

YOKOHAMA

SETTING

It is the start of the Meiji era. Japan has reestablished trade relations with the West, and the sleepy fishing village of Yokohama has become the country's premier trading hub. Goods such as copper and raw silk flow out of Yokohama, while foreign technology and culture trickles in. Modernization is beginning to take hold in Japan, and Yokohama's merchants are at the forefront.

OVERVIEW

Players act as merchants vying to gain fame through successful business ventures that include collecting trade goods, learning new technologies, and developing the city's shops and trading houses. To find new business, players will need to roam Yokohama's streets in search of opportunities.

GAME COMPONENTS

PLAYER COMPONENTS (BLUE, PINK, PURPLE, YELLOW)



4 Presidents
(1 in each color)



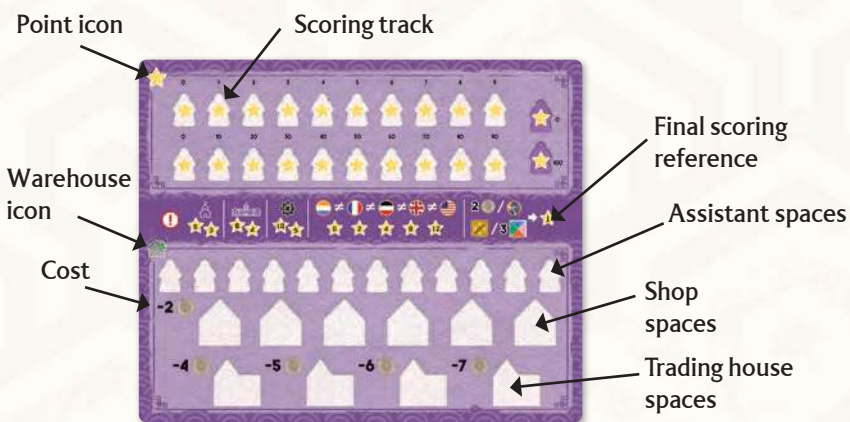
92 Assistants
(23 in each color)



32 Shops
(8 in each color)



16 Trading Houses
(4 in each color)



4 Warehouse boards
(1 in each color)

TRADE GOODS



31 Copper tokens



31 Silk tokens



41 Tea tokens



41 Fish tokens

20 5-POWER TOKENS



1 STATION TOKEN



10 FOREIGN AGENT TOKENS



2 American



1 Dutch



3 British

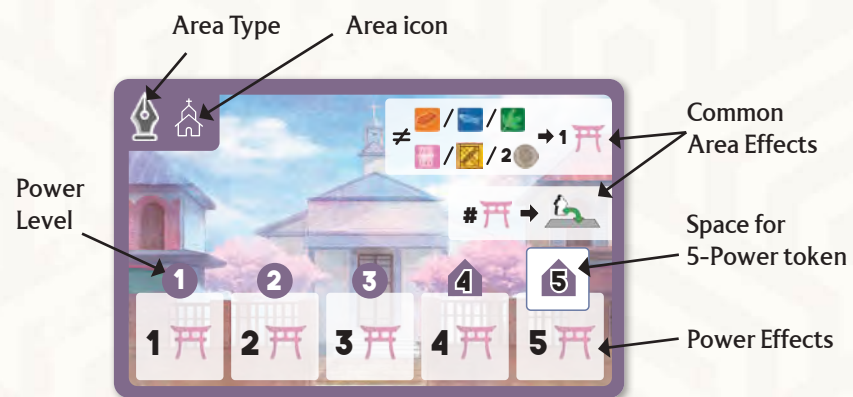


2 French



2 German

18 AREA BOARDS



(14 different Areas)

There are 2 Area Types:

Production



Commercial



IMPORTED GOODS



23 Imported Goods
tokens

MONEY



52 ¥1 tokens

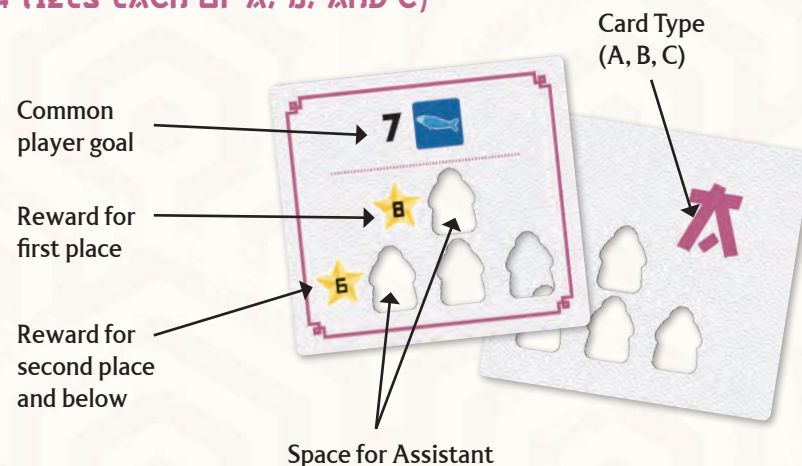


16 ¥3 tokens

STARTING PLAYER TOKEN



12 ACHIEVEMENT TILES (4 TILES EACH OF A, B, AND C)

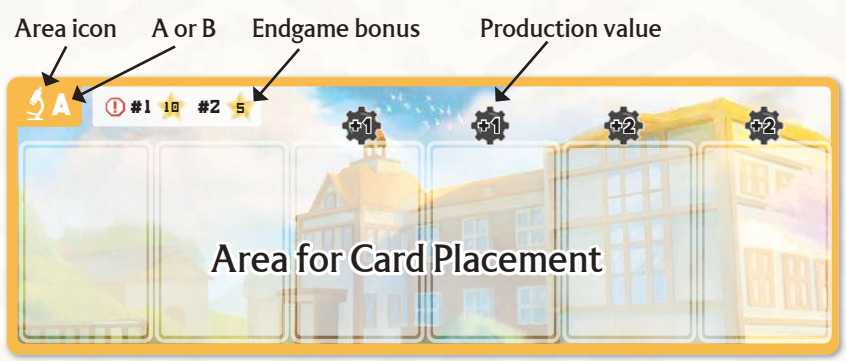


6 MANAGEMENT BOARDS

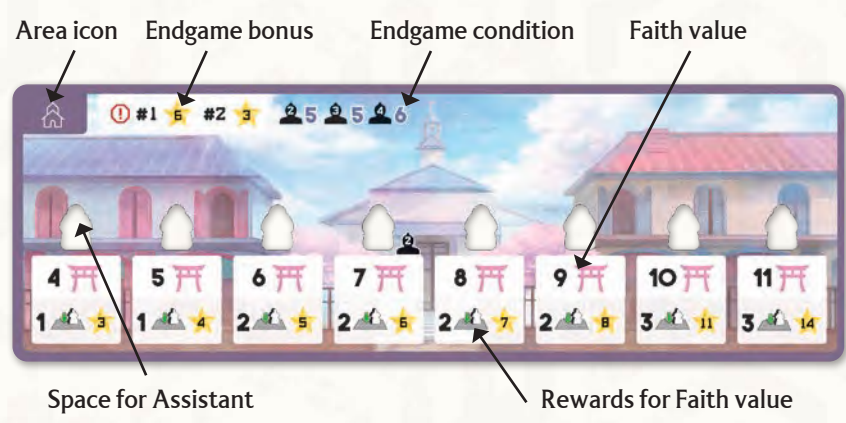
2 PORTS (A AND B)



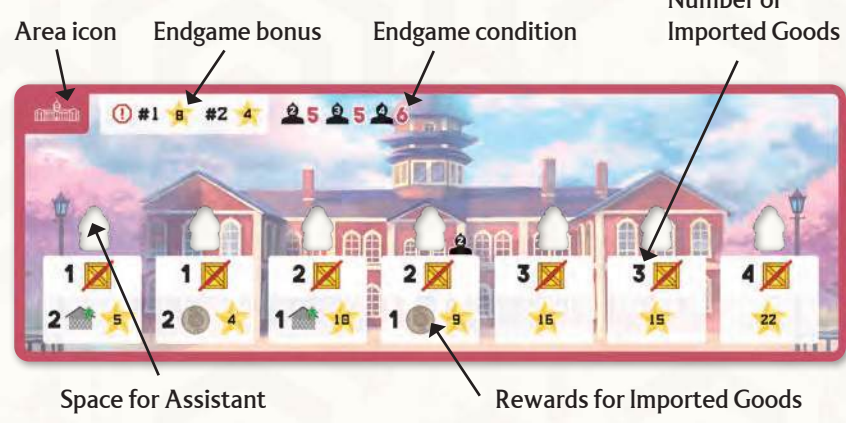
2 LABORATORIES (A AND B)



1 CHURCH



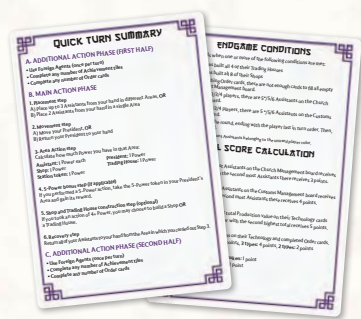
1 CUSTOMS



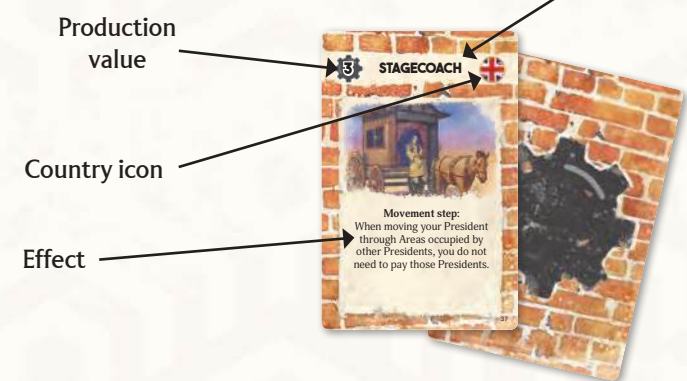
24 BUILDING TILES



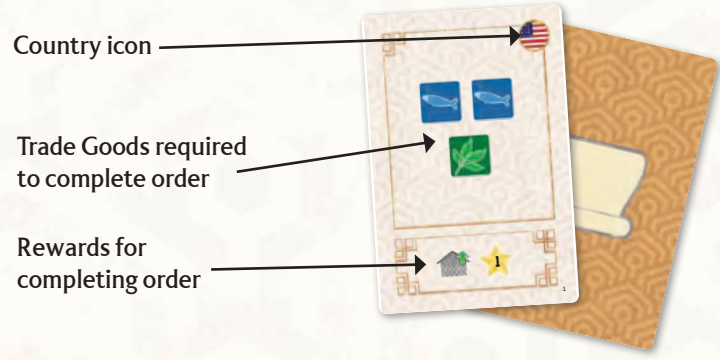
4 PLAYER SUMMARIES



30 TECHNOLOGY CARDS



36 ORDER CARDS



GAME SETUP

Depending on the number of players, the following boards will not be used. Return them to the box as instructed below:

PLAYERS	AREA BOARDS	MANAGEMENT BOARDS
2 PLAYERS	Laboratory B, Port B, Chinatown, Canal, Copper Mine × 1, Silk Mill × 1, Tea × 1, Fishing × 1	Laboratory B, Port B
3 PLAYERS	Laboratory B, Copper Mine × 1, Silk Mill × 1, Tea × 1	Laboratory B
4 PLAYERS	None	None

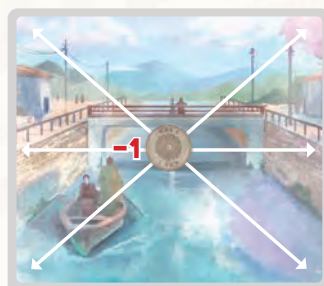
Each Area board is also known as an “Area”.

- 1 Shuffle the Area boards face down (including the Canal in a 3 or 4 player game), then turn 1 of them face up. Shuffle the Building tiles, then place 1 of them face up below the Area board.



Area board

Building tile

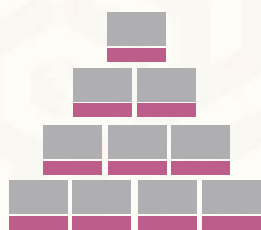


Canal

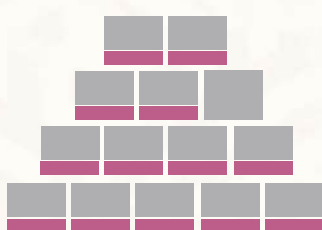
Repeat this process to create the configuration according to the number of players. Do not place a Building tile below the Canal.

NOTE: The Area boards and Canal are placed randomly in the configuration.

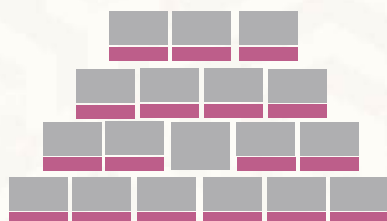
2-Player setup example:



3-Player setup example:



4-Player setup example:



Return any remaining Building tiles to the game box.

Place each Management board near its corresponding Area board.

- 2 Shuffle the 5-Power tokens face down, then place 1 face up on the marked space of each Area board. Return all leftover tokens to the game box.



- 3 Place the following components within reach of all players to form a supply:

- Money
- Trade Goods tokens
- Imported Goods tokens
- Foreign Agent tokens (face up)
- Station token

- 4 Each player chooses a color and receives the following components in that color:

- 1 Warehouse board
- 1 President (in hand)
- 23 Assistants (8 in hand, 15 on the Warehouse board). Place 1 Assistant on each “0” on the scoring track on the top of your Warehouse board.
- 8 Shops (2 in hand, 6 in the Warehouse)
- 4 Trading Houses (in the Warehouse)
- 1 Player summary and:
- 1 Copper token
- 1 Silk token
- 1 Tea token
- 1 Fish token
- Money (¥3 for the starting player, ¥4 for all others)

NOTE: Your hand is separate from your Warehouse. To avoid confusion, be sure to keep items in your Warehouse and hand separate from each other.

4

1st row: units

2nd row: tens



100 points

QUICK TURN SUMMARY

A. ADDITIONAL ACTION PHASE (FIRST HALF)

- Complete any number of Actions
- Complete any number of Order cards

B. MAIN ACTION PHASE

- 1. Movement step
- 2. Movement step
- 3. Action step
- 4. Action step
- 5. Action step
- 6. Action step
- 7. Action step
- 8. Action step
- 9. Action step
- 10. Action step

C. ADDITIONAL ACTION PHASE (SECOND HALF)

- Complete any number of Actions
- Complete any number of Order cards

5

5 The player who most recently visited a port receives the Starting Player token and will take the first turn of the game. The token will remain with that player throughout the game.



6 Divide the Achievement tiles into stacks (A, B, and C) as marked. Shuffle each stack separately, face down. Draw 1 tile from each stack, and place them face up in the playing area. Return all other tiles to the game box.



7 Shuffle the Technology cards into a face-down deck, placed near the playing area. Fill each open space on the Laboratory Management boards with a face-up card drawn from this deck.

8 Shuffle the Order cards into a face-down deck, placed near the playing area. Then, depending on the number of players in your game, you may have to return a certain number of cards to the game box, face down:

PLAYERS	# OF CARDS REMOVED FROM GAME
2 PLAYERS	16
3 PLAYERS	5
4 PLAYERS	0

Fill each open space on the Port Management boards with a face-up card drawn from this deck.

Each player then draws 2 Order cards from the deck and chooses 1 to keep, face down. Return the other card to the game box.

SETUP EXAMPLE (4 PLAYERS)



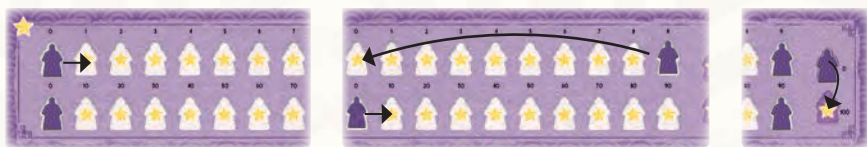
If playing with 2 players, block the spaces marked with the icon shown on the Church and Customs Management boards with an Assistant of an unused color. They represent a “dummy player”. The dummy player’s Assistants are taken into account during final scoring to increase competition for majority bonuses.



GENERAL RULES

The following rules apply throughout the game:

- Trade Goods, Imported Goods, and Money are an unlimited resource. If you run out of tokens for these items, please use a suitable substitute.
- All information is public except for Order cards in players' hands.
- You may hold a maximum of 3 Order cards in hand. You may not discard Order cards in order to make room for new ones.
- There is no limit to the number of Technology cards you may have, but you may not have 2 with the same title.
- Victory points are tracked on your Warehouse board. The upper row counts ones, and the lower row counts tens. If your score exceeds 100 points, move your Assistant to the "100" space.



ORDER OF PLAY

Yokohama is played in successive turns, beginning with the start player and continuing until an endgame condition has been met. At that time, players will complete one more full round of play, followed by a final score calculation. For information on endgame conditions, please refer to that section on page 9.

FLOW OF A TURN

Your turn consists of the following 3 phases, in order:

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 (if applicable)
5. Shop and Trading House Construction step (optional)
6. Recovery step

C. ADDITIONAL ACTION PHASE (SECOND HALF)

Once you have completed your turn, play passes to the next person in clockwise order.

MAIN ACTION PHASE

The Main Action phase is performed in the following order:

1. Placement step
2. Movement step
3. Area Action step
4. 5-Power bonus step (if applicable)
5. Shop and Trading House Construction step (optional)
6. Recovery step

Steps 1, 2, 3, & 6 are mandatory.

EXCEPTION: If you perform step 2 B), skip steps 3-6 and proceed directly to Phase C.

1. Placement step

You must choose 1 of the 2 following options:

A) Place up to 3 Assistants from your hand in different Areas,

OR

B) Place 2 Assistants from your hand in a single Area.

Regardless of whether you choose "A" or "B", you must obey the placement rules described below:

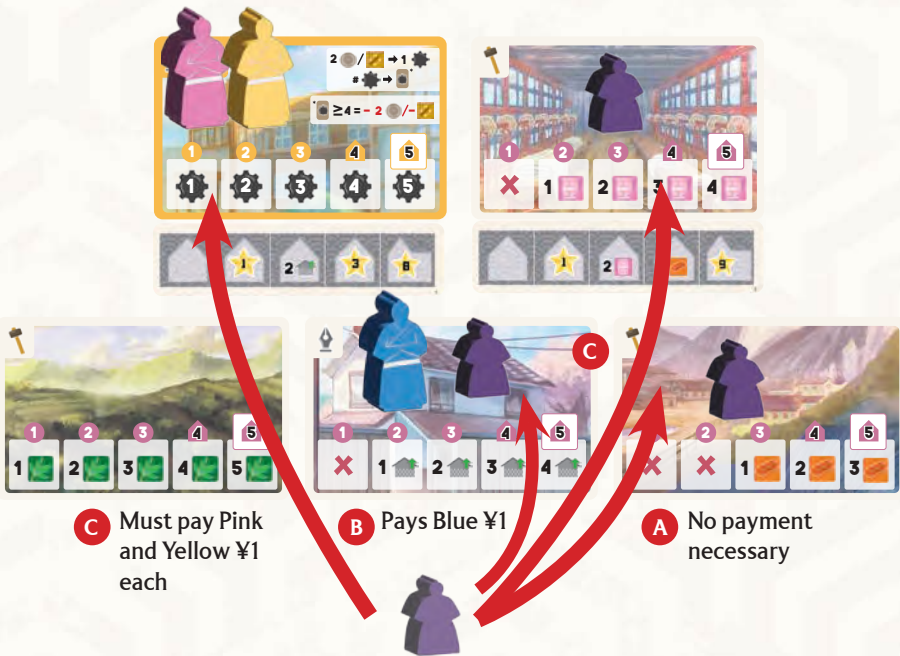
PLACEMENT RULES

- You may not place an Assistant from your Warehouse or a Management board.
- To place Assistants in an Area occupied by another President, you must pay that opponent ¥1 for each Assistant you want to place there. If you cannot pay this cost, you may not place an Assistant in that Area.
- You may never place an Assistant in the Canal.

Example: Jack (purple) decides to place Assistants in 3 different Areas. He chooses the Copper Mine, Employment Agency, and Laboratory, and the following occurs:

- A** With no Presidents in the Copper Mine, Jack may place an Assistant there for free.
- B** The blue President is in the Employment Agency. To place an Assistant there, Jack must pay ¥1 to the blue player. He does so, and places his Assistant in that Area.

C The pink and yellow Presidents occupy the Laboratory. To place an Assistant there, Jack must pay ¥1 to each player (pink and yellow). Jack cannot afford that cost, so he cannot play there. He instead places that Assistant in the Silk Mill at no cost.



2. Movement step

You must choose 1 of the 2 following options:

- A) Move your President,
- OR
- B) Return your President to your hand.

A) Move your President

Presidents move in 2 different ways. If your President is:

In your hand: You may place your President in any legal destination.

In play: If your President is already in an Area, you must move it into a legal destination according to rules below.

A legal destination is an Area that contains **at least 1 of your Assistants AND no other President**.

PRESIDENT MOVEMENT RULES

A president moves 1 step at a time to an adjacent Area. To move, you must have **at least 1 Assistant** in each Area you enter. You may move as many times as you like or you may end your movement, as long as you follow these rules:

- If an Area is occupied by an opposing President, you **MUST** pay that opponent ¥1. If you cannot pay, you **MAY NOT** move through that Area.
- Your President **MAY NOT** return to its starting Area.

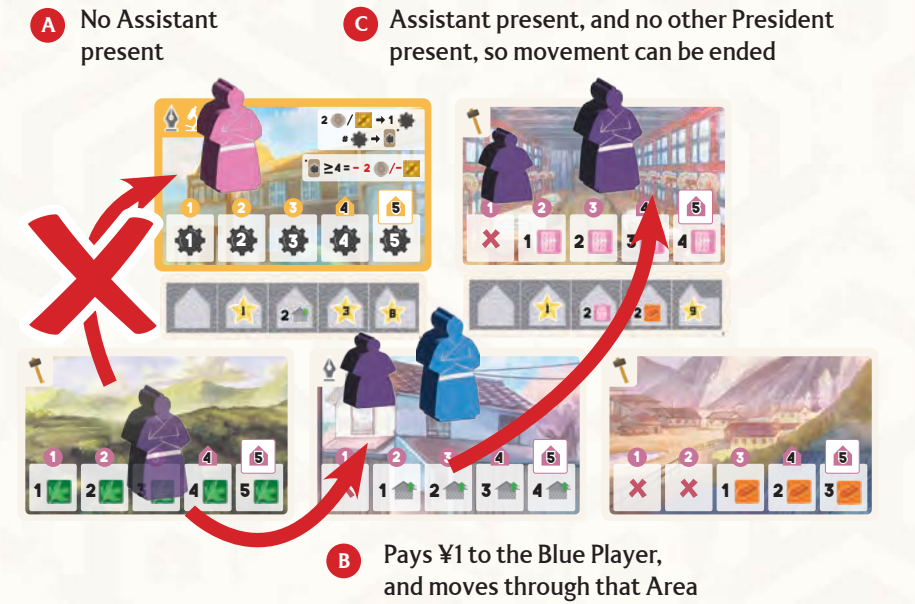
Example: Jack (purple) wants to move his President to the Silk Mill.

A He cannot go through the Laboratory, as he has no Assistants there.

B He does have an Assistant in the Employment Agency, so he may move there. However, the blue President is also there, so Jack must pay the blue player ¥1 to move through that Area.

C He then chooses to move to the Silk Mill, which contains one of his Assistants. Finally, Jack chooses to end his movement there.

NOTE: If your President cannot reach a different Area than your starting Area, then you must choose option “B” instead.



B) Return your President to your hand

Return your President, along with any number of your Assistants (from any Areas), to your hand. **You may not return Assistants placed on Management boards.** If you choose this action, skip steps 3-6 and proceed directly to **Phase C**.

3. Area Action step

In this step you will perform the action associated with your President’s Area. First, calculate how much Power you have in that Area (to a maximum of 5):

TYPE	POWER OBTAINED
Assistant	1 Power each
President	1 Power
Shop	1 Power
Station token	1 Power
Trading House	1 Power

Your Power determines the action taken in your President’s Area. For details on specific Areas and their abilities, please see page 11.

Example: Jack's President is currently in the Silk Mill, along with 3 Assistants and a Shop.

This gives him 5 Power, as follows:

President: 1 Power

3 Assistants: 3 Power

Shop: 1 Power

Total: 5 Power



Looking at the Silk Mill, we see that Jack receives 4 Silk for this action.



Any **other** player with a Trading House in the action Area receives ¥1 from the supply. You never receive money from your Trading House on your own turn.

4. 5-Power bonus step (if applicable)

If you performed a 5-Power action in Step 3, you may take the following action:

TAKE 5-POWER TOKEN

If there is a 5-Power token in your President's Area, take that token, gain the reward shown and then place it face down in front of you.



5. Shop and Trading House construction step (optional)

If you took an action of 4+ Power, you may perform 1 of the following 2 options:

A) Build a Shop

B) Build a Trading House

A) Build a Shop

You may only build 1 Shop on each Area's Building Tile. If you do not already have a Shop in that Area, place a Shop from your **hand** (not Warehouse) onto an empty Shop space in that Area and gain the reward shown.



B) Build a Trading House

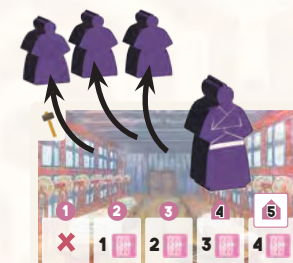
Only 1 Trading House may be built on any Building tile. If that tile's Trading House space is empty, place a Trading House from your **hand** (not Warehouse) onto that space and gain the reward shown.



6. Recovery step

Return all of your Assistants to your hand from the Area in which you carried out Step 3 (Area Action).

Example: Jack had 3 Assistants in the Silk Mill; all 3 return to his hand.



ADDITIONAL ACTION PHASE

In each Additional Action Phase you may perform the following actions, **in any order**:

A) Use a Foreign Agent (Once per turn)

B) Complete any number of Achievement tiles

C) Complete any number of Order cards

A) Use a Foreign Agent (Once per turn)

You may only use a Foreign Agent once during each of your turns. If you use this action in "A. Additional Action Phase (first half)", you may not use it again in "C. Additional Action Phase (second half)."

To use a Foreign Agent, turn its token face down. Choose 1 Area, which **must** meet the following conditions:



- The Area must contain at least 1 of your Assistants, **AND**

- Your President **must not** be in that Area.

NOTE: You may choose an Area occupied by another player's President. If you do so, you do not have to pay that player.

When using a Foreign Agent, perform the following steps in order as you would during the Main Action Phase:

3. Area Action step

4. 5-Power bonus step (if applicable)

5. Shop and Trading House construction step (optional)

6. Recovery step

Refer to each step of the Main Action Phase for more information on page 6.

Example: Jack takes the "Use a Foreign Agent" action. He chooses the Copper Mine as the Area for that action, as it holds 2 of his Assistants as well as a Trading House. With 3 Power during the Area Action step, Jack takes 1 Copper but is not able to carry out the 5-Power bonus step or the Shop and Trading House construction step. During the Recovery step, Jack returns his 2 Assistants in the Copper Mine to his hand.



B) Completing Achievements

If you have met the requirements written on an Achievement tile, you may place an Assistant from your **hand** onto that tile and gain the indicated points. The first player to meet that Achievement's requirements will score the points marked on the top row, while all later players to meet that Achievement will score the points marked on the bottom row. The Assistant will remain there until the end of the game. For more information, please refer to the "Achievement tiles" section of these rules on page 14.



NOTE: You may fulfill all 3 Achievements, but only once each.

*Example: Jack has 5 Copper, and there is an Achievement tile that requires 5 Copper to complete. Jack can complete this Achievement, so he places an Assistant from his **hand** onto the Achievement tile. As Eva and Wiliam have already placed Assistants on this Achievement, Jack places his Assistant on the leftmost open space on the tile. Jack receives 6 points for this Achievement.*



C) Completing Orders

Place an Order card from your hand face up in front of you. Pay the indicated Trade Goods on that card, then gain the indicated reward. After completing an Order, check to see if you are eligible to receive Foreign Agent tokens. For more information on this, please refer to the next section: "Matching Country Icons."



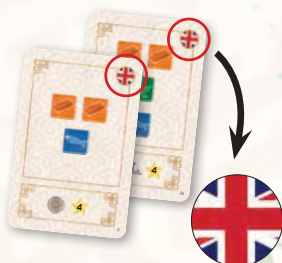
MATCHING COUNTRY ICONS

When you obtain a Technology card or complete an Order, it features one of the following country icons:



Every time you form a matching pair of a particular country icon on **any** combination of **Technology** and/or **Completed Order** cards, you receive a Foreign Agent token from that country. Foreign Agent tokens are limited.

Example: Jack has a completed Order card with the British icon  in front of him when he completes another Order with the British icon. With 2 British icons in front of him, Jack may take an British Foreign Agent token from the supply (if any remain).



ENDGAME CONDITIONS

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

- Any player has built all 4 of their Trading Houses.
- Any player has built all 8 of their Shops.
- When replenishing Order cards, there are not enough cards to fill all empty spaces on a Port Management board.
- In a game with 2/3/4 players, there are 5*/5/6 Assistants on the Church Management board.
- In a game with 2/3/4 players, there are 5*/5/6 Assistants on the Customs Management board.
- * In a 2-player game, also count the Assistants belonging to the unused player color.

Finish playing out the round, ending with the player last in turn order. Then, play one final round. After this, the game ends with the final score calculation.

FINAL SCORE CALCULATION

Calculate final scores in the following order:

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

1. Church bonus

The player with the most Assistants on the Church Management board receives 6 points; the player with the next-highest number of Assistants there receives 3 points. Break ties in favor of the tied player closest to the starting player with the rightmost Assistant. If only 1 player has Assistants on the Church Management board, they earn 6 points and the other players receive no points.

Example: At the end of the game, the board contains 1 Yellow, 2 Purple, and 2 Blue Assistants. Blue has the rightmost Assistant and wins the tie. Blue receives 6 points, Purple receives 3, and Yellow receives 0.



2. Customs bonus

The player with the most Assistants on the Customs Management board receives 8 points; the player with the next-highest number of Assistants there receives 4 points. Break ties in favor of the tied player with the rightmost Assistant. If only 1 player has Assistants on the Customs Management board, they earn 8 points and the other players receive no points.

Example: At the end of the game, the board contains 1 Yellow, 1 Purple, and 3 Blue Assistants. With the most Assistants, Blue receives 8 points. Yellow and Purple are tied, but Yellow has the rightmost Assistant and thus receives 4 points. Purple does not receive any points.



3. Technology bonus

The player with the highest total Production value on their Technology cards receives 10 points; the player with the next-highest total receives 5 points. Break ties in favor of the tied player closest to the starting player's left (if the starting player is involved in the tie, they win the tie). If only 1 player has Technology cards, that player earns 10 points and the other players receive no points.

Example: The game's turn order is: Jack -> Eva -> Wiliam -> Mary.

The players' total Production values are:

- Jack: 12
- Eva: 20
- Wiliam: 12
- Mary: 10



With the highest total Production value, Eva receives 10 points. Jack and Wiliam are tied at 12 each, but Jack is the starting player and thus receives 5 points; the other players receive no points.

NOTE: In a 2-player game, the dummy player has a total Production value of 7.5.

4. Country bonus

Return all incomplete Order cards to the game box. Players must then review the country icons on their Technology and completed Order cards and divide them into sets; each icon may only be used in a single set. The table below shows how many bonus points you receive for sets of different country icons:

DIFFERENT COUNTRY ICONS	POINTS
5	12 points
4	8 points
3	4 points
2	2 points

Example: At the end of the game, Jack's Technology and completed Order cards have the following icons:



After dividing into sets,

- United Kingdom, France, United States, Germany, United States: 12 Points
- United Kingdom, France, United States: 4 Points
- United Kingdom: 0 Points

Jack receives 16 points from the Country bonus.

5. Remainder scoring

Finally, players convert any remaining tokens at the following rates:

Each unused Foreign Agent token: **1 point**

Each Imported Goods token: **1 point**

Every 2 Yen (¥2): **1 point**

Every 3 Trade Goods: **1 point**

Example: At the end of the game, Jack possessed the following items:

1 Imported Goods : **1 point**

¥3 : **1 point**

7 Trade Goods (2 Copper, 1 Silk, 1 Tea, 3 Fish = $7/3 = 2$) : **2 points**

Total: **4 points**

WINNING THE GAME

The player with the most points wins the game. In case of a tie, the player closest to the start player (including the starting player) wins the tie.

ICON DESCRIPTIONS



Money: Gain or spend Yen (¥) equal to the number shown.



Point: Gain points equal to the number shown.



Specific Trade Good: Gain Trade Goods tokens equal to the type and number shown.



Any Trade Good: Gain 1 Trade Good of your choice.



Imported Goods: Gain 1 Imported Goods.



Warehouse: Add a token from your Warehouse board to your hand. Pay any additional costs as necessary, according to the rules for the Employment Agency action (see page 13).



Movement: Move an Assistant from an Area to any other Area or place an Assistant from your hand in any Area. You do not have to pay any President costs associated with this move. If you gain more than 1 movement, you may treat each movement separately.

DETAILED AREA EXPLANATION

COPPER MINE



Gain Copper (🟠)

1 Power : No effect

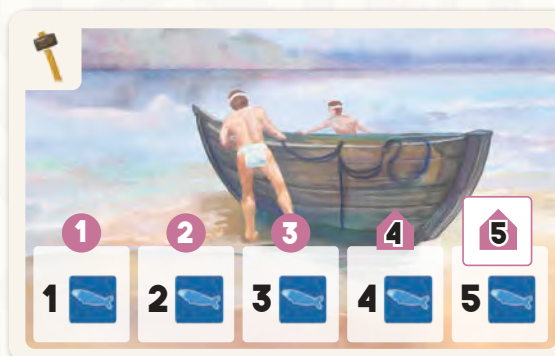
2 Power : No effect

3 Power : Gain 1 🟠

4 Power : Gain 2 🟠

5 Power : Gain 3 🟠

FISHING



Gain Fish (🐟)

1 Power : Gain 1 🐟

2 Power : Gain 2 🐟

3 Power : Gain 3 🐟

4 Power : Gain 4 🐟

5 Power : Gain 5 🐟

SILK MILL



Gain Silk (🧶)

1 Power : No effect

2 Power : Gain 1 🧶

3 Power : Gain 2 🧶

4 Power : Gain 3 🧶

5 Power : Gain 4 🧶

TEA



Gain Tea (🍃)

1 Power : Gain 1 🍃

2 Power : Gain 2 🍃

3 Power : Gain 3 🍃

4 Power : Gain 4 🍃

5 Power : Gain 5 🍃

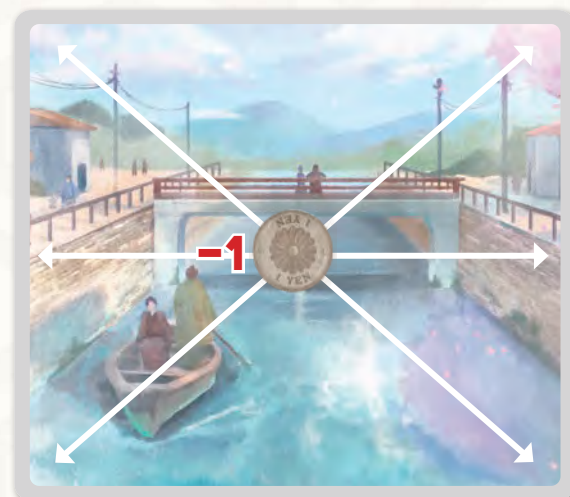
BANK



Gain Yen (¥)

- 1 Power: Gain ¥1
- 2 Power: Gain ¥2
- 3 Power: Gain ¥3
- 4 Power: Gain ¥4
- 5 Power: Gain ¥5

CANAL



Nothing may be placed in this Area. During Movement, you may pay ¥1 to move across the Canal.

CHINATOWN

Exchange Money, Trade Goods and Imported Goods.



- 1 Power: 1 Exchange
- 2 Power: 2 Exchanges
- 3 Power: 3 Exchanges
- 4 Power: 4 Exchanges
- 5 Power: 5 Exchanges

You may exchange:

- ¥2 ↔ 1 [Orange Square]
- ¥2 ↔ 1 [Pink Square]
- ¥1 ↔ 1 [Green Square]
- ¥1 ↔ 1 [Blue Square]

You may also exchange:

- ¥4 → 1 [Yellow Square]

NOTE: You may not exchange Imported Goods for Yen (¥).

CHURCH

Faith can be obtained through Action Power, Trade Goods, Yen (¥), and Imported Goods:



- 1 Power: 1 Faith
- 2 Power: 2 Faith
- 3 Power: 3 Faith
- 4 Power: 4 Faith
- 5 Power: 5 Faith

- 1 [Orange Square]: 1 Faith
- 1 [Blue Square]: 1 Faith
- 1 [Green Square]: 1 Faith
- 1 [Pink Square]: 1 Faith
- 1 [Yellow Square]: 1 Faith
- ¥2: 1 Faith

NOTE: When gaining Faith, you may pay a maximum of 1 of each type of item.

Place 1 Assistant, from the Church Area or your hand, onto a Church Management board space equal to or lower than your Faith value. Then, gain the corresponding reward. You may not place an Assistant on a space that is already occupied; any excess Faith is lost.

NOTE: Assistants placed on the Church Management board may not be used for the rest of the game.

Example: Jack takes the Church action. His President and 2 Assistants give him 3 Power, which translates to 3 Faith. He also pays 1 Copper, 1 Silk, and ¥2 to raise his Faith to 6.

He places an Assistant from his hand onto the 3rd space on the Church Management board, and takes his reward of 5 points and the ability to move 2 Assistants (which must be done immediately).



CUSTOMS



Pay Imported Goods () to obtain rewards.

- 1 Power: No effect
- 2 Power: Pay 1
- 3 Power: Pay 2
- 4 Power: Pay 3
- 5 Power: Pay 4

Place 1 Assistant from the Customs Area or your hand onto a Customs Management board space corresponding to the number of Imported Goods that were paid. Then, gain the corresponding reward. You may not place an Assistant on a space that is already occupied.

NOTE: Assistants placed on the Customs Management board may not be used for the rest of the game.

Example: Jack takes the Customs action. His President and 1 Assistant give him 2 Power, allowing him to pay 1 Imported Goods. He does so, and places an Assistant on the 2nd space on the Customs Management board to gain ¥2 and 4 points.



EMPLOYMENT AGENCY



Add Assistants, Shops, and Trading Houses from your Warehouse to your hand.

- 1 Power: No effect
- 2 Power: 1 token
- 3 Power: 2 tokens
- 4 Power: 3 tokens
- 5 Power: 4 tokens

Certain tokens have additional costs:

Assistant: No additional cost

Shop: ¥2 each

Trading House: 1st: ¥4, 2nd: ¥5, 3rd: ¥6, 4th: ¥7

LABORATORY



Gain a Technology card.

NOTE: Laboratories A and B correspond to Laboratory Management boards A and B, respectively.

A card's Production value can be paid with any combination of Power, Yen (¥), and/or Imported Goods.

- 1 Power: 1 Production value
- 2 Power: 2 Production value
- 3 Power: 3 Production value
- 4 Power: 4 Production value
- 5 Power: 5 Production value

¥2: 1 Production value

1 : 1 Production value

NOTE: You may gain a maximum of 5 Production value from your Power alone.

When taking a Technology card, you must pay the Production value marked in that card's top-left corner. Note that the last 4 spaces on the Laboratory Management boards increase a card's Production value.

You may not have 2 Technology cards with the same title.

Example: Jack wants the Tram Technology card, which is located 3 spaces from the left on the Laboratory Management board. The Production value cost of this card is 5, plus 1 from the Management board, for a total of 6. Jack's Shop, President, and 3 Assistants give him 5 Power, which translates to 5 Production value. He pays ¥2 for +1 Production value, giving him the 6 Production value needed to purchase the Tram.



Place the purchased Technology card face up in front of you; any excess Production value is lost.

After gaining a Technology card, check to see if you have earned a Foreign Agent token.

NOTE: You may have any number of Technology cards, but your 4th Technology card and beyond each cost **either** an extra ¥2 or 1 Imported Goods. If you cannot pay this additional cost, you may not purchase a Technology card at this point.

Replenishing Cards:

After gaining a Technology card, fill the empty space on the Laboratory Management board by sliding cards to the left, as needed. Draw a new Technology card to fill the rightmost empty space. If the deck is empty, leave the space empty.

PORT



Gain 1 or 2 Order cards.

You may take 1 Order card for free, or pay ¥2 or 1 to take 2 Order cards. These cards must come from the corresponding “A” or “B” Port Management board.

Remember: You may hold up to 3 Order cards in your hand. You may not take cards if doing so would cause you to have 4 or more cards. Order cards may never be discarded.

Add Order cards from the corresponding Port Management board to your hand. Depending on the Power of the action, the following choices are possible:

1 Power: No effect

2 Power: You may take a Order card

3 Power: You may take a or Order card

4 Power: You may take a , , or Order card

5 Power: You may take a , , or Order card. Gain 3 points.

Example: Jack takes the Port action, paying ¥2 to take 2 Order cards. The Port contains Jack’s President and 2 of his Assistants, giving him 3 Power. He takes 1 and 1 Order card from the corresponding “A” Port Management board.



Replenishing Cards:

After gaining Order cards, fill empty spaces on the Port Management board by sliding cards to the left. Draw cards from the Order card deck to fill any remaining empty spaces. If the deck is empty, fill as many spaces as possible and leave the remaining spaces empty.

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.

ACHIEVEMENT TILES

Achievement Tiles A

You may complete these Achievements if you have the required Trade Goods in your hand. **You do not need to pay or discard these Trade Goods.**



Have 7



Have 7



Have 6



Have 5

Achievement Tiles B

You may complete these Achievements if you have the required items in your hand. **You do not need to pay or discard these items.**



Have 4 Technology cards



Have ¥10



Have a total of 5 Foreign Agents and/or 5-Power tokens



Have 5 completed Order cards

Achievement Tiles C

Production Areas and Commercial Areas have different icons. The Achievements below require you to have built a certain number of Shops and/or Trading Houses in those Areas. Each Area can only be counted once, even if you have a Shop and a Trading House in the same area.



4 Commercial Areas



2 Production Areas and 3 Commercial Areas



3 Production Areas and 2 Commercial Areas



4 Production Areas

TECHNOLOGY CARDS



BALL

Gain +2 points whenever you complete an Order card.



BRICKYARD

Gain +4 points whenever you place an Assistant during a Customs action.



ELECTRICAL LIGHT

Gain +3 points whenever you build a Trading House.



EXPOSITION

Immediately gain 10 points.



GASLIGHT

Gain +2 points whenever you build a Shop.



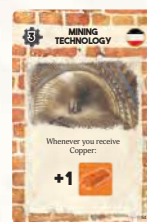
LANGUAGE SCHOOL

Gain ¥1 whenever you complete an Order card.



LETTERPRESS PRINTING

Gain ¥1 for each Technology card you gain after this one.



MINING TECHNOLOGY

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



NEWSPAPER

During the Placement step, when you place Assistants in different Areas, you may place up to 4 Assistants instead of up to 3. Pay all applicable President costs as normal.



PATENT SYSTEM

Gain 2 points for each Technology card you gain after this one.



POSTAL SYSTEM

You may place or end your President's movement in an Area occupied by another President and take that Area's action. You must still pay those Presidents (unless you also own the Stagecoach).



SPINNING MILL

Once per turn, you may discard 1 Silk to gain ¥2. You may discard a Silk in the same turn in which it was gained.



STAGECOACH

During the Movement step, you do not need to pay for other Presidents that occupy Areas you move through. However, you may not end your movement in an Area occupied by other Presidents (unless you also own the Postal System).



STATION

When you gain this card, place the Station token in an Area of your choice. This token counts as +1 Power for ANY player in that Area. During your Movement step, you may move your President directly to that Area, even if it is occupied by other Presidents; you do not need to pay those Presidents. When your President moves directly to that Area it ends his movement.



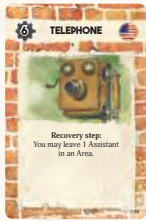
STOCK MARKET

If you have ¥0 or ¥1 at the beginning of your turn, refill your hand to ¥2.



TELEGRAM

During the Placement step, when you place 2 Assistants in the same Area, you may place 1 additional Assistant in an adjacent Area. Pay all applicable President costs as normal.



TELEPHONE

During the Recovery step, you may leave 1 Assistant in an Area.



TRAM

During the Movement step, you may move your President to any Area not occupied by another President. If your President moves by tram, he may not move again this turn.



UNIVERSITY

Once per turn, you may pay ¥1 to gain an Assistant from your Warehouse.



WINERY

Gain +3 points whenever you place an Assistant during a Church action.

CREDITS

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MINI-EXPANSION #1: ACHIEVEMENT REWARD TOKENS

GAME COMPONENTS



6 Achievement Reward tokens

GAME SETUP

Randomly choose 4 Achievement Reward tokens to place near the Achievement tiles. Return the remaining tokens to the game box.

GAME RULES

When completing all 3 Achievements, collect one of the Achievement Rewards and keep it face up in front of you. You may count Achievement Reward flags toward obtaining Foreign Agents and scoring for country icons at the end of the game. You may use an Achievement Reward Free Agent like any other Foreign Agent during your Additional Action Phase.

MINI-EXPANSION #2: FREE AGENT 5-POWER TOKENS

GAME COMPONENTS



5 5-Power tokens

GAME SETUP

Mix these Free Agent tokens with the supply of 5-Power tokens and set up the game as normal.

GAME RULES

When you collect a Free Agent token, keep it face up in front of you. You may use it like any other Foreign Agent during your Additional Action Phase.



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