横濱
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YOKOHAMA
RULES OF PLAY

Welcome To Yokohama

It is the beginning of the Meiji era. Once just a sleepy fishing village, the opening of foreign trade in Yokohama and the decline of Edo led Yokohama to become the premier hub of trade in all of Japan.

During this period, firms were established in Yokohama to export Japanese products such as copper and raw silk to foreign countries. In addition, foreign technology and culture were incorporated into Japan, and modernization slowly swept over the streets of the city. Behind all of these incredible developments were the capable merchants of Yokohama.

Overview of the Game

You are a merchant of Yokohama, vying to gain fame through successful business ventures. There are a number of ways to gain fame, such as fulfilling orders with foreign powers, learning foreign technology, and developing the city by building shops and trading houses. In order to achieve these goals, you will roam the streets of Yokohama, gaining the benefits of the various areas of the city, and earn the favor of foreign agents.

Will you become the most capable merchant of Yokohama?

Contents of the Game

Player components (red, yellow, blue, & green)

4 Presidents (1 in each color)

80 Assistants (20 in each color)

4 Score counters (1 in each color)

32 Shops (8 in each color)

16 Trading houses (4 in each color)

Trade goods

30 Copper

30 Silk

40 Tea

40 Fish

23 Imports

Money

52 1-Yen coins

16 3-Yen coins

1 Station token

10 Foreign agents

Back

3 Great Britain

2 United States

2 France

2 Germany

1 Netherlands

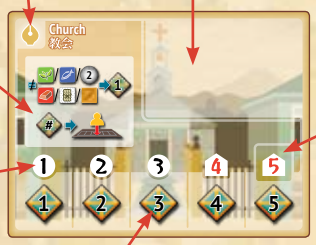
20 5-power tokens

Front

Back

4 Warehouse tiles

18 Area boards

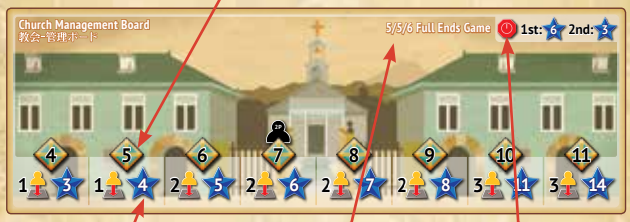


8 Production ( ) areas *9 Commercial ( ) areas*

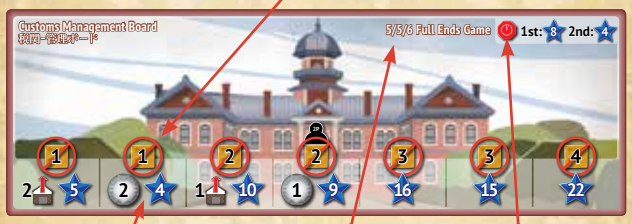
1 Uncategorized area (Canal)

6 Management Boards

1 Church

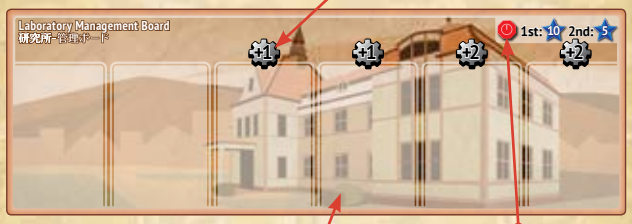


1 Customs



1 Dock / 1 Port

1 Laboratory / 1 Research Center



1 Score track

36 Order cards

Front *Back*

30 Technology cards

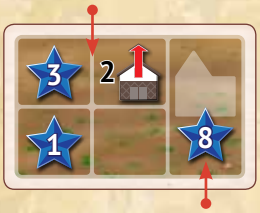
Front *Back*

12 Achievement cards

Front *Back*

24 Building site cards

Front *Back*



1 Start player card

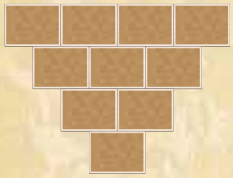
Game Setup

1. Depending on the number of players, some of the area and management boards may not be used. Use only the boards indicated for your number of players. Return unused boards to the game box. Each area board is known as an "area".

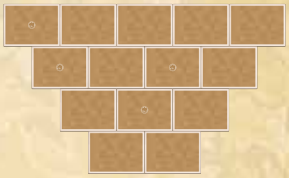
Number of players	Area boards	Management boards
For 2 players, use:	Bank, Church, Copper Mine #1, Customs, Employment Agency, Fishing Grounds #1, Laboratory, Port, Silk Mill #1, Tea Plantation #1	Church, Customs, Laboratory, Port
For 3 players, *add:*	Docks, Chinatown, Canal, Fishing Grounds #2 *(Marked on back for 3 players)*	Docks
For 4 players:	Use all area boards *(Marked on back for 4 players)*	Use all management boards

2. Shuffle the area boards face down and then turn them face up one by one in the following configuration:

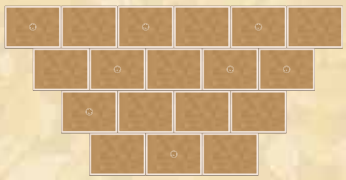
2 Players:



3 Players:



4 Players:



3. Place the score track directly above the area boards, with the management boards flanking either side of it as shown in the setup diagram on the opposite page.

4. Shuffle the building site cards and place 1 face up in the indicated space in each area. Return the rest of the cards to the box; they won't be used this game.

5. Shuffle all the 5-power tokens face down and place 1 face up on the 5-space in each area. Return the rest of the tokens to the box; they won't be used this game.

6. Place the following components near the area boards:
   - 1-Yen coins
   - 3-Yen coins
   - Copper
   - Silk
   - Tea
   - Fish
   - Imports
   - Foreign agents (place all of them face up)
   - Station token

7. Give the start player card to the player who most recently visited Yokohama. That player will play first. If nobody has visited Yokohama, use your preferred method to determine a starting player.

NOTE: The Start player card does not change hands during the course of the game.

8. Give each player the warehouse tile of their chosen color as well as the following components:
   - 1 president (in hand)
   - 1 score counter (in hand - place on score track when your first VP is scored)
   - 20 assistants (8 in hand, 12 in warehouse)
   - 8 shops (2 in hand, 6 in warehouse)
   - 4 trading houses (in warehouse)
   - 1 each of copper, silk, tea, and fish
   - 4 yen (starting player gets only 3 yen)

NOTE: Be careful to distinguish between items in your hand and those still in your warehouse!

4-Player Game Setup Example:

9 Shuffle all of the order cards face down and place them in a deck in the playing area. According to the number of players, return the following numbers of cards to the box:

Number of players	Number of cards returned to the box
2 players	16
3 players	5
4 players	0

From this deck, draw and place order cards face up in each space on the Port (and Docks) management board(s). Then deal each player two orders. In secret, each player must choose one order to keep and return the other to the box.

10 Shuffle all the technology cards face down and place them in a deck in the playing area.

From this deck, draw and place technology cards face up in each space on the Laboratory (and Research Center) management board(s).

11 Divide the achievement cards into A, B, and C decks and shuffle them face down. Draw 1 card from each deck and place them in their corresponding spaces on the score track. Return the remaining cards to the box; they will not be used this game.

12 If playing with 2 players, block the spaces indicated with the icon shown to the right on the Church and Customs Management Boards by placing an assistant of an unused color there.

You are now ready to play!

General Rules

The following rules apply throughout the game:

- Trade goods (copper, silk, tea, fish), imports, and money are not piece limited. If you run out, use any convenient substitute.
- All information is public except order cards in your hand. Place components such that all players can see them.
- You may have a maximum of 3 order cards in hand at a time. You may not discard order cards in order to make room for different ones.
- There is no limit to the number of technologies you may have, but you may not have two with the same title.
- When you score points, advance your score counter on the score track. When you pass 100 points, flip your score counter over to the 100 point side and continue from the start of the score track.
- Shops, trading houses and assistants must be placed from your hand, never directly from your warehouse. Certain area boards have actions that allow you to move items from your warehouse to your hand, thus making them available for use.

Flow of the Game

The game progresses in rounds of turns clockwise from the starting player. Continue taking turns until one of the game end conditions occurs ***(see Game End, page 8)***. When a game end condition is met, finish the current round and then play one final full round.

Once this final round is finished, tally your scores to determine the winner.

Flow of a Turn

On your turn, do the following three phases in order:

A) Additional Action Phase (1st half)

B) Main Action Phase

1) Placement step
2) Movement step
3) Area action step
4) 5-power bonus (optional)
5) Construction (optional)
6) Recovery step

C) Additional Action Phase (2nd half)

There are certain actions you can take during the additional action phases at the beginning and end of your turn. We'll describe those later, but first let's explain the main action phase.

B) Main Action Phase

Resolve the steps of your main action phase in order:

1) Placement step
2) Movement step
3) Area action step
4) 5-power bonus (optional)
5) Construction (optional)
6) Recovery step

With the exception of steps 4 and 5 (as noted), each step is mandatory.

1) Placement step:

During this step you will place assistants from your hand onto the area boards. You may either...

a) Place 1 assistant into each of up to 3 different areas:
Choose up to 3 different areas and place an assistant from your hand into each of them.

b) Place 2 assistants into a single area:
Choose one area and place 2 assistants from your hand into that area.

All placements must follow these rules:

- Assistants must come from your hand, not from your warehouse, nor any area or management boards.
- You ***MAY NOT*** place assistants in the Canal.
- You ***MAY*** place assistants in the area containing your president.

• For each ***opposing*** president in an area, you must pay that opponent 1 yen for each assistant you want to place there. You may not place an assistant there if you cannot pay.

PLACEMENT EXAMPLE: Hisashi (the red player) must pay the green and yellow player 1 yen each to place an assistant in the Laboratory. And he must pay the blue player 1 yen to place an assistant in the Employment Agency. He may place an assistant in the Silk Mill without paying yen to another player.

2) Movement step:

During this step you will move your president. You may choose any of the following options, with option c being the most common:

a) Move your president (and assistants) to your hand

When choosing this option, you may return your president, and any assistants from any area (not from management boards), to your hand. If you do, skip Main Action Phase Steps 3-6 and proceed directly to the additional action phase.

b) Move your president from your hand to an area

Choose this option when you have your president in hand (such as on your first turn, or on a turn after you chose to return your president to your hand). Take your president and place it into any legal destination and continue to Step 3 of the Main Action Phase.

c) Move your president from one area to another

This option is the most common. In this option you may move your president through any number of adjacent areas to a ***LEGAL DESTINATION***. A legal destination is an area that contains ***at least 1 of your assistants*** and ***NO opposing presidents***. Consider the following when moving through areas:

- Each adjacent area you move into must have at least 1 of your assistants (shops and trading houses do not count).
- If an area contains an opposing president, you ***MUST*** pay that opponent 1 yen. If you cannot pay, you ***MAY NOT*** move into or through that area.
- Your president ***MAY NOT*** return to its starting area.

NOTE: If your president cannot reach a legal destination this way, then you must choose option A instead.

When you finish moving to a legal destination, then continue to step 3, area action.

MOVEMENT EXAMPLE: Hisashi's president is in the Tea Plantation. He wants to move it to the Silk Mill.

First, he tries to move his president to the Silk Mill through the Laboratory. However, since he has no assistants in that area, he cannot move there.

Next, Hisashi attempts to move to the Silk Mill through the Employment Agency. He is allowed to move there because an he has an assistant of his color in that area. However, the blue player's president is also in that area, so Hisashi pays the blue player 1 yen to land in that space. He then moves to the Silk Mill, which contains an assistant of his color and no opposing president, where he ends his movement.

3) Area action step:

During this step, you will carry out the action of the area your president now occupies. The more tokens you have in that area, the stronger the action will be.

First, calculate your power in the area. Each of the following contributes 1 power:

Token	Contribution
President	1 Power
Assistant	1 Power each
Shop	1 Power
Trading House	1 Power
Station	1 Power

Carry out the action based on your power level. ***For details of each area action, see the area descriptions (pages 11-15).***

NOTE: The maximum power for an area action is 5. Ignore any power beyond 5.

Any ***opponent*** with a trading house in the area receives 1 yen from the bank. You never receive money from your trading house on your own turn.

AREA ACTION EXAMPLE: Hisashi's president is currently in the Silk Mill. In addition, he has 3 assistants and 1 shop in the same area.

President	*1 Power*
3 Assistants	*3 Power*
Shop	*1 Power*
TOTAL	*5 Power*

Hisashi thus has a total of 5 power for this action, and thus obtains 4 silk tokens.

4) 5-Power bonus (optional):

If you carried out a 5-power action during the previous step, you may be able to collect a bonus for doing a 5-power action.

During setup, each area was given a 5-power bonus token, which is awarded to the first player to do a 5-power action in that area. If you carried out a 5-power action during the previous step, you may collect this bonus token if it still remains.

When receiving this bonus, take the token, place it in front of you, and resolve its effect. Then turn the token face down and keep it in your possession.

See Description of Icons (page 10) for the effects of the 5-power tokens.

5-POWER BONUS EXAMPLE: Hisashi carried out an action of 5 power in the Silk Mill. The 5-Power token is still in the Silk Mill. Hisashi takes the 5-Power token and uses its effect (gain 1 import), then turns it face-down and keeps it in his possession.

5) Construction (optional):

If you carried out a 4- or 5-power action this main action phase, you may choose to construct a shop or trading house from your hand.

a) Construct a shop:

You may only have 1 shop in each area. If you do not have a shop in the area already, place a shop from your hand (not warehouse) onto one of the empty shop spaces in the area and gain the reward shown in that space.

CONSTRUCTION EXAMPLE A: Although he carried out a 5-power action in the previous example, Hisashi may not build a shop, because he already has one built on the Silk Mill.

b) Construct a trading house:

Only 1 trading house may be built in each area. If the trading house space is empty, place a trading house from your hand (not warehouse) onto that space and gain the reward shown.

NOTE: It is not necessary to build a shop in an area before building a trading house there.

CONSTRUCTION EXAMPLE B: Since he was unable to build a shop in Construction Example A, Hisashi decides instead to build a trading house. After placing his trading house token on the Silk Mill building site card, he gains the reward of 9 points!

6) Recovery:

At the end of your main action phase, you ***MUST*** take ***ALL*** assistants from the area in which you carried out the area action and return them to your hand.

RECOVERY EXAMPLE: Hisashi returns all three assistants from the Silk Mill to his hand.

A) & C) Additional Action Phases

In each additional action phase (at the beginning and end of your turn), you may do the following actions as many times as you like, and in any order:

a) Use a foreign agent (once per turn)

b) Fulfill an achievement

c) Fulfill an order

a) Use a foreign agent

When using a foreign agent, turn it face down to show that it has been used, and choose an area containing ***at least 1 of your assistants and NOT your president***.

You ***MAY*** choose an area containing an opposing president. If you do, you do not need to pay them any money.

Carry out steps 3 through 6 in that area in the same way as the main action phase.

NOTE: You may only use one foreign agent per turn.

FOREIGN AGENT EXAMPLE: Hisashi decides he wants to use a foreign agent. He chooses the Copper Mine as the area for the action, since he has 2 assistants and 1 trading house there. Hisashi has 3 power for the action, and thus takes 1 copper. His action power is not sufficient for a 5-power bonus or construction. He then takes the 2 assistants back into his hand.

b) Fulfill an achievement

If you have met the requirements on an achievement card, you may place an assistant from your hand onto the card, where they will remain for the rest of the game. The first player to fulfill each achievement scores the larger victory point value on the left. All subsequent players score the lower value on the right.

See Description of Achievement Cards on page 16.

NOTE: You may fulfill all three achievements, but only once each.

FULFILL ACHIEVEMENT EXAMPLE: Hisashi has 5 copper in his possession. There is an achievement card that requires 5 copper for the common goal. Hisashi fulfills the achievement card, and places an assistant from his hand on the achievement card. Since Daryl and Seiji already have assistants located on the achievement card, Hisashi scores the rightmost victory point total, which is 6 points.

c) Fulfill an order

Place an order card from your hand face up in front of you and discard the goods indicated on it. Then gain the rewards listed on the bottom of the card.

Each order has a country icon on it. After fulfilling an order, check to see if you've matched country icons in order to earn a foreign agent.

Matching Country Icons

Each order and technology card shows one of the five country icons shown above. When you obtain a matching pair (2, 4, 6...) of country icons on ***ANY*** combination of technology and fulfilled order cards, take a foreign agent of that country.

- Only count country icons on ***FULFILLED*** orders; orders in hand do not count.
- If there are no foreign agents remaining for that country, you do not receive any.

EXAMPLE: Hisashi has a technology card with the Great Britain icon in front of him. He then completes an order that also has the Great Britain icon. Now that there are 2 Great Britain icons in total, Hisashi receives a Great Britain foreign agent from the supply.

Game End

When any of the following situations occur, the game is almost over:

- Any player has built all 4 of their trading houses.
- Any player has built all 8 of their shops.
- When replenishing the order cards, there are not enough cards to fill the management board.
- A number of assistants have been placed on the Church management board:

  2p: 5 assistants (including the assistant of the unused color)

  3p: 5 assistants

  4p: 6 assistants
- A number of assistants have been placed on the Customs management board:

  2p: 5 assistants (including the assistant of the unused color)

  3p: 5 assistants

  4p: 6 assistants

When any of these conditions are met, finish the round and then play one final full round. Thus, each player will have the same number of turns, and you'll always know if this turn is your last.

Final Score Calculation

Calculate the final score in the following order (also depicted on the bottom of the warehouse boards):

1) Church bonus
2) Customs bonus
3) Technology bonus
4) Country bonus
5) Remainder scoring

NOTE: In a 2-player game, the assistants of an unused color that were placed during setup on the Church and Customs Management Boards represent a "dummy player." The dummy player's assistants are taken into account during final scoring to increase competition for majority bonuses.

1) Church bonus

The players with the most and 2nd most assistants on the Church management board receive bonus points:

Most: 6 points

2nd most: 3 points

- In case of a tie, the player with the rightmost assistant on the management board wins the tie.
- If there is only 1 player with assistants on the management board, that player receives the bonus for most and nobody receives the bonus for 2nd most.
- If there are no assistants on the management board, no points are awarded.

CHURCH SCORING EXAMPLE: The Church Management board ended in the state shown above. The final tally of assistants was:

Red: 2, blue: 2, and yellow: 1.

Red and blue have the same number of assistants on the board, so we have to look at their position. Blue owns the rightmost assistant, so blue receives 6 points. Red is second place and receives 3 points. Yellow does not receive any points.

2) Customs bonus

The players with the most and 2nd most assistants on the Customs management board receive bonus points:

Most: 8 points

2nd most: 4 points

- In case of a tie, the player with the rightmost assistant on the management board wins the tie.
- If there is only 1 player with assistants on the management board, that player receives the bonus for most and nobody receives the bonus for 2nd most.
- If there are no assistants on the management board, no points are awarded.

CUSTOMS SCORING EXAMPLE: The Customs Management board ended in the state shown above. The final tally of assistants was:

Red: 1, green: 3, and yellow: 1.

Green is in first place and receives 8 points. Red and yellow have the same number of assistants on the board, so we have to look at their position. Yellow owns the rightmost assistant, so yellow is in second place and receives 4 points. Red does not receive any points.

3) Technology bonus

The players with the most and 2nd most total industry value on all of their technology cards receive bonus points:

Most: 10 points

2nd most: 5 points

- In case of a tie, the player earliest in turn order wins the tie.
- If there is only 1 player with technology cards, that player receives the bonus for most and nobody receives the bonus for 2nd most.
- If no players have technology cards, no points are awarded.

NOTE: In a 2-player game, the dummy player ends the game with an industry value of 7.5.

TECHNOLOGY SCORING EXAMPLE: The turn order of the game is as follows:

Hisashi > Daryl > Seiji > Nobuaki.

The total industry value of the players is as follows:

Hisashi: 12, Daryl: 20, Seiji: 12, Nobuaki: 10

Daryl has the most total industry value and receives 10 victory points. Hisashi and Seiji are tied with 12 industry value. However, Hisashi is closest to the start player and receives 5 victory points. All other players receive nothing.

4) Country bonus

Return any unfulfilled orders (remaining in hand) to the box.

Group the country symbols on your completed orders and technology cards into sets of different countries. Each set is worth the following points depending on the number of different country icons in it:

5 different icons: 12 points

4 different icons: 8 points

3 different icons: 4 points

2 different icons: 2 points

1 different icon: 0 points

COUNTRY BONUS EXAMPLE: Hisashi has the following icons from his technology cards and completed order cards:

After dividing into sets:

12 points

4 points

0 points

Hisashi receives 16 total bonus points from countries.

5) Remainder scoring

Score points for remaining tokens in your possession:

Unused foreign agents: 1 point

Imports: 1 point

2 Yen: 1 point

3 Trade goods: 1 point.

REMAINDER SCORING EXAMPLE: Hisashi possessed the following items at the end of the game:

1 import	*1 point*
3 yen	*1 point*
2 copper	*2 points (7/3 = 2)*
1 silk	
1 tea	
3 fish	
TOTAL	*4 points*

Winning the Game

The player with the most points wins the game! In case of a tie, the tied player closest to the start player is the winner.

Description of Icons

Money — Gain (or spend) yen equal to the number shown.

Victory point — Gain victory points equal to the number shown.

Trade good — Gain trade good tokens equal to the type and number shown.

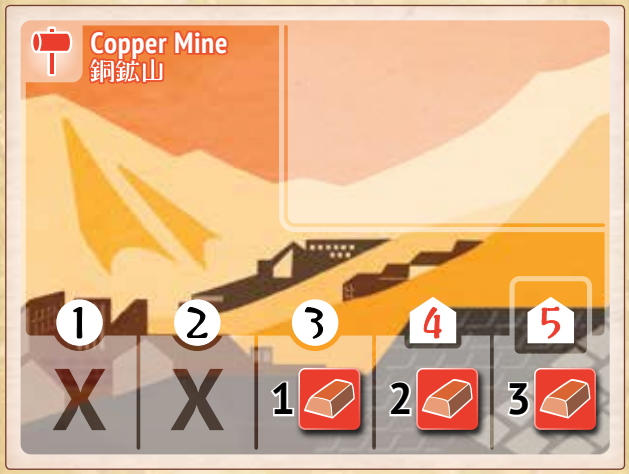
Any trade good — Gain 1 trade good of your choice. If there are more than 1 of these icons, you may choose different trade goods for each icon.

Import — Gain 1 import per icon.

Warehouse — Pay the cost shown to take a shop, trading house, or assistant from your warehouse to your hand.

Movement — Move an assistant from your hand to an area or from an area to another area. You may treat each movement separately. You do not need to pay opposing presidents.

Description of Production Areas



Copper Mines

Copper Mines allow you to gain copper tokens.

1 **POWER:** No effect

2 **POWER:** No effect

3 **POWER:** Gain 1 copper

4 **POWER:** Gain 2 copper

5 **POWER:** Gain 3 copper

Fishing Grounds

Fishing Grounds allow you to gain fish tokens.

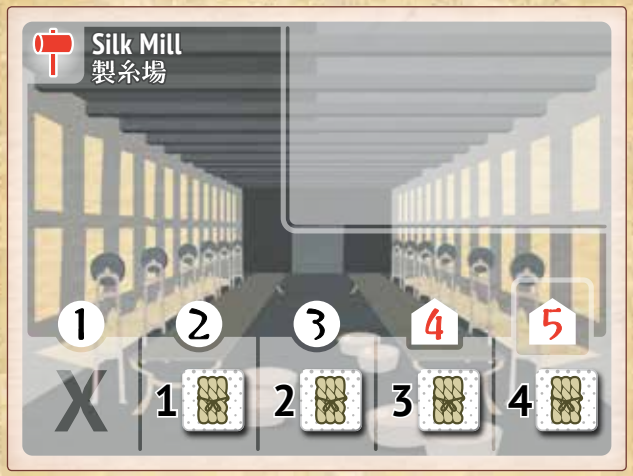
1 **POWER:** Gain 1 fish

2 **POWER:** Gain 2 fish

3 **POWER:** Gain 3 fish

4 **POWER:** Gain 4 fish

5 **POWER:** Gain 5 fish



Silk Mills

Silk Mills allow you to gain silk tokens.

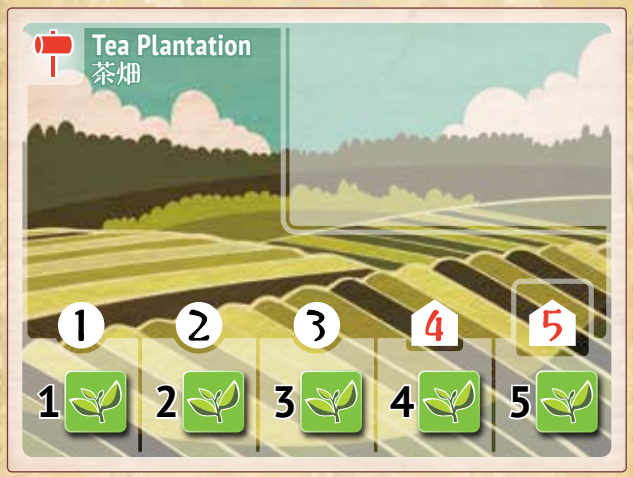
1 **POWER:** No effect

2 **POWER:** Gain 1 silk

3 **POWER:** Gain 2 silk

4 **POWER:** Gain 3 silk

5 **POWER:** Gain 4 silk



Tea Plantations

Tea Plantations allow you to gain tea tokens.

1 **POWER:** Gain 1 tea

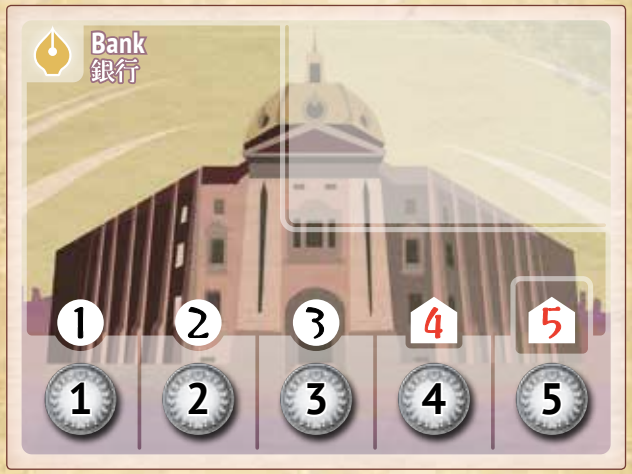
2 **POWER:** Gain 2 tea

3 **POWER:** Gain 3 tea

4 **POWER:** Gain 4 tea

5 **POWER:** Gain 5 tea

Description of Commercial Areas



Bank

The Bank allows you to gain money.

1 **POWER:** Gain 1 yen

2 **POWER:** Gain 2 yen

3 **POWER:** Gain 3 yen

4 **POWER:** Gain 4 yen

5 **POWER:** Gain 5 yen

Chinatown

You may exchange money, goods, and imports in Chinatown. Based on your action power, you are allowed to make a number of exchanges:

1 **POWER:** 1 exchange

2 **POWER:** 2 exchanges

3 **POWER:** 3 exchanges

4 **POWER:** 4 exchanges

5 **POWER:** 5 exchanges

For each exchange, you may do ONE of the following:

- Buy or sell 1 copper for 2 yen
- Buy or sell 1 silk for 2 yen
- Buy or sell 1 fish for 1 yen
- Buy or sell 1 tea for 1 yen
- Buy 1 import for 4 yen

NOTE: You may not sell imports, only buy them.

Church

A show of faith at the church will be rewarded. Earn faith based on your action power:

1 **POWER:** Earn 1 faith

2 **POWER:** Earn 2 faith

3 **POWER:** Earn 3 faith

4 **POWER:** Earn 4 faith

5 **POWER:** Earn 5 faith

You may earn additional faith by donating goods, imports, and money:

- 1 import: 1 faith
- 1 copper: 1 faith
- 1 silk: 1 faith
- 1 fish: 1 faith
- 1 tea: 1 faith
- 2 yen: 1 faith

NOTE: You may only donate each type of item once. For example, you may donate a silk, a fish, and 2 yen. but you cannot donate 2 fish or 4 yen.

Then, place an assistant from the Church area or your hand onto any unoccupied space on the Church Management Board up to the amount of faith you have earned and gain the reward printed on that space.

Assistants placed on the Church Management Board may not be moved for any reason for the rest of the game.

EXAMPLE: Hisashi carries out the Church action. He has his president and 2 assistants, which earn him 3 faith. In addition, he pays 1 copper, 1 silk, and 2 yen to increase his faith by 3 to a total of 6. Hisashi then places an assistant from the Church area on the Church Management Board on the space with a faith value of 6, reaping the rewards of 5 points and the ability to move 2 assistants (which must be done immediately).

Customs

Customs allows you to turn imports into rewards.

Discard a number of imports from your hand. Then place an assistant from the Customs area or your hand onto any unoccupied space on the Customs Management Board showing up to the number of imports you discarded and gain the reward printed on that space.

The number of imports you may discard is limited based on your action power:

1 **POWER:** You may discard 0 imports

2 **POWER:** You may discard 1 import

3 **POWER:** You may discard up to 2 imports

4 **POWER:** You may discard up to 3 imports

5 **POWER:** You may discard up to 4 imports

Assistants placed on the Customs management board may not be moved for any reason for the rest of the game.

EXAMPLE: Hisashi carries out the Customs action. His president and 2 assistants give him 3 power, so he may discard up to 2 imports. Hisashi only has 1 import to discard, so he places an assistant from the Customs area onto the 2nd space on the Customs Management Board and gains 4 points and 2 yen.

Dock

The Dock allows you to obtain order cards.

Take a number of order cards from the Dock Management Board based on your action power:

1 **POWER:** You may not take an order card

2 **POWER:** You may take an order card from the LOW area

3 **POWER:** You may take an order card from the LOW or MID areas

4 **POWER:** You may take an order card from the LOW, MID, or HIGH areas

5 **POWER:** You may take an order card from the LOW, MID, or HIGH areas - in addition, you score 3 points

If you have at least 2 power, you may then pay 2 yen or 1 import to take a 2nd order card, subject to the same limitation (LOW, MID, HIGH) based on your power.

NOTE: You may hold a maximum of 3 order cards in hand. If you already have 3 orders, you may not take this action. Orders may never be discarded.

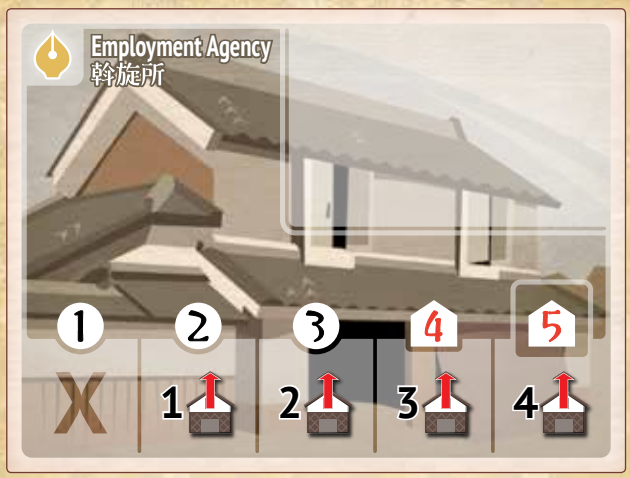
EXAMPLE: Hisashi carries out the Dock action. His president and 2 assistants give him 3 power, so he may take orders from the LOW or MID spaces - he chooses the order in the MID space.

Then Hisashi pays 2 yen to take another order, this time from the LOW space, as the MID space is empty.

Replenishing cards

After completing the action, move all remaining order cards to the left as far as possible. Then fill all empty spaces on the management board from left to right with cards from the order deck.

If there are not enough order cards to fill the management board, then a game end condition has been met. Finish out the round and then play 1 final round.



Employment Agency

Move items from your warehouse to your hand.

Depending on your action power, you may move assistants, shops, and trading houses from your warehouse to your hand:

1 **POWER:** Move 0 items

2 **POWER:** Move 1 item

3 **POWER:** Move 2 items

4 **POWER:** Move 3 items

5 **POWER:** Move 4 items

Some of these items have a cost that must be paid before you can move that item:

- Assistants: no cost
- Shops: 2 yen
- Trading houses: 4/5/6/7 yen

This cost is printed on the warehouse tile.

Laboratory

The Laboratory allows you to obtain technology cards.

The technology cards displayed on the Laboratory Management Board list an industry cost in the upper left corner. In addition, the 3rd, 4th, 5th, and 6th spaces on the management board add additional industry cost to the cards in those spaces.

Carrying out the Laboratory action gives you an amount of industry value based on your action power:

1 **POWER:** 1 industry value

2 **POWER:** 2 industry value

3 **POWER:** 3 industry value

4 **POWER:** 4 industry value

5 **POWER:** 5 industry value

You may gain additional industry value by discarding imports and money (as many times as you'd like):

- 1 import: 1 industry value
- 2 yen: 1 industry value

Pay the industry cost to take one technology card from the appropriate management board and place it face up in front of you. Excess industry value is lost.

Each technology card has a country icon on it. After obtaining a technology, check to see if you've matched country icons in order to earn a foreign agent. ***See Matching Country Icons (page 8).***

NOTE: The maximum industry value you can get from action power is 5.

NOTE: You may have as many technology cards as you want, but never two with the same title.

NOTE: Starting with your 4th card, each technology card requires an additional cost of 2 yen or 1 import.

Replenishing cards

After completing the action, move all remaining technology cards to the left as far as possible. Then fill the empty space on the management board with a card from the technology deck. If the deck is empty, leave the space empty.

Port

The Port allows you to obtain order cards.

Take a number of order cards from the Port Management Board based on your action power:

1 **POWER:** You may not take an order card

2 **POWER:** You may take an order card from the LOW area

3 **POWER:** You may take an order card from the LOW or MID areas

4 **POWER:** You may take an order card from the LOW, MID, or HIGH areas

5 **POWER:** You may take an order card from the LOW, MID, or HIGH areas - in addition, you score 3 points

If you have at least 2 power, you may then pay 2 yen or 1 import to take a 2nd order card, subject to the same limitation (LOW, MID, HIGH) based on your power.

NOTE: You may hold a maximum of 3 order cards in hand. If you already have 3 orders, you may not take this action. Orders may never be discarded.

EXAMPLE: Hisashi carries out the Port action. His president and 2 assistants give him 3 power, so he may take orders from the LOW or MID spaces - he chooses the order in the MID space.

Then Hisashi pays 2 yen to take another order, this time from the LOW space, as the MID space is empty.

Replenishing cards

After completing the action, move all remaining order cards to the left as far as possible. Then fill all empty spaces on the management board from left to right with cards from the order deck.

If there are not enough order cards to fill the management board, then a game end condition has been met. Finish out the round and then play 1 final round.

Research Center

The Research Center allows you to obtain technology cards.

The technology cards displayed on the Research Center Management Board list an industry cost in the upper left corner. In addition, the 3rd, 4th, 5th, and 6th spaces on the management board add additional industry cost to the cards in those spaces.

Carrying out the Research Center action gives you an amount of industry value based on your action power:

1 **POWER:** 1 industry value

2 **POWER:** 2 industry value

3 **POWER:** 3 industry value

4 **POWER:** 4 industry value

5 **POWER:** 5 industry value

You may gain additional industry value by discarding imports and money:

- 1 import: 1 industry value
- 2 yen: 1 industry value

Pay the industry cost to take one technology card from the appropriate management board and place it face up in front of you. Excess industry value is lost.

Each technology card has a country icon on it. After obtaining a technology, check to see if you've matched country icons in order to earn a foreign agent. ***See Matching Country Icons (page 8).***

NOTE: The maximum industry value you can get from action power is 5.

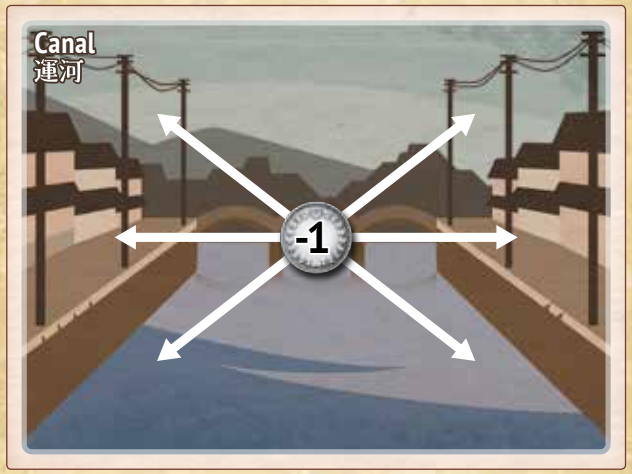
NOTE: You may have as many technology cards as you want, but never two with the same title.

NOTE: Starting with your 4th card, each technology card requires an additional cost of 2 yen or 1 import.

Replenishing cards

After completing the action, move all remaining technology cards to the left as far as possible. Then fill the empty space on the management board with a card from the technology deck. If the deck is empty, leave the space empty.

The Canal



Canal

The Canal is unlike the other areas: no assistants may be placed there.

During the movement step, you may pay 1 yen to move your president onto the Canal tile.

NOTE: The Canal is not a legal destination area; you may not end your movement step there!

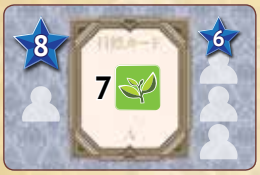
Description of Achievement Cards

"A" Achievement Cards

"A" Achievements require you to have specific goods. If you have those goods in hand, then you may fulfill the achievement during your free action phase. You do not need to discard the goods, just show that you have them in hand.

Own 5 copper

Own 6 silk



Own 7 tea

Own 7 fish

"B" Achievement Cards

"B" Achievements require you to have specific items. If you have those items in hand, then you may fulfill the achievement during your free action phase. You do not need to discard the items, just show that you have them in hand.

Own 10 yen

Own 4 technologies

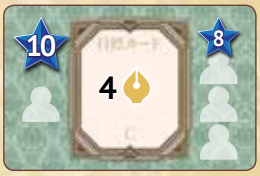
Own a total of five 5-power and foreign agent tokens in any combination

Own 5 completed orders

"C" Achievement Cards

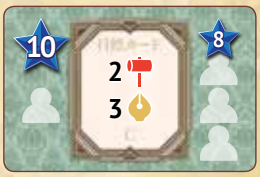
"C" Achievements require you to have built in specific areas. If you have buildings (shops or trading houses) in those areas, then you may fulfill the achievement during your free action phase.

4 production areas



4 commercial areas

3 production areas and 2 commercial areas



2 production areas and 3 commercial areas

Description of Technology Cards

Ball

Whenever you fulfill an order, score 2 additional points.

Brickyard

Whenever you place an assistant on the Customs management board, score 4 additional points.

Electrical Light

Whenever you build a trading house, score 3 additional points.

Exposition

Immediately score 10 points.

Gaslight

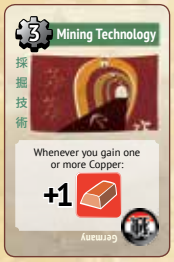
Whenever you build a shop, score 2 additional points.

Language School

Whenever you fulfill an order, gain 1 additional yen.

Letterpress Printing

Whenever you obtain a technology (after this one), gain 1 additional yen.



Mining Technology

Whenever you receive one or more copper, take an additional copper. This applies to the Copper Mine, Chinatown, 5-power tokens, and area building bonuses.

Newspaper

During your placement step, you may place up to 4 assistants in different areas instead of 3.

Patent System

Whenever you obtain a technology (after this one), score 2 additional points.

Postal System

You may end your movement in an area occupied by an opposing president and carry out the area action there. You must still pay the opposing president 1 yen (unless you own the Stagecoach technology).

Stagecoach

During your movement step, you may move through (but not end in) areas containing opposing presidents without paying.

If you have the Postal System technology, then you may end your turn in an area containing an opposing president without paying as well.

Station

When you obtain this technology, place the station token in an area of your choice. The station counts as 1 power for ***ANY*** player carrying out their area action.

You may move your president directly to this area during your movement step, even if there is an opposing president there (you do not need to pay them). If you do so, this must be your final destination.

Stock Market

At the beginning of your turn, if you have less than 2 yen, refill your hand to 2 yen.

Telegram

During your placement step, when placing 2 assistants in the same area, you may also place an assistant in an adjacent area. If there is an opposing president in that area, you must pay that player 1 yen.

Telephone

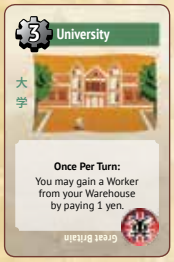
During your recovery step, you may leave 1 assistant in the area.

Textile Mill

Once per turn, you may discard a silk to gain 2 yen. It can be a silk that you gained this turn.

Tram

During your movement step, you may move your president directly to any area that does not contain an opposing president. If you do so, this must be your final destination.



University

Once per turn, you may pay 1 yen to take an assistant from your warehouse to your hand.

Winery

Whenever you place an assistant on the Church management board, score 3 additional points.

Credits

Game design: Hisashi Hayashi

Artwork & graphic design: Ryoko Hiyashi & Adam P. McIver

English development: TMG Development Team

English card text: Seth Jaffee

English manual: Daryl Chow & Seth Jaffee

2-Player rules inspired by BoardGameGeek user: gameraf

Quick Turn Summary

A) Additional Action Phase (1st half)

a) Use a foreign agent (once per turn) Pg. 8

- *Turn a foreign agent token face down to carry out steps 3 through 6 in an area where you have assistants but no president.*

b) Fulfill an achievement Pg. 8

- *If you have met the requirements on an achievement card, you may place an assistant from your hand onto the card and gain the corresponding victory points.*

c) Fulfill an order Pg. 8

- *Place an order card from your hand face up in front of you and discard the goods indicated on it. Then gain the rewards listed on the bottom of the card.*

B) Main Action Phase

1) Placement step Pg. 5

- *Place 1 assistant into up to 3 different areas OR place 2 assistants into a single area.*
- *Pay 1 yen to place in an area containing an opposing president.*

2) Movement step Pg. 6

- *Pay 1 yen to move your president through an area containing an opposing president.*
- *You may not stop in an area containing an opposing president.*

3) Area action step Pg. 6

- *Carry out the action of the area your president occupies, based on your power level.*

4) 5-power bonus (optional) Pg. 7

- *If you carried out a 5-power action, collect the area's 5-power bonus token (if it is still present).*

5) Construction (optional) Pg. 7

- *If you carried out a 4-or-5-power action, you may construct a shop or trading house from your hand.*

6) Recovery step Pg. 7

- *Take all assistants from the area in which you carried out the area action and return them to your hand.*

C) Additional Action Phase (2nd half)

a) Use a foreign agent (once per turn) Pg. 8

b) Fulfill an achievement Pg. 8

c) Fulfill an order Pg. 8