

England: You command a large empire of colonies and joint stock companies like the East and West India Company, which you use to try to monopolize trade. In particular, you're interested in gobbling up as much gold and silver as possible to fuel your expansion, limiting your rivals (like the Spanish rogues!) and building up your manufacturing capacity at home. Thus, you need raw materials that you can then turn into manufactured goods and sell abroad (hopefully for more bullion, which is gold or silver). You also wish to monopolize key resources like sugar and tobacco. Thus, your colonies and your control over trade with them—along with access to trade in Asia and the Indian Ocean— is crucial.

If you can manage to secure trade monopolies or make trade deals, you can then control access to goods and set prices, allowing you to make even more. One of you should act as a representative from the privately owned British East India Company and venture out to trade while the other stays “home” to trade.

Key Focus: Monopolizing trade, securing bullion (gold/silver), building manufacturing at home.

Special Abilities:

- Control of colonies and key trade routes.
- Potential for monopolies on goods like sugar and tobacco.

Strategic Objectives:

- Maximize access to raw materials (via colonies), manufacture goods, and sell abroad.
- Compete for dominance in Asian and Atlantic trade networks.

Roles

- **EIC merchant:** Represent the East India Company, venture out to secure deals.
- **Home merchant:** Focus on managing existing monopolies and alliances

France: Your empire might not be as large as that of England or Spain, but you've done well for yourself, especially in the fur and sugar trade (thanks to Haiti). You are helped not only by your colonies, but also by your joint stock companies. In particular, you're interested in gobbling up as much gold and silver as possible to fuel your expansion, limiting your rivals (like the Spanish and those uptight Brits!) and building up your manufacturing capacity at home. Thus, you need raw materials that you can then turn into manufactured goods and sell abroad (hopefully for more bullion, which is gold or silver). You also wish to monopolize key resources like sugar, spices, and tobacco. Thus, your colonies and your control over trade with them—along with access to trade in Asia and the Indian Ocean— is crucial.

If you can manage to secure trade monopolies or make trade deals with other regions, you can then control access to goods and set prices, allowing you to make even more. One of you should act as a representative from the privately owned French East India Company and venture out to trade while the other stays “home” to trade.

Key Focus: Fur and sugar trade, expanding manufacturing, securing bullion.

Special Abilities:

- Strength in Caribbean sugar and North American fur trade.

Strategic Objectives:

- Build monopolies in sugar, spices, and fur trade, while undermining rivals like England and Spain.
- Secure manufactured goods from raw materials for European and global markets.

Roles

- **Overseas merchant:** French East India Company representative secures new trade deals.
- **Home merchant:** Oversees domestic manufacturing and trade management.

Spain: You got the jump on overseas empire building and greatly benefited from your American mines, but you need to maintain your edge over your competition. In particular, you're interested in gobbling up as much gold and silver as possible to fuel your expansion, limiting your rivals (like those heathen Brits!) and building up your manufacturing capacity at home. Thus, you need raw materials that you can then turn into manufactured goods and sell abroad (hopefully for more bullion, which is gold or silver). Your colonies and your control over trade with them—along with access to trade in Asia and the Indian Ocean—is crucial.

If you can manage to secure trade monopolies or make trade deals with other regions, you can then control access to goods and set prices, allowing you to make even more. One of you should act as a representative from the Spanish Treasure Fleet and venture out to trade while the other stays “home” to trade.

Key Focus: Leveraging American silver, maintaining dominance in trade, securing bullion.

Special Abilities:

- Strong colonial presence and access to American silver mines.

Strategic Objectives:

- Maintain and expand control over American colonies, secure bullion through trade.
- Limit rival empires' expansions, especially in the Indian Ocean.

Roles

- **Overseas Merchant:** Represent the Spanish Treasure Fleet, exploring new opportunities.
- **Home merchant:** Maintain colonies and control trade routes.

The Netherlands: You've been experiencing a golden age lately. Being the world's Amazon of the 17th century (thanks to your East and West India companies) has furthered political stability and cultural flourishing. You're a little guy in a sea of big empires, so maintaining this edge is important. In particular, you're interested in gobbling up as much gold and silver as possible to fuel your expansion and limit your rivals (like those Spanish brutes!). You also boast a nice trading post empire, and while other colonial powers are focused on manufacturing and agriculture, you focus on trade and finance (you boast some of the world's best financial institutions).

Shipping is your specialty, so having access to the most lucrative trade goods is a must. If you can manage to secure trade monopolies or make trade deals with other regions, you can then control access to goods and set prices, allowing you to make even more. One of you should act as a representative from the privately owned Dutch East India Company and venture out to trade while the other stays “home” to trade.

Key Focus: Trade, finance, and shipping. Monopolizing trade goods.

Special Abilities:

- Expertise in global trade with strong financial backing and shipping capacity.

Strategic Objectives:

- Secure and manage access to the most lucrative goods, focus on trade rather than manufacturing.
- Use financial institutions and alliances to outmaneuver larger empires.

Roles

- **VOC Merchant:** Represent the Dutch East India Company, navigating trade routes.
- **Home merchant:** Manage finances and shipping deals for strategic advantage.

British North American Colonies: Over the past century or so, Britain's American colonies have grown and even thrived. Producing cash crops like sugar, tobacco, and furs, you're intricately linked to the emerging global economy, especially across the Atlantic. However, you rely on trade for access for those much desired goods from Europe, China, and India. You have no manufacturing capacity of your own, so it's all about gaining access to manufactured goods, especially luxury items. You don't care where you get them, you just want the best deal!

Key Focus: Producing raw materials, securing luxury goods.

Special Abilities:

- Access to cash crops (sugar, tobacco), fur trade.

Strategic Objectives:

- Obtain manufactured and luxury goods from Europe or Asia.
- Negotiate the best deals to meet colonial needs, regardless of the source.

New Spain: New Spain represents Spain's massive empire in the Americas. You continue to be a leading producer of silver, but you also make a great living growing cash crops like sugar. However, you rely on trade for access for those much desired goods from Europe, China, and India. You have no manufacturing capacity of your own, so it's all about gaining access to manufactured goods, especially luxury items. You don't care where you get them, you just want the best deal!

Key Focus: Silver production, securing luxury goods.

Special Abilities:

- Leading producer of silver in the Americas.

Strategic Objectives:

- Maximize the sale of silver while securing European and Asian luxury items.
- Trade raw materials for manufactured goods to improve the standard of living.

New France: New France represents France's empire in the Americas. You mostly supply furs from North America and sugar from your Caribbean colony Saint-Domingue (Haiti). However, you rely on trade for access for those much desired goods from Europe, China, and India. You have no manufacturing capacity of your own, so it's all about gaining access to manufactured goods, especially luxury items. You don't care where you get them, you just want the best deal!

Key Focus: Fur and sugar trade, securing luxury goods.

Special Abilities:

- Strong presence in fur trade and Caribbean sugar production.

Strategic Objectives:

- Use fur and sugar to acquire luxury goods from Europe and Asia.
- Maximize profits from raw material sales.

Dutch Colonies: As a Dutch colony, your primary goal is to ensure a steady supply of luxury goods, raw materials, and other valuable commodities to your mother country, the Netherlands. You play a crucial role in the global trade network, leveraging your access to Asian spices, furs from North America, and coffee from Java. The Dutch have a more open trade policy compared to other European powers, giving you some flexibility in who you can trade with. You are allowed to trade with any empire or colony, unlike most other European colonies, which are restricted to trading only with their mother countries. You can also trade directly with Asian empires like the Mughal and Qing dynasties to access luxury goods such as textiles, silk, porcelain, and spices. However, you might face competition and jealousy from other European powers, especially the English.

Key Focus: Luxury goods, especially from Asia

Special Abilities:

- Free trade & flexibility
- Trading post empire with access to luxury goods

Strategic Objectives:

- Focus on **high-value luxury goods** for maximum profit
- Provide essential manufactured goods to other powers or colonies if possible

China: The Qing Dynasty controls the world's largest economy (although the Mughals in India are quickly closing that gap). Production of porcelain, silk, and crops like tea have benefited from government policies and a population boom. China does not really need to compete on the global stage like those European countries, especially with control over such a large tribute empire. However, you're willing to entertain trade agreements, so long as foreigners know to play by China's rules. Under Emperor Kangxi, you have just reopened private trade and wish to utilize it to China's economic advantage, creating a trading company in Canton to deal with all foreign trade. The Western barbarians (Europeans) are eager to trade with you, so you grant licenses to Chinese merchants to help collect revenue from the Westerners. However, you like being able to keep a close eye on this trade and keep trade conditions within your control.

Key Focus: Controlling trade through Canton, managing tribute system.

Special Abilities:

- Dominant economy with key exports like porcelain, silk, tea.

Strategic Objectives:

- Entertain trade agreements that benefit China, while keeping close control over foreign merchants.
- Extract maximum revenue from Western traders eager for Chinese goods.

Ottoman Empire: The Ottoman Empire has long been a dominant military force, and you enjoy access to both overland and maritime trade, serving as an important link between Europe and Asia. You often impose tariffs (taxes) on trade, but you are willing to reduce or even eliminate these in order to promote trade. While Europeans have been your rivals in the past, you are open to negotiating agreements with them, especially to European traders who wish to enter your country and enjoy certain privileges, much like the non-Muslims of your empire enjoy protections as dhimmis and members of the millet system. Sometimes, you can use rivalries between European states to your advantage, especially as you face conflict with your Safavid neighbors. In particular, you would like access to silver, manufactured goods, gunpowder, and ships.

Key Focus: Controlling key trade routes, using tariffs for revenue.

Special Abilities:

- Access to both overland and maritime routes.
- Strategic Objectives:**
- Negotiate favorable trade deals, reduce tariffs if necessary to boost trade.
 - Exploit rivalries among European traders for Ottoman advantage

Mughal Empire: The Mughal Empire is quickly on its way to becoming the world's largest economy, thanks in large part to government support for agriculture and the textile industry. India produces some of the world's finest textiles. While you had some issues with some Europeans like the Portuguese, you are willing to negotiate agreements with them, so long as they show the proper respect and can benefit you in return. In particular, you are always interested in access to bullion (gold and silver) that can feed your treasury and expansion over smaller Indian kingdoms in the south.

Key Focus: Expanding textile trade, acquiring bullion.

Special Abilities:

- Renowned for high-quality textiles, supported by government policies.
- Strategic Objectives:**
- Exchange textiles for bullion and manufactured goods.
 - Secure trade relationships with European powers for mutual benefit.