewelry Store

Gain the listed multiplied by the number of 's or 's or 's you have.

・Bookstore

Gain the listed multiplied by the number of building cards in your hand.

・Casino

Roll one dice. Gain equal to the number rolled.

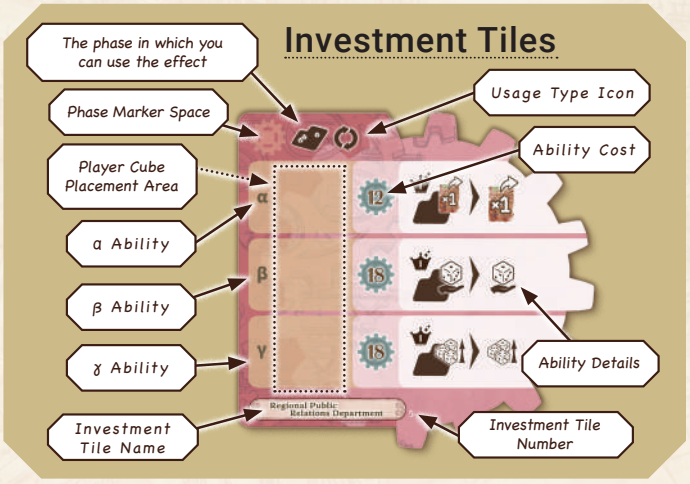
Watchmaker, Display Shop, Jewelry Store, Bookstore, and Casino are not considered to be Transaction or Area cards.

Investment

With the investment action, each player gains a permanent ability by placing a player cube on an investment tile.

Investment tiles are grouped into four categories, according to the phases in which they can use their abilities. An investment tile's ability may be used only once per round during the phase specified by the category.

Investment abilities marked with a (any number of times) icon can be used as many times as the condition is met.



Each player can have only one player cube on each investment tile.

When taking the investment action, the player pays the alpha, beta, or gamma cost using and puts one of their player cubes in the placement area of the selected ability. Players may invest in the same abilities as other players.

Investment Change

Players can also choose to change an investment ability on the same tile. To do this, you must pay the full cost of the investment ability (not the difference). Then, move your player cube to the new placement area on the tile.

⚠ Important

You may only make one investment or change one investment tile (not both) in each round.

Investment Tiles in Detail

1 : Speculation Brain (start of Planning phase / once only)

Roll a dice and...

α. if the number is 3 or more, gain or .

β. if the number is 4 or more, gain .

γ. if the number is 5 or more, gain 2 building cards.

2:Management Consulting (start of Planning phase / once only)

Roll a dice and...

α. if the number is 3 or more, draw 1 building card.

β. iIf the number is 4 or more, gain or or .

γ. if the number is 5 or more, choose either or .

3 : Financial Manager
(start of Planning phase / any number of times)

Roll a dice and...

α. If the number is 3 or more, gain 3.

β. If the number is 4 or more, draw 2 building cards, then discard 1 card from your hand.

γ. If the number is 5 or more, gain , , and .

※1-3 investment tiles should use the ability at the beginning of the planning phase.

4 : Specialized Equipment
(during the Area Phase / any number of times)

When performing the special action in an area tile where you have sole control...

α. if you gain at least one, gain one more .

β. if you gain at least one, gain one more .

γ. if you gain at least one, gain one more .

5 : Regional Public Relations Department
(during the Area Phase / any number of times)

When performing the special action in an area tile where you have sole control...

α. if you draw a building card, draw one more.

β. if you perform the action at least once, perform the action one more time.

γ. if you perform the action at least once, perform the action one more time.

6 : Crisis Room (end of the Area Phase / once only)

α. If you did not get any resources this round, gain or .

β. If the number of your controlled areas is 1 or less this round, draw 2 building cards. Then, discard any one card from your hand.

γ. If the number of your solely controlled areas is 1 or less this round, perform or .

7 : Management Strategy
(during the Company Phase / any number of times)

α. When you build a building card (including an extension), draw 1 building card. Then, discard any 1 building card from your hand face down.

β. When you build a building card as an extension, draw 1 Building card.

γ. When you do an investment action (or change an investment), draw 2 Building cards. Then, discard any 1 building card from your hand. (You also perform this action when buying this investment. If this investment is changed, do not perform this action.)

8 : Construction Consolidation (during the Company Phase / once only)

When a second building card is built in your play area in a single round (including extensions)...

α. Gain , or .

β. or .

γ. Gain 20.

9 : Professional Profit Increase
(during the Company Phase / any number of times)

α. Whenever a building card is built in your play area (including extensions), gain 2.

β Whenever an area (blue) building card is built in your play area (including extensions), draw 1 building card.

γ. Whenever you play a transaction (yellow) building card (including extensions), gain , or .

10 : Veteran Buyer (end of each round / once only)

α. Pay 3 to draw 1 building card.

β. Pay 4 to gain , or , or .

γ. Pay 5 to perform either or .

11 : Eco Designer (end of each round / once only)

Discard a building card from your hand to...

α. Gain .

β. Gain or .

γ. Draw 3 building cards.

12 : Pro Operator (end of each round / once only)

α. Gain equal to the number of area tiles with 1 or more of your player cubes remaining.

β. Gain , or , or equal to the number of area tiles with 3 or more of your player cubes remaining.

γ. If none of your player cubes remain on any area tiles, gain 20.

Example: The red player, with 3 controlled areas, first earns 6 by performing a revenue action on their "Research Base" that they built in the previous round.

Next, they pay 5 to obtain the alpha ability of the "Management Strategy" investment tile.

They then pay to build the "Power Supply Company" in their play area. With the ability of the investment tile they just invested in, they draw a building card and then discard one building card from their hand.

They then perform a revenue action on the "Power Supply Company" by paying to get 3.

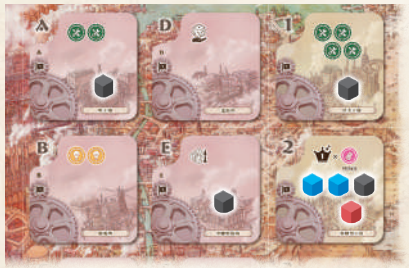
The Company Phase ends when all players have completed all necessary construction, revenue, and investment actions.

Move the phase marker to the End of Round phase marker space on the investment tile.

4.End of Round Phase

All player cubes that have control on a tile are returned to their players (i.e. all cubes are removed from the gear illustration on all tiles).

All player cubes that do not have control of a tile (i.e. not on the gear illustration) remain on the area tile. Even if you weren't able to get control this round, these remaining cubes will make it easier to get control in the next round.



Each player also collects all player cubes placed on building cards where they performed the revenue action.

Each player also checks to see if the number of building cards in their hand exceeds the maximum limit of six cards. If a player has 7 or more building cards in hand, they must choose cards to discard to bring their hand down to 6 cards.

After all players have collected their player cubes and the hand limit is checked, the end phase is completed and the next round begins.

Move the phase marker to the Planning phase marker space on the investment tile.

⚠ Important

In Round 9 (the last round), the End of Round phase is not performed. Player cubes on the main board are not collected and the End of Game is immediately resolved.

END OF GAME

At the end of the game, each player gets from sponsor cards and also from their placed player cubes not in control on an area tile.

Income from player cubes not in control of a tile

All players get equal to the number of their player cubes placed outside of the control of an area tile on all area tiles.

Sponsor Card Scoring

All players get from the sponsor card placed on the main board if they met its condition.

Sponsor Cards

⚠ Important

The maximum income you can earn from one sponsor card is 30.

★ Advanced Rule ★

After the income from the sponsor card on the main board is finished, each player, in any order, reveals their own sponsor cards. The owner of the sponsor card gains according to the scoring ability.

Furthermore, if any other player fulfills the conditions of the scoring ability more than the owner of the sponsor card, those players also gain according to the scoring ability. Players equal to or less than the owner of the sponsor card get nothing.

Example: On the main board, there are 4 cubes on the "sum of all dice track": yellow with 10, red with 10, black with 7, blue with 11.

The yellow player reveals "The Laborer" and gets 24 for (10-4) × 4 since the maximum total number of dice rolls is 10. The red and black players cannot get for "The Laborer" because their cubes are the same as or less than the yellow player's.

The blue player is higher on the track than the yellow player, so they get (11-4) x 4 for 28.

Game Winner

Once all income has been calculated, the player with the most wins the title of Management King and also becomes the winner of the game!

If there is more than one player with the most , the winner is the player with more building cards in their play area. If tied again, the victory is shared.

Additional Rules for 2 Players

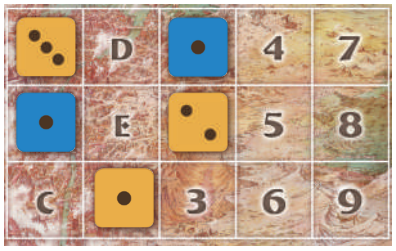
When playing this game with two players, **each player adds subsidiary dice (ships) and player cubes (workers) to the game.**

⇒ The setup for 2 players is explained in detail on page 5.

During the planning phase, each player may place their subsidiary dice on their area selection board to then put out subsidiary player cubes on area tiles.

- Each player will only have 3 subsidiary dice during the game.
- The maximum sum for your subsidiary dice is equal to the number of the current round. So, in the first round, you can only set one subsidiary dice to a 1. The remaining dice would not be used. In the fifth round, for example, the three subsidiary dice could be divided and placed on three different squares of the area selection board or one subsidiary dice could be set to a 5 on a single square.
- Subsidiary dice cannot be placed in the same squares as your regular dice on the area selection board.

Example: The yellow player has placed 2 subsidiary dice (blue) in addition to their own dice. This is currently the second round, so the maximum sum for the subsidiary dice is 2.



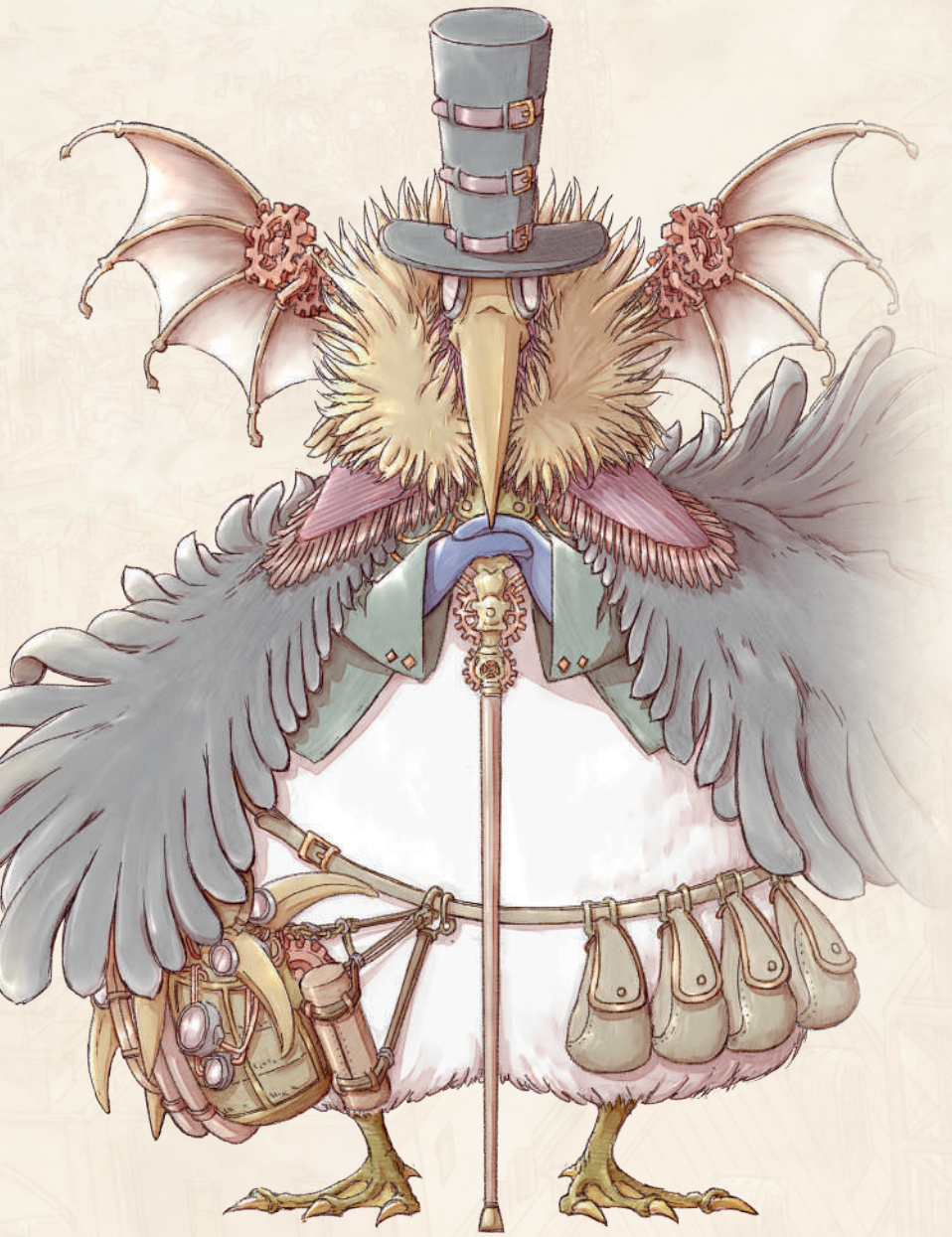
After the area selection boards are revealed, place your regular player cubes and subsidiary player cubes according to the dice of your area selection board.

Then, sort out control of each tile, ensuring that subsidiary player cubes are treated as a separate color.

During the Area Phase, the subsidiary player cubes will not take any special actions from the tiles, even if they have control of the tile.

During the Company Phase, the subsidiary player cubes do not perform any construction, revenue, or investment actions.

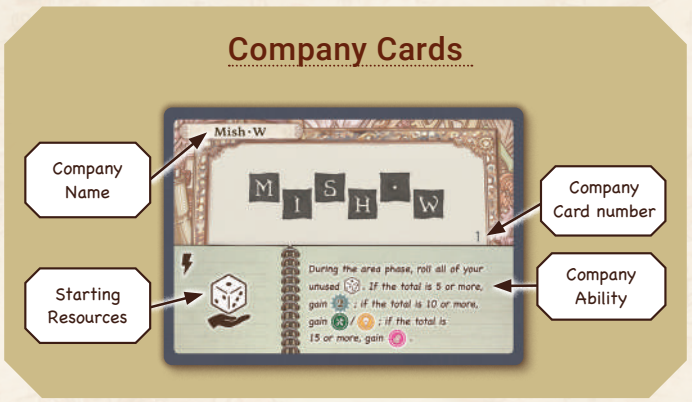
At the end of each round, each player collects their subsidiary player cubes that are in control of a tile, as usual.



Notes on Game Play

- Players are considered to have an infinite supply of player cubes. In the very rare case a player runs out of cubes, you may use any other piece from outside the game to substitute for them.
- Since all players take actions at the same time, it is best to declare what you have done as often as possible to make it easier for everyone to understand each other. If it is necessary to decide who plays first, the player with the most ⚙ should choose their action first.

Company Card Layout



Maxer

When or goes beyond the limit, gain 6⚙ instead of 3⚙.

SaiLOVE

The ability to reroll a dice may be applied to any dice roll at any time, such as an investment tile.

ZohZoh

Example: When you make a second extension (3 overlapping building cards in total), draw a building card and get 6⚙.

Vingo

Even if there are multiple solely controlled areas of three in a row, you will only produce resources once.

Zosoc

If there are multiple areas to place a player cube, you may place a player cube in all of them.

Gambrilla

This can allow you to temporarily bypass your number on the sum of all dice track this phase. This does not change your position on the sum of all dice track.

COMPANIA

カンパニア

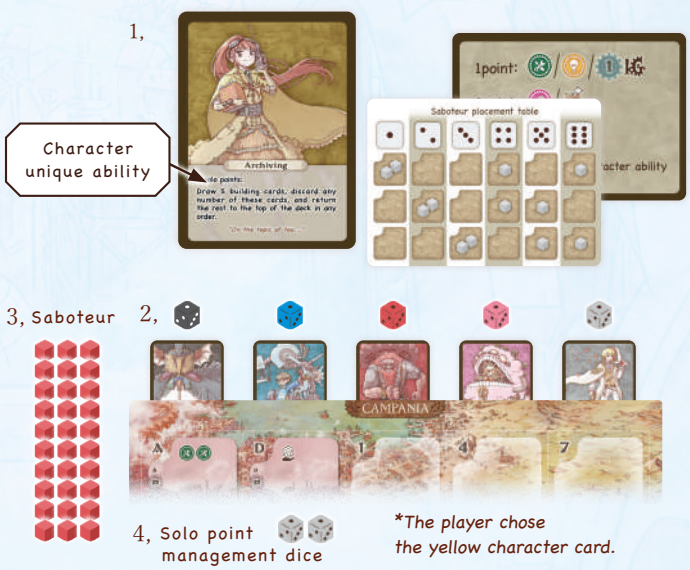
SOLO RULES MANUAL

Our company has become the largest in the country,
but our rivals won't allow us to run on our own.
We're being forced to lock down our
facilities by stubborn saboteurs.
I've been asked to manage this new problem...

These are the rules for solo players. The basic rules are the same as the multi-player version, so please refer to the main instruction manual for the basic flow. The solo version introduces saboteur dice and cubes and adds some new rules. The winning condition for the solo game is to have more than 500kg (600kg for advanced players) at the end of the game.

ADDITIONAL SETUP

1 Choose a color for yourself. Take the matching character card for solo play as well as the Solo Point Conversion Chart card.
In solo play, each character has a unique ability that can be used during the game. These abilities are written on the Character Card.



2 Perform the regular game's setup steps as usual. Afterwards, place the unused solo character cards on the top of each column of area tiles on the main board as shown above. It doesn't matter which order you place the cards in, just place each card in any row of your choice. Then, place one dice of each corresponding color above the cards. These dice are called the saboteur's dice.

3 Next, choose one of the colors used in step 2 and place all player cubes of that color near the main board. These player cubes are called the "Saboteurs".

4 Prepare two dice of a color that neither the player nor the saboteur is using. These are called Solo Point Management dice.

ADDITIONAL RULES FOR SINGLE PLAYER

For solo play, please note the following changes to the normal multiplayer rules. It is also possible to play with advanced rules.

A. Adding Development Tiles

At the start of a round, draw two development area tiles from the deck and place the one you like on the main board at the position with the number equal to the current round. Then, discard the unused development area tile. When the deck of development area tiles runs out, make another deck with the discarded cards.

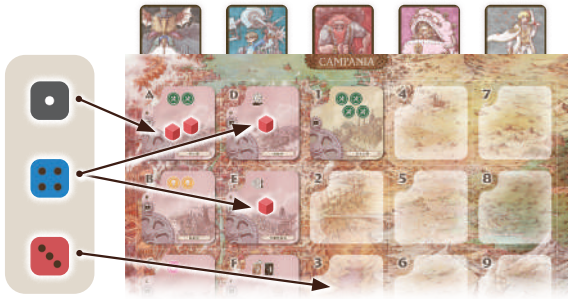
B. Prior Placement of Saboteurs

At the beginning of the planning phase, roll all the dice for the saboteurs at the top of the columns in which an area tile is placed.

Example) For the first three rounds, roll the colored saboteur dice in column A, column D, and column one, for a total of 3 dice. In the fourth to sixth rounds, include the column four saboteur dice, for a total of 4 dice. In the seventh to ninth rounds, include the column seven saboteur dice, for a total of 5 dice.

Then, place the saboteurs (cubes) on the area tiles in the corresponding column of each saboteur's dice, according to the number rolled. Refer to the saboteur placement table.

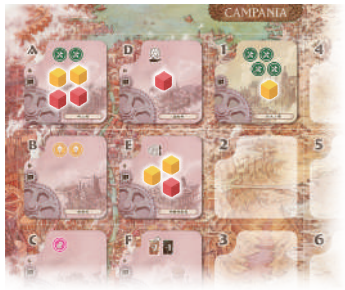
Example: The yellow player rolls the black, blue, and red saboteur dice. Black rolls a 1, blue rolls a 4, and red rolls a 3. Therefore, place two saboteurs on the A area tile, and one saboteur on the D and E area tiles. Red rolled a 3, but the 3 area tile has not been placed yet. So, no saboteurs will be placed here this round.



C. Player Cube Placement

After placement of my player cube, count the number of area tiles that both your player cubes and the saboteurs are on, and receive solo points equal to that number. Record these points on the solo point management dice and place them in an accessible location. At this point, solo points for this round have not been determined yet .

Example: The yellow player places 2 player cubes on A, 2 on E, and 1 on 1. There are two area tiles (A and E) where both player cubes and the saboteur are on, so get 2 solo points and record them with the solo point management dice .



D. Additional placement of saboteurs

After placing your player cubes, roll the saboteur dice again at the top of the columns where area tiles are placed. Repeat the process of placing saboteurs on the area tiles in the corresponding columns according to the numbers rolled. See the saboteur placement table on the previous page.

E. Determining control of tiles

Note the following when determining control of tiles: If there is a tile with only saboteurs on it and they have two or more cubes on the area tile, only move half of the saboteur's cubes (rounded down) onto the control gear.

Example: If there are 5 saboteur cubes on an area tile with no other player's cubes, move two of those cubes to the control gear.

F. Confirm Solo Points

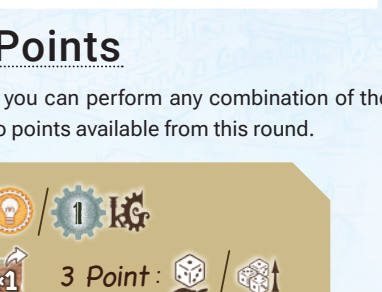
After determining control, check each area tile that has both player cubes and saboteurs on it. Gain solo points as follows.

Player cubes are in sole control → +1 point
Player cubes are tied for control → ± 0 points
Saboteur's are in sole control → -1 point

Add the solo points you obtained from the area tiles with the points from your solo point management dice. This determines the number of solo points that can be used for this round. Please record the confirmed number of points by changing the number of the solo point management dice.

Example: After additional saboteurs were placed, control was sorted as shown in the figure on the right. In area tiles D and E, one saboteur is left off the 1st place position (off the gear illustration).

As for solo points, the E area tile is +1 for the player in control, and the solo point for the 1 area tile is -1 for the disruptor in first place, so in the end it was fixed at 2 points.



G. Using Solo Points

At the start of the area phase, you can perform any combination of the following actions using the solo points available from this round.

1 Point :

2 Points : *3 Point :*

X Points : Use your character ability.

The cost of character abilities varies for each character.

Excess points cannot be carried over to the next round.

END OF GAME

If you have more than 500kg (600kg for advanced players) at the end of the game, you win. If you achieve this with all characters, you can say you have completely conquered the game !

Note: Even if you have the ability of the company card "SaiLOVE", you cannot reroll the saboteur's dice.