

# NIPPON

財閥

RULEBOOK

# GAME OVERVIEW

In the middle of the 19th Century, Japan finally realized how far behind the West it was in terms of economy, industry, and technology. The Meiji Restoration ushered in a rapid Industrial Revolution based on zaibatsu, conglomerates of closely related companies.

In this economic strategy game, players manage their zaibatsu: building and modernizing factories, setting up production and supply of goods, attracting investment and fulfilling contracts, developing mining and technology, building railroads, and recruiting foreign experts – all to catch up with Western countries and prove to the emperor that their zaibatsu is the most worthy. Lead the Industrial Revolution and bring Japan to prosperity!

## COMPONENTS

### COMMON



Main board



24 standard Factory tiles



9 Demand tiles



24 Upgraded Department tokens



16 Starting tokens and 1 Old Factory tile



40 Money tokens  
(15 worth 1000, 15 worth 3000, 10 worth 5000)



2 Round markers



6 Expert Workers



32 Goods cubes



48 Workers (8 per color: white, blue, grey, yellow, red, black)



80 Resource cubes  
(32 Coal, 24 Silk, 24 Iron)

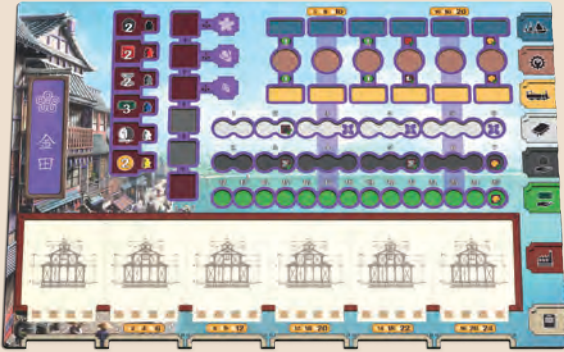


Cloth bag



Rulebook

**PER PLAYER (\*4)**



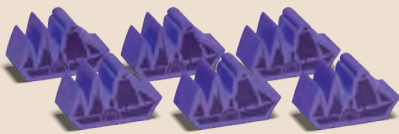
1 Zaibatsu board



2 Scoring discs (0/100 and 200/300)



8 Contract tokens



6 Ships



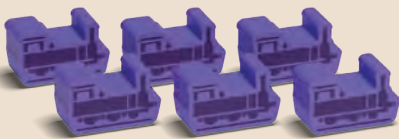
3 Track markers  
(1 R&D, 1 Mining, 1 Finance)



6 Machines



10 Influence tokens



6 Trains



1 Player Handbook



9 Favor tokens

**SOLO MODE**



Automa board



9 Action tokens



9 Solo Goal tokens

**MODULES**



Common Goals board



9 Common Goal tokens (back sides of the Solo Goal tokens)



6 late-game Factory tiles

# SETUP

## COMMON SETUP

**Worker Queue** has 3 areas (top, middle, and bottom) with rows for Workers

**Hiring area** has Hiring spaces for Workers

**Actions** corresponding to different Hiring spaces

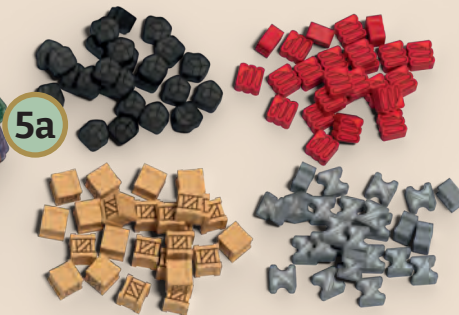


**Scoring track** for tracking gained victory points

**Local Markets** each has 4 Influence spaces and 1 City space (for a Demand tile)

**Round track** is divided into Periods and has dark and bright spaces for Round markers

- 1a** Place the Main board in the center of the table.
- 1b** Place 8 random Demand tiles on the Main board — 1 tile face up on each City space. Also, randomize the direction of each Demand tile. Return the remaining tile to the box.
- 1c** Place the Round markers on the leftmost dark and bright spaces of the Round track.
- 2a** Place the Expert Workers on the dedicated spaces in the Iwakura Mission area.
- 2b** Stack the Upgraded Department tokens on the matching spaces in the Iwakura Mission area: 1/2/3/4 of each type for a 1/2/3/4-player game, respectively.
- 3a** Fill the bag with Workers:
  - ◆ For a 4-player game, put all 48 Workers into the bag.
  - ◆ For a 3-player game, remove 1 set of 6 Workers of different colors and put the other 42 Workers into the bag. Return the removed set to the box.
- ◆ For a 2-player game, remove 2 sets of 6 Workers of different colors and put the other 36 Workers into the bag. Return the removed sets to the box.
- 3b** Fill the Hiring area with random Workers from the bag. Place 3 Workers on each Hiring space.
- 3c** Fill the Worker Queue with random Workers from the bag:
  - ◆ In a 4-player game, place Workers in all 3 areas of the Worker Queue.
  - ◆ In a 3-player game, place Workers in the top and middle areas of the Worker Queue.
  - ◆ In a 2-player game, place Workers only in the top area of the Worker Queue.
- 4a** Separate the standard Factory tiles (numbered 1–4) into 6 piles by type. Place random Factories near the Main board: 2/3/4 of each type for a 2/3/4-player game, respectively. *You may randomize the Factories' sides, but we recommend playing with side A for your first few games.*



**Iwakura Mission** area has 6 Destinations with spaces for Ships, Expert Workers, and Upgraded Department tokens

Those Factories will be available to build from the start of the game. Return the unused standard Factories to the box.

**4b** If you are using the **Late-Game Factories module**, add random late-game Factory tiles (numbered 5) to the available Factories: 3/4/5 late-game Factories for a 2/3/4-player game, respectively. You may randomize the Factories' sides. *We do not recommend combining this module with the Common Goals module or using it until you are familiar with the game.*

**5a** Place all Goods, Resources, and Money near the Main board so that all players can comfortably reach them – this is the general supply.

**6a** If you are using the **Common Goals module**, place the Common Goals board to the left of the Main board. Then, place random Common Goal tokens on the dedicated spaces: 1/2/3 Common Goals in each Period for a 2/3/4-player game, respectively. *We do not recommend combining this module with*

*the Late-Game Factories module or using it until you are familiar with the game.*

### TYPES OF GOODS



Cotton



Paper



Bento



Lenses



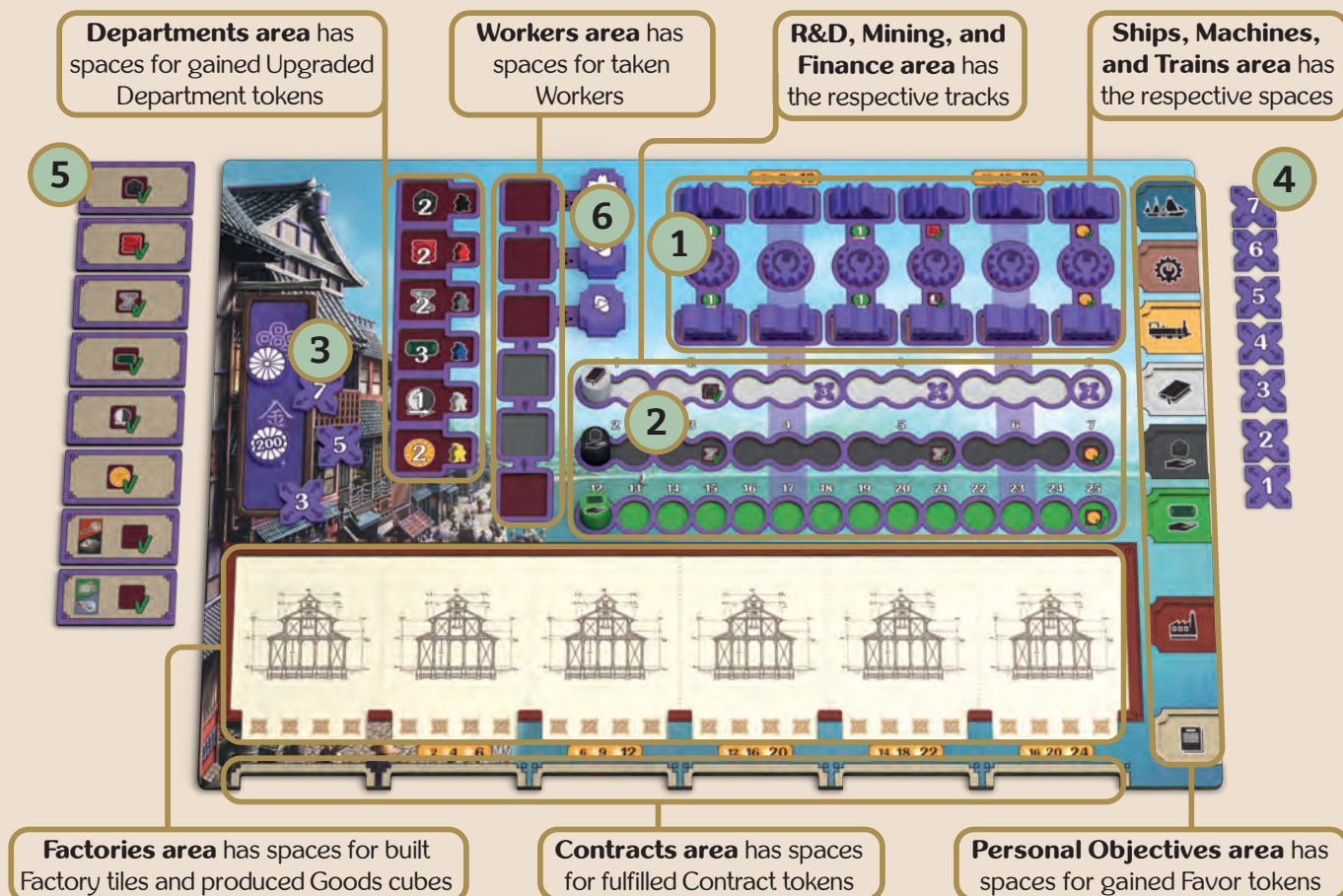
Bulbs



Clocks

The rules for Solo mode are described on pp. 20–23.

## INDIVIDUAL SETUP



Each player chooses their color and takes all components of that color as well as 3 Track markers. Each player sets up their Zaibatsu board (from now on simply referred to as Zaibatsu):

- 1 Place 6 Ships, 6 Machines, and 6 Trains on the dedicated spaces of your Zaibatsu.
- 2 Place 3 Track markers on the leftmost spaces of the respective tracks of your Zaibatsu.
- 3 Place 3 Influence tokens (with values 3, 5, and 7) on the left side of your Zaibatsu. These Influence

tokens are unavailable to you until you gain them during play. Also, place both Scoring discs here.

- 4 Place the 7 remaining Influence tokens in your supply to the right of your Zaibatsu. These Influence tokens are available to you from the start of the game.
- 5 Place all 8 Contracts face up to the left of your Zaibatsu. They are available to you from the start of the game.
- 6 Separate the Favor tokens into 3 piles by level. Place them on the matching spaces of your Zaibatsu.

## STARTING CONDITIONS

Randomly determine the first player. Set out random pairs of Starting tokens A + B face up: *3/4/5 pairs for a 2/3/4-player game, respectively.* Starting with the player to the right of the first player and proceeding **counterclockwise**, each player chooses 1 pair (that pair is no longer available for choosing) and immediately takes the following steps in order:

1. Apply the effect shown on the left side of the Starting token A (see p. 7).
2. Place your 0/100 Scoring disc (no value side up) on the space of the Scoring track that matches the value shown on the right side of the Starting token A.



3. Gain all bonuses (Resources, Money, advances on the tracks) shown on the Starting token B (see "General Concepts" on p. 7).

Return unused Starting tokens to the box. Now, you are ready to start the game.

## STARTING TOKENS A



Take 1 Machine from your Zaibatsu and add it to your supply. You must immediately place that Machine on the leftmost space in the first Factory you build. This is the only exception when a Machine may be added to a player's supply.






Build 1 Ship. Take an Expert Worker and an Upgraded Department token as normal (see "Build a Ship" on p. 12).






Build 1 Train. Gain the bonus shown on the respective space (if any) as normal (see "Build a Train" on p. 13).



Take 2  and add them to your supply. You must immediately place those  in the first Factory you build. This is the only exception when  may be added to a player's supply.






Take the Old Factory tile and place it on the leftmost space in the Factories area of your Zaibatsu, with the Paper or Cotton side up, your choice. Place 1  on the space below the Old Factory. During the game, the Old Factory does not produce , but you may place  there (e.g., by the effect of the Bulb Factory 1A).




Take 1 Worker of your choice from the bag and place it on the lowermost space in the Workers area of your Zaibatsu.



Take 3  and place them on this token. You may use those  as normal. Do not discard those  in step B of Consolidation.



You spend 2  less each time you build a Factory with the Factory action.

## GENERAL CONCEPTS

- ◆ All effects of your components affect only your Zaibatsu unless otherwise specified.
- ◆ You may apply effects only on your turn unless otherwise specified.
- ◆ You apply all current effects in any order, unless otherwise specified, but each effect must be resolved completely before you proceed to the next one.
- ◆ If an effect instructs you to gain or take Goods, Resources, or Money, take those components from the general supply. If an effect instructs you to spend or discard Goods, Resources, or Money, return those components to the general supply. Your Resources, Money, and available Influence tokens are stored in your supply.
- ◆ The general supply is unlimited. If you run out of Resource cubes, Goods cubes, or Money tokens, use any suitable substitutes.
- ◆ If an effect instructs you to advance on a track, move your marker forward on that track. If an effect instructs you to go back on a track, move your marker backward on that track.
- ◆ When you pass the "0" space on the Scoring track, flip or change your Scoring disc accordingly.
- ◆ R&D, Mining, and Finance markers cannot be moved forward past the last spaces or backward past the first spaces of their tracks. If an effect instructs you to do so, the marker remains on the last/first space, respectively.
- ◆ If an effect instructs you to take a Ship, Machine, or Train from your Zaibatsu, take the leftmost one.
- ◆ Generally, red numbers on icons refer to spending and white numbers refer to gaining Resources/Goods/Money/etc.

### BASIC ICONS



Coal



Goods



Silk



Advance on the R&D track



Iron



Advance on the Mining track



Money






Advance on the Finance track



Victory points




## A NOTE ON SILK

Like in other regions of the world, textiles in Japan were very much relevant for the process of the Industrial Revolution. In this regard, silk assumed a principal role and became one of the structural engines for the economy of Meiji Japan. It allowed the realization of significant economic revenues and with them the evolution of economic structures. In the game, to reflect this status quo and its importance for the Industrial Revolution in Japan, silk may be used as R&D or money.

- ◆ When building a Factory, you may spend 1/3/6  to temporarily increase your R&D level by 1/2/3, respectively.
- ◆ At any moment during your turn, you may spend 1  to gain 1  any number of times.



## GAMEPLAY

A game of *Nippon: Zaibatsu* is played over 3 Periods. Each Period consists of several Rounds, and Rounds consist of players' turns. At the end of each Period, players earn  for Influence majority in the Regions. Also, at the end of the game, players earn  for the development of their Zaibatsu. The player with the most  wins. Influence in the Regions and development of the Zaibatsu are the main paths to victory.

Players take their turns clockwise starting with the first player. On their turn, a player must choose one:

- ◆ **Perform an action** (see below).
- ◆ **Make a Consolidation.** If a player cannot or does not want to perform an action, they must choose to make a Consolidation (see p. 17).

To perform an action, take the following steps in order:

### A. Choose an action and take a Worker

Choose an action on the Main board. Then, take 1 Worker from the Hiring space above the chosen action and place that Worker on the lowermost empty space in the Workers area of your Zaibatsu.

- ◆ If there are no empty spaces in your Workers area, you may not perform an action and must make a Consolidation instead.
- ◆ You may not choose the action if you cannot activate it at least once (see step B below).
- ◆ If there are no actions you can perform, you must make a Consolidation.
- ◆ Generally, colors of Workers do not matter for performing actions, they are important only during Consolidation.

### B. Pay the activation(s) and apply the corresponding effect(s)



Performing an action consists of 1 or more activations. The icon on the Main board and the description in the Rulebook specify how many activations are available within each action. Even if multiple activations are allowed within a single

### EXAMPLE



Hiring space

Chosen action

action, it is still considered 1 action (you only take 1 Worker for it). For each activation, spend the specified Resources, , and/or  and apply the corresponding effect(s). **Gaining a bonus is also considered an effect.**

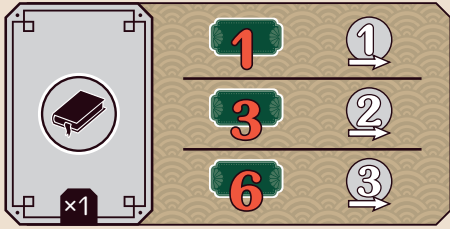
Actions are described in detail on pp. 9–16.

## RUNNING OUT OF WORKERS

At the very end of your turn, if any one space of the Hiring area is empty (has no Workers), move all Workers from the topmost filled row of the Worker Queue to that empty space in the Hiring area. If you cannot move Workers (all rows of the Worker Queue are already empty), the round ends (see p. 18).

# ACTIONS

## R&D (RESEARCH & DEVELOPMENT) ACTION



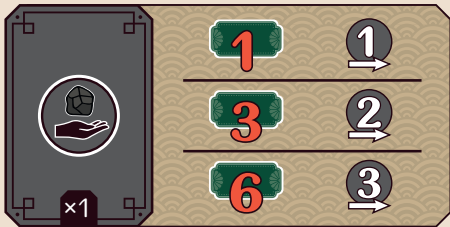
**1 activation:** Spend 1/3/6 to ①/②/③, respectively.

### EXAMPLE



The Purple player takes a Worker to perform the R&D action. They decide to spend 1 to advance their R&D marker 1 space.

## MINING ACTION



**1 activation:** Spend 1/3/6 to ①/②/③, respectively.

### EXAMPLE



The Green player takes a Worker to perform the Mining action. They decide to spend 3 to advance their Mining marker 2 spaces.

## BONUSES

- ◆ The R&D, Mining, and Finance tracks have bonuses shown on some of their spaces. You gain that bonus if your respective marker reaches (or passes through) that space.
- ◆ The Ships, Machines, and Trains area has bonuses shown between some of its spaces. You gain that bonus if **both** adjacent spaces (above and below the bonus icon) become empty.
- ◆ Gaining a bonus is considered an effect and is applied accordingly (see "General Concepts" on p. 7).



Gain the respective Department bonus (see p. 13).



Gain any Department bonus of your choice.



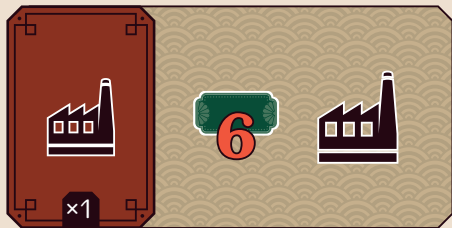
Advance on the Finance track.



Take the shown Influence token from your Zaibatsu and add it to your supply.



## FACTORY ACTION



**1 activation:** Spend 6 to .

### Types of Factory Effects

**Immediate:** Immediately apply the effect of the Factory after placing it on your Zaibatsu.

**Action modifier:** Factories can modify actions. You may only apply a modifier from 1 Factory **per action** (not per activation), even if you have more than 1 Factory with the same modifier (see the example on p. 16).

**Special:** Some Factories have permanent effects or effects triggered in specific situations. Such Factories have no icon to the left of the effect.

**Note:** Factory effects are not actions, so these effects cannot be modified by action modifiers.

### Factory Types

There are 6 types of Factories divided into 3 levels:

- Level 1 — Cotton Factories and Paper Factories. They require R&D level 2 to build and 2 to produce.
- Level 2 — Bento Factories and Lens Factories. They require R&D level 4 to build and 3 to produce.
- Level 3 — Bulb Factories and Clock Factories. They require R&D level 6 to build and 4 to produce.

### BUILD A FACTORY

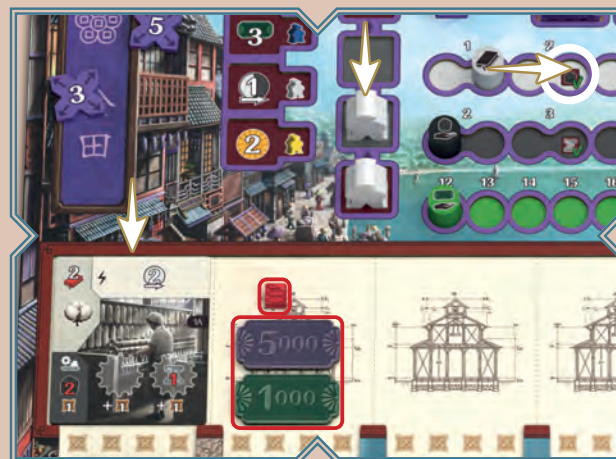
Do the following in order:

1. Choose an available Factory.
2. Take the chosen Factory tile and place it on the leftmost empty space in the Factories area of your Zaibatsu.
3. Apply the immediate effect, if any, shown at the top of that Factory tile. (See the detailed description of all Factory effects in the Player Handbook.)

### Additional Rules and Clarifications

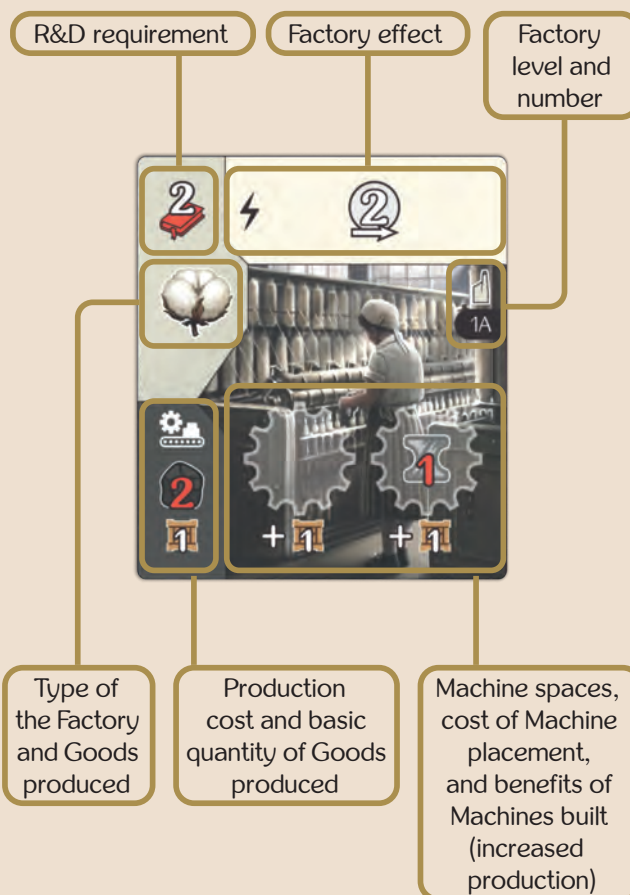
- ◆ To build the chosen Factory, you must meet its R&D requirement with your R&D level.
- ◆ You may spend 1/3/6 to temporarily increase your R&D level for building one Factory by 1/2/3, respectively. (Do not move your R&D marker.)
- ◆ You can have more than one Factory of the same type in your Zaibatsu.

## EXAMPLE

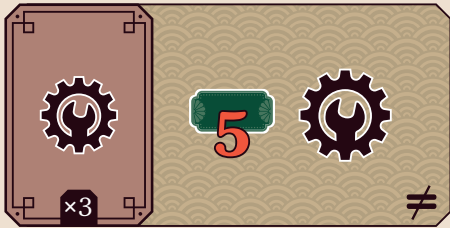


The Purple player takes a Worker to perform the Factory action. They choose Cotton Factory 1A and spend 6 , as shown on the Main board. The Purple player must also spend 1 because they only have R&D level 1, and the Factory requires R&D level 2. They place the Factory on the leftmost empty space in their Factories area and apply the immediate Factory effect: advance 2 spaces on the R&D track. Due to this track advancement, the Purple player reaches the Black Department bonus and thus gains 2 .

### Factory Tile



## MACHINES ACTION



1–3 activations (in different Factories): Spend 5 to .

**Note:** Machines help you produce significantly more Goods and thus fulfill more Contracts, as well as place more Influence tokens on the Main board.

## EXAMPLE



The Purple player takes a Worker to perform the Machines action. They spend 5 to take a Machine from their Zaibatsu and place it on the left empty Machine space in their Factory.

## BUILD A MACHINE

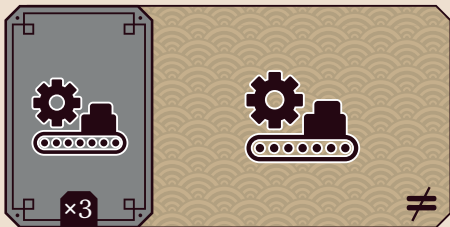
Do the following in order:

1. Choose one of your Factories.
2. Take the leftmost Machine from your Zaibatsu and place it on any empty Machine space in the chosen Factory. If that space has an additional cost shown on it, you must pay that cost to build a Machine there.

## Additional Rules and Clarifications

- ◆ You may not choose a Factory which has no empty Machine spaces.
- ◆ You may not build a Machine on a space if you cannot pay the additional cost shown there.
- ◆ Factories have 2 Machine spaces: 1 free and 1 available for 1 .

## PRODUCTION ACTION



1–3 activations (in different Factories): .

**Note:** Production is an important part of the game because players need Goods to spread their Influence through the Local Markets action.

## EXAMPLE



The Purple player takes a Worker to perform the Production action. They spend 2 to place 2 in their Factory. The type of those is Cotton.

## PRODUCE

Do the following in order:

1. Choose your Factory to produce in.
2. Spend 2/3/4 to produce in a 1/2/3-level Factory, respectively.
3. Take the produced from the general supply and place them on the empty spaces below the chosen Factory tile. A Factory produces 1 as basic production and 1 for each Machine in that Factory.

## Additional Rules and Clarifications

- ◆ Each Factory has 4 spaces for below the Factory tile. At any time, if there should be more in a Factory than spaces available, discard the excess.
- ◆ Factories of the same type produce of the same type.
- ◆ You may not move from one Factory to another, even if they are of the same type.

## SHIPS ACTION



**1–3 activations** (in different Destinations): Either spend 3 OR spend 5 and 1 to .

**Note:** Ships help you use the Department bonuses more effectively enhancing your intended strategy.

### BUILD A SHIP

Do the following in order:

1. Choose a Destination in the Iwakura Mission area.
2. Take the leftmost Ship from your Zaibatsu and place it on any empty Ship space at the chosen Destination.
3. Take the Expert Worker from that Destination and place it on the lowermost empty space in the Workers area of your Zaibatsu.
4. Take the Upgraded Department token from that Destination and place it on the corresponding space in the Departments area of your Zaibatsu. If that Department is already upgraded, do not take the Upgraded Department token.

### **Additional Rules and Clarifications**

- ◆ You may not choose a Destination which has no Expert Worker.
- ◆ You must place the Expert Worker in your Workers area. If you cannot do that, you may not build the Ship.
- ◆ You can have more than one Ship in the same Destination. But your respective Department will already be upgraded due to your first Ship at that Destination (that is, you cannot upgrade the upgraded Department again).
- ◆ **There is a limit of Ships per Destination:** 2/3/4 Ship spaces for a 2/3/4-player game, respectively. If there are no empty Ship spaces at a Destination, you may not send a Ship there.

**Note:** During Consolidation, the Expert Workers are treated like any other Workers.

## EXAMPLE



The Orange player takes a Worker to perform the Ships action. They cannot send a Ship to New York, because the Green player has already taken the Expert Worker from that Destination.

For the first activation, the Orange player decides to spend 3 to build a Ship and send it to Berlin. They take the white Expert Worker and place it on the lowermost empty space in their Workers area. They also take the white Upgraded Department token and place it on the respective space in their Departments area. Finally, the Orange player advances 1 space on the Finance track as they have reached the respective bonus shown in the Ships, Machines, and Trains area.

For the second activation, the Orange player decides to spend 3 to build another Ship and send it to San Francisco. They take the red Expert Worker and red Upgraded Department token. Finally, the Orange player gains 3 as they have reached the respective bonus, and the corresponding Department has been just upgraded.

Now, the Orange player may decide to spend the gained as to build another Ship with the third activation (assuming they have 2 and 1 .



## DEPARTMENT BONUSES

### Basic Bonuses



### Upgraded Bonuses



#### Energy Department (Black)

Gain 2 or 3 , respectively.

#### Prospection Department (Red)

Gain 2 or 3 , respectively.

#### Transportation Department (Grey)

Gain 2 or 3 , respectively.

#### Financial Department (Blue)

Gain 3 or 5 , respectively.

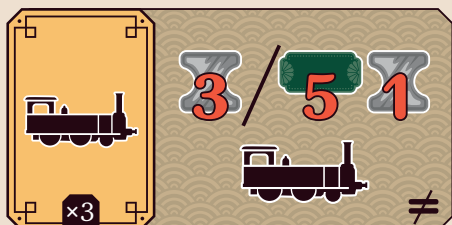
#### Innovation Department (White)

Advance 1 or 2 spaces, respectively, on the R&D or Mining track. You may choose to advance 1 space on both tracks when gaining the upgraded Department bonus.

#### Foreign Affairs Department (Yellow)

Gain 2 or 4 , respectively.

## TRAINS ACTION



**1–3 activations** (in different Regions): Either spend 3  OR spend 5  and 1  to .

**Note:** Trains help you to spread additional Influence in the Regions, safe from being knocked out by other players.

### BUILD A TRAIN

Do the following in order:






1. Choose a Region on the Main board.
2. Take the leftmost Train from your Zaibatsu and place it on any empty Train space in the chosen Region.
3. Gain the bonus shown on that space, if any.

#### **Additional Rules and Clarifications**

- ◆ You can have more than 1 Train in the same Region.

## EXAMPLE



The Green player takes a Worker to perform the Trains action. For the first activation, they decide to spend 3  to build a Train in the chosen Region. They gain 1  since they placed that Train on a space with the respective bonus. For the second activation, the Green player decides to spend 1  (gained as a bonus during the first activation) and 5  to build a Train in another Region. They gain 1  since they placed that Train on a space with the respective bonus.

- ◆ There is a limit of Trains per Region: 3/5/7 Train spaces for a 2/3/4-player game, respectively. If there are no empty Train spaces in a Region, you may not build a Train there.
- ◆ Each Train grants its owner 2 Influence in the Region during Influence Scoring if that player has at least 1 Influence token in that Region.

## LOCAL MARKETS ACTION



1–3 activations (in one Region):

**Note:** The Local Markets action is the main way to score points and win the game. However, you can also perform this action to get the necessary Resources at the right time to effectively develop your Zaibatsu.

### SERVE A LOCAL MARKET

Do the following in order:

1. Choose an **appropriate Influence space** in any Local Market of one Region.
2. Spend 1–3 of the type shown on the adjacent side of the Demand tile.
3. Place your available Influence token **with an appropriate value** on the chosen Influence space.
4. Gain either the respective Region bonus (2 / 2 / 2 / 3 ) or 2 .

#### Additional Rules and Clarifications

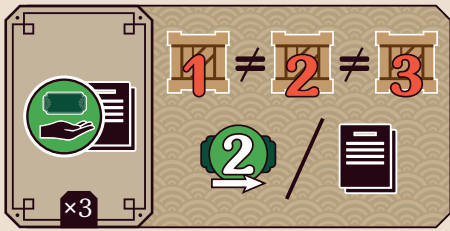
- ◆ **To determine the appropriate value** of an Influence token, check the table on the Main board:
  - For 1-level Goods, take a token with 1/2/3 Influence value for 1/2/3 spent.
  - For 2-level Goods, take a token with 3/4/5 Influence value for 1/2/3 spent.
  - For 3-level Goods, take a token with 5/6/7 Influence value for 1/2/3 spent.
- ◆ **To choose the appropriate Influence space**, check the following conditions:
  - If the space is empty, you **may** place your Influence token on it. Ignore the Influence values preprinted on the Main board.
  - If the space is occupied by a token (opponent's or yours), and the Influence value of the token you are about to place is **higher**, you **may** replace the current token with the new one. Immediately return the old token to its owner.
  - If the space is occupied by a token (opponent's or yours), and the Influence value of the token you are about to place is **equal or lower**, you **may not** place the new token on that space.

- ◆ You may not place Influence tokens which do not match the level of the Goods.
- ◆ You may replace your own Influence tokens, even if you have placed them with the same action. This can be helpful to gain more Region bonuses.
- ◆ There is a limit of available Influence spaces in each Local Market: 2/3/4 spaces for a 2/3/4-player game, respectively. However, in a 2/3-player game, you may choose any 2/3 spaces in the Local Market to occupy. Once the limit is reached, you may still replace old tokens with new (higher valued) ones. In a 2/3-player game, you may also place a token on the 3rd/4th empty space in the Local Market, but that token must have a higher value than at least one of the tokens in that Local Market. If you do, immediately return any token with the lowest Influence value from that Local Market to its owner, so that the limit is not exceeded after the new token is placed.





## INVESTMENT AND CONTRACTS ACTION



### 1–3 activations:

- ◆ First activation: Spend 1 of any type to or .
- ◆ Second activation: Spend 2 of any **other** type to or .
- ◆ Third activation: Spend 3 of any **third** type to or .

The 2 of the Contracts show special conditions. In order to fulfill such a Contract, among the Goods spent for this action, there must be at least one 2-level or 3-level , depending on the Goods icons shown on the respective Contract token. Each of these Contracts grants you 1 Department bonus of your choice.



**Note:** The Investment and Contracts action is the main way to increase income. Also, fulfilling Contracts allows you to get the necessary Resources at the right time.



### FULFILL A CONTRACT

Do the following in order:

1. Choose an available Contract.
2. Gain the bonus shown on that Contract token.
3. Place the fulfilled Contract token in the leftmost empty dedicated space at the bottom of your Zaibatsu. (You may place fulfilled Contract tokens face down, if you wish.)

### Additional Rules and Clarifications

- ◆ It does not matter what Factory, if any, is above the space where you place the fulfilled Contract. Factories and Contracts are not related to each other in any way.
- ◆ You may not fulfill a fulfilled Contract again.

### EXAMPLE

The Pink player takes a Worker to perform the Investment and Contracts action. For the first activation, they decide to spend 1 of Lenses to advance 2 spaces on the Finance track. For the second activation, they decide to spend 2 of Paper to fulfill 1 Contract. The Pink player chooses the Contract that requires Lenses or Bento to be among the Goods spent for this action (Lenses were spent during the first activation). For that Contract, the Pink player gains a Department bonus of their choice: they choose the Blue Department bonus and gain 5 , because that Department is already upgraded. For the third activation, the Pink player decides to spend 3 of Cotton to fulfill 1 more Contract. They choose the Contract with the Yellow Department bonus and thus gain 2 .



Also, due to the action modifier effect of Paper Factory 3A, the Pink player advances 2 spaces on the Finance track.

# CONSOLIDATION

You may choose Consolidation if you have at least 1 Worker in your Workers area.

**To make a Consolidation**, take the following steps in order:


## A. Favor Token


1. Take a Favor token to the right of the topmost Worker in your Workers area. You may take a lower-level token if there are no tokens of the corresponding level or if you wish to.
2. Place the Favor token on any empty Personal Objective space in the respective area of your Zaibatsu.

Once the Favor token has been placed on one of your Personal Objective spaces, it cannot be moved or discarded unless otherwise specified.







## B. Discard all and you have.

## C. Departments and Income

1. Gain a Department bonus matching the color of the **lowermost** Worker in your Workers area.
2. **If you have at least 4 Workers in your Workers area, and your topmost and lowermost Workers have different colors**, gain a Department bonus matching the color of the **topmost** Worker, too.
3. Gain  according to your Mining marker's position.

4. Gain  according to your Finance marker's position.

## D. Salaries and Clean-Up

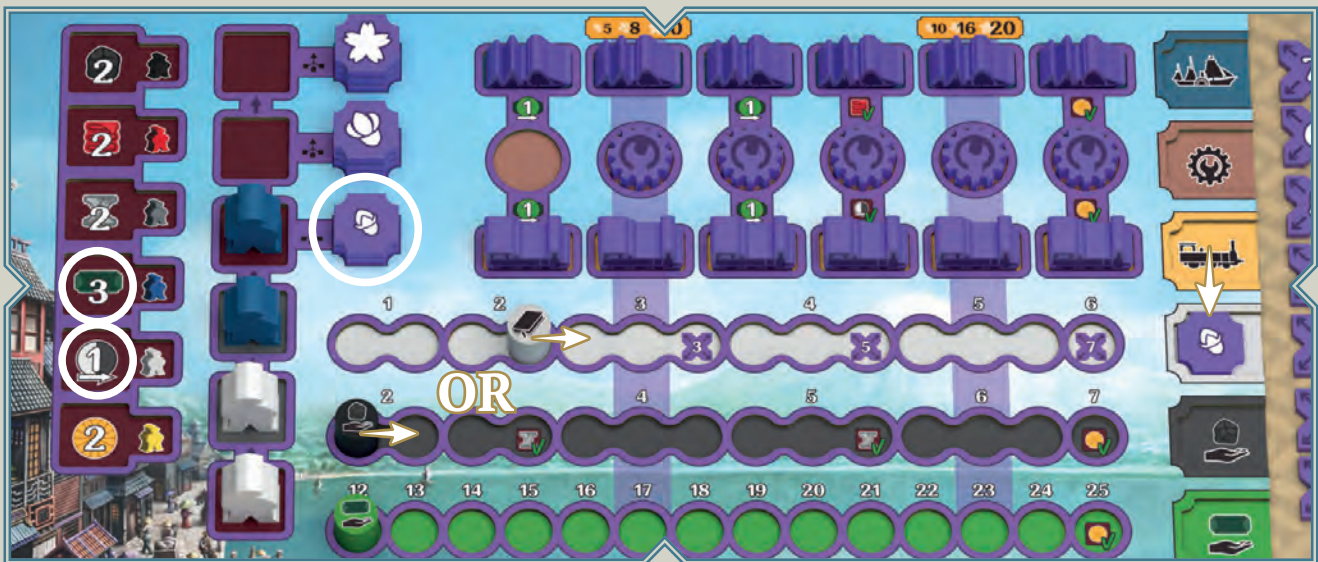
1. You must spend 3  for each different color of Workers (including Expert Workers) in your Workers area, but you must not spend your last 1 .
2. If you do not have enough  to pay the salaries, lose 1  for each  you have to pay but cannot (including the last  mentioned above).
3. Return all Expert Workers from your Workers area to their dedicated spaces in the Iwakura Mission area.
4. Return all standard Workers from your Workers area to the bag.







**Note:** During Consolidation, the Expert Workers are treated like any other Workers.

**Note:** Workers on grey spaces never grant Department bonuses.



## EXAMPLE



The Purple player makes a Consolidation. They decide to place the 1-level Favor token on the R&D Personal Objective space because they have already advanced on the R&D track. After that, the Purple player discards all their  and . Then, they may choose to advance 1 space on the R&D track or the Mining track for the White Department bonus and they gain 3  for the Blue Department bonus. Next, the Purple player gains 2  and 12  as Income. Finally, they pay salaries of 6  and return all Workers from their Workers area to the bag.

## END OF THE ROUND

At the very end of your turn, if any one space of the Hiring area is empty (has no Workers), and you cannot move Workers to that empty space from the topmost filled row of the Worker Queue (all rows of the Worker Queue are already empty), the round ends.

At the end of the round, take the following steps in order:

1. If the first Round marker is on the **rightmost space of the current Period**, immediately perform **Influence Scoring** (see below).
2. Advance the first Round marker 1 space.
3. Add **1** random Worker from the bag to each Hiring space if there are less than 3 Workers on that space. Do not discard any remaining Workers before adding new ones.
4. Fill the rows of the Worker Queue with random Workers from the bag, as during setup:
  - ◆ In a 4-player game, place Workers in all 3 areas of the Worker Queue.

- ◆ In a 3-player game, place Workers in the top and middle areas of the Worker Queue.
- ◆ In a 2-player game, place Workers only in the top area of the Worker Queue.

5. Now, the player to the left of the active player can start their turn.

### Final Rounds

If the first Round marker reaches the first bright space (occupied by the second Round marker), the active player gives the second Round marker to the player to their left.

- ◆ From now on, each player has **3 turns** until the end of the game.
- ◆ When all players, starting with the player holding the Round marker, have taken 1 turn each, the current round ends — advance the Round marker 1 space, but do not add Workers to the Hiring spaces and do not fill the rows of the Worker Queue.

## INFLUENCE SCORING

There are **3 Influence Scorings** in the game. At the end of each Period, perform the Influence Scoring according to the respective 🟡 values preprinted below the Round track. Score each Region one by one from left to right. Take the following steps in order:

1. Calculate the total Influence (gained from Influence tokens and Trains) in the Region for each player. *Each Train grants its owner 2 Influence in the Region if that player has at least 1 Influence token in that Region. Otherwise, those Trains grant no Influence.*

If a player has 0 Influence in the Region, they do not participate in the Influence Scoring in that Region and do not score any 🟡 for it.

2. Calculate the total Influence of Overseas Companies (these are the preprinted values not covered by players' Influence tokens).
3. Compare the Influence of each player and the Overseas Companies to each other.

4. First place earns the highest 🟡 value, second place — the second 🟡 value, and so on. If there is a tie, each tied player earns a sum of the 🟡 for all tied places divided by the number of tied players and rounded down. Each 🟡 value is scored only once, so if 2 players are tied for 1st place, the 3rd player earns 🟡 for 3rd place, not for 2nd. *(In extremely rare cases, if 2 players are tied for 4th place, they earn 🟡 for 4th place divided by 2 and rounded down.)*

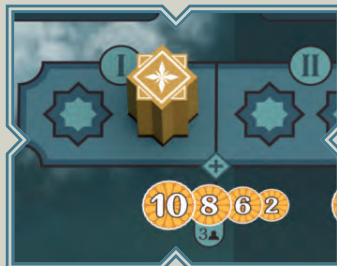
Overseas Companies participate in Influence Scoring but do not count their total score.

In a 2-player game, the 2nd 🟡 value is not available. So 2nd place earns the 3rd 🟡 value and 3rd place — the 4th 🟡 value.

5. If the Round marker is already on the **last space of the Round track**, proceed immediately to the **End of the Game** (see p. 19). Otherwise, proceed to **step 2 of the End of the Round** above.

### EXAMPLE

In a 4-player game, the players have already scored the Region with the 🟡 bonus. Now, they are about to score the Region with the 🟡 bonus. The Purple player has 3 Influence, the Pink and Green players have 5 Influence each, the Orange player has no Influence, and the Overseas Companies have 6 Influence in that Region. As a result, the Pink and Green players are tied for 2nd place and earn 7 🟡 each (sum for 2nd and 3rd places divided by two), the Purple player earns 2 🟡, and the Orange player earns nothing. After scoring that Region, the players proceed to the next one.



# END OF THE GAME

## FINAL CONSOLIDATION

Prior to the Final Scoring, each player makes a Consolidation as normal (see p. 17), but all players do so simultaneously. Each player must make this Final Consolidation, even if they have no Workers in their Workers area.

After that, the players proceed to the Final Scoring.

## FINAL SCORING

Calculate ☀ for the development of your Zaibatsu (add them to the ☀ you earned during the game) by taking the following steps in order:

### A. Personal Objectives Scoring

Check each Personal Objective space in the respective area of your Zaibatsu.

- ◆ **For Ships, Machines, Trains; R&D, Mining, and Finance tracks:** Earn 5/8/10 ☀ for each 1/2/3-level Favor token, respectively, if you

have reached or passed only the **lower** threshold. Instead, earn 10/16/20 ☀ for each 1/2/3-level Favor token, respectively, if you have reached or passed the **higher** threshold. For Ships, Machines, and Trains, the threshold is reached when the respective space is empty.

- ◆ **For Factories and Contracts:** Earn as many ☀ as shown below/above your **rightmost** Factory/Contract. The 1st/2nd/3rd ☀ value corresponds to a 1/2/3-level Favor token, respectively.

### B. Resources, Goods, and Money Scoring

Earn 1 ☀ for every 3 🏠/🏭/🚂/🏢 you have in total. Earn 1 ☀ for every 5 🟩 you have.

The player with the highest final score is the winner! If there is a tie, the tied player who took their final turn last is the winner.

## EXAMPLE



Each player has already made the Final Consolidation. The Purple player has earned 109 ☀ during the game. Now they add up the ☀ for their Personal Objectives, earning 73 more ☀. Then, they earn 4 ☀ for their remaining 🏠🏭🚂 and 2 ☀ for their remaining 🟩. The final score for the Purple player is 188 ☀.

## LATE-GAME FACTORIES MODULE

This module contains 6 additional Factories for the late game. These Factories are like goals: the better you fulfill the conditions shown on these Factory tiles, the more 🌟, Resources, or other benefits you gain. Players compete for each Factory, balancing between early building with little benefit and later building with more benefit, but there is a chance that another player will get that Factory earlier.

The setup for playing with this module is described in step 4b on p. 5. We do not recommend combining this module with the Common Goals module (as they have similar purposes) or using it until you are familiar with the game.

## COMMON GOALS MODULE

This module contains an additional board and a set of Common Goal tokens. It increases the competitiveness of the game.

The setup for playing with this module is described in step 6a on p. 5. We do not recommend combining

this module with the Late-Game Factories module (as they have similar purposes) or using it until you are familiar with the game.

## GAMEPLAY

At the end of each Period, after step 4 of the Influence Scoring, each player gains a reward for each Common Goal where they lead or share the lead with other players. In Periods I and II, the player may choose any 1 reward from those shown to the right on the Common Goals board. In Period III, each Common Goal corresponds to a specific reward to the right on the Common Goals board.



The player has built the most Ships/Machines/Trains.



The player has advanced the farthest along the R&D/Mining/Finance track.



The player has built the most Factories.



The player has fulfilled the most Contracts.



The player has the most Influence tokens in the Regions on the Main board.

## SOLO MODE

In Solo mode, you compete against Automa. It has its own Zaibatsu and simulates a player's behavior in a simplified way. To win, you must achieve all the goals selected for the game. If you do, check how well you played.

## CHANGES IN SETUP

Perform setup as for a 2-player game, with the following changes:

- Common Setup.** In step 3a, take the first removed set of Workers and randomly place 4 of them in the Regions on the Main board. Return the 2 remaining Workers from the first set to the box. Place the second removed set near the Main board.
- Common Setup.** Skip steps 4b and 6a.
- Individual Setup.** Do not set up a Zaibatsu for Automa. Take only 1 Zaibatsu board and other components for yourself.
- Starting Conditions.** Set out only 2 random pairs of Starting tokens A + B, choose and take one of them, and return the other to the box. **You are always the first player.**



## AUTOMA SETUP



- 1 Place the Automa board near the Main board.
- 2 Choose a Difficulty level and select:
  - ◆ 1 random Solo Goal token for Easy level.
  - ◆ 2 random Solo Goal tokens for Normal level.
  - ◆ 3 random Solo Goal tokens for Hard level.
 Then, place all selected Solo Goal tokens in the dedicated spaces on the left side of the Automa board, starting with the top space.
- 3 Choose an unused color and place all the Trains and Influence tokens of that color in the dedicated areas to the right of the Automa board.
- 4 Take the second removed set of Workers and place them in random order in the Priority area on the Automa board.
- 5 Shuffle all 9 Action tokens into a pile. Place the pile face down on the dedicated space on the Automa board.

## GAMEPLAY

Automa performs only Trains action and Local Markets action, and for all other actions only returns Workers from the Hiring spaces, depending on the revealed Action token and chosen Difficulty level.

You play your turns normally. On Automa's turn, take the following steps for Automa in order:

- A. Reveal an Action token** from the top of the pile and place it on the dedicated space to the right.
- B. Return a Worker** to the bag from the Hiring space matching the action icons shown on the revealed Action token. Select that Worker by color following the Priority left to right.

If the revealed Action token shows the Workers icon instead of action icons, return a Worker from the Hiring space with the most Workers instead. (In case of a tie, select the Hiring space with the most Workers in the direction of the arrow shown on that token. If the arrow points to the left, select the leftmost tied space; if it points to the right, select the rightmost tied space.)



- C. If the revealed Action token shows the Trains icon or Local Markets icon,** determine a Region



to perform the respective Automa action in (see below).

If the revealed Action token shows the Workers icon and you have just returned a Worker from the Hiring space above the Trains action or Local Markets action, Automa performs the respective action, **but only if the level of the revealed Action token does not exceed the Difficulty level** chosen for the game. (Look at the border color of the revealed Action token, and check if you have a Solo Goal token in the space with the same border color to determine if Automa performs the action.)



Thus, the higher the Difficulty level, the more aggressively Automa plays by performing more actions that affect you.

- D. At the end of Automa's turn, if there are no Action tokens in the pile,** update the Priority area and the Action pile by repeating steps 4 and 5 of the Automa setup.

### Determining a Region

Following its current Priority, Automa aims to gain more influence in a Region than you.

Following the Priority, check each Region:

1. If Automa has **equal or less** Influence in the Region than you, it performs the Automa action in that Region.
2. If Automa has **more** Influence in the Region than you, it proceeds to the next Region (following the Priority) and checks the condition in step 1.
3. If Automa has **equal or less** Influence in the Region than you, but it cannot perform the Automa action in that Region (for example, there are no available spaces for Influence tokens or Trains), it proceeds to the next Region (following the Priority) and checks the condition in step 1.
4. If Automa has **more Influence in all Regions** (with available spaces) than you, it performs the Automa action in the first Region possible according to the Priority.
5. If there are no available spaces in any Region, Automa does nothing.

### **Trains Action**

Automa takes a Train from its Trains area and places it on the topmost empty Train space in the determined Region. If Automa runs out of Trains, it does nothing with the Trains action.

Unlike your Trains, Automa's Trains grant Influence in the Region, even if Automa has no Influence tokens in that Region.

### **Local Markets Action**

1. Depending on the current Period, Automa selects a row in the Influence area of the Automa board:
  - ◆ Bottom row for Period I. Influence tokens from that row relate to all 1-level Goods (Paper and Cotton) at the same time.
  - ◆ Middle row for Period II. Influence tokens from that row relate to all 2-level Goods (Lenses and Bento) at the same time.

- ◆ Top row for Period III. Influence tokens from that row relate to all 3-level Goods (Clocks and Bulbs) at the same time.

If the row for the current Period has run out of Influence tokens, Automa selects the row for the next Period, if any.

Automa never selects the rows for the previous Periods. If Automa runs out of appropriate Influence tokens, it does nothing with the Local Markets action.

2. In the determined Region, Automa tries to place the leftmost (lowest valued) Influence token from the respective row on the available Influence space. That space must match 1 of the 2 respective types of Goods (no matter which one). If there are no appropriate Influence spaces with matching types of Goods, Automa must determine another Region.

Automa checks the possibility to place its Influence token on the available space in the determined Region in the following order:

1. To replace (or return) your highest-value Influence token. That token immediately returns to your supply as normal.
2. To cover the highest-value preprinted space. A space with no preprinted value is considered to have a value of 0.

If there are 2 appropriate spaces, Automa places its Influence token on the leftmost of them.

Automa never replaces its own Influence tokens. If there are no available Influence spaces in the Region, Automa determines another Region.

**Note:** As in a 2-player game, there is a limit of 2 available Influence spaces in each Local Market (see p. 14). You may replace Automa's Influence tokens as normal — immediately return the replaced tokens to the box.

### **EXAMPLE**



On its turn, Automa reveals the yellow-bordered Action token with the Workers icon. Automa finds the Hiring space with the most Workers. It is the space corresponding to the Local Markets action. Automa follows its Priority and returns a white Worker from that Hiring space.



The Difficulty level is Hard, which means Automa performs the action (not only returns a Worker). It checks Regions (following the Priority) to find a Region where it does not surpass the player in Influence. In the blue Region, Automa has more Influence than the player. The yellow Region does not exist. In the white Region, Automa has 2 Influence (because its Trains always count as 2 Influence each) and the player has 4 Influence. Automa must place its 4-value Influence token because it is Period II, but it cannot replace the player's 4-value token with the equal-value token. The 2 other spaces (corresponding to Lenses or Bento) are equal as they have no preprinted values, which means the value of both spaces is considered zero. So, Automa selects the leftmost of them. Now Automa surpasses the player with its 6 total Influence in the white Region.

## INFLUENCE SCORING AND THE END OF THE GAME

Score Influence in each Region as in normal 2-player games (ignoring the 2nd 🌟 value on the Round track).

At the end of the game, take the following steps in order:

1. If you have not achieved all selected Solo Goals, you immediately lose and do not perform the Final Consolidation and Final Scoring.

Otherwise, if you have achieved all selected Solo Goals, you win the game! Perform the Final Consolidation and then Final Scoring as normal.

2. Check your final score in the table below to know how well you played:

240+	Emperor's favorite
210+	Brilliant
180+	Significant
150+	Forgettable
0+	Unessential

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



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## REMEMBER

- At the end of the round, add only **1** random Worker from the bag to each Hiring space which has less than 3 Workers. If there are less than 3 Workers on any space after adding 1 Worker there, that is fine.
- At the end of the 5th round (before the 3 final rounds), add Workers to the Hiring spaces and fill rows of the Worker Queue as normal.
- Department bonuses shown on the Zaibatsu board, Contract tokens, and Factory tiles can be basic or upgraded, and provide Resources, , , or  accordingly (see p. 13).
- Each action has a limit on the number of activations. The reminder on the Main board shows how many activations are available for each action.
  - 
  - 
  - 
  - 
- Each action with multiple activations has a special condition. The reminder on the Main board shows whether the activations of that action must be applied to the same object or different ones.
- When serving the Local Market, you may gain either the respective Region bonus (2  / 2  / 2  / 3 ) or 2 .
- At any moment during your turn (incl. Final Consolidation), you may spend 1  to gain 1  any number of times.
- When building a Factory, you may spend 1/3/6  to temporarily increase your R&D level by 1/2/3, respectively.
- You may build multiple Factories of the same type.
- During Consolidation, you must not spend your last 1 . If you should, lose 1  instead.
- Each of your Trains grants you 2 Influence during Influence Scoring if you have at least 1 Influence token in the same Region.
- Action modifiers are applied to actions (not to activations). Thus, you may only apply a modifier from 1 Factory per turn.
- You apply the current effects in any order, but each effect must be resolved completely before you proceed to the next one. Gaining a bonus is also considered an effect and is applied accordingly.
- In a 2/3-player game (incl. Solo mode), there is a limit of available spaces for Ships, Trains, and Influence tokens on the Main board.
- In a 2/3-player game (incl. Solo mode), while serving the Local Market, you may place an Influence token on the 3rd/4th empty space in the Local Market, but that token must have a higher value than at least one of the tokens in that Local Market. If you do, return any token with the lowermost Influence value from that Local Market to its owner.
- In a 2-player game (incl. Solo mode), the 2nd  value preprinted below the Round track is not available.

