紳商伝 YOKOHAMA

2-4 players / 90 minutes / ages 12 and above

Setting of the Game

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, Japanese products such as copper and raw silk were established in Yokohama to be exported 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

Each player is a merchant of Yokohama, vying to gain fame through successful business ventures.
There are a number of ways to gain fame, such as displaying trade goods ordered by foreign traders, learning foreign technology, and developing the city by building shophouses and trading houses. In order to fulfill these goals, players will need to roam the streets of Yokohama, gaining its various benefits. In addition, it may be a good idea to seek the cooperation of foreign mercenaries.
Which player will become the most capable merchant of Yokohama?

Contents of the Game

●Player components (Red, Blue, Yellow, Green)

・4 President pawns (1 in each colour)

・80 Assistant pawns
(20 in each colour)

・4 Victory point counters
(1 in each colour)

・32 Shophouse tokens
(8 in each colour)

・16 Trading House tokens
(4 in each colour)

●Trade Good components

・30 Copper tokens

・30 Raw Silk tokens

・40 Tea tokens

・40 Seafood tokens

●23 Imported Goods tokens

●Money

・52 1-Yen tokens

・16 3-Yen tokens

●1 Station token 1

●10 Foreign Mercenaries

Front Back

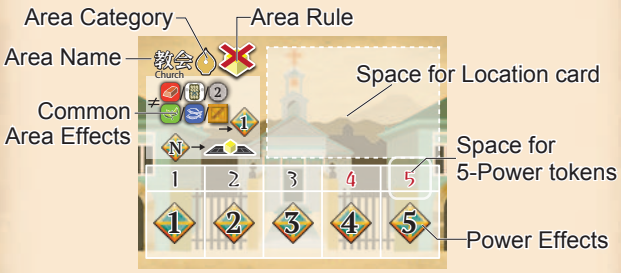
3 English
2 American
2 French
2 German
1 Dutch

●20 5-Power tokens

Front Back

●18 Area Boards

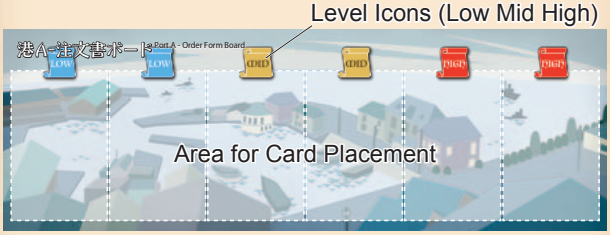
Front



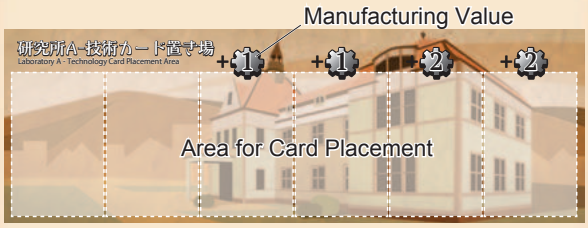
There are 2 area category types: Production and Commercial.

●6 Management Boards

・2 Ports (A and B)



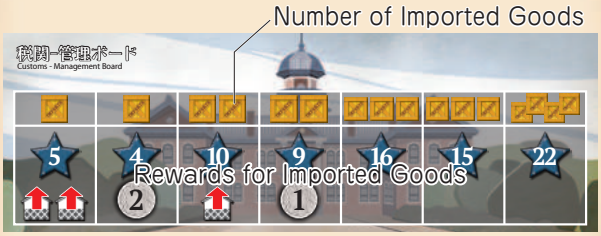
・2 Laboratories (A and B)



・1 Church



・1 Customs



●36 Order cards

Front



Country Icon (English, American, French, German, Dutch)

Trade Goods required for completion of order

Rewards for completion of order

Back



●30 Technology cards

Front



Country Icon (English, American, French, German, Dutch)

Required Industry value

Effect

Back



●12 Achievement Card (4 cards each of A, B and C)

Front



Back



●24 Building Site cards

Front



Back



●Start Player Card



●4 Warehouse tiles



●4 100-point counters 

●1 Victory Point track
●4 Player Summaries
●1 Rulebook

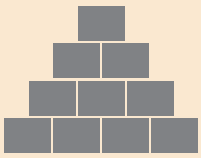
Game Setup

1. Depending on the number of players, the following components will not be used. Return these components to the box.

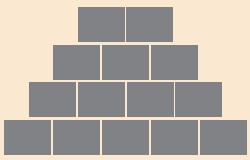
Players	Area Boards	Management Boards
2 players	Laboratory B, Port B, China-town, Canal, Copper Mine × 1, Silk Mill × 1, Tea Plantation × 1, Fishing port × 1	Laboratory B, Port B
3 players	Laboratory B, Copper Mine × 1, Silk Mill × 1, Tea Plantation × 1	Laboratory B
4 players	none	none

2. Shuffle the Area Boards face down, and turn them face up one by one in the following configuration:

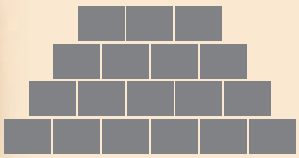
2 Players:



3 Players::



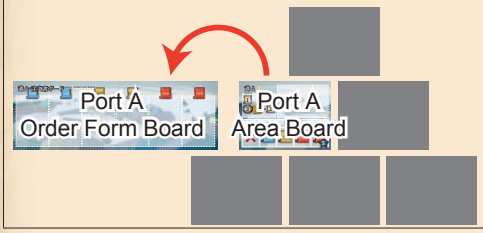
4 Players:



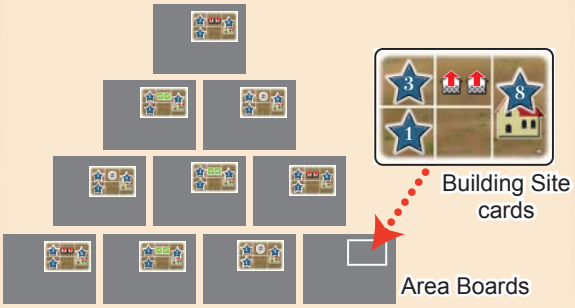
Each Area Board is also known as an 'Area'.

3. Place each Management Board (long) next to the corresponding Area Board.

Example: The Port A Order Form Board is placed next to the Port A Area Board



4. Shuffle all the Building Site cards face-down and place 1 Building Site card face-up on each Area Board on the space stipulated. The remaining Building Site cards will not be used in the game and should be returned back to the box.



5. Shuffle all the 5-Power tokens face-down and place 1 face-up on each Area Board on the 5-space on each Area Board. The remaining 5-Power tokens will not be used in the game and should be returned back to the box.



6. Place the Victory Point track in the playing area.

7. Place the following components near the Area Boards:
1-Yen tokens
3-Yen tokens
Copper tokens
Raw Silk tokens
Tea tokens
Seafood tokens
Imported Goods tokens
Foreign Mercenary tokens (place all of them face-up)
Station token
100-Point tokens

8. The player who most recently visited Yokohama receives the Start Player Card and becomes the starting player. If this method does not work in determining a starting player, use any preferred method in choosing a starting player.
※ The Start Player Card does not switch possession during the duration of the game.

9. Each player chooses a colour and receives the following components in their colour:
1 Warehouse tile
1 President pawn (in the player's hand)

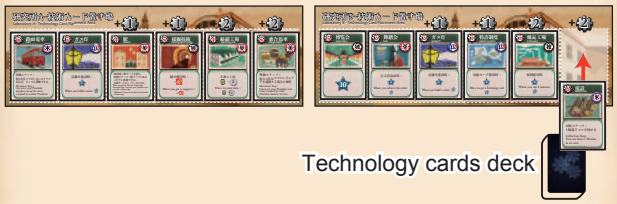
20 Assistant pawns
(Place 8 in the player's hand and place the remaining 12 on top of the Warehouse tile).
1 scoring disc
(to be placed on the 0 space of the Victory Point track)
8 Shophouse tokens
(Place 2 in the player's hand and place the remaining 6 on top of the Warehouse tile).
4 Trading House tokens
(Place all 4 on top of the Warehouse tile).
1 Copper token
1 Raw Silk token
1 Tea token
1 Seafood token
Money
(The starting player begins with 3 Yen, and the other players begin with 4 Yen).

Note: In this game, there is a distinction between the player's 'hand' and their 'warehouse'. Place items meant to be in the 'warehouse' on top of the Warehouse tile and keep items meant to be in the player's 'hand' separate from the Warehouse tile.

10. Divide the Achievement cards into A, B, and C decks and shuffle them face down.
Draw 1 card from each deck and place them face up next to the Victory Point track. The remaining Achievement cards will not be used in the game and should be returned back to the box.

11. 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 of Laboratory A (and B) Technology Card Placement Area until all spaces on both Laboratories A (and B) Technology Card Placement Area are filled.



12. 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 back to the box:

Players	numbers of cards back 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 Port A (and B) Order Form Board until all spaces on both Port A (and B) Order Form Board are filled.

Each player now draws two Order cards from the remaining deck. In secret, each player must choose 1 Order card to keep and return the other card to the box.

The setup of the game is now complete!

●Example of setup (4 players)



General Rules

The following rules apply throughout the game:

- In this game, Trade Goods (Copper, Raw Silk, Tea, Seafood), Imported Goods and Money are not limited by the number of components. Please use a suitable substitute if you run out.
- Money can be made into change at any time.
- All information is public except for Order cards in the possession of players. Place components such that all players may easily see them.
- Each player may have a maximum of 3 Order cards in their hand. Players may not discard any Order cards.
- There is no limit to the number of Technology cards in each player's hand. However, players may only own 1 card of the same name.
- Victory Points are gained by moving the scoring disc of each player's colour on the Victory Point track. If a player obtains more than 100 points, they receive a 100-Point token and move their scoring disc to the corresponding amount on the Victory Point track.

Flow of the game

The game progresses in turns clockwise from the start player. Each player takes a turn until the End of the Game conditions are met. When the End of the Game conditions are met, **there is one more game turn**, and a final score calculation is tallied to determine the winner.

For the End of the Game conditions, please refer to the section 'End of Game Conditions'.

Flow of a turn

On a player's turn, they do the following three phases in order. At the end of their turn, play progresses clockwise to the next player.

A. Additional Action phase (first half)
B. Main Action phase
1. Placement step
2. Movement step
3. Area Action step
4. 5-Power bonus step (Optional)
5. Shophouse and Trading House Construction step (Optional)
6. Recovery step
C. Additional Action Phase (second half)

The Additional Action phases in A (first half) and C (second half) involve the same process.

We will first describe B (the Main Action phase) here, and the Additional Action phases thereafter.

B. Main Action Phase

The Main Action phase is done in order from top to bottom:

1. Placement step
2. Movement step
3. Area Action step
4. 5-Power bonus step (Optional)
5. Shophouse and Trading House Construction step (Optional)
6. Recovery step

Steps 1 to 3 and 6 are compulsory, and Steps 4 and 5 can be omitted if the player chooses.

An exception to this rule is that if the player was not able to carry out Step 2, they may not be able to carry out Steps 3-6.

1. Placement step

The player may choose 1 of the 2 following options:

a) Place 1 Assistant pawn into 3 different areas:

Choose 3 different areas, and place Assistant pawns from their hand to the areas one by one.

b) Place 2 Assistant pawns into the same area:

Select 1 area, and place two Assistant pawns from their hand to the area.

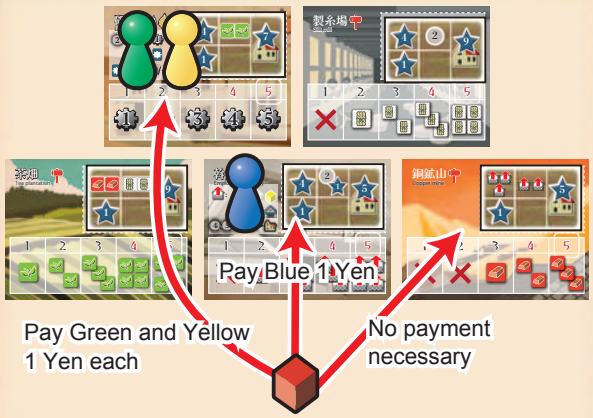
Regardless of whether the player chooses a) or b), placement of Assistant pawns are subject to following Placement rules:

Placement rules

- If there is a President pawn in the area in which you place an Assistant pawn, you have to pay 1 Yen for each Assistant pawn you place to the player owning the President pawn. If there is more than one President pawn in the area, you have to pay 1 Yen to each of the owning players. If you have insufficient money, you may not place an Assistant pawn in the area.
- You may not place an Assistant pawn in the Canal.
- If you do not have enough Assistant pawns in hand to place, or if you choose not to, you do not need to place all 3 Assistant pawns. In other words, you may place 1, 2 or 3 Assistant pawns.

※ You may not place any Assistant pawns from the Warehouse tile or the Management boards.

Example: For his Placement step, Hisashi chose (a) (placing Assistant pawns in 3 three different areas). Hisashi chooses the Copper Mine, Employment Agency and Laboratory A and places his Assistant pawns one by one in these areas. Firstly, as the Copper Mine contains no other President pawns, he places 1 Assistant pawn there without payment. Secondly, as the mediation office contains a Blue President pawn, he pays 1 Yen to the Blue player and places 1 Assistant pawn in the area. Thirdly, Laboratory A contains both the Green and Yellow President pawns. To place an Assistant pawn, Hisashi must pay a total of 2 Yen: 1 Yen each to the Green and Yellow player. However, he does not have enough money, so sadly he may not place his Assistant pawn in Laboratory A. Instead, he places an Assistant pawn on the Silk Mill.



2. Movement step

The player may choose 1 of the 2 following actions:

a) Move their President pawn

b) Return their President pawn to their hand

a) Move their President pawn

The movement method is different depending on whether the President pawn is in the player's hand or on an existing Area. If the President pawn is in the player's hand, the player may place the President pawn in any Possible Action Area.

A Possible Action Area is an Area in which both of the following conditions are satisfied:

- The player has at least 1 Assistant pawn in that Area
- There are no other players' President pawns in the Area.

If the player's President pawn is already on an existing Area (i.e. not in the player's hand), you must move the President pawn step by step to your desired destination using the following Movement rules:

Movement rules

- The President pawn may move 1 step from its current Area to an adjacent Area. At least one of that player's Assistant pawns must be in the destination area.

※ Shophouses and Trading Houses do not act as Assistant pawns for this purpose. If you have Shophouses and/or Trading Houses in the Area but no Assistant pawns, you may not move to this Area.

- If the Area that the President pawn is moved into is a Possible Action Area (as described above), the player may choose to either stop their movement, or continue moving their President pawn. This may be carried out any number of times.

- If the Area that the President pawn is moved into is not a Possible Action Area, i.e. there is one or more players' President pawns in this Area, the player may not stop their movement. They must immediately pay each other President pawn in the Area 1 Yen and continue their movement.

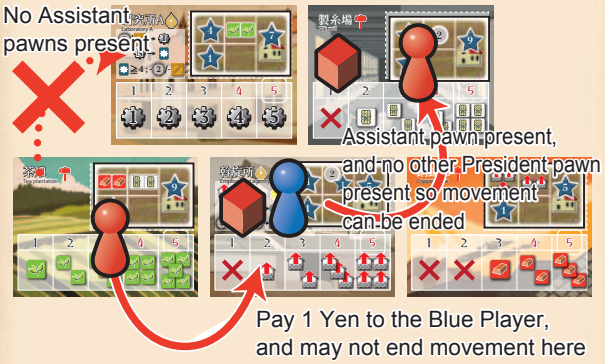
- The President pawn may not return to the Area that it started in.

Example:

Hisashi's (Red player's) President pawn is on the Tea Plantation area. Hisashi wants to move the President pawn to the Silk Mill.

First, he tries to move the President pawn to the Silk Mill through Laboratory A. However, since he has no Assistant pawns in the Area, he cannot move his President pawn to Laboratory A.

Next, Hisashi attempts to move to the Silk Mill through the Employment Agency. There is an Assistant pawn of his colour, so he may stop in that space. However, the Blue player's President pawn is currently on the Employment Agency 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 pawn of his colour, and ends his movement.



b) Return their President pawn to their hand

If this action is chosen, Step 3-6 is skipped; proceed directly to Phase C (Additional Action Phase). Return your President pawn to your hand, and you may also return any Assistant pawns from any Area to your hand.

※ You may not return Assistant pawns placed on Management Boards.

3. Area Action step

In this step, the player carries out the action where their President pawn is located.

※ However, if you utilized Foreign Mercenaries in the Additional Action phase, you may carry out an action in the specified area rather than in the area your President pawn is in.

At this time, the player calculates and determines the amount of Power the player possesses in the Area.

Token type	Power obtained
President pawn	1 Power
Assistant pawn	1 Power each
Shophouse token	1 Power
Trading House token	1 Power
Station token	1 Power

Use the table to tally the Power value. If the Power value tallies 6 or higher, it is still considered as a maximum value of 5.

The Power value is used to carry out the action in the Area. For specific actions, refer to the section on Detailed Area Actions.

Example:
Hisashi's President pawn is currently on the Silk Mill Area. Hisashi has his President pawn, 3 Assistant pawns, and 1 Shophouse token in the Area. Hisashi carries out an action in the area and has:

President Pawn	1 Power
3 Assistant Pawns	3 Power
Shophouse token	1 Power
Total	5 Power

Hisashi thus has a total of 5 Power for his action. Hisashi thus obtains 4 Raw Silk tokens for his action.

If there are any Trading Houses owned by other players in the Area in which the action is being carried out, the owner receives 1 Yen from the bank.

Note: If your own Trading House is on the Area in which your action is being carried out, you do not receive money from the bank.

4. 5-Power bonus step (optional)

If, in Step 3 (Area Action Step), the player carried out an action of 5 Power, they may carry out this action.
If the 5-Power token in the corresponding Area is still present, the player takes it and places it in front of them and resolves the effect. After resolving the effect, they turn the 5-Power token face-down, and keeps it in their possession.
The effects of 5-Power tokens are explained in detail in the section on 'Description of Powers'.

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, which is to take 1 Imported Goods token into his possession. Afterwards, Hisashi turns the 5-Power token face-down and keeps it in his possession.

5. Shophouse and Trading House construction step (optional)

If, in Step 3 (Area Action Step), the player carried out an action of 4 or more Power, they may carry out this action.

Choose one of the following two actions:
a) Build a Shophouse
b) Build a Trading House
a) Build a Shophouse

Refer to the Building Site card on the Area in which the action was carried out in Step 3 (Area Action Step). The player may build a Shophouse only if they do not have a Shophouse already on the Building Site card. Place a Shophouse token from your hand onto an empty Shophouse space on the Building Site card. You may not build on a space that another player already has a Shophouse token on. Gain the benefits stated on the space that you built your Shophouse on.

b) Build a Trading House

Refer to the Building Site card on the Area in which the action was carried out in Step 3 (Area Action Step). The player may build a Trading House only if the Trading House space on the Building Site card is empty. Place a Trading House token from your hand onto the empty Trading House space. Gain the benefits stated on the space that you built your Trading House on.

Example:
Hisashi carried out an action of 5 power in the Silk Mill. He has a Shophouse token and a Trading House token in his hand. As Hisashi already has a Shophouse token on the Silk Mill Building Site card, he will not be able to build a Shophouse. Hisashi decides to build a Trading House. Hisashi places his Trading House token on the Silk Mill Building Site card and gains 9 Victory Points as stated on the space.

Example:
Seiji carried out an action of 4 power in the Church. However, Seiji does not have either a Shophouse token or Trading House token remaining in his hand. He thus is regretfully unable to build either of these establishments.

6. Pawn Recovery step

Take all of the Assistant pawns from the Area in which you carried out Step 3 (Area Action Step) and return them all to your hand.
Note: No matter how many Assistant pawns are on the Area, return ALL of them to your hand.

Example:
Hisashi had three Assistant pawns in the Silk Mill, and he returns all three to his hand.

Additional Action Phase

In each Additional Action phase, you may do the following actions as many times as you like and in any order:

a) Use of Foreign Mercenaries (Once per turn)
b) Fulfilling an Achievement card
c) Fulfilling an Order card

For example, a player may carry out: c) fulfilling an Order card → a) Use of Foreign Mercenaries → c) fulfilling an Order card.

a) Use of Foreign Mercenaries (Once per turn)

「You may only use Foreign Mercenaries once on your turn. For example, if you use this action in A. Additional Action Phase (first half), you may not use it in C. Additional Action Phase (second half).

Turn one of your Foreign Mercenary tokens face down and choose one Area. This Area has to meet the following 2 conditions: it has to contain at least 1 of your Assistant pawns AND your President pawn may not be in the Area.

※ It is possible to choose an Area that contains another player's President pawn.
※ If you choose an Area that contains another player's President pawn, you do not need to pay them any money.

If you carry out this action, you continue with the same steps of the main phase in order, i.e.

3. Area Action step
4. 5-Power bonus step
5. Shophouse and Trading House construction step
6. Recovery step

Please refer to each step of the Main Phase for more information.

Example:
Hisashi carries out the a) Use of Foreign Mercenaries action. He chooses the Copper Mine as the Area for the action, as there are 2 Assistant pawns in this Area as well as 1 Trading House. In Step 3 (Area Action Step), Hisashi has 3 Power for the action, and takes 1 Copper token. As the action was only 3 Power, Hisashi was not able to carry out Step 4 (5-Power Bonus step) and Step 5 (Shophouse and Trading House construction step). Finally, in Step 6 (Recovery step), Hisashi takes the 2 Assistant pawns back into his hand.

b) Fulfilling an Achievement card

If you have met the requirements written on an Achievement card, you may place an Assistant pawn from your hand to the card and gain the corresponding Victory Points. The first player who achieved the requirements score the leftmost points, while all later players score the rightmost points. Please refer to the 'Achievement cards' section for more detailed information.

Note: Each player may only fulfill the same Achievement Card once in a game.

Example:
Hisashi has 5 Copper tokens in his possession. There is an Achievement card that requires 5 Copper as a condition to complete the Goal card. Hisashi fulfills the Achievement card, and places an Assistant pawn from his hand to the Achievement card. Since Daryl and Seiji already have Assistant pawns located on the Achievement card, Hisashi scores the rightmost Victory Point total, which is 6 points.

c) Fulfilling an Order card

Place an Order card from your hand face-up in front of you. Pay the corresponding Trade Goods. Afterwards, gain the corresponding reward as noted on the Order card. After fulfilling an Order card, check if new Country icons match in order to obtain Foreign Mercenary tokens. For more information on this, please refer to the next section on 'Matching Country icons'.

Matching Country icons

When you successfully complete an Order card, or when you obtain a Technology card, you will see Country icons, such as the following…



Every time you obtain a multiple of 2 (i.e. 2, 4, 6) of the same Country icon on completed Order cards or Technology cards, you receive a Foreign Mercenary token of that country. However, if there are none in the supply, you do not receive any.

Example:
Hisashi has an Order card with the English icon 英 and a Technology card with the French icon 仏 in front of him. Hisashi completes the Order card, and places another Order card in front of him that has the English icon 英. Since there are 2 English icons 英 in total, Hisashi receives the English Foreign Mercenary token from the supply.

End of Game Conditions

The game ends when any of the following conditions are met:

- One or more of the players have built all 4 Trading Houses.
- One or more of the players have built all 8 Shophous-

es.

- After replenishing Order cards, the Order deck has run out and there is an empty space on the card area of the Port Order Form Board.
- A number of Assistant pawns on the Church Management Board has been placed (2 Players: 4; 3 Players: 5; 4 Players: 6)
- A number of Assistant pawns on the Customs Management Board has been placed (2 Players: 4; 3 Players: 5; 4 Players: 6)

Finish playing out the round ending with the player to the right of the Start player, then there is one final round for all players. Thus, all players will play an equal number of turns. After this, there is a final score calculation and the game ends.

Example:
The order of play started and continued in this fashion: Red: Hisashi → Blue: Daryl → Green: Seiji → Yellow: Nobuaki. Seiji built all 4 of his Trading Houses, fulfilling one of the game end conditions. After Seiji's turn, Nobuaki takes his turn. After Nobuaki's turn, all players take 1 final turn.

Final Score Calculation

Calculate the final score in the following order:

1. Church bonus
2. Customs bonus
3. Technology bonus
4. Country bonus
5. Remainder Scoring

1. Church bonus

Each player tallies up the number of Assistant pawns on the Church Management board. The player with the highest number of Assistant pawns receives 6 Victory points, and the second highest receives 3 Victory points. In the case of a tie, the player who has the rightmost Assistant pawn breaks ties. If there is only 1 player on the Church Management board, that player earns 6 points and no other player receives points. If there are no players on the Church Management board, no players earn any points.

Example:
The Church Management board ended in the following state:



The final tally of Assistant pawns was: Red 2, Blue 2, and Yellow 1.
Red and Blue have the same number of pawns on the board, so we have to look at the position of the pawns. Blue owns the rightmost pawn, so Blue receives 6 points. Red is second place and receives 3 points. Yellow does not receive any points.

2. Customs bonus

Each player tallies up the number of Assistant pawns on the Customs Management board. The player with the highest number of Assistant pawns receives 8 Victory points, and the second highest receives 4 Victory points. In the case of a tie, the player who has the rightmost Assistant pawn breaks ties. If there is only 1 player on the Customs Management board, that player earns 8 points and no other player receives points. If there are no players on the Customs Management board, no players earn any points.

Example:
The Customs Management board ended in the following state:



The final tally of Assistant pawns was: Red 1, Green 3, and Yellow 1.
Green is in first place and receives 8 Victory points. Red and Yellow have the same number of pawns on the board, so we have to look at the position of the pawns. Yellow owns the rightmost pawn, so Yellow is in second place and receives 4 points. Red does not receive any points.

3. Technology bonus

Each player tallies the total Industry value on all of their Technology cards. The player with the highest total Industry value receives 10 Victory points, and the second highest receives 5 Victory points. In the case of a tie, the player who is the closest clockwise to the Start player breaks ties (The Start player himself is considered to be the closest). If there is only 1 player with Technology cards, that player earns 10 points and no other player receives points. If there are no players who own Technology cards, no players earn any points.

Example:
The turn order of the game is as follows: Red: Hisashi → Blue: Daryl → Green: Seiji → Yellow: 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

At this point, return all unfulfilled Order cards to the box. Each player now looks at the number of different Country icons they have in their possession from their Technology cards and completed Order cards and divides them into sets. 1 icon may only be used once per set. The following table shows how many bonus points a player receives:

A set of 5 different Country icons → 12 Victory points
A set of 4 different Country icons → 8 Victory points
A set of 3 different Country icons → 4 Victory points
A set of 2 different Country icons → 2 Victory points

Example:
Hisashi has the following icons from his Technology cards and completed Order cards:



After dividing into sets,



12 Points



4 Points



0 Points

Total 16 Points

Hisashi receives 16 bonus points from Countries in total.

5. Remainder Scoring

Below is the conversion rate for remaining tokens in the players' possession:

Unused Foreign Mercenary tokens: 1 Victory point each
Imported Goods tokens: 1 Victory point each
Every 2 Yen: 1 Victory point
Every 3 Trade Good tokens: 1 Victory point

Example:
Hisashi possessed the following items at the end of the game and received 4 total Victory points:

1 Imported Good token	1 Victory point
3 Yen	1 Victory point
Trade goods	
2 Copper tokens	
1 Raw Silk token	
1 Tea token	
3 Seafood tokens	2 Victory points (7/3 = 2)
Total	4 Victory points

Winning the Game

The player with the most Victory points wins the game. In the case of a tie, the player closest to the Start player wins ties.

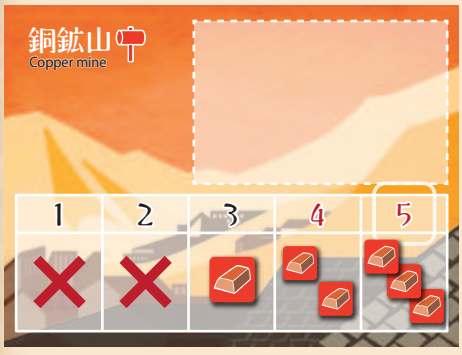
Description of the Icons

Money icon	Gain Yen equal to the number listed
Victory point icon	Gain Victory points equal to the number listed
Trade good icon	Gain Trade good tokens equal to the type and number listed
Any Trade good icon	Gain 1 Trade good of your choice. If there are more than 2 of these icons, you may choose different Trade goods.
Imported Good icon	Gain 1 Imported Good per icon
Warehouse icon	Take a token from the Warehouse tile to your hand. The cost is the same as the Employment Agency action. Refer to the Employment Agency action for detailed information.
Movement icon	Move an Assistant pawn from your hand or from an Area to another Area. You may treat each movement separately. You do not need to pay other President pawns.

Detailed Area Explanation

●Copper Mine

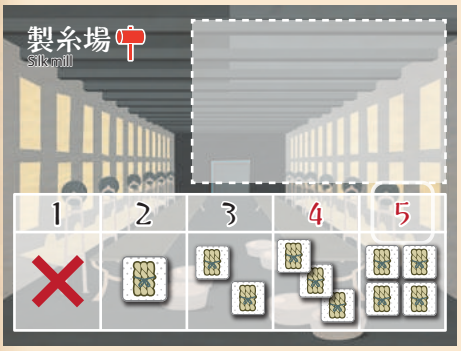
<Production Area>



Gain Copper tokens.
1 Power: No effect
2 Power: No effect
3 Power: Gain 1 Copper token
4 Power: Gain 2 Copper tokens
5 Power: Gain 3 Copper tokens

●Silk Mill

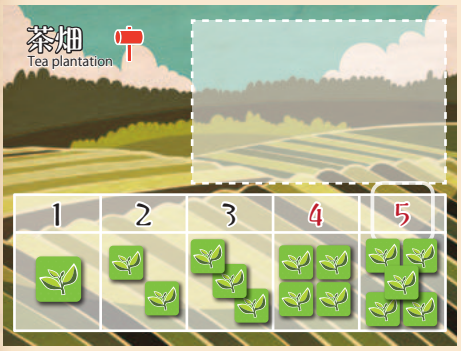
<Production Area>



Gain Raw Silk tokens.
1 Power: No effect
2 Power: Gain 1 Raw Silk token
3 Power: Gain 2 Raw Silk tokens
4 Power: Gain 3 Raw Silk tokens
5 Power: Gain 4 Raw Silk tokens

●Tea plantation

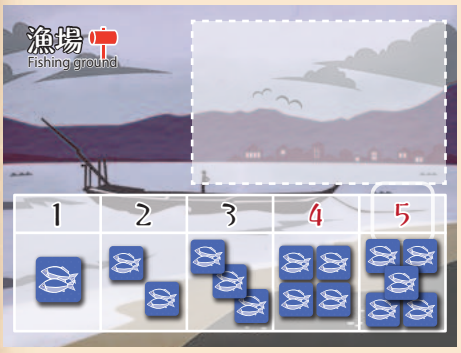
<Production Area>



Gain Tea tokens.
1 Power: Gain 1 Tea token
2 Power: Gain 2 Tea tokens
3 Power: Gain 3 Tea tokens
4 Power: Gain 4 Tea tokens
5 Power: Gain 5 Tea tokens

●Fishing ground

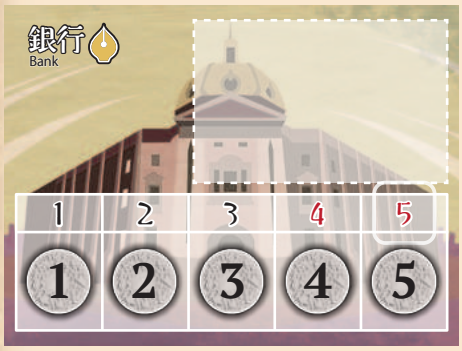
<Production Area>



Gain Seafood tokens.
1 Power: Gain 1 Seafood token
2 Power: Gain 2 Seafood tokens
3 Power: Gain 3 Seafood tokens
4 Power: Gain 4 Seafood tokens
5 Power: Gain 5 Seafood tokens

●Bank

<Commercial Area>



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

●Port

<Commercial Area>



Gain 1 or 2 Order cards.
※ There are two Port Areas: Port A and Port B, which refer to different Port Order Form Boards.

If this action is chosen, you may either choose to take 1 Order card for free or 2 Order cards if you pay 2 Yen or 1 Imported Good token.
Note:
You can hold up to 3 Order cards in your hand. You may not take cards if it would cause you to have 4 or more cards. Order cards can never be discarded.
Take the Order cards from the corresponding Port Order Form Board into your hand. Depending on the Power of the action, the following choices are possible:
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 and/or Mid area
4 Power: You may take an Order card from the Low and/or Mid and/or High area
5 Power: You may take an Order card from the Low and/or Mid and/or High area. In addition, you gain 3 Victory points.

Example:
Hisashi is carrying out the Port action. He pays 2 Yen which allows him to draw 2 Order cards. On the Port Area, he has his President pawn and 2 Assistant pawns for a total of 3 Power. He takes 2 Order cards from the Low and Mid areas of the corresponding Port Order Form Board.

Replenishing Cards:
After drawing Order cards into your hand, move all cards to the left, filling in all empty spaces. Then, fill all empty spaces on the Order Form Board with Order cards from the Order card deck until all spaces are full. If the deck is empty, fill as many spaces as possible and leave the remaining spaces empty.

●Laboratory
<Commercial Area>



Gain a Technology card.
※ There are two Laboratory Areas: Laboratory A and Laboratory B, which refer to different Laboratory Technology Card Placement Areas.

To gain a Technology card, the Industry value has to be paid. The Industry value is written on the top left of the card. In addition, the rightmost spaces on the Laboratory Technology Card Placement Area may add additional Industry value to the card that has to be paid.

Example:
The Tram card is located 3 spaces from the left on the Technology Card Placement Area. The Industry value cost of this card is 5 plus 1 from the Management Board for a total of 6.

The Industry value can be paid with Action Power, Money and Imported Goods.

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
2 Yen: 1 Industry value
1 Imported Good token: 1 Industry value
Note: The maximum value that can be gained from Action Power is 5 Industry value.

After paying the Industry value, place the Technology card face-up in front of you. Excess Industry value is lost.

Example:
Hisashi needs 6 Industrial value in order to get the Tram technology. First, his President pawn, 3 Assistant pawns and 1 Shophouse gain him 5 Power, which translates into 5 Industry value. In addition, he pays 2 Yen for 1 more Industry value. In total, he pays 6 Industry value and obtains the Tram technology.

After obtaining a Technology card, check if new Country icons match in order to obtain Foreign Mercenary tokens. For more detail on this, please refer to the section on 'Matching Country icons'

Note:
Players can hold any number of Technology cards. However, the 5th Technology card and later each cost either an extra 2 Yen or 1 Imported Good token. If you are unable to pay this additional cost, you may not obtain a Technology card.

Replenishing Cards:
After obtaining a Technology card, move all cards to the left on the Technology Card Placement Area, filling in all empty spaces. Then, fill the rightmost empty space with a card from the Technology card deck. If the deck is empty, leave the space empty.

●Employment Agency
<Commercial Area>



Gain Assistant pawns, Shophouses and Trading Houses from your Warehouse tile.

Depending on the Action power, the number of tokens you may gain from your Warehouse tile are as follows:

1 Power: 0
2 Power: 1 token
3 Power: 2 tokens
4 Power: 3 tokens
5 Power: 4 tokens

In addition, money has to be paid for certain token types.

Assistant pawns: Free
Shophouse tokens: 2 Yen each
Trading House tokens: 4 Yen for the 1st, 5 Yen for the 2nd, 6 Yen for the 3rd, 7 Yen for the 4th

●Chinatown
<Commercial Area>



Exchange Money, Trade Goods and Imported Good tokens.

The number of times you may exchange depends on the Action Power.
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:
Pay 1 Copper token and receive 2 Yen
Pay 1 Raw Silk token and receive 2 Yen
Pay 1 Tea token and receive 1 Yen
Pay 1 Seafood token and receive 1 Yen
Pay 2 Yen and receive 1 Copper token
Pay 2 Yen and receive 1 Raw Silk token
Pay 1 Yen and receive 1 Tea token
Pay 1 Yen and receive 1 Seafood token
Pay 4 Yen and receive 1 Imported Good token

Note: There is no option to sell Imported Good tokens for Money.

●Church
<Commercial Area>



Faith values can be obtained by Action Power, Trade goods, Money, and Foreign Good tokens.

The following items and Action Power values give you the respective Faith value:
1 Power: 1 Faith value
2 Power: 1 Faith value
3 Power: 3 Faith value
4 Power: 4 Faith value
5 Power: 5 Faith value

1 Copper token: 1 Faith value
1 Raw Silk token: 1 Faith value
1 Tea token: 1 Faith value
1 Seafood token: 1 Faith value
1 Yen: 1 Faith value
1 Imported Good token: 1 Faith value

Note:
You may not pay more than 1 of the same kind of the above to gain more Faith value on the same turn.

Then, place 1 Assistant pawn from the Church Area or your hand to the Church Management Board corresponding to the Faith value that was paid and gain the corresponding reward. You may not place an Assistant pawn if spaces are already filled. Assistant pawns placed on the Church Management Board may not be moved for the rest of the game(=✕). Excess Faith value is lost.

Example:
Hisashi carries out the Church Action. He has 1 President pawn and 2 Assistant pawns for 3 Power. This translates to 3 Faith value. In addition, he pays 1 Copper token, 1 Raw Silk token and 1 Yen to increase this Faith value by 3 to a total of 6. He places one of his Assistant pawns on the Church Management Board on the space with a Faith value of 6. He then obtains the reward of 5 Victory points and the ability to move 2 pawns (which must be carried out immediately).

●Customs
<Commercial Area>



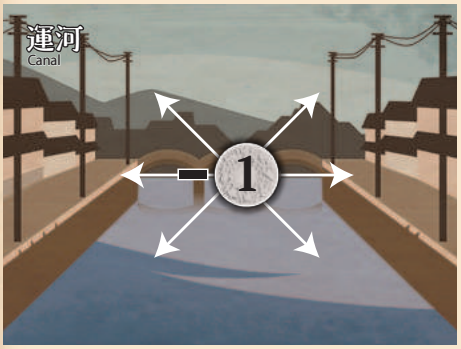
Paying Imported Goods to obtain rewards.

Depending on the Action Power, the number of Imported Goods that can be paid is as follows:
1 Power: 0
2 Power: 1 Imported Good
3 Power: 2 Imported Goods
4 Power: 3 Imported Goods
5 Power: 4 Imported Goods

Then, place 1 Assistant pawn from the Customs Area or your hand to the Customs Management Board corresponding to the number of Imported Goods that was paid and gain the corresponding reward. You may not place an Assistant pawn if spaces are already filled.
Assistant pawns placed on the Customs Management Board may not be moved for the rest of the game(=✕).

Example:
Hisashi carries out the Customs Action. His President pawn and 1 Assistant pawn give him 2 Power. He pays 1 Imported Good, and places 1 Assistant pawn on the 2nd space on the Customs Management Board. This gains him 4 Victory points and 2 Yen.

●Canal



No pawns or tokens may be placed in this area. However, during the Movement step, you may pay 1 Yen to the supply to move across the Canal.

Achievement Cards

Achievement Cards A

If you have the stated Trade Goods in your hand, you may complete these Achievements. You do not need to pay these Trade Goods.



Own 5 Copper tokens



Own 6 Raw Silk tokens



Own 7 Tea tokens



Own 7 Seafood tokens

Achievement Cards B

If you have the stated items in your hand, you may complete these Achievements. You do not need to pay or throw away these items.



Own 10 Yen



Own a total of 5 5-Power and/or Foreign Mercenary tokens



Have completed 5 Order cards



Own 4 Technology cards

Achievement Cards C

There are two different icons marking Production Areas and Commercial Areas. If you have built Shophouses and/or Trading Houses in Areas matching the icons on the Achievement Cards, you may complete these Achievements. If you have built more than 1 Shophouse and/or Trading House in the same Area, it counts for only 1 icon.



4 Production Areas



4 Commercial Areas



3 Production Areas and 2 Commercial Areas



2 Production Areas and 3 Commercial Areas

Technology Cards

Gaslight

Whenever you build a Shophouse, you gain 2 additional Victory points. This takes effect only from the turn in which this technology is implemented.

Station

When implementing this Technology, place the Station token in an Area of your choice. This Station token counts as 1 additional Power for all players in this Area. You may move your President pawn to this area during the Movement Step for free, and you do not need to pay even if there are other President pawns in the Area. However, you may only move to this Area if you are doing this Area action.

Mining Technology

Whenever you receive 1 or more Copper token, you receive 1 additional Copper token. This applies to the Copper Mine, Chinatown, 5-Power tokens, and Area building effects.

Example:
Hisashi possesses the Mining Technology. He carries out the Copper Mine action and receives 2 Copper tokens. In addition, he gains 1 more Copper token for a total of 3 Copper.

Spinning Mill

Once per turn, you may discard 1 Raw Silk to gain 2 Yen. You may discard a Raw Silk token that you gained during the turn.

Stagecoach

When moving your President pawns in the Movement step, you do not need to pay other President pawns occupying Areas that you move over. However, you may not end your turn or carry out the action in Areas occupied by other players' President pawns (unless you also own the Postal System).

Exposition

Immediately gain 10 Victory points.

Ball

Whenever you complete an Order card, you gain an additional 2 Victory points.

Language School

Whenever you complete an Order card, you gain an additional 1 Yen.

Letterpress Printing

Whenever you gain a Technology card after this one, you gain an additional 1 Yen.

Winery

Whenever you carry out a Church action and place an Assistant pawn, you gain an additional 3 Victory points.

Postal System

You may end your movement in an Area occupied by another President pawn and carry out the action in the Area. You must still pay these players (unless you also own the Stagecoach).

Newspaper
During the Placement Step, you may place up to 4 Assistant pawns in different Areas instead of 3.

Electrical Light
Whenever you build a Trading House, you gain 3 additional Victory points. This takes effect only from the turn in which this technology is implemented.

University
Once per turn, you may gain an Assistant pawn from the Warehouse tile by paying 1 Yen to the supply.

Telegram
During the Placement Step, if you place 2 Assistant pawns in the same Area, you may additional place 1 Assistant pawn in an adjacent Area. Pay the usual cost if another President pawn occupies this adjacent Area.

Telephone
During the Recovery Step, you may leave 1 Assistant pawn in the Area.

Brickyard
Whenever you carry out a Customs action and place an Assistant pawn, you gain an additional 4 Victory points.

System of Stock
At the beginning of your turn, if you possess 1 Yen or less, you refill your hand to 2 Yen.

Patent System
Whenever you gain a Technology card after this one, you gain an additional 2 Victory points.

Tram
During the Movement step, you may move your President pawn to any Area as long as that Area does not contain another player's President pawn. If you move your President by Tram this way, you may not move it again.

Thanks for buying this game! Any comments and questions can be sent to OKAZU (okazubrand@gmail.com)
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