



Game Setting

It is the beginning of the Meiji era. Yokohama, which was once just a sleepy fishing village, has opened its doors to foreign countries, making it into one of Japan's leading trade cities. Japanese products such as copper and silk are collected in Yokohama to be exported to foreign countries. In addition, foreign technology and culture are being quickly adopted, leading to the modernization of the cityscape.

Behind this development was the hard work of many Yokohama merchants, whose resourcefulness led to the booming of the city.

Overview

Each player plays as a merchant in Yokohama, trying to succeed in business and make a name for themselves.

In the game Yokohama, the game board is divided into different blocks. There is a city block where you will allocate your employees, and a port block where you will need to fill contracts from foreign countries. Skillfully deploy your employees to different areas of the city block and use them to perform area actions to earn trade goods as well as complete other tasks. Players load their trade goods to fulfil contracts in the port block. In addition, there are various technologies that can be learnt from foreign countries due to the opening of the port, and efficient use of these technologies is also a shortcut to victory.

Which player will become the number one merchant in Yokohama?

Components

• 10 Area Cards

(front)



(back)



Note: Chinatown and the Chamber of Commerce are for expansion use.

• 36 Employment Cards

(front)

Employment value



Card Action

(back)



• 24 Employment Cards

(front)

Required Power Value



Card Effect

技術習得時:
(自身の獲得を含む)

(back)



- 8 LOW Technology cards
- 8 MID Technology cards
- 8 HIGH Technology cards

• One Player Sheet Pad

Each sheet has two sides printed, A and B.

• 3 Area dice

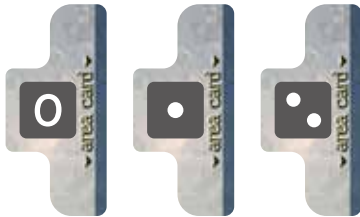
1 die in 3 colors (white / gray / black)

- **3 Dice Placement tiles**

1 tile in 3 colors (white / gray / black)



- **8 Area number tiles**



- **8 Area number tiles**



- **Two Laboratory Research tiles**

(These tiles are not usually used, see 8. * in Game Setup.)



- **One Rulebook**

- **6 pencils**

Game Setup (Basic Game)

1. In the basic game, the Area cards and Start player tiles that refer to "Chinatown" and "Chamber of Commerce" are not used, so please return them to the box.

2. Each player receives a pencil and a player sheet from the player sheet pad.

3. All players should decide whether to play with the A side (front) or B side (back).
*All players must use the same side.

4. Place the Area number tiles fromtop to bottom in the order 0, 1, 2, 3, 4, 5, 6, 7

5. Shuffle the eight Area cards face-down and place one card face-up to the right of each Area number tile. Each player fills in the area name in the upper left corner of his player sheet.

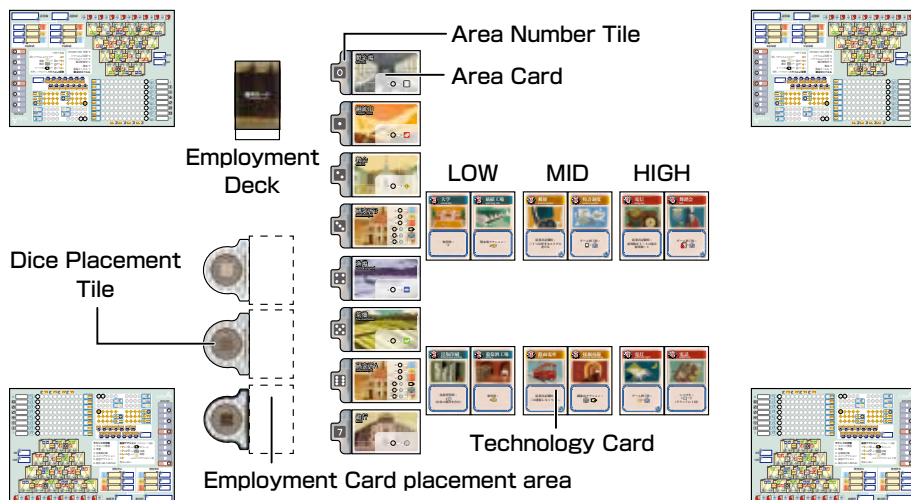
6. Shuffle the Employment cards, forming a deck, and place this deck to the left of the Area number tiles.

7. Arrange the three Dice Placement tiles in the order white, gray, and black. Place them below the Employment card deck. Place an Area die of the same color on each area.

Leave room for the placement of Employment cards on the right side of each Dice placement tile.

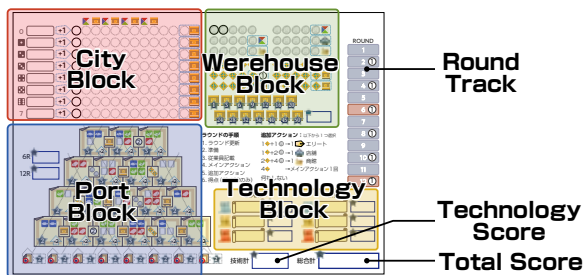
8. Do the following for each of the Area cards "Laboratory A" and "Laboratory B": Shuffle the Technology cards with LOW, MID, and HIGH printed on the back. Draw two from each of these 3 different backs, and place them face-up to the right of each Laboratory area card. There will be a total of 12 Technology cards used in the game.* If the Technology cards cannot be placed to the right of the Area tile because of insufficient space, you may relocate them to a different area together with the tile. The remaining Technology cards will not be used in this game, please return them to the box. The game is ready to play!

● Setup Example for 4 Players:



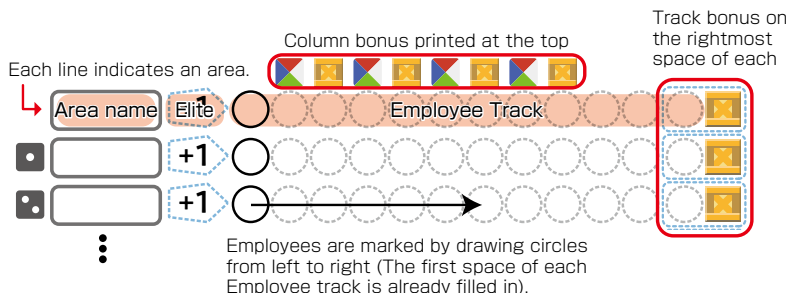
Explanation of the Player Sheet

The player seat is divided into the following four blocks. Each block will be explained in sequence.



City Block

In this block, players manage their employees.



Port Block

In this block, players will manage their Contracts and Buildings.

Every space has a Contract printed on it.

Score Box

Write your scores for Round 6 and Round 12 from the Port Block in these boxes.

6R
12R

Trade Goods

Trade Goods needed to fulfil Contracts (Seafood/Tea/Silk/Copper)

Points

Points obtained upon completion of Contracts, marked in the icon.

Stores

Building Stores will double your points from Contracts.

Link Bonus

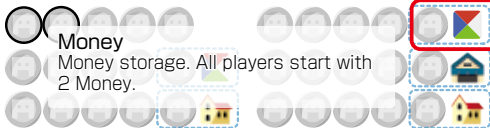
Completing 2 adjacent Contracts will give you certain bonuses.

Trading House

You gain 2 points for each Contract in a line extending from each Trading House.

Warehouse Block

In this block, players manage their resources.



Money

Money storage. All players start with 2 Money.



Faith

Faith storage. All players start with 1 Faith.



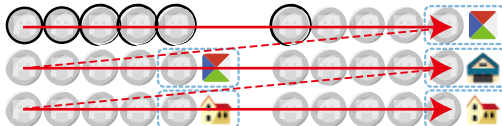
Imported Goods

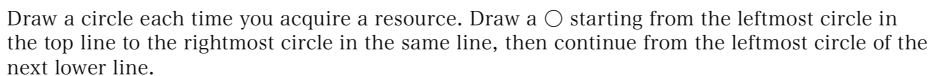
Imported Goods storage.

Storage Bonus

Bonuses that you obtain for storing a certain number of resources.

- Obtaining resources



Draw a circle each time you acquire a resource. Draw a  starting from the leftmost circle in the top line to the rightmost circle in the same line, then continue from the leftmost circle of the next lower line.

Resources are finite. Throughout the game, you can obtain a maximum of 30 Money and Faith, and 14 Imported goods, and there is no way to obtain more.

- Consuming resources

Every time resources are consumed, a cross is drawn above the circle. Consume from left to right in the top row, in the same sequence as obtaining resources. You do not get any bonuses from consuming resources.



* Imported products can never be consumed. Victory points will be given to the player at the end of the game, marked by the value on the rightmost square.

Technology Block

In this block, players adopt new technologies to aid other aspects of the game.

Laboratory A

LOW

★

MID

★

HIGH

★

Laboratory B

LOW

★

MID

★

HIGH

★

Technology Name

Write the name of the technology here.

Victory Points

Write the number of points earned from the technology here.

Technology Points

Write the number of points earned from Technology here.

Round Track

Notes the current round.

ROUND

1

2

?

3

4

1

Round bonus

Bonus that you earn in the Round Refresh Phase.

Total Points

Write the total number of points earned from the game here.

Flow of the Game

The game is played over 12 rounds. Each round is divided into 6 phases below.

Everyone will perform each phase in turn.

* Once you get used to the game, you may execute phases 3) to 6) simultaneously to save time.

- 1) Round Refresh
- 2) Round Preparation
- 3) Employee Allocation
- 4) Main action
- 5) Additional actions
- 6) Scoring (6 rounds, 12 rounds only)

1) Round Refresh

Each player circles the current round space of the round tracker in the upper right of the sheet and receives the round bonus printed (if any).

2) Round Preparation

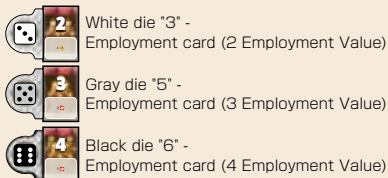
If it is the second round or later, stack the newly drawn cards on the Employment cards drawn in the previous rounds.

* The dice in the Dice Placement area and the Employment card placed next to it will be called a dice & card set.

3) Employee Allocation

1. Each player chooses one of the three dice & card sets.

Example:



Zenzaburo chose the set containing the black die.

He obtains the die roll of "6" and chooses an Employment card with the value of 4.

2. Draw Employees into the City block.
Draw a number of ○ according to the Employment value of the selected employment card.
Follow the rules below.
If you are drawing into the area matching the number of the dice you have selected, draw 1-2 circles. If it is a different area, draw 0-1 circles.

All rows that you draw a ○ in must be adjacent, either up or down.

* The top row and bottom row are not connected (do not loop around).

Filling the Employee Track

If the employee track is full, no more ○ can be drawn in that area. This can happen late in the game. If your area of your choice is already filled, you may increase or decrease the die roll by 1 to find an area where there are free spaces to fill on the employee track. As a result, this allows players to change their die roll to 0 or 7.

If the area that you are planning to draw in is already filled, you can skip that area as an exception to the adjacency rule.

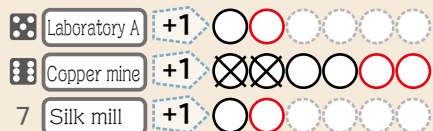
3. If a column is completely filled with circles, you will immediately receive the column bonus above it. If an Employee track is completely filled, you will immediately receive the track bonus on the right. Cross off the bonus to remind yourself that you have already received the bonus.
4. Perform a card action at the bottom of the selected employment card.

Example:

Zenzaburo is delegating his employees. He has an Employment value of 4. The dice that he chose was a six, which matches the copper mine. He can draw 1 to 2 circles in the copper mine, and 0 to 1 in the other areas. Zenzaburo chooses to draw:

2 in the Copper mine
1 in the Laboratory A
1 in the Silk mill (7)

He draws the circles on the employee track from left to right. 5, 6 and 7 are adjacent, obeying the adjacency rule.



4) Main action

1. Each player chooses one of the eight areas of the city block and crosses off 1-5 circles on the employee track in that area from left to right. However, you cannot select an

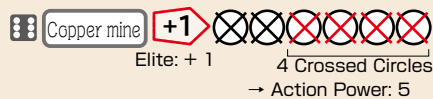
area where he does not have any uncrossed ○. The area you choose may be the same as or different from the die roll area you chose in the 3) Employee Allocation Phase. You do not have to cross off all the circles on the employee track in the selected area. For example, it is possible that there are 4 ○ and you cross off only 2.

2. Cross off ○ and take the action in that area with an action power according to the number of ○ crossed off. If you own an Elite in that area, your action power will be increased by +1.

* The Area Actions will be explained below.

Example:

Zenzaburo would like to do the action Copper Mine (⚙️). He crosses off 4 circles. Because he has an Elite for this action, he has an action power of 5 for the action.



5) Additional actions

1. Each player chooses and executes ONE of the following additional actions. Additional actions cannot be executed multiple times in the same round.

A. Hire an Elite

Consume 1 Faith and 1 Money to acquire an Elite.

Trace the dotted line of one Elite in any row of the City block.

B. Build a Store

Consume 1 Faith and 2 Money to build a Store.

Select one of the Contracts in the port Block and trace the dotted line of that Store.

C. Construct a Trading House

Consume 2 Faith and 4 Money to construct a Trading House.

Select one Trading House at the bottom of the Port block and trace the dotted line of that Trading House.

D. One more main action

Consume 4 Faith and perform your main action again 4).

* Execute the main action procedure from 4). You do not receive the benefits from earlier steps.

E. Do Nothing

Do nothing.

6) Scoring

The scoring phase will only take place in the 6th and 12th rounds. In other rounds, this phase will not be performed and this step is skipped.

In the 6th round, the victory points in the City block will be calculated.

In the 12th round, all victory points will be calculated.

● Victory point calculation in the Port block
Add up the following victory points and fill in the 6R square for the 6th round and his 12R victory points column for the 12th round.

1. Victory points for each Contract

The ★ in the Contract circled with ○ (showing that the contract was fulfilled) denote the number of victory points to be earned.

If a store was built in the contract box, that doubles the score.

Examples:



This Contract does not have sufficient Trade Goods crossed off to complete it. Thus, it scores 0 points.



This Contract has all Trade Goods crossed off. Thus, the player earns the number of points in the star (3).



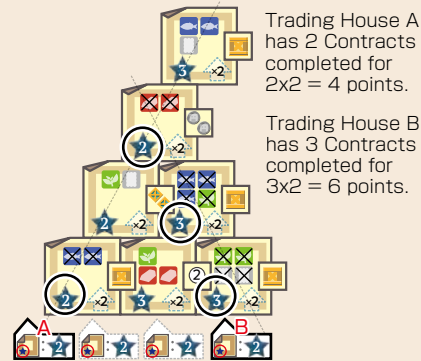
This Contract has all Trade Goods crossed off. The player also has a store in the box. Thus, the player earns double the number of points in the star (6).

2. Victory points from Trading Houses

Players gain 2 points for every contract that extends in the same line from a constructed Trading House.

* It is possible to get victory points from the same Contract from multiple constructed Trading Houses.

Example:



● **Victory points from Imported Goods**
This is only calculated after the 12th round.
Gain points equal to the highest number circled.

Example:



8 Imported Goods were circled. The player gains 24 points (the highest number circled).

● **Victory points from Technologies**
This is only calculated after the 12th round.
Enter the points for each technology in the given space. After that, add up the victory points of each technology and enter it in the space for the total technology score.

Area actions

Each area has a different action that a player may take.
You can perform the same action as many times as you like, as long as you have enough action power.

● Fisheries, Tea plantations, Silk mills, Copper mines

Every time you consume 1 action power, cross off 1 Trade Good on the Contract of the same type as the action specifies (e.g. Seafood in the case of Fishery). If consuming more than 1 action power, you may cross off that Trade Good from different contracts. If all Trade Goods on a Contract have been

crossed off, that Contract is complete. Circle the ★ stated on the Contract, this will be worth points when scoring.

Example:

Zenzaburo carried out an action at the Fishery. The action power is 4.
He crosses off 4 Fish icons from contracts in the Port block.

Link bonuses

You can obtain link bonuses printed in between contract boxes.
These bonuses will be obtained immediately if contracts are complete on both sides.
Circle the link bonus to remind you that you have already earned the bonus.

● **Laboratory A, Laboratory B**

There are multiple types of actions that you may execute in the lab. You can perform multiple actions or the same action multiple times as long as you have enough action power.

A. Acquisition of Technology

Acquire technology by consuming action power according to the level of technology.

Consume 2 power to gain 1 LOW technology

Consume 3 power to gain 1 MID technology

Consume 4 power to gain 1 HIGH technology

Write the name of the Technology in the Technology section, and you may use the effects of the technology immediately.
For details of the different technologies, please refer below to the details of each technology card.

Technology Acquisition Restriction

Throughout the game, each player can only have one of the two skills of the same skill level in the same lab (e.g. may not have 2 MIDs in Lab A).

B. Hire an Elite

Consume 1 Power and 1 Money to acquire an Elite.

Trace the dotted line of one Elite in any row of the City block.

C. Build a Store

Consume 1 Power and 2 Money to build a Store.

Select one of the Contracts in the port Block and trace the dotted line of that Store.

D. Construct a Trading House

Consume 2 Power and 4 Money to construct a Trading House.

Select one Trading House at the bottom of the Port block and trace the dotted line of that Trading House.

Example:

Zenzaburo did an area action at Laboratory A. The action power is 5.

- Consuming 3 power, he obtained the MID technology Postal Service.
- Consuming 2 power and 2 Money, he hired two Elites and traced the dotted lines of the Elite icons in the Copper mine and Laboratory B in the City block.

● Bank and Church

Obtain 1 Money per action power spent at the Bank and obtain 1 Faith per action power spent at the Church. When obtained, draw circles to mark them on their respective tracks.

When you obtain the 10th / 15th / 20th / 25th / 30th item, you will immediately get the inventory bonus printed.

Example:

Zenzaburo took an area action at the Bank. The action power is 4. He had already earned 6 yen and spent 4 yen. For this action, he spends 4 power to obtain 4 yen, circling four Money.



This unlocks the 10th item inventory bonus, which is any of the 4 Trade Goods. He immediately crosses off a Seafood in the Port area. Finally, he crosses off the Trade Good inventory bonus.

End of the Game

6) The game is over when the scoring phase is over in the 12th round.

Add up the victory points column for the 6th and 12th rounds of the city block, the victory points column for imported goods, and the technical total column, and enter them in the total total column.

The player with the most victory points wins.

If there is a tie, the player with the highest total number of unused money and religious power wins.

If this is also tied, the player with the most unused ○ on the employee track of the City block wins.

If this is also tied, share the victory!

Example:

Zenzaburo had 20 victory points in the 6th round and 57 victory points in the 12th round from Contracts. In addition, he had 8 Imported goods for 24 victory points and 4 victory points for Technology. Zenzaburo's total points are $20 + 57 + 24 + 4 = 105$.

Icon Descriptions

A → B

Consume A to obtain B.

A / B

"/" demarcates a choice.

You must choose either A or B.

2

If a number is written to the left of the icon, it means that there are icons equal to the quantity indicated.

2 indicates 2 of the item.



1 Victory point icon

Earn the number of victory points indicated. If it is a "*", you will get victory points according to a specific condition.



Seafood icon

Acquire Seafood. Immediately cross off one Seafood icon on a contract.



Tea icon

Acquire Tea. Immediately cross off one Tea icon on a contract.



Silk icon

Acquire Silk. Immediately cross off one Silk icon on a contract.



Copper icon

Acquire Copper. Immediately cross off one Copper icon on a contract.



Wild Trade Good icon

Acquire 1 Trade Good of your choice from Seafood, Tea, Silk or Copper. Immediately cross off one of the four Trade Good items on a contract.



Money icon

Acquire Money. Immediately circle one Money in your Money inventory.



Faith icon

Acquire Faith. Immediately circle one Faith in your Faith inventory.



Imported goods icon

Acquire imported goods. Immediately circle one Imported goods in your inventory.



Employee icon

Gain that number of employees. Immediately circle ○ on the employee track of your choice in the City block. If you are drawing multiple circles through this bonus, you may draw them in the same area or in different areas.



Elite icon

Gain one Elite. Immediately trace the dotted line of one elite in any area of the City block.



Store icon

Build a store. Immediately select one of the Contracts in the port area and trace the dotted line for that store.



Trading House icon

Build a Trading House. Immediately select one Trading House at the bottom of the Port block and trace the dotted line for that Trading House.



Completed Contract icon

Refers to completed Contracts. Some technologies and buildings will earn additional victory points from completed Contracts.



Technology icon

Indicates the technology to be gained.



LOW technology



MID technology



HIGH technology

Technology card details

• LOW technologies

• Letterpress printing

Every time you acquire a Technology, you will earn 1 Money.

When you acquire Letterpress printing, you will also earn 1 Money.

However, you cannot earn money for the Technologies you acquired before you acquired letterpress printing.

• University

Immediately draw three ○ s on the Employee track in the City block. You may draw these in the same area or different areas.

• Winery

Immediately gain 4 Faith.

• Spinning mill

In the main action phase 4), you will gain 2 Faith after performing the area action Silk Mill.

• Stagecoach

This technology changes the limit for assigning employees in the employee allocation phase.

You can draw 1-2 circles in the indicated dice area as usual, but in the other areas, you can draw 0 to 2 circles.
At the end of the game, you will gain 2 victory points.

- **System of stock**

Immediately earn 4 Money.

- **Canning**

In the main action phase 4), you will gain 2 Money after performing the area action Fishing.

- **Ice cream shop**

At the end of the game, you will gain 5 victory points.

- **MID technologies**

- **Mining**

In the main action phase 4), you will gain a Store or Elite at no cost after performing the area action of Copper Mine.

- **Postar system**

In the Employee Allocation Phase 3) you may allocate ONE employee to any area without needing to obey the limits or adjacency.

* Note that this employee is not an additional one and does not increase the number of circles that you can draw.

At the end of the game, you will gain 2 victory points.

- **Patent systemt**

At the end of the game, you will get 2 victory points for each technology you have acquired. The Patent system itself is counted as an acquired technology for scoring.

- **Tram**

In the Employee Allocation Phase 3) you may allocate employees without needing to obey the adjacency rule.

* Note that the number rules still apply.
At the end of the game, you will gain 2 victory points.

- **Tea processing machine**

In the main action phase 4), you will gain 2 Employees after performing the area action Tea Plantation. These employees may be drawn in the same or different areas.

- **Sukiyaki restaurant**

At the end of the game, you will get 7 victory points.

- **Brickyard**

For the main action phase 4) actions Laboratory A and Laboratory B and additional action phase 5), building Stores and Trading Houses cost you one less Money to build.

- **Gas lights**

At the end of the game, gain one point for each Store in the Port block.

- **HIGH technologies**

- **Electric lights**

At the end of the game, gain 4 points for each Trading House in the Port block.

- **Telegram**

In the Employee Allocation Phase 3), if the Employment value of the selected Employment card is 1 to 3, the Employment value is increased by 1.

- **Telephone**

Once a round, you may pay 1 Money to draw an additional ○ in the employee track of your choice. You may do this in any phase.

- **Ball**

At the end of the game, you will gain 1 point for each completed contract in the Port block.

- **Language school**

Every time you complete a Contract in the Port block, you will earn 1 Money.

However, you will not be able to earn money for Contracts completed before you acquired the Foreign Language School.

- **Station**

Immediately build both a Trading House and a Store for free.

- **Newspaper**

In the main action phase 4), if the action power for an action is 4 or less, the action power is increased by 1.

- **Exposition**

At the end of the game, he will get 10 victory points.

Additional Rules and Variants

Once you are familiar with the game, please add and use any combination of rules from the following rulesets to enhance your game experience.

● Start player blocking Variant (increased interaction)

This rule can be adopted if the number of players is 2 to 6.

Add the following step during the setup:

- The player who visited Yokohama most recently will be the start player and will receive the start player tile.
As the game progresses, the following steps will be added to each round.
- In the Round Refresh phase 1), pass the start player tile to the player on the left. (This will not be performed in the first round. If the number of players is 5, this will not be performed in the first to third rounds.)
- In the Employee allocation phase 3), the start player first selects one of the three Dice & Card Sets. After that, the other players will select a Dice & Card Set simultaneously as usual but they may not select the Dice & Card Set selected by the start player. (If the number of players is 5, this process will not be performed in the 1st and 2nd rounds. The normal rules will be followed for these two rounds.)

● New area "Chinatown"

This rule can be adopted regardless of the number of players.

In the setup for the game, modify step 5 as follows:

Randomly remove one of the 4 of the area cards Fisheries, Tea plantations, Silk mills, Copper mines and replace it with the Chinatown area card.

Shuffle these four cards with the remaining four cards for a total of eight and place them face-up to the right of the area number tiles. Each player writes the actions for each number in the upper left corner of their player sheet.

- Action in the "Chinatown" area
Every time you spend 1 power and 1 Money, cross off a Trade Good icon of your choice in the Port block
For every 2 power and 4 Money spent, gain 1 Imported Good.

● New area "Chamber of Commerce"

This rule can be adopted regardless of the number of players.

This rule can be adopted regardless of the number of players.

In the setup for the game, modify step 5 as follows:

Randomly remove one of the 8 of the area cards and replace it with the Chamber of Commerce area card. Shuffle these eight cards and place them face-up to the right of the area number tiles. Each player writes the actions for each number in the upper left corner of their player sheet. The remaining area cards set aside will also be used in the game.

- * If also using Chinatown, shuffle in Chinatown before shuffling in Chamber of Commerce.
- Action in the "Chamber of Commerce" area
Select another area and execute the action of the selected area with an action power of -1.
You may select an area from the set aside area cards.

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Publisher: OKAZU brand

Find the latest information here:

<http://okazubrand.seesaa.net/> or Facebook

Game Design: Hisashi Hayashi (OKAZU)

Graphic design: ryo_nyamo Writing: HAL99

Playtesting: the usual members, Board game shop Rigoler

English Translation: Daryl Chow

Achievements

To record your different game experiences, you may mark your achievements here in your different visits to Yokohama!



Points						
Gained 100 Points	Gained 110 Points	Gained 120 Points	Gained 130 Points	Gained 140 Points	Gained 150 Points	Gained 160+ Points
☐	☐	☐	☐	☐	☐	☐



Contracts					
Completed 13 Contracts	Completed 14 Contracts	Completed 15 Contracts	Completed 16 Contracts	Completed 17 Contracts	Completed 18+ Contracts
☐	☐	☐	☐	☐	☐



Technologies					
Gained 0 points from Technologies	Gained 20+ points from Technologies	Gained 25+ points from Technologies	Gained 30+ points from Technologies	Gained 35+ points from Technologies	Gained 40+ points from Technologies
☐	☐	☐	☐	☐	☐
Gained 6 Technologies			Gained 0 Technologies		
☐			☐		



Trading Houses			
Built 3 Trading Houses	Built 4 Trading Houses	Built 5 Trading Houses	Built 6+ Trading Houses
☐	☐	☐	☐



Stores			
Built 10 Stores	Built 11 Stores	Built 12 Stores	Built 13+ Stores
☐	☐	☐	☐





Money		
Accumulated 20+ Money	Accumulated 25+ Money	Accumulated 30+ Money
☐	☐	☐



Faith		
Accumulated 20+ Faith	Accumulated 25+ Faith	Accumulated 30+ Faith
☐	☐	☐



Imported Goods		
Accumulated 12+ Imported Goods	Accumulated 13+ Imported Goods	Accumulated 14+ Imported Goods
☐	☐	☐



City Block		
Completed 2 Employee Tracks	Completed 3 Employee Tracks	Completed 4 Employee Tracks
☐	☐	☐
Completed 7 Columns	Completed 8 Columns	Completed 9 Columns
☐	☐	☐



Other Achievements			
Played both A and B sides	Played Solo	Played an 8+ player game	Played an 10+ player game
☐	☐	☐	☐
Played 5+ times	Played 10+ times	Played 20+ times	Played 50+ times
☐	☐	☐	☐