

# NIPPON

財閥

**Work In Progress**

*version 0.8*

**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 to bring Japan to prosperity!

## COMPONENTS

### COMMON



Main board



24 standard Factory tiles



9 Demand tiles



24 Upgraded Department tokens



16 Starting tokens A/B and 1 Old Factory tile



Money (15 Money tokens '1000', 15 Money tokens '3000', 10 Money tokens '5000')



2 Round markers



6 Expert Worker tokens



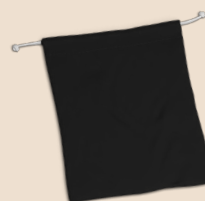
32 Goods cubes



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



Resources  
(32 Coal cubes, 24 Silk cubes, 24 Iron cubes)

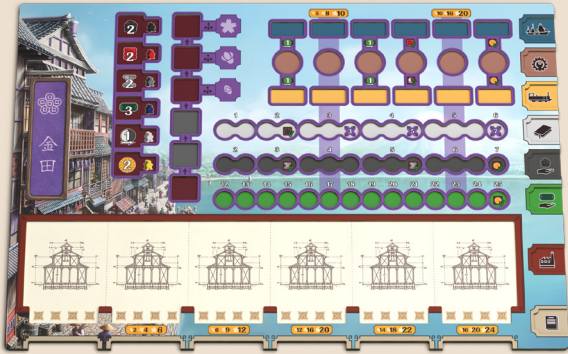


Cloth bag



Rulebook

**PER PLAYER (\*4)**



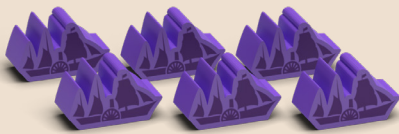
1 Zaibatsu board



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



8 Contract tokens



6 Ships



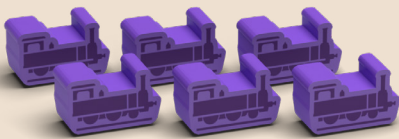
Track markers  
(1 R&D marker, 1 Mining marker, 1 Finance marker)



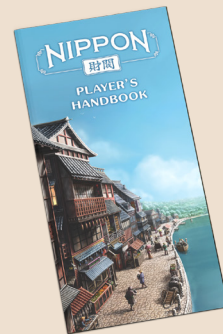
6 Machines



10 Influence tokens



6 Trains



1 Player's Handbook



9 Favor tokens

**FOR SOLO**



Automa board

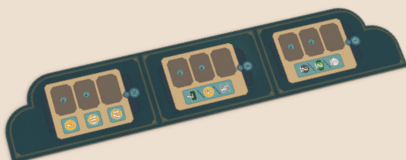


9 Action tokens



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 three areas (top, middle, and bottom) with rows for Worker meeples

**Hiring area** has Hiring spaces for Worker meeples

**Actions** corresponding to different Hiring spaces



**Scoring track**

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

**Round track** is divided into Periods and has dark and light 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 light spaces of the Round track.
- 2a** Place the Expert Worker tokens on the dedicated spaces in the Iwakura Mission area.
- 2b** Place the Upgraded Department tokens on the dedicated 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 Worker meeples:
  - ◆ In a 4-player game, put all 48 Workers into the bag.
  - ◆ In a 3-player game, remove 1 set of 6 Workers of different colors and put the rest 42 Workers into the bag. Return the removed set to the box.
  - ◆ In a 2-player game, remove 2 sets of 6 Workers of different colors and put the rest 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 three 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 Factories' sides, but we recommend playing with side A in your first games. Those



**Iwakura Mission** area has six Destinations with spaces for Ships, Expert Worker tokens, and Upgraded Department tokens.

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

**4b Late-Game Factories module.** You may 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 Factories' sides. We do not recommend using this module in your first games or mixing it up with the Common Goals module.

**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 Common Goals module.** Place the Common Goals board to the left of the Main board. 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 using this module in your first games or mixing it up with the Late-Game Factories module.

## 6 TYPES OF GOODS



Cotton



Paper



Bento



Lenses



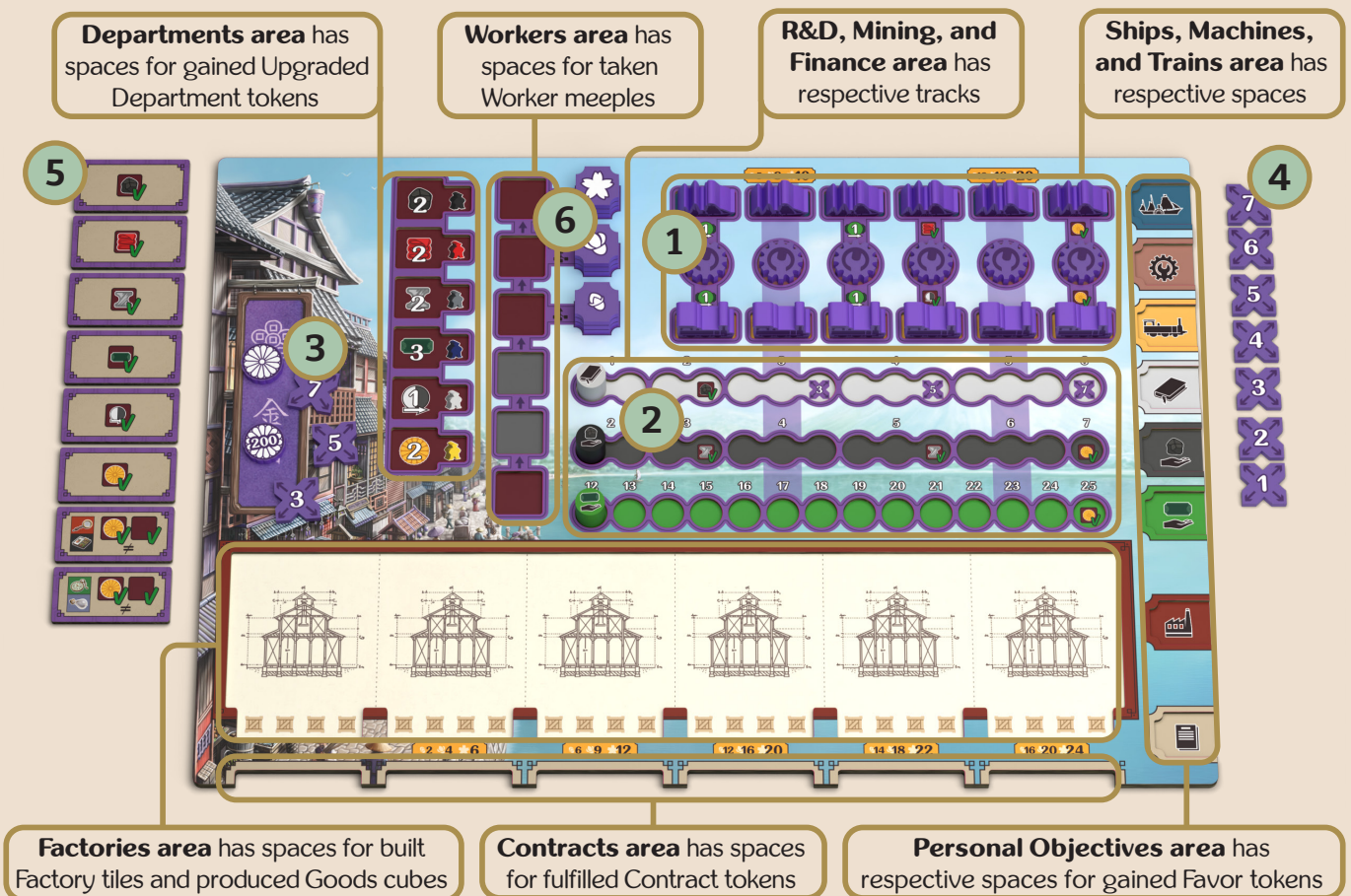
Bulbs



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 (hereinafter 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 respective tracks of your Zaibatsu.
- 3 Place 3 Influence tokens (with values '3', '5', and '7') on the left side of your Zaibatsu. Those Influence

tokens are unavailable to you until gained. Also, place both Scoring discs there.

- 4 Place 7 remaining Influence tokens in your supply to the right of your Zaibatsu. Those 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. Those Contracts are available to you for fulfilling from the start of the game.
- 6 Separate the Favor tokens into 3 piles by type. Place them on the dedicated spaces of your Zaibatsu.

## STARTING CONDITIONS

Randomly determine the first player. Set 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.
2. Place your Scoring disc '0/100' (no value side up) on the Main board's Scoring track's space corresponding to the value shown on the right side of the Starting token A.



3. Gain all bonuses (Resources, Money, advance 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 for free 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 for free. Take an Expert Worker and an Upgraded Department token as normal (see 'Ships Action' on p. 13).



Build 1 Train for free (see 'Trains Action' on p. 12).





Take the Old Factory tile and place it on the leftmost space in the Factories area of your Zaibatsu, with Paper or Cotton side up, by your choice. Place 1  on the space below the Old Factory.






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




Take 2  and add it to your supply. You must immediately place those  in the first Factory you build.



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



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.
- ◆ If an effect instructs you to gain Resources or Money, take corresponding components from the general supply. If an effect instructs you to spend or discard Goods, Resources, or Money, return corresponding components to the general supply. Your Resources, Money, available Influence tokens, and some specific components are stored in your supply.
- ◆ If an effect instructs you to advance on the track, move your marker forward on the corresponding track. If an effect instructs you to go back on the track, move your marker backward on the corresponding track.
- ◆ Markers cannot be moved forward from the last space or backward from the first space of the track. In this case, if an effect instructs you to do so, nothing happens.
- ◆ If an effect instructs you to take a Ship, Machine, or Train from your Zaibatsu, take the leftmost one.
- ◆ In order for an action to be considered performed, you must pay its cost and apply corresponding effects. You may not choose actions you cannot perform. You **must** pay for an action **in full** before applying its effects.
- ◆ Generally, red numbers on icons refer to spending, and white numbers refer to gaining Resources/Goods/Money/etc.

### BASIC ICONS



Coal



Goods



Silk



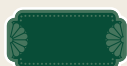
Advance on the R&D track



Iron



Advance on the Mining track






Money



Victory points




## 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 concretization of big economic revenues and with them the evident evolution of the economic structures. In Nippon, 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 of your turn, you may spend 1  to gain 1  any number of times.



## GAMEPLAY

A game of *Nippon: Zaibatsu* lasts 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 ways 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:

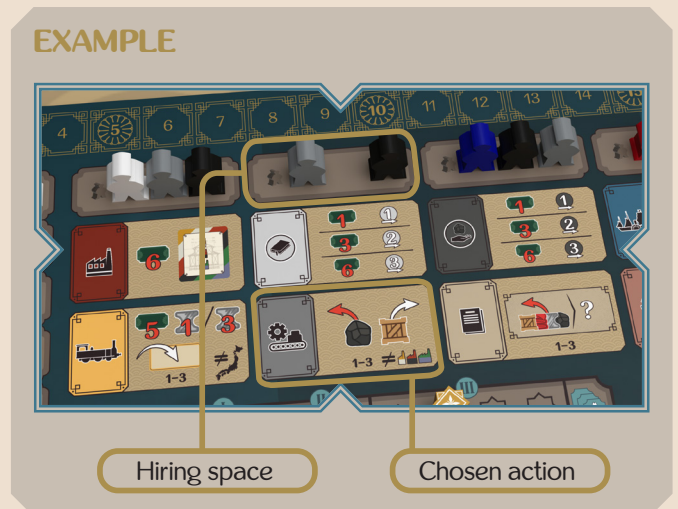
### A. Choose an action and take a Worker

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 only take a Worker from the Hiring space if you can perform the respective chosen action.
- ◆ If there are no actions you can perform, you must make a Consolidation.
- ◆ Generally, colors of the Workers do not matter for performing actions, they are important only during Consolidation.

### B. Pay the action cost in full

You must pay the action cost in full before applying any action effects. Thus, you may not spend the Resources, , or  you gain by that action to pay its cost.



### C. Apply the action effects

After paying the action cost, apply the action effects.

Costs, effects, and special rules of the actions are described in detail on pp. 9–16.

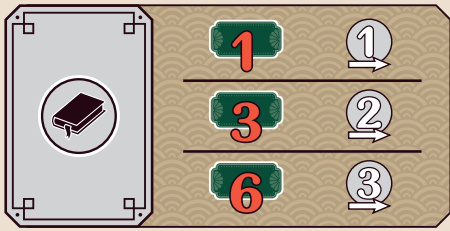
## RUN OUT OF WORKERS

**Note:** At the very end of your turn, if there are no Workers in any space of the Hiring area, move all Workers from the topmost filled row of the Worker Queue to an 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

Advance 1–3 spaces on the R&D track.



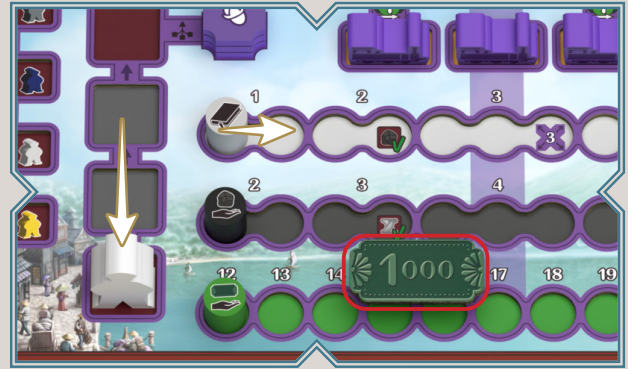
### Cost

Spend 1/3/6

### Effect

Advance the R&D marker 1/2/3 spaces, respectively.

### EXAMPLE



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

## BONUSES

- ◆ R&D, Mining, and Finance tracks have bonuses shown on their spaces. You gain that bonus when the respective marker reaches (or passes through) its space.
- ◆ Ships, Machines, and Trains area has bonuses shown between the spaces. You gain that bonus when both adjacent spaces (above and below the bonus icon) become empty.
- ◆ Gain all bonuses at the end of the step you have reached them.



Gain the respective Department bonus (see p. 14).



Gain any Department bonus of your choice.



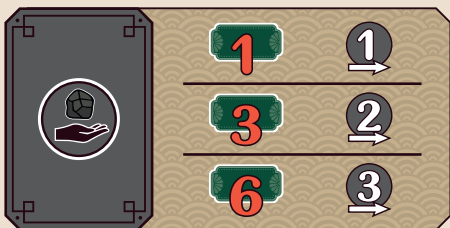
Advance on the Finance track.



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

## MINING ACTION

Advance 1–3 spaces on the Mining track.



### Cost

Spend 1/3/6

### Effect

Advance the Mining marker 1/2/3 spaces, respectively.

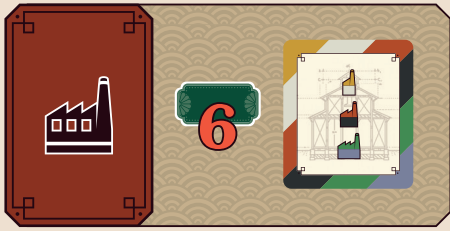
### EXAMPLE



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

## FACTORY ACTION

**Build 1 Factory.**



### Cost

Spend 6 . You may only choose the available Factory for which you meet the 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.

### Effect

Do the following in order:

1. Place the Factory tile you have paid for on the leftmost empty space in the Factories area of your Zaibatsu.
2. Apply all immediate effects, if any, shown at the top of that Factory tile. (See detailed description of all Factory effects in a Player's Handbook.)

### Types of Factory Effects

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



**Action modifier.** Factories may modify the actions. You may only apply a modifier from one Factory per action, even if you have more than one Factory with the same respective modifier.

**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 those effects cannot be modified by the Action modifiers.

## FACTORY TYPES

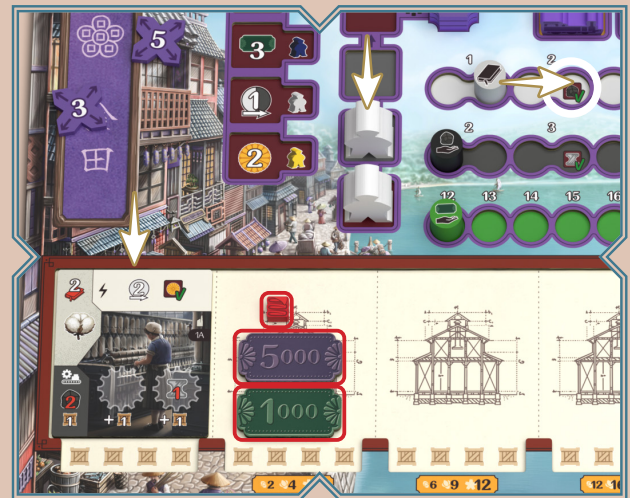
There are 6 types of Factories divided into 3 levels:

**Level 1 — Cotton Factories and Paper Factories.**  
They require R&D level 2 to build and 2 to produce.

**Level 2 — Bento Factories and Lense 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.

### EXAMPLE



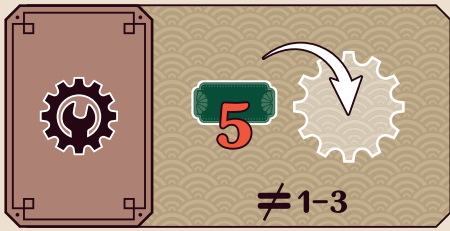
The Purple player takes a white Worker to perform the Factory action. They choose 1A Cotton Factory and spend 6 , as shown on the Main board. Also, the Purple player spends 1 because they only have R&D level 1, and the Factory requires R&D level 2. They place the Factory on the leftmost empty space in their Factories area and apply the immediate Factory effect: advance 2 spaces on the R&D track and gain the Yellow Department bonus (2 ). Due to the track advancement, the Purple player reaches the Black Department bonus (2 ) and gains it at the end of the current step.

## FACTORY TILE



## MACHINES ACTION

Build 1–3 Machines in different Factories.



### Cost

Spend 5 per each Machine you are building.

### Effect

For each Machine you have paid for, take the leftmost Machine from your Zaibatsu and place it on the leftmost empty dedicated space in your Factory. If a space has additional cost shown on it, you must pay that cost to build a Machine there. *Factories have 2 Machine spaces: 1 free and 1 available for 1 .*

### Additional Rules and Clarifications

- ◆ You may not build more than one Machine in the same Factory per action.
- ◆ You may not build a Machine if:
  - There are no empty spaces for Machines in your Factories.
  - You cannot pay the cost shown on the space for Machine in your Factory.

## PRODUCTION ACTION

Produce in 1–3 different Factories.



### Cost

Choose Factories to produce in. For each of them, spend according to the Factories' Production cost. *It requires 2/3/4 to produce in a 1/2/3-level Factory, respectively.*

### Effect

Each chosen Factory produces 1 as basic production and 1 for each Machine in that Factory. Take from the general supply and place them in the empty dedicated spaces below the respective Factory tile.

**Note:** Machines help you to 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 blue Worker to perform the Machines action. They spend 5 to take the leftmost Machine from their Zaibatsu and place it on the leftmost empty dedicated space in their Factory.






### Additional Rules and Clarifications

- ◆ Each Factory has 4 spaces for shown below the Factory tile. At any time, if there should be more in a Factory than spaces available, discard the excess.
- ◆ You may not produce in the same Factory more than once per action.
- ◆ 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.

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

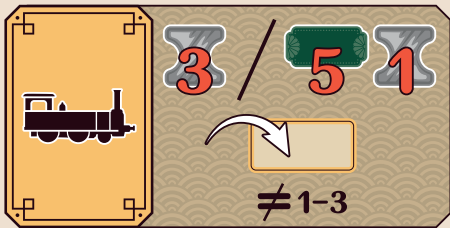
## EXAMPLE

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






## TRAINS ACTION

**Build 1–3 Trains in different Regions.**



### Cost

Either spend 3  or spend 5  and 1  per each Train you are building (in any combination).

### Effect

**For each** Train you have paid for, do the following in order:

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

### Additional Rules and Clarifications





- ◆ You may not build more than one Train in the same Region per action.
- ◆ You can have more than one Train in the same Region (built there with different actions).
- ◆ There is a limit of Trains per Region (3/5/7 dedicated spaces for a 2/3/4-player game, respectively). If there are no empty dedicated spaces in the Region, you may not build a Train there.

Each Train usually grants its owner 2 Influence in the Region during Influence Scoring if that player has at least 1 Influence token in that Region.

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

## EXAMPLE



The Green player takes a yellow Worker to perform the Trains action. They spend 5  and 4  to take 2 leftmost Trains from their Zaibatsu and place them in different Regions of the Main board. The Green player gains 1  for the first Train placed, and 1  for the second one.



## 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)

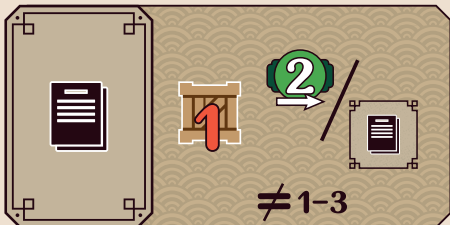
Advance 1 or 2 spaces, respectively, on the R&D or Mining track. You may choose to advance 1 space on both tracks when gaining the Upgraded Department bonus.

#### Foreign Affairs Department (Yellow)


Gain 2 or 4 , respectively.

## INVESTMENT AND CONTRACTS ACTION







Attract investment 1–3 times or fulfill 1–3 Contracts (in any combination).



### Cost

Spend 1–6  (up to 3 different types).

### Effect

- ◆ If you have spent 1  of any type, apply this action effect 1 time.
- ◆ If you have spent 1  and 2  of different types, apply this action effect 2 times.
- ◆ If you have spent 1 , 2 , and 3  of different types, apply this action effect 3 times.



**Each time** you apply this action effect, either advance 2 spaces on the Finance track or fulfill any available Contract. When you fulfill the Contract, do the following in order:

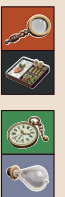
1. Gain all bonuses shown on the Contract token.
2. Place the fulfilled Contract token in the leftmost empty dedicated space at the bottom of your




Zaibatsu. (You may place the fulfilled Contract tokens face down, if you wish.)

### Additional Rules and Clarifications

- ◆ Two of the Contracts show special conditions. In order to fulfill such Contract, among the Goods spent for this action, there should be at least one 2-level  or 3-level , depending on the Goods icons shown on the respective Contract token. Each of these Contracts provides 1 Yellow Department bonus and 1 non-Yellow Department bonus of your choice.
- ◆ No 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.



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

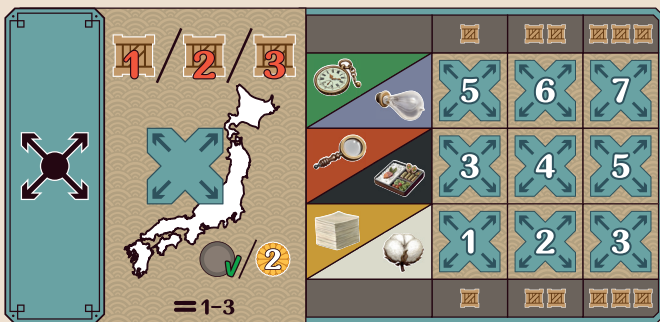
## EXAMPLE

The Pink player takes a black Worker to perform the Investment and Contracts action. They spend 2 of Paper and 1 of Lenses to advance 2 spaces on the Finance track and fulfill 1 Contract. The Pink player chooses the Contract that requires Lenses or Bento among spent Goods, and thus gains 2 for the Yellow Department bonus and 5 for the Blue Department bonus. After that, the Pink player places the fulfilled Contract in the leftmost empty space at the bottom of their Zaibatsu.



## LOCAL MARKETS ACTION

Place 1–3 Influence tokens in one Region.



### Cost

Choose Influence spaces in any Local Markets of **one** Region. **For each** space, spend 1–3 Goods of the type shown on the adjacent side of the Demand tile.

### Effect

**For each** Influence token you are about to place, do the following in order (choose tokens one by one in any order):

1. Place the available Influence token with an appropriate value on a chosen Influence space.
2. Gain either the **respective** Region bonus (2 / 2 / 3 or 2 .

## Additional Rules and Clarifications

◆ To determine an 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.

If you have no available Influence tokens with the appropriate Influence value, you may not perform the Local Markets action. You may not place the Influence tokens which do not match the level of the Goods.

◆ To choose an 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 only choose the Influence space if you have spent the same type of Goods as shown on the adjacent side of the Demand tile.
- ◆ You may replace your own Influence tokens, even if you have placed them with the same action. *It may be helpful to gain more Region bonuses.*
- ◆ There is a limit of available Influence spaces per Local Market (2/3/4 spaces for a 2/3/4-player game, respectively). However, in the 2/3-player game, you may choose any 2/3 spaces in the Local Market to occupy. If 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 in the 3rd/4th empty space in the Local Market. This token must have a higher value than at least one of the tokens in the Local Market. If you do, immediately return any token with the lowermost Influence value from the Local Market to its owner, so that the limit is not exceeded after the new token is placed.

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

### EXAMPLE



The Pink player takes a yellow Worker to perform the Local Markets action. They decide to place 3 Influence tokens in the Region with ⌘ bonus to gain 6 ⌘ in total. The Pink player spends 3 ⌘ from the Paper Factory and 1 ⌘ from the Lenses Factory. There is only 1 appropriate Influence space corresponding to Paper in the chosen Region, so the Pink player places their 1-valued token and immediately after that replaces it with their 2-valued token. Finally, they place their 3-valued token on the space corresponding to Lenses.



# CONSOLIDATION

You may choose a 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 respective tokens (or if you wish to).
2. Place the taken Favor token on one of the Personal Objective spaces 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. Personal Objective space may contain only one Favor token.

## B. Discard all and you have.

## C. Departments and Income

1. Gain a Department bonus corresponding to 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 corresponding to the color of the **topmost** Worker, too.
3. Gain  according to your Mining level.
4. Gain  according to your Finance level.

## D. Salaries and Clean-Up

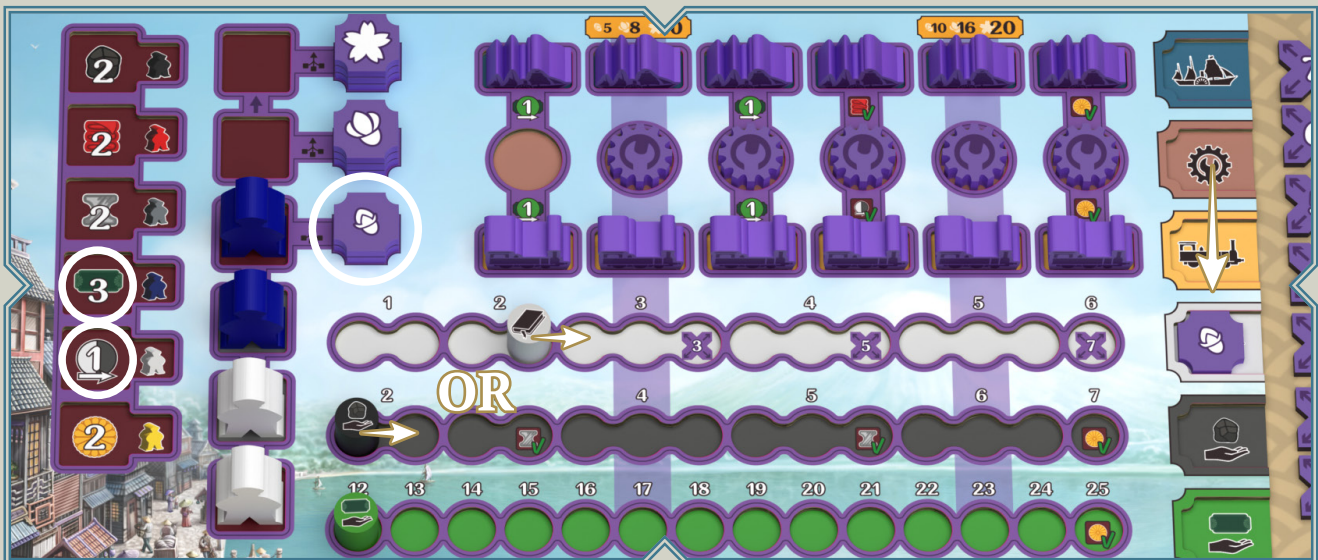
1. You must spend 3  per each different color of Workers (including Expert Workers) in your Workers area, but you may not spend the last 1 .
2. If you do not have enough  to pay the salaries, lose 1  for each 1  you have to pay but cannot (including the last  mentioned in the previous step).
3. Return 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:** Expert Workers are treated as any other Workers in terms of Consolidation.

**Note:** Workers in grey spaces never provide 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 gain 3  for the Blue Department bonus and may choose to advance 1 space on the R&D track or the Mining track for the White Department bonus. Next, the Purple player gains 12  and 2  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 end of the round, take the following steps in order:

1. If the Round marker is on the **rightmost space of the current Period**, immediately perform the **Influence Scoring** (see below).
2. Advance the 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 three 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 Round marker reaches the first light 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 with 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 on 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 usually 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.*
2. Calculate the total Influence of Overseas Companies (preprinted values not covered by players' Influence tokens).
3. Compare Influence of each player and Overseas Companies to each other.
4. The first place earns the highest 🟡 value, the second place – the second 🟡 value, and so on.

If there is a tie, each tied player earns a sum of 🟡 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 the 1st place, the 3rd player earns 🟡 for the 3rd place, not for the 2nd. *(In extremely rare cases, if 2 players are tied for the 4th place, they earn 🟡 for the 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 the 2nd place earns the 3rd 🟡 value, and the 3rd place – the 4th 🟡 value.*

5. If the Round marker is already on the **last space of the Round track**, immediately proceed 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, players have already scored Region with 🟡 bonus. Now, they are about to score Region with 🟡 bonus. The Purple player has 3 Influence, the Pink and Green players have 5 Influence each, the Orange player has no Influence, and Overseas companies have 6 Influence in that Region. As a result, the Pink and the Green players are tied for the 2nd place and earn 7 🟡 each, the Purple player earns 2 🟡, and the Orange player earns nothing. After scoring that Region, players proceed to the next one.



# END OF THE GAME

## FINAL CONSOLIDATION

The game is about to end. Prior to the Final Scoring, each player makes a Consolidation as normal (see p. 17), but all players do it simultaneously. A player must make the Final Consolidation, even if they have no Workers in their Workers area.

After that, the game ends, and the players proceed to the Final Scoring.

## FINAL SCORING

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

### A. Personal Objectives Scoring

Check every 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. 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 considered reached when the respective space is empty.

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

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

Earn 1 ☀️ for each 3 🏠 / 🏭 / 🚂 you have in total. Earn 1 ☀️ for each 5 📦 you have.

Now, the game ends. The player with the highest final score is the winner. If there is a tie, the tied player who took their turn later is the winner.

## EXAMPLE

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

## LATE-GAME FACTORIES MODULE

This module contains 6 additional Factories for the late game. These Factories are Goals-like: The better you fulfill the conditions shown on the Factory tiles, the more 🌞, resources, or other advantages 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 using this module in your first games or mixing it up with the Common Goals module, as they have similar purposes.

## 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 using this

module in your first games or mixing it up with the Late-Game Factories module, as they have similar purposes.

## GAMEPLAY

At the end of each Period, after step 4 of the Influence Scoring, a 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 one reward from those shown to the right. In Period III, each Common Goal corresponds to a specific reward to the right.



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 should achieve all of the goals selected for the game. After that, check how well you played.

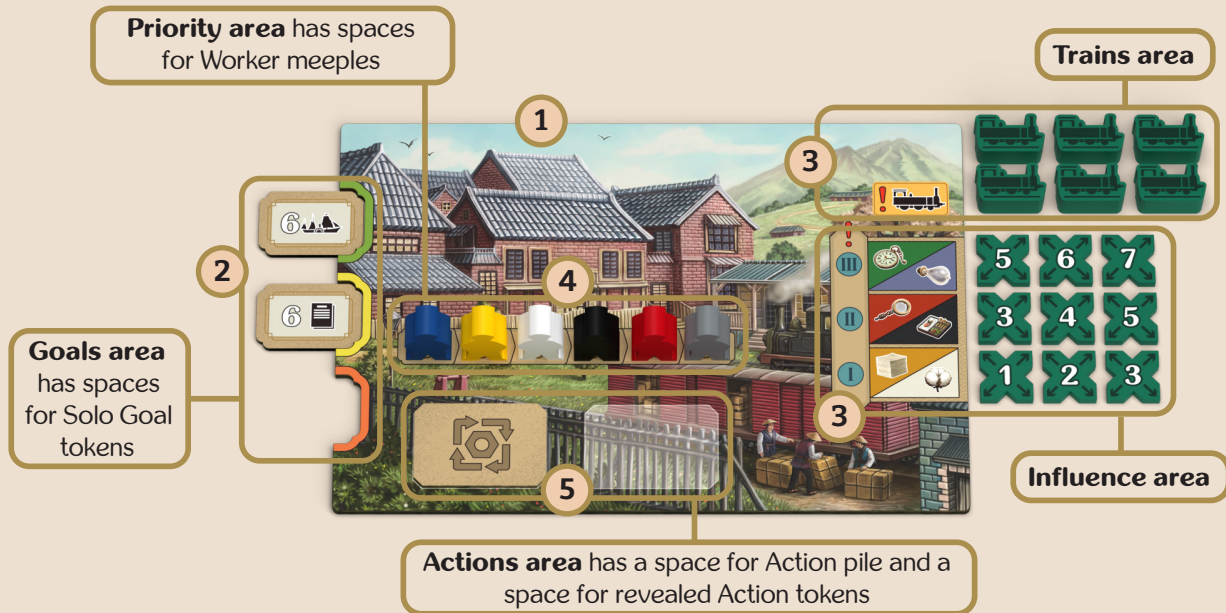
## CHANGES IN SETUP

Perform setup 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.** Do not take steps 4b and 6a.
- Individual Setup.** Do not set up Zaibatsu for Automa. Take only 1 Zaibatsu board and respective components for yourself.
- Starting Conditions.** Set only 2 random pairs of Starting tokens A + B, choose and take one of them, and return another 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 take:
  - ◆ 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 taken Solo Goal tokens in the dedicated spaces on the left side of the Automa board.
- 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 randomly place all of them in the Priority area of the Automa board.
- 5 Shuffle all 9 Action tokens into the pile. Place the pile face down on the dedicated space of the Automa board.

## GAMEPLAY

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** from the Hiring space above the respective actions to the bag. Select that Worker by the color following the Priority left to right.

The respective actions are determined by the icons on the revealed Action token.

If the revealed Action token shows the Workers icon, find the Hiring space with the most Workers. That space determines the respective actions for that token. (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 corresponds to the Trains action or the Local Markets action**, determine a Region to perform the respective Automa action (see below).



If the revealed Action token shows the Workers icon, and the respective action for that token is

either Trains or Local Markets, Automa performs that action, but only if the Difficulty level of that token does not exceed the Difficulty level chosen for the game. (The Difficulty level of the Action token is determined by its color and corresponds to the number of Goal tokens taken for the game.)



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

**D. At the end of the 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.

- 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.
- 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.
- If Automa has **more Influence in all Regions** than you, it performs the Automa action in the first Region according to the Priority.
- 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 dedicated space in the determined Region. If Automa runs out of Trains, it does nothing with the Trains action.

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

### Local Markets Action

- 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 of the current Period has run out of Influence tokens, Automa selects the row above. If Automa runs out of Influence tokens, it does nothing with the Local Markets action.

- 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 one of the two respective Goods types (no matter which one). If there are no appropriate Influence spaces with matching Goods types, Automa must determine another Region.

Thus, Automa checks the possibility to place its Influence token in the determined Region in the following order:

- To replace your highest-valued Influence token (on available space). The replaced token immediately returns to your supply as normal.
- To cover the highest-valued preprinted space.
- To place its Influence token on the leftmost space, if there are 2 or more appropriate spaces.

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 per Local Market (see p. 16). You may replace Automa's Influence tokens as normal — immediately return the replaced Automa's tokens to the box.

### EXAMPLE



On its turn, Automa reveals an 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 the Worker). It checks Regions one by one (following the Priority) to find a Region where it does not surpass the player by Influence. In the blue Region (with Iron), Automa has more Influence than the player. The yellow Region does not exist. In the white Region (with Silk), Automa has 2 Influence (because its Trains always count as 2 Influence each), and the player has 4 Influence. Automa must place the 4-valued Influence token because of Period II, but it cannot replace the player's 4-valued token with the equal-valued token. Other two appropriate spaces (corresponding to Lenses or Bento) have no value, 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 game (ignoring the 2nd 🍊 value on the Round track).

When the game is about to end, take the following steps in order:

1. If you have not achieved all the Solo Goals taken for the game, you immediately lose and should not perform the Final Scoring.
2. If you have achieved all taken Solo Goals, perform the Final Consolidation and then the Final Scoring as normal.
3. Check your final score in the table to the right to know how well you played.

<b>250+</b>	Emperor's favorite
<b>220+</b>	Brilliant
<b>190+</b>	Significant
<b>160+</b>	Forgettable
<b>0+</b>	Irrelevant

