

Turn Summary

A. Additional Action phase (first half)

Do the following actions in any order any number of times:

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

B. Main Action phase

1. Placement step

Place Assistant pawns in 2 fashions:

- a) 1 each into 3 different Areas
- b) 2 in the same Area

2. Movement step

Move your President pawn

- a) Move to a different Area
- b) Return to your hand

3. Area Action step

Carry out the action where your President is located according to the Power.

President = 1 Power, Assistant = 1 Power,
Shophouse = 1 Power, Trading House = 1 Power,
Station = 1 Power

4. 5-Power bonus step (Optional)

If you carried out a 5-Power action, take a 5-Power token.

5. Shophouse and Trading House Construction step (Optional)

If you carried out a minimum 4-Power action, you may build a Shophouse or Trading House

6. Recovery step

Return all Assistant pawns from the Action Area to your hand

C. Additional Action Phase (second half)

Do the following actions in any order any number of times:

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

End of Game Conditions

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

- One or more of the players have built all 4 Trading Houses.
- One or more of the players have built all 8 Shophouses.
- There are insufficient cards to replenish all the empty spaces on the Port Order Form Board.
- The Church Management Board has the following number of Assistant pawns (2 Players: 4; 3 Players: 5; 4 Players: 6)
- The Customs Management Board has the following number of Assistant pawns (2 Players: 4; 3 Players: 5; 4 Players: 6)

The current round will be played out and a final round occurs before the final scoring.

Final Score Calculation

Calculate the final score in the following order:

1. Church bonus

Most Assistant pawns in the Church (ties broken by rightmost)
1 st - 6VP 2 nd - 3VP

2. Customs bonus

Most Assistant pawns in Customs (ties broken by rightmost)
1 st - 8VP 2 nd - 4VP

3. Technology bonus

Most total Industry value on all Technology cards (ties broken by proximity to Start player)
1 st - 10VP 2 nd - 5VP

4. Country bonus

Sets of different Country icons from Technology cards and completed Order cards
5 types - 12VP 4 types - 8VP 3 types - 4VP 2 types - 2VP

5. Remainder Scoring

Foreign Mercenary tokens 1VP each
Imported Good tokens 1VP each
Every 2 Yen 1VP each
Every 3 Trade Good tokens 1VP each