



Number of Players: 2
 Playing Time: 45 minutes
 Suggested Age: 12 years and up

Game Setting

It is the beginning of the Meiji era. Once a sleepy fishing village, Yokohama has opened up to foreign trade since the end of the Edo period and has now developed into one of Japan's busiest trade centres. Japanese products such as copper and raw silk have gathered in Yokohama to be exported to foreign countries hungry for them. In addition, foreign technologies and cultural practices were integrated into the Japanese lifestyle as quickly as the modernization of the cityscape.

Behind this rapid development stood two prominent Yokohama merchants, you and your opponent. Your hard work and shrewd strategies are the keys to the prosperity of Yokohama!

Game Overview

You and your opponent are merchants in Yokohama, trying to succeed in your business ventures to gain prestige to win the game. In order to gain prestige, you will need to fulfill various goals, which involving amassing copper, silk, tea and seafood, mastering foreign technology, and building shophouses and trading houses. To achieve these goals, you need to run around the streets of Yokohama and gain benefits from the various districts. Also, it may be a wise strategy to employ foreign mercenaries to your side to aid your cause. Which player can deploy their subordinates the most successfully to become the best merchant in Yokohama?

Game Components

- Player tokens in 2 colours (red/blue)
- 16 Shophouse tokens (8 per colour)



- 8 Trading House tokens (4 per colour)



- Trade Good tokens

- 15 Copper tokens
- 15 Silk tokens



- 15 Tea tokens
- 15 Seafood tokens



- 24 Imports tokens

Front



Back



- Money tokens

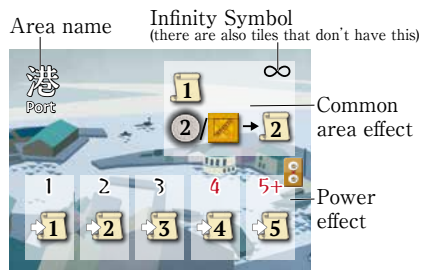
- 20 x 1 yen
- 7 x 3 yen

- 1 Station token



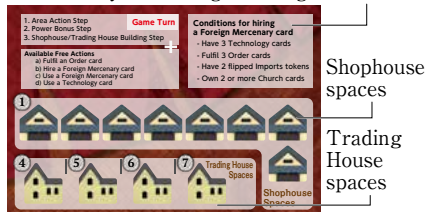
- 10 Area boards

Front



●2 Player boards (1 red and 1 blue)

Summary of how to gain Foreign Mercenaries



●20 Technology cards

[Front]



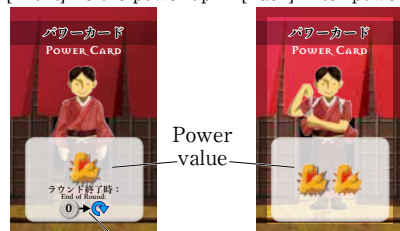
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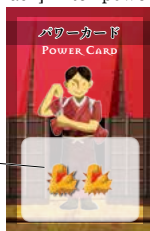
●8 Power cards (4 in each red/blue)

[Front] Before power-up

[Back] After power-up

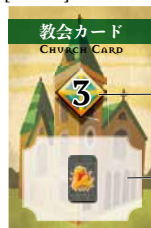


Required money to power-up



●9 Church cards

[Front]



[Back]



●24 Order cards

[Front]



[Back]



●12 Power Bonus cards

[Front]



[Back]



●7 Foreign Mercenary cards

[Front]

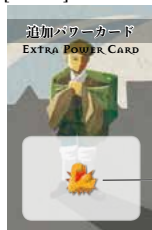


[Back]



● 13 Extra Power cards (8 +1 cards, 5 +2 cards)

[Front]



Power
value

[Back]



● 1 Scoring pad

● 1 Rulebook

Game Setup

1. Place 10 Area boards in the center of the table. As the order of the boards does not matter, any arrangement that accommodates the shape of the table is fine.
2. Shuffle all the Power Bonus cards face-down to form a deck, and deal 3 face-up.
3. Shuffle all the Church cards face-down to form a deck, and deal 6 face-up near the Church Area board. The remaining 3 will not be used in this game, so return it to the box.
4. Shuffle all the Technology cards face-down to form a deck, and deal 5 face-up near the Laboratory Area board.
5. Shuffle all the Order cards face-down to form a deck, and place the deck near the Port Area board.
6. Place all the Foreign Mercenary cards face-up anywhere on the table.
7. Place the following tokens to form a bank next to the Area boards:
 - Extra Power cards +1
 - Extra Power cards +2
 - Copper tokens
 - Silk tokens
 - Tea tokens
 - Seafood tokens
 - Imports tokens

- 1 yen tokens
- 3 yen tokens
- Station token
- * Place all of these face-up

8. The player who was most recently in Yokohama will be the starting player. Or, decide the starting player in your desired fashion.
9. Each player chooses one of two colours, red or blue, and receives the following items in the selected colour:
 - 1 Player board
 - 4 Power cards
 - 8 Shophouse tokens
 - 4 Trading House tokens
 - * Place the Shophouse and Trading House tokens on the spaces on the player boards.

Each player also takes the following starting resources:

- 1 Copper token
- 1 Silk token
- 1 Tea token
- 1 Seafood token
- 3 yen for the starting player, 4 yen for the other player
- 1 +1 Extra Power card for the starting player, 2 +1 Extra Power cards for the other player

10. Each player draws 3 Order cards from the deck. They then keep 2 of them secret in their hand and put the remaining 1 back under the deck.

This completes the game setup!

Common Game Rules

The following rules apply throughout the game:

- Trade goods (Copper, Silk, Tea, Seafood), Imports and money as treated as infinite in supply. In the rare case that they run out, use something else as a substitute.
- Money can be exchanged at any time.
- All information is public and should be visible except for face-down Order cards and face-down Church cards. You can check your face-down Order cards and Church cards at any time.
- There is no hand limit for Order cards and Technology cards.

- Some Technology cards may have rules that contradict the game rules. In that case, the effect of the Technology card will be given priority.
- There is a hand size limit of 4 Extra Power cards. If a player ever has more than 4, they immediately choose and discard down to 4.

Flow of the Game

In each round, each player alternately performs 4 turns. After these 4 turns, in the 1st to 3rd rounds, a board refresh will be carried out, and in the 4th round the end of the game will be carried out.

1st Round

First Player → Second Player → First Player → Second Player →
First Player → Second Player → First Player → Second Player →
→ **Board Refresh**

2nd Round

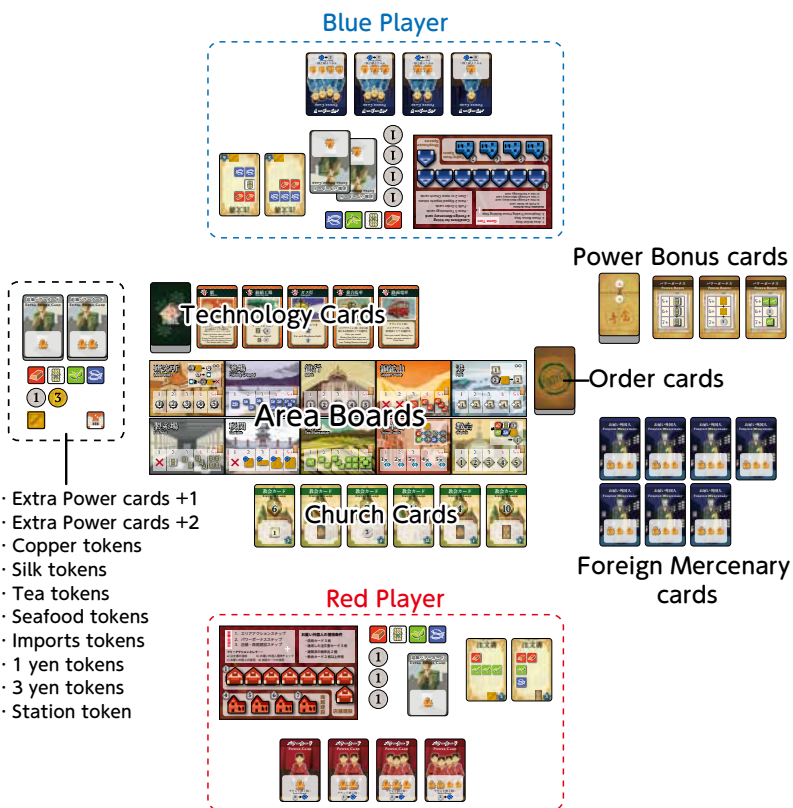
First Player → Second Player → First Player → Second Player →
First Player → Second Player → First Player → Second Player →
→ **Board Refresh**

3rd Round

First Player → Second Player → First Player → Second Player →
First Player → Second Player → First Player → Second Player →
→ **Board Refresh**

4th round

First Player → Second Player → First Player → Second Player →
First Player → Second Player → First Player → Second Player →
→ **End of the Game**



Example Setup (Red player goes first)

Flow of a Game Turn

The player on turn will do the following three steps in order.

1. Area Action step

2. Power Bonus step (optional)

3. Shophouse/Trading House construction step (optional)

Once these steps are complete, it is the next player's turn.

The players may also carry out as many free actions as they desire on their turn.

1. Area Action step

In this step, the player selects one Area and carries out an action on that Area. First, select the area you wish to take your action on. You may not select the area where EITHER player Power cards are already placed. These are called 'Used Areas'.

After selecting the Area, select one Power card from your hand with the lowest Power value on the card. This is called the 'Power card order' rule.

Place the Power card in the selected Area and take the action stated on that area. When doing the action, you can use only one Extra Power card (+1 or +2) you have.

The effect of the action is determined by the total Power value (noted by the number of Power icons). Calculate the Power value as follows:

Used Power cards	See Power icons
Extra Power cards	+1 or +2 as noted by icons
If your Shophouse is present	+1 Power
If your Trading House is present	+1 Power
If a Station token is present	+1 Power
Technology cards	According to their effect

* Extra Power cards will be returned to the bank after use.

* If the Power value exceeds 5, the 5 Power value is carried out.

* **Players who have a Trading House in the Area earns 1 yen from the bank.**

* There are also Areas in which actions have no effect if the Power value is insufficient. These actions may be chosen for no effect.

Example:

Soubei wants to take an action at the Silk Mill. Since the Silk Mill is not a used area, it is possible to carry out an action there.

Soubei has cards with Power value 3 and 4 in his hand. He chooses the power card with the least Power (3) and puts it on the Silk Mill. He uses one Extra Power card for + 1. In addition, Soubei has a Trading House in the Silk Mill.

Total Power value:

Power card (3) + Extra Power (1) + Trading House (1) = 5

Soubei's action is a 5-Power value and as a result takes 4 Silk tokens from the bank. In addition, Soubei gets 1 yen from the bank as he has a Trading House in the area.

2. Power Bonus step (optional)

This step is optional and can be executed when the Power value of the Area action step is 5 or higher.

Select one Power Bonus card that is in face-up and apply its effect. Then, discard the Power Bonus card and draw a new card face-up from the deck to replace it. If the deck runs out, shuffle the discards to create a new deck.

If the Power value is 5, apply the 5+ effect stated on the Power Bonus card.

If the Power value is 6, apply the 5+ and 6+ effects stated on the Power Bonus card.

If the Power value is 7 or higher, apply the 5+, 6+ and 7+ effects stated on the Power Bonus card.

Example:

Soubei performed an Area action of Power value 5 at the Silk Mill.

Soubei chooses a face-up Power Bonus card which gives him 2 yen for having a Power value of 5+. As the Power value is insufficient, the 6+ and 7+ effects are ignored.

3. Shophouse/Trading House construction step (optional)

This step is optional and can be executed when the total Power value of the Area action step is 4 or more.

You may do one of the following actions:

a) Build a single Shophouse

b) Build a single Trading House

a) Build a single Shophouse

If the Area where the Area action was executed in the Area action step does not yet have a Shophouse belonging to you, you may pay 1 yen to build a Shophouse of your colour in the area.

b) Build a single Trading House

If the Area where the Area action was executed in the Area action step does not yet have a Shophouse belonging to EITHER player, you may pay to build a Trading House of your colour in the area. The cost is as follows: 4 yen for the first store, 5 yen for the second store, 6 yen for the third store, and 7 yen for the fourth store.

Free Actions

In addition to the steps listed above, you may carry out the following actions as many times as you are able to on your turn:

a) Complete an Order

b) Hire a Foreign Mercenary

c) Use a Foreign Mercenary

d) Use a Technology card

a) Complete an Order

Choose one Order card and reveal it face-up. Pay the cost in goods stated on the card, and earn the reward stated on the lower right. Then, discard the Order card.

b) Hire a Foreign Mercenary

You may hire a Foreign Mercenary when you meet one of the following conditions. Place the hired Foreign Mercenary face-up in front of you.

- Owned 3 or more Technology cards
- Completed 3 or more Order cards
- Owned 2 or more face-down Imports tokens
- Owned 2 or more Church cards

Note: Each player can only hire a maximum of one Foreign Mercenary per condition. If there are none left in the bank, a player may not hire one.

c) Use a Foreign Mercenary

This is only possible if you have a Foreign Mercenary on hand. A Foreign Mercenary acts like a bonus Area action. Choose an area to use the Foreign Mercenary (used areas are possible). The Power value of the action is calculated as follows:

Foreign Mercenary	3 Power
Extra Power cards	+1 or +2 as noted by icons
If your Shophouse is present	+1 Power
If your Trading House is present	+1 Power
If a Station token is present	+1 Power
Technology cards	According to their effect

Carry out the action in the same way as an Area action (refer to the Area action step). Players who have a Trading House will earn 1 yen from the area. Once the action is complete, turn the Mercenary face down to indicate it is used.

Example:

Soubei carries out c) Use a Foreign Mercenary, and chooses the Copper Mine as the area. Even though the opponent's Power card is present, this area is eligible to be chosen. Soubei carries out **[1. Area Action Step]** with a Power value of 3 and gains 1 Copper token. Because the Power value was only 3, **[2. Power Bonus Step]** **[3. Shophouse/Trading House Construction Step]** is not possible. After this action is complete, flip the Foreign Mercenary face-down.

d) Use a Technology card

You can use the effects of a Technology card you own.

If a card states "once per round", tilt the card sideways to indicate that it has been used so that they may not be used further in that round. In addition, some Technology cards have restrictions as to when they may be used. For more details, refer to the section on **"Technology Card Explanations"**.

Board Refresh

At the end of Rounds 1 to 3, carry out these three steps to refresh the board. At the end of the fourth round, do not perform this procedure and proceed directly to "End of the Game".

1. Reclaim Power cards

- Each player takes back their Power cards to their hand.
- Each player may power-up one of their Power cards by paying the cost. They then flip it to the other side.
- * You may do this in player order from the first player if necessary.

2. Board Refresh

- Tilt all of your landscape (used) technology cards back to portrait (unused).
- Discard all the face-up Technology cards next to the Laboratory, and draw 5 from the deck to replace them.

3. Changing the Start Player

- The Start Player switches to the other player for the next round.

End of the Game

At the end of the fourth round, the game is over.

First, return any unfulfilled Order cards to the box as they will not be scored.

Then, follow steps 1 ~ 11 below in order to tally your points. The scoring pad will be useful for this.

1. Victory point from completed Order cards

Turn around completed Order cards and tally the total number of victory points stated.

2. Completed Order Bonus: The player who completes the most Order cards gains 6 points.

In the case of a tie, no player gains the points.

3. Technology card points

Tally the victory points from Technology cards that give you points at the end of the game.

4. Technology card Bonus

Each player adds up the Industrial value of their Technology cards. The player who has the highest Industrial value gains 6 points. In the case of a tie, no player gains the points.

5. Church card points

Flip the face-down Church cards face-up and tally the total number of victory points stated.

6. 5 points per Trading House

Count the number of Trading Houses and gain 5 points each.

7. 1 point per Shophouse

Count the number of Shophouses and gain 1 point each.

8. 4 points per flipped Imports token

Count the number of flipped Imports tokens and gain 4 points each.

9. 1 point per face-up Imports token

Count the number of face-up Imports tokens and gain 1 point each.

10. 1 point per 2 yen

Count the amount of yen remaining and gain 1 point per 2 yen.

11. 1 point per 3 Trade Goods tokens

Count the amount of Trade Goods tokens remaining and gain 1 point per 3 tokens. Different types of Trade Goods may be mixed together to count for scoring.

Winning the Game

The player with the most victory points wins. In the case of a tie, the player with the highest score of in category 1 above (total score from completed Order cards) wins. If it is still tied, the use category 2, then category 3 and so forth until category 11. If it is still tied, then the game ends in a draw.

Icon Explanation

	Money Icon	Gain money equal to the number stated.
	VP Icon	Gain points at the end of the game.
	Trade Good Icon	Gain the specified Trade Good token (1 per icon).
	Imports Icon	Gain a face-up Imports token (1 per icon).
	Flip Imports Icon	Flip a face-up Imports token face down.
	Draw Order Icon	Draw Order cards from the deck equal to the number stated.
	Keep Order Icon	Keep Order cards from the deck equal to the number stated. If there are no Draw Order icons, draw the number of Order icons stated, otherwise draw the number stated from the deck, keep the number stated, and return the rest to the bottom of the deck. Example: If there are 5 Draw icons and 2 Keep icons, draw 5 from the top, keep 2, and return 3 to the bottom of the deck.
	Extra Power +1 Icon	Take a Extra Power +1 card from the bank.
	Extra Power +2 Icon	Take a Extra Power +2 card from the bank.
	Power Icon	Each Power icon adds 1 to the Power value of the action.
	Power Bonus Card Icon	Choose a Power Bonus card and gain its effects. Follow the Power Bonus Step as listed under 'Flow of a Game Turn' above.

Area Explanations

●Copper Mine



Gain Copper tokens.

1 Power: No Effect

2 Power: No Effect

3 Power: Gain 1 Copper token

4 Power: Gain 2 Copper tokens

5+ Power: Gain 3 Copper tokens

●Silk Mill



Gain Silk tokens.

1 Power: No Effect

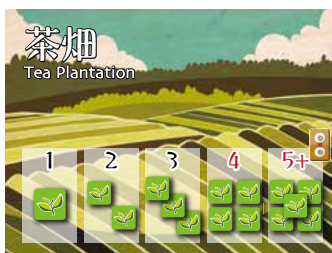
2 Power: Gain 1 Silk token

3 Power: Gain 2 Silk tokens

4 Power: Gain 3 Silk tokens

5+ Power: Gain 4 Silk tokens

●Tea Plantation



Gain Tea tokens.

1 Power: Gain 1 Tea token

2 Power: Gain 2 Tea tokens

3 Power: Gain 3 Tea tokens

4 Power: Gain 4 Tea tokens
 5+ Power: Gain 5 Tea tokens

●Fishing Ground



Gain Seafood tokens.

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

●Bank



Gain Money.

1 Power: Gain 1 yen
 2 Power: Gain 2 yen
 3 Power: Gain 3 yen
 4 Power: Gain 4 yen
 5+ Power: Gain 5 yen

●Chinatown



Exchange money, Trade Goods, and Imports at a rate listed below.

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

Per exchange, you may do one of the following:

Pay 1 Copper or Silk token and gain 2 yen
 Pay 1 Tea or Seafood token and gain 1 yen
 Pay 2 yen and gain 1 Copper or Silk token
 Pay 1 yen and gain 1 Tea or Seafood token
 Pay 4 yen and gain 1 face-up Imports token

Note:

Imports tokens may not be sold for money.

●Church



Gain 1 face-up Church card. Each Church card can only be obtained by matching its Faith value. Faith value can be obtained by the Area action, and also by paying Trade Goods, money and Imports.

1 Power: 1 Faith value
 2 Power: 2 Faith value
 3 Power: 3 Faith value
 4 Power: 4 Faith value
 5+ Power: 5 Faith value

Note that 6 Power and above will only give you a Faith value of 5.

In addition, you can obtain 1 Faith value by paying the following. Note that you cannot pay the same item twice (example: you cannot gain 2 Faith by paying 2 Tea tokens).

- 1 Copper token
- 1 Silk Token
- 1 Tea Token
- 1 Seafood Token
- 1 yen
- 1 Imports token (face-up or face-down)

Example:

Soubei carries out an Area action in the Church. Soubei's action has a Power value of 7, which converts to a Faith value of 5. Soubei pays 1 Copper token, 1 yen, and 1 Silk token which adds 3 to the Faith value for a total of 8. Soubei may acquire a Church card with the Faith value of 8. In addition, with the effect of the acquired Church card, Soubei gains an Extra Power card + 2.

●Custom



Flip Imports tokens face-down.

- 1 Power: No Effect
- 2 Power: Flip up to 1 Imports token
- 3 Power: Flip up to 2 Imports tokens
- 4 Power: Flip up to 3 Imports tokens
- 5+ Power: Flip up to 4 Imports tokens

●Port



This Area action may be carried out even if a Power card has been placed here.

Gain 1 or 2 Order cards. Draw a number of Order cards from the deck according to the Power value of the action, and place the rest at the bottom of the deck.

- 1 Power: Draw 1 Order card
- 2 Power: Draw 2 Order cards
- 3 Power: Draw 3 Order cards
- 4 Power: Draw 4 Order cards
- 5+ Power: Draw 5 Order cards

You may keep 1 Order card for free. If you pay 2 yen or an Imports token (face-up or face-down), you may keep 2 Order cards.

Example: Soubei carries out an action of Power value 5 at the Port. As there were 2 cards he wanted to keep, he paid 2 yen to keep 2 cards. He then placed the remaining 3 cards face-down at the bottom of the deck.

●Laboratory



This Area action may be carried out even if a Power card has been placed here.

Gain 1 face-up Technology card. Each Technology card can only be obtained by matching its Industrial value. Industrial value can be obtained by the Area action, and also by paying money and Imports.

- 1 Power: 1 Industrial value
- 2 Power: 2 Industrial value
- 3 Power: 3 Industrial value
- 4 Power: 4 Industrial value
- 5+ Power: 5 Industrial value

Note that 6 Power and above will only give you an Industrial value of 5.

In addition, you can obtain 1 Industrial value for each 2 yen or 1 Imports token (face-up or face-down) that you pay.

Note:

You may possess any number of Technology cards. However, for your fourth and subsequent cards, you will need to pay an additional 2 yen or 1 Imports token (face-up or face-down) to gain a Technology card.

Example: Soubei carries out an Area action in the Laboratory with a Power value of 3. He pays 2 yen to gain 1 Industrial value, which gives him a total Industrial value of 4. He takes the Tram Technology card.

Technology Card Explanations

• Gaslights



Gain 1 Victory Point for each Shophouse built at the end of the game.

• Station



Deploy the Station token immediately when built in an Area of your choice. The Station token is worth +1 Power value for all players. Once per round, the player with the Station Technology may select the Station Area even if it is used during their Area Action step.

• Once per round:



Gain 1 Copper token whenever you gain Copper. This applies to the Copper Mine, Chinatown, Power Bonuses and any other scenario.

Example:

Soubei has the Mining Technology. Soubei gains 2 Copper from the Copper Mine Area action. In addition, he gains 1 more Copper for a total of 3.

• Spinning Mill



Once per round, gain 2 yen by discarding a Silk token. You may discard a Silk token from your hand or whenever you obtain it on your turn.

• Stagecoach



Once per round, during your Area Action, you may activate a Used Area where one of your Trading Houses is located.

• Exhibition



Gain 10 points at the end of the game.

• Ball



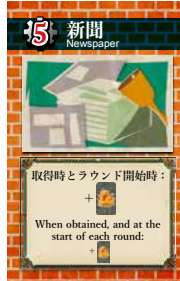
Gain 1 point for each completed Order at the end of the game.

- Language School



Whenever you complete an Order, gain 1 yen in addition to the stated reward.

- Newspaper



When obtained, and at the start of each round, gain a +1 Extra Power card.

• Letterpress Printing



Whenever you obtain a subsequent Technology, gain 2 yen.
Do not gain 2 yen when you obtain Letterpress Printing.

- Electric Lights



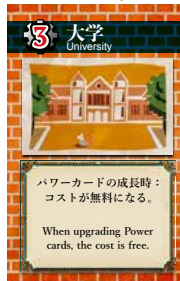
Gain 3 points for each Trading House built at the end of the game.

- **Winery**



Gain 2 points for each Church card at the end of the game.

- **University**



During the Reclaim Power cards step, the cost to power-up Power cards is free.

- **Postal System**



Once per round, use a Power card of your choice, ignoring the Power order rule.

- Telegram



When Extra Power cards are used, gain a +1 Extra Power card.

• Telephone



Once per round, you may pay 1 Yen to gain a +1 Extra Power card.

• Tram



Once per round, you may activate a Used Area during your Area Action step.

• Brickyard



Gain an additional 2 points for each flipped Imports token at the end of the game.

• Stock Exchange Technology



At the beginning of your turn, if you have 0 or 1 yen, gain 1 yen.

• Patent System



Gain 2 points for each Technology card at the end of the game, including this one.

Tips for the Game

- Use Extra Power cards when you can, even from the beginning.
- Technology cards that gain you points are important.
- Actively aim to obtain Power bonuses.

What is Yokohama?

This game, "Yokohama Duel", is a 2-player version of "Yokohama" which was released by OKAZU Brand in 2016. This version of the game is shorter yet more involved for a 2-player version. While similar and in the same universe, it plays with a completely different feel. The English version of Yokohama was released in 2016 by Tasty Minstrel Games in the United States, gaining \$430,000 in funds on Kickstarter. Yokohama was a recipient of several international gaming awards. Yokohama has been reprinted by ArcLight Games in October 2018. I hope you enjoy playing Yokohama Duel with many people and have lots of fun!

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Feedback and thoughts are welcome at OKAZU (okazubrand@gmail.com).

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