DAITOSHI

⚙ RULEBOOK ⚙

We have finally perfected the power of steam, and we can now use it to our advantage! We live in an unprecedented era of progress, and new steam-powered inventions are developed faster than ever. Cities are growing, trade is flourishing, and we are developing our most ambitious machine ever: a giant contraption that will bring even more progress to the city as it rids us of the burden of relying on animals for labor. Yes, some trees are being cut down, and the river doesn't flow as plentifully as before, but there's still an abundance of trees and water, and we can use the extra space to expand our city. Fairy tales and myth should not stand in the way of progress!

The game of Daitoshi is divided into turns. On your turn, you will either produce in your Factories or move your Magnate to a new district to look for new business opportunities. In the latter case, you will be able to send your Workers to the Workshops, direct the Exploitation of the Wilderness to fuel your endless need for Steam, and perform an action to expand the city and demonstrate your greatness.

These actions will not only help you in your search for acknowledgement, but will help all the inhabitants of Daitoshi. You will Expand the city and Electrify its districts, discover and develop new steam-powered Inventions, and Trade with faraway Cities. You may even help the Daitoshi University build their gargantuan project, the Mega-Machine. Some forests might be cut down, and some rivers may be dried up, but in your generosity, you will help the displaced Workers from those areas by giving them new jobs in your service. Legends suggest the Wilderness is guarded by the spirits of the forest, the Yōkais, but progress can't be stopped because of some old tales. Just in case though, it may be wise to offer some gifts to the Temples, which organize restoration projects that try to heal the abuse of natural resources.

Players will try to obtain Victory Points (VP) during the game. The one who has the most at the end will be the winner.

COMPONENTS

1 main board

15 District tiles
(5 Inner, 5 Middle, 5 Outer)
★ **This is the Town Hall district tile**

64 Wilderness hexes
(19x river + 15 of each land type:
forest, mountain, and underground)

18 City tiles

**2 double-sided Mega-Machine boards
and 1 Mega-Machine token**

20 Ordinary Inventions

32 Innovative Inventions

20 Brilliant Inventions

24 University Inventions
(6 for each of the 4 Mega-Machines)

4 Basic Inventions

60 Workers
(15 of each color)

36 Steam tokens
(12 x value-3, 24 x value-1)

3 Mega-Machine Upgrade tiles

20 Resource tokens
(Food, Energy, Construction materials,
and Luxury goods —1 each per player)

25 Wealth tokens

1 Starting Player token

2/3 Player Block tile

1 Bribe tile
(for solo play)

16 Mayor's Deck cards (for solo play)

10 Advisor's Deck cards
(solo play difficulty cards)

4 Factory boards (1 per player)

4 Player Aids (1 per player)

4 Factory Emblems
(+100 VP tiles)

4 Victory Points (VP) markers
(1 per player)

4 Steam Engine Chimney markers
(1 per player)

16 Pilgrim tokens
(4 per player)

32 Invention Progress markers
(8 per player)

4 Prestige markers (1 per player)

4 Reputation markers (1 per player)

4 Worm-Bus markers (1 per player)

20 Partnership Banners (5 per player)

4 Production markers (1 per player)

8 Magnate meeples (2 per player)

16 Operation tiles (4 per player)

4 Government Grant tiles (1 per player)

⚙️ SETUP

This example shows the setup for 3 players.

1 Place the board on the table.

2 Randomly place the 5 Inner District tiles on the 5 Inner District spaces, all with their non-electrified side up.

3 Shuffle the Middle District tiles and create a stack with their non-electrified side up near the board. Repeat the process with the Outer District tiles.

4 Randomly place 5 City tiles on their spaces. Return the unused City tiles to the box.

5 Shuffle the Ordinary Invention tiles and create a facedown stack near the board. Repeat the process with the Innovative and Brilliant Invention tiles. You may separate these stacks into several smaller stacks of the same quality for easier access if you wish. Draw 2 Ordinary, 2 Innovative, and 1 Brilliant Invention from their stacks and place them, all face up, on the Invention Market of the board.

Ordinary Inventions   **Innovative Inventions**

Brilliant Inventions

6 Fill the 4 Wilderness Tracks north of Daitoshi with hexes of the appropriate type (with the non conflict side up), based on the number of players. In 3- or 4-player games, you must create stacks with 2 hexes on some of the spaces of the top 3 tracks, while some of the river spaces will be empty with less than 4 players. So, if you are playing a:

⚙️ **4-player game,** place 2 land hexes only on the spaces marked with the 🔺 and 👥 icons and place river hexes covering all the spaces of the River Track.

⚙️ **3-player game,** place 2 land hexes only on the spaces marked with the 🔺 icon and place river hexes covering all the spaces of the River Track except the 4 leftmost spaces.

⚙️ **1- or 2-player game,** cover all the River Track spaces except for the 8 leftmost spaces.

Then place 1 hex on each of the other land Track spaces.

7 Use the Advisor's Deck of cards to randomly select 1 of the Mega-Machine boards. Shuffle the cards with numbers corresponding to the Mega-Machine boards (the numbers printed in the bottom-right corner of the card) and draw one to randomly select one of the boards, returning the other ones to the box. Place the Mega-Machine board on the main board.

8 Place the Mega-Machine token on a random district: Draw 1 card from the Mayor's Deck and place the token on the district shown on the card. If the card drawn indicates the Town Hall district (marked with an ⭐ in the example), draw again until you get a different district.

9 Place the University Inventions shown on that Mega-Machine in a face-up stack on their dedicated space, returning the other 3 types to the box.

10 In 2- or 3-player games, cover the indicated Invention spaces on the Mega-Machine board with the 2 (covering two spaces) or the 3 player (covering one space) block tile.

11 Randomly place the 3 Mega-Machine Upgrade tiles on the Upgrade spaces of the Mega-Machine board.

12 Create a general supply of:

Steam   Wealth   and Workers (separated by color).

4

PLAYER SETUP

13 Randomly distribute the player aids amongst the players, making sure the one with the Starting Player icon is present. The player who gets the Player aid with that icon takes the Starting Player token (it will be placed on the top right corner of their Factory). Then, all players must:

14 Take a Factory (player board) and all the components of one color, along with the corresponding Factory Emblem. Place this with the 100 VP side down on top of the 200 printed on your Factory. Keep the Magnate meeple of your color that you prefer and return the other one to the box.

15 Place a Progress marker on the leftmost space of each Invention Progress Track. Place your Steam Engine Chimney marker on the "0" space of your Steam Engine Track.

16 Place your Reputation marker on the leftmost Reputation Level step.

17 Place 1 each of the food, building materials, energy, and luxury goods tokens on the "1" space of their respective tracks in your Warehouse, and take 1 Wealth token from the supply.

18 Take 1 each of the 4 Operation tiles and place them so they cover the matching parts of your Factory with the Conflict side 🔴 down.

19 Put your Production marker on the middle space of your Factory's Production Area.

20 Take 7 Steam tokens from the general supply and place them on your Factory, creating your personal supply. Take your Partnership Banners as well.

21 Place your Government Grant tile on the corresponding space of your Factory.

22 Place your Worm-Bus on the top-left rail space of the main board and your Prestige marker on the innermost space of the same district (with the side that you prefer facing up). Place 1 Pilgrim token on the Temple by the River Track and 3 on the Temple by the 3 Land Tracks of the Wilderness area of the board.

23 Randomly take a Basic Invention tile, and place it face up in the lower position of the bottom-left slot on your Factory. Then, based on the middle resource shown on that Invention, place your Magnate on the middle Magnate space of a district, using the following method:

Place it on the district with the **Trade with Other Cities** action.

Place it on the district with the **Electrify a District** action.

Place it on the district with the **Expand a District** action.

Place it on the district with the **Discover an Invention** action.

24 Place your VP marker near the number 1 space of the Victory Points track on the board.
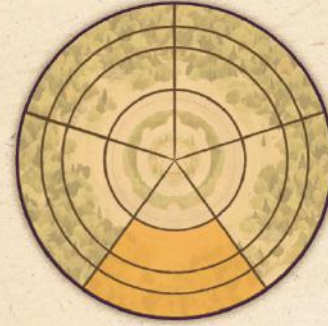
EXPLOITATION RECORD

6

EXPERT VARIANT: If you have already played the game, instead of randomly assigning the Basic Inventions, draw as many of those tiles as players in the game, and in turn order, each player chooses 1 of them.

2-Player Games Only: Draw another card from the Mayor's Deck and place the Magnate of a color not chosen by any player on the middle Magnate space of the district shown on that card. If there is already a Magnate on that district, draw another card.

DISTRICTS

This rulebook will often refer to districts. The city of Daitoshi is divided into 5 districts, each the shape of a pizza slice, and everything in each "slice" is considered to be part of that district, even if most of it is still unbuilt at the start of the game.

16

2 3 5 7

14

Discard a Wilderness hex from your Exploitation Record [page 11].

Wilderness tiles and tracks: River (blue) plus 3 Land: Forest (green), Mountain (yellow), and Underground (red) [page 23].

Return all Workers in this district to the general supply [page 13].

Advance your Reputation Level 1 step to the right, if possible [page 19].

Add a Partnership Banner on a City where you have none [page 20].

Whenever you fulfill the condition on the left, you may return your Banner on that City to your supply in order to gain the reward on the right [page 20].

23

1 1 1

through or onto [page 19].

[page 19].

⚙️ GAME OVERVIEW

In this game, the gameplay is continuous: Players take turns one after another with no rounds or phases. Beginning with the Starting Player, on their turn, each player may **either** perform a **Production Turn** (see page 10) or a **City Turn** (see page 13). During their End of Turn Step, they must check if they have any standing **Conflicts** with the Yōkai. Once a player is done with their turn, it is the player sitting on their left's turn.

Starting with the Starting Player, the game continues clockwise around the table until the next-to-last space on any of the Wilderness Tracks is visible (see page 24).

➤ PRODUCTION TURN (page 10)

⚙️ If you choose a Production Turn, **all players** ✔️ may activate any or all of the 3 buildings on their Factories, up to once per building, while you will get extra benefits as the **Production Leader** ✔️.

➤ CITY TURN (page 13)

If you choose a City Turn, you **must** first ① move your Magnate 1 or 2 districts clockwise. You may spend Steam to move further. Then, in this order:

- ② You may send Workers of the appropriate type to your district's Workshops.

- ③ You must perform the Exploit operation shown on your district.

- ④ You may perform the action shown on your district, or on the Mega-Machine if it is also in your district.

Once you are done, if the Mega-Machine is in your district, you **must** move it 1 district counterclockwise. You must also reset your Production token to its middle spot.

➤ END OF TURN (page 23)

🔥 You must check if you have any standing **Conflicts** with the Yōkai based on the Exploitation Record on your Factory. Then, check for End of Game conditions (see page 24).

GENERAL RULES

When an icon has a red number next to it, that means you must spend that many units. When an icon has a black number next to it, that means you gain that many units.

1 Return 1 Steam token to the general supply.

2 Advance your Worm-Bus 2 spaces.

7 If one symbol tells you to gain a number of Steam tokens from the general supply (7 Steam, in this example), you may take that total value in denominations of 1 or 3 as needed (1x 3-Steam token plus 4x 1-Steam tokens), and you can make change at any moment if needed.

3 3

These icons indicate that this particular effect will take place only at the end of the game.

0 → ▮▮▮ / → ⚙ If it is the end of the game, advance your Progress markers a total of 3 spaces.

Grey is the generic color that allows you to choose from all available options. In this case, a grey Worker indicates that you can place any 1 Worker of your choice in that space, whether it is red, yellow, blue, or green.

This icon indicates Victory Points. If the icon is orange, score these VP immediately. If it is purple, you will score at the end of the game. If the number next to the icon is black you gain those points, but if the number is red, you lose them. The icon in the Invention Progress Tracks indicates that you score (once or twice) the number of VP shown in the rightmost space of that Invention.

⚙2 Obtain 2 VP immediately.

10⚙ Lose 10 VP at the end of the game.

When you reach this space on this Invention Progress Track **1** you obtain 3 VP immediately. If you reach the last space **2**, you score 3 VP twice (6 VP total) immediately.

Players track any Victory Points (VP) gained during the game by advancing their marker on the VP Track. If a player scores over 100 points, they flip their Factory Emblem to the 100VP side. If anyone manages to give the VP Track a second loop, they just remove their Factory Emblem, revealing the 200 VP printed on their Factory. Whoever has the most VP at the end of the game will be the winner.

+100

THE CITY DISTRICT TILES HAVE THE FOLLOWING SPACES:

1 MAGNATE SPACES—The leftmost Magnate space **1a** allows you to remove all Workers present in that district by paying 2 Steam and is limited to 1 Magnate at a time. The middle one **1b** has a cost of 1 Steam and is also limited to 1 Magnate. The rightmost space **1c** can hold up to 4 Magnates, but players going there cannot use their Workers that turn.

2 WORKSHOPS—If you send a Worker of the indicated color to a Workshop, you gain the reward shown there. New Workshop spaces will become available in each district as new district tiles are revealed during the game, and the workers sent there will have to match the color of the worker on the Inner district tile. The Workshop space includes a small hint of what is on the back of this tile once it has been electrified for your reference, with no effect on the game.

3 EXPLOIT—You must perform the Exploit operation shown, by taking the first available hex from the indicated Wilderness Track (the one closest to the Temple), placing it on the Exploitation Record of your Factory, and gaining the Conflict reward indicated by the hexagon on your player board.

4 ACTION—You may perform the action shown.

5 ELECTRIFY SECTION—This space indicates the cost to Electrify the District tile when taking that action (see page 19). If you do so, you will gain the indicated rewards and reveal a more powerful version of the Workshop on this part of the district.

9

THE PRODUCTION TURN

My factory has buildings prepared to hold the new steam-powered inventions our scientists come up with, and enough steam to run them endlessly so we can harvest their output. As we use them, we will find ways to make them more efficient, perfecting them so we can get the most out of the steam spent. All for the greater good, of course, although I'm the one providing the steam, so I will decide how to use it.

Each player has 3 buildings in their Factory where they can install Inventions in order to obtain the rewards they yield when producing. These Inventions can also be developed to improve their output. All players start with 1 Basic Invention on the first floor of their leftmost building, and more Inventions can be added through the course of the game. Activating buildings is the main way to gain the resources you need to perform actions, although you may also gain other useful rewards this way.

🕴 Building   **🕴 Building**   **🕴 Building**

⚙ In order for you to launch a Production Turn, your Production token must be in its middle position ①. If it is not there, it will move back to the middle position during your next City Turn, but you cannot announce a Production Turn until this happens.

When you decide to do a Production Turn, move your Production token to the rightmost position ② and announce out loud that you are producing. You are the Production Leader this turn. **All the other players may simultaneously produce also**, regardless of the current position of their Production tokens, which do not move this turn.

🔑 Each player (including the Production Leader) who wishes to produce this turn may activate each of their 3 buildings up to **once** each in any order by paying the cost in Steam ③ indicated below that building (return the Steam to the general supply).

Once per game, during any Production Turn (yours or another player's), you may activate **all** your buildings without spending any Steam by returning your **Government Grant** tile ④ to the box. If you still have this tile on your Factory at the end of the game (see page 24), you will be able to advance your Progress markers a total of 3 spaces.

PRODUCING

🔑 When a building is activated, all floors in that building with Inventions produce rewards. Rewards must be taken and/or applied immediately if possible. Any reward that cannot be obtained for any reason is simply lost.

Each building floor has 2 connected spaces for an Invention. A new Invention starts in the lower, **basic** position, which produces fewer rewards, but can be raised to the higher, **improved** position to produce more.

When you activate a building, you:

- Gain the rewards from every Invention in that building which are next to blue tick marks ✓. If you are the **Production Leader**, you also gain the rewards next to the pink tick marks ✓ (effectively getting those rewards twice). Any reward next to an ✗ is simply ignored.

- Advance the Progress marker **for each Invention** you activated once, if possible (see Conflict on page 23). If you are the Production Leader, you advance your markers **twice**. In either of these cases you also gain any rewards you reach when advancing your markers.

In this case, any player would gain 1 wealth, 1 Energy, and score 1VP. The Production Leader would gain 1 additional wealth.

Then the Production Leader will:

- Advance 1 Pilgrim token on the Wilderness Track of their choice for each **building** they activated, on the same or different Wilderness Tracks of their choice.
- Move their Production token to its leftmost spot at the end of their turn.

Note that if the Production or Buildings Operation tiles are showing their Conflict side up, this action costs or rewards may be different. See Conflict with the Yōkai on page 23.

OFFERING GIFTS TO THE WILDERNESS TEMPLES

The monks and pilgrims in the temples take care of the wilderness, and their actions can help to appease the irate Yōkai spirits that see their homes vandalized by the greed of humans.

There are 4 Wilderness Tracks at the top of the board: 1 River Track 🔵 and 3 Land Tracks—forest 🟢, mountain 🟡, and underground 🔴. The players will Exploit these resources, in the general shape of water and coal to power up their steam engines, and the populations living there, which become specialized Workers they can send to work in the city's Workshops.

But the Yōkai, the spirits of old, live in these places, and they don't fancy being stripped off their lands. The monks that live in the Temples know how to assuage their hot temper, but they need your help to do their work. There is a small Temple by the River Track and a larger one near the Land Tracks.

Some events in the game let you participate in restoration projects, either on a specific Wilderness Track or in some cases, like the Production Leader reward, letting you choose where to place your efforts.

If it's your first offering on a track, move 1 of your Pilgrims from the Temple to the first empty space of that track (the one closest to the Temple). Otherwise, advance your Pilgrim already on the corresponding Wilderness Track 1 step outwards. You can **never** place or advance your Pilgrim onto a space that still has a Wilderness hex on it, and you must forgo the reward if you are in that situation.

These advancements represent your work trying to regenerate the damage done to the environment, and they will be beneficial during endgame scoring. Each Wilderness space can have any number of Pilgrims on it.

Advance your Pilgrim 1 space on the Mountain track.

Advance your Pilgrim 1 space on the track of your choice.

GIVING BACK TO THE WILDERNESS

Some actions and rewards let you discard Wilderness hexes from your Exploitation Record. When you obtain this reward, discard any 1 Wilderness hex of your choice from your Factory to piles (divided by color) near the board.

Only if the icon shows the red Conflict hex, you also gain the reward printed next to the Wilderness hex you discard.

DEVELOPING INVENTIONS — THE PROGRESS TRACKS

Each Invention has a Progress Track below it, which represents the progress on its way to being fully developed. Each Progress Track is different, with different lengths and rewards on them. The main way to advance the Progress markers on these tracks is to produce using the Inventions above them, although it's not the only way. Whenever your Progress marker lands on or moves through an icon, you immediately gain the reward shown. Most of these rewards are exclusive to these tracks, and they work as follows:

1 Upgrade the Invention: Immediately slide the Invention up in its slot, increasing the number of rewards you will gain in the future when activating this Invention.

2 Ready the Invention for the Mega-Machine: The Invention is now available to be donated to the Mega-Machine (see page 22).

3 Score the Invention: Gain the VP shown in the rightmost space of the Invention tile.

4 Give Back to the Wilderness: Remove 1 hex of your choice from your Exploitation Record.

5 Score the Invention Twice: Gain the VP shown in the rightmost space of the Invention tile twice.

⚙ The green player moves their Production marker from the middle to its rightmost position in order to play a Production Turn. Now all players can produce on their Factories if they wish.

The green player activates their leftmost building by spending 2 Steam, returning it to the general supply. They are the Production Leader, so they gain 2 Wealth tokens (instead of just 1), 1 food, and 1 VP from the Invention on the first floor of the building and 1 energy from the Invention on the second floor. They also spend 1 Steam to activate their middle building, advancing their Pilgrim token twice on the Forest Track (instead of just once). On top of that, as the Production Leader, they advance the Progress markers on each of those Inventions twice (instead of only once), gaining all the rewards reached, and then they gain 2 Pilgrim advancements on any Wilderness Tracks (it can be 2 on the same track or 1 each on 2 different tracks), since they activated 2 buildings.

GAINING AND SPENDING RESOURCES

Your resources are tracked in the Warehouse of your Factory. Whenever you gain a resource (food **1**, energy **2**, construction materials **3**, or luxury goods **4**), increase the related marker on your Factory. Whenever you have to spend them, decrease the marker. You can't have more than 9 resources of a given type at a time, and you can't spend a given resource if its marker is in the "0" (lowest) position.

Wealth **5** is a "wild" resource that can be spent in substitution for any other resource. When you gain a Wealth resource, take a Wealth token and store it on your Factory. When you spend it, return the token to the supply.

Steam **is not** a resource, so Wealth cannot be used to pay for Steam costs.

THE CITY TURN

Our family's business has been investing on the City of Daitoshi since its foundation centuries ago. Our colors fly high and when I visit all the different quarters of our beloved town, opportunities present themselves. Business flourishes in the city like wild weeds between the cobblestones of our roads.

Magnates visit the Daitoshi downtown in order to increase their influence in the offices of City Hall. They go to the different districts and send their Workers to the Workshops in order to expand and bring progress to the grand city.

City Turns are played by following these steps, shown on the district tiles in clockwise order:

- Move your Magnate forward ① (page 13).
- Place Workers ② (page 14).
- Exploit ③ (page 15).
- Perform an Action ④ (page 16).
- Clean Up (page 16).

Then, move your Production token to its middle position (if it is not there already).

MOVE YOUR MAGNATE FORWARD

When you start a City Turn, you must move your Magnate 1 or 2 districts clockwise. You may spend 1 Steam for each additional district you want to move, up to a maximum of 3 Steam (which would complete a full loop).
Once they arrive in a district, your Magnate must be placed on a Magnate space there. If you complete a full loop in order to move to the same district you were in before, your Magnate must move to a different space—you are not allowed to repeat the same space twice. Each space has different effects:

LEFTMOST SPACE
You must spend 2 Steam and return all Workers in this district to the general supply, including any Workers on the Mega-Machine if it is currently in this district. Then, you perform the Place Workers Step. Magnates cannot move into this space if they cannot pay the price in Steam. Only 1 Magnate can occupy this space at a time.

MIDDLE SPACE
You must spend 1 Steam and move on to the Place Workers Step. Magnates cannot move into this space if they cannot pay the price in Steam. Only 1 Magnate can occupy this space at a time.

RIGHTMOST SPACE
You must skip the Place Workers Step this turn. Any number of Magnates can occupy this space.

After moving your Magnate, perform the other steps of your turn in order.

Note: The district your Magnate is in is considered "your district" for this turn, and all the steps described below refer to that district. In this way, the movement of your Magnate will dictate your options for the rest of the turn.

2-Player Games Only: After placing your Magnate, if the Magnate of the non-player color is in any space of your district, move that Magnate 3 districts clockwise and place it in the middle Magnate space of that district, or in the leftmost space if the middle one is already occupied. If the Mega-Machine is also in that district, move the Mega-Machine 1 district counterclockwise.

13

PLACE WORKERS

The growth of the city provides many new work opportunities for our fellow citizens. They can all get to work on our good old worm-buses, which will conveniently carry them around. It's wise to give the population something to do, and they need to stretch those muscles every now and then in order to provide for their families. Yes, I will get the rewards of the job done, but I do it mainly for them. As any experienced Smith will tell you, "The devil will find work for idle hands to do."

Players will gain Workers during the game, mainly every time they place a Wilderness hex in their Exploitation Record, but there are other ways, too. Depending on the type of Wilderness hex, those Workers will be of a certain color. You may have up to 6 Workers on your Factory, ready to be sent to the Workshops of your district.

Each district can only hire 1 type (color) of Workers, with the exception of the **Town Hall district**, where any Worker can be hired. Each district starts with 1 Workshop, but new Workshops may be added through the course of the game as new district tiles are revealed. If the Mega-Machine is in your district, its Workshop is also considered part of the district and is available for your Workers that match the color indicated for your district.

When placing Workers, take them from your Factory, making sure **they match the district's color** (or in the case of the **Town Hall district**, any color can be placed regardless of what has been used previously), and move them to any empty Workshop in your district, then gain the reward depicted there. You may send as many Workers as you want to the district and in the order you prefer, as long as they all match the district's color and each one is sent to a different empty Workshop.

The Mega-Machine (see page 22) offers an additional Workshop in the district where it is located at that moment. This Workshop may be upgraded up to 3 times during the game. These Upgrades are not available at the start, but might be filled with Upgrade tiles. If you place a Worker of the type required by your district on the Mega-Machine's Workshop, you gain its reward plus the rewards on all the Upgrades it currently has, in any order.

The purple player wants to move her Magnate to this district while she has 2 blue Workers on her Factory.

As there are no empty Workshops there, she decides to place her Magnate on the leftmost space, spending 2 Steam to remove all the Workers from the district and place her own.

She decides to place 1 on this Workshop, gaining 3 Worm-Bus movements, and the other on the Mega-Machine, gaining her Reputation level in VP, 2 VP, and 1 Restoration reward.

EXPLOIT

We work very hard to get the steam we need in the name of progress; it doesn't grow on trees. Well, actually, it kind of does, so that's why we need to cut trees and get water. Some people might need to change their lifestyle and move from these wild zones to the city, but I am generous enough to take them in and find them new jobs. And if those Yōkai creatures were not so stubborn, I could also find something for them to do.

You **must** perform the Exploit operation indicated on your district. Most districts' Exploit operations show a specific Wilderness: either a river hex or one of the land hexes (forest, mountain, or underground), which determines the exact type of Wilderness hex you must Exploit. The Town Hall district is an exception again, as it shows a river hex and a wild Wilderness hex, which means you must Exploit **a river hex and a land hex of your choice**, in any order. When Exploiting a hex, follow these steps:

1. Take the first hex (closest to the temple) from the Wilderness Track matching the Exploit operation, keeping in mind these special cases:

   - If there are no hexes left on that track, take one from the discard pile.

   - If you are playing a 3- or 4-player game, some land spaces will have 2 hexes stacked on them. If you must take a hex from one of those stacks, take only the top one.

2. Place the tile on the corresponding Exploit record 1, on the left side of your Factory, on the space matching the terrain type. If you have more than 1 of the same type, flip the hex to its Yōkai side and place them on top of the previous ones of the same type. This will keep track of the types and the number of hexes you have Exploited, which may have negative consequences (see Conflict on page 23).

3. Then, gain the rewards indicated on your Factory next to the tile you just placed 2 (above the Conflict reward). These rewards are:

   - **1 Worker of a particular type** 3 —Place it on your Factory's Worker space. If all your Worker spaces are full, you may remove one in order to store the new Worker or discard it.

   - 2 water on river hexes or 1 coal on land hexes—Adjust your Steam Engine Chimney accordingly 4 (see The Steam Engine Track on page 16).

15

THE STEAM ENGINE TRACK

The Steam Engine Track on your Factory records the amount of raw materials you have, and automatically converts every pair of water and coal you accumulate into Steam. Whenever you gain water or coal for any reason, move your Chimney on the Steam Engine Track as many spaces as the amount gained, moving it up when gaining water and down when gaining coal. Any excess movement once your Chimney reaches the top or bottom edges is lost.

Each space on the Steam Engine Track shows an up arrow, a down arrow, or both. Whenever your Chimney moves through or into a space, you gain Steam if it is moving **in the direction of the arrow** shown on that space (so you always gain Steam when moving your Chimney towards the "0" space). The amount of Steam you gain from the supply is shown on the Operation tile by the track, which is normally 3 Steam per activated arrow, although that amount might change during the game. Steam is not considered a resource.

This player has 3 coal stored in their Factory. They gain 2 water, so their Chimney moves up 2 spaces, which grants them 6 Steam tokens.

Note that if the Operation tile is showing its Conflict side up, its Steam reward will be different. See Conflict with the Yōkai on page 23.

PERFORM AN ACTION

There are many ways in which I can make a difference: Acquiring new inventions, expanding the city, electrifying its most important parts, trading with other cities... All of these should show everybody this family's roots grow deep in this city, and that our endeavors push us forward as a civilization. It is merely the duty of the most relevant person of our time. Although I only do it for our beloved city and those living here, of course.

You may perform 1 action on your turn. Each district shows 1 action ① which you may perform when you are in that district. If the Mega-Machine ② is also in your district, the Contribute to the Mega-Machine action becomes available for you too, which you can perform **instead** of the district's main action. The Town Hall district has a Wild Action ③ , which lets you do any one action of your choosing. All the actions are described in detail in the next chapter.

CLEAN UP

Move the Mega-Machine and Production Token: Once you have finished the previous steps, if the Mega-Machine ② is in your district, you **must** move it to the next district counterclockwise when you end your turn. Also, you must move your Production token to the middle position (if it is not there already), so you may start a Production Turn on your next turn if you wish to.

2-Player Games Only: : If the Mega-Machine moves to the district where the Magnate of the non-player color is located, move the Mega-Machine 1 more district.

THE ACTIONS

There are 4 main actions in the game, plus a special Mega-Machine action. Your district determines which action you may perform that turn. All actions require you to spend a certain amount of resources to perform them, which means you can't perform the actions if you can't pay the required cost.

Wild Action
(do 1 of the other actions)

Commit to an Invention

Expand a District / Renovate a District

Electrify a District

Trade with Other Cities

Contribute to the Mega-Machine

WILD ACTION

I know everybody in this town. I just need to reach out to them whenever I need anything.

The Town Hall district offers a Wild Action that allows you to perform any 1 of the other actions: Commit to an **Invention**, **Expand** a District, **Electrify** a District, **Trade** with Other Cities, or Contribute to the **Mega-Machine**.

COMMIT TO AN INVENTION

If steam has changed our way of life, it's thanks to all these innovative inventors up there at the University who find new ways to use it. This is why it's only fair I compensate them accordingly, by sponsoring their research. I will make good use of the invention and we will all profit from that.

This action lets you take inventions from the invention market (on the main board) and install them in the buildings of your factory, increasing the number of rewards you will get when activating those buildings.

When you take this action, you can either:

1. Take 1 Invention AND gain all its rewards and VP or

2. Take 2 Inventions, but gain no immediate rewards.

You must pay for each Invention you take, based on their quality. You must spend 1 food for each Ordinary Invention you take, 2 food for an Innovative Invention, or 3 food for a Brilliant Invention.

Then, install your new Invention(s) in the basic space **(bottom position)** of the **lowest empty floor** of any building in your Factory. If you took 2 Inventions, you may install them in the same or different buildings, in any order. After installing your new Inventions, refill the market with Inventions of the same quality from their stacks (unless the stack is empty). You cannot perform this action if all of the floors in your Factory are full or if you cannot pay the price in food.

The brown player spends 4 food in order to take the Brilliant Invention and 1 of the Ordinary Inventions from the Market. Since he took 2, he won't get any immediate rewards, so he can proceed to placing them on the lower floors of 2 of his buildings. If he only took the Brilliant Invention, he would have received 1 food, 1 advance with a Pilgrim on the track of his choice, and 3 VP.

EXPAND A DISTRICT

Progress means expansion, and what better way to show it than to expand our beloved city? I will create new workspaces, and also more and more housing for the fine folk of Daitoshi to live in and grow their families. We will rejoice if we do that in harmony with the woods and rivers we grew out of, and temples will always help us to keep our place in nature in mind.

This action lets you **Expand** one of the city's districts, which will benefit all players by increasing the Workshop spaces available in that district, but will also give you the opportunity to give back to the Wilderness to reduce your Exploitation Record and avoid having Conflicts with the Yōkais (see page 23).

In order to Expand a District:

1 Chose any unbuilt district space (a space with no district tile on it), and pay the cost shown on it, which will either be 2 or 4 construction materials. You can't choose an Outer District space unless the Middle space in that district has already been built.

2 Take the topmost Middle or Outer District tile from the stack (matching the space you chose) and place it so it covers the space you are Expanding, with the non-electrified side up.

3 Give back to the Wilderness by creating Temples and natural refuges in the district: Place 1 (if you expanded into a Middle District) or 2 (if you did so into an Outer District) hexes of your choice from your Exploitation Record on the empty spaces shown on the tile you just built, showing their Conflict side. If you don't have enough hexes in your Exploitation Record, you can't expand that district. Finally, gain the Conflict rewards printed by those hexes on your Factory.

If you or any other player takes the Electrify a District action on this tile in a later turn, they will also obtain the Conflict rewards of the hexes you placed here.

While the only **direct** reward you get for this contribution to the city are the ones on the hexes you place here, you may find that the act of giving back to nature has a soothing effect on the Yōkais and this may potentially be even more beneficial in the long run as you lighten the load of your Exploitation Record (see Conflict on page 23).

From that point onwards, the Workshop on that tile becomes one of that district's Workshop spaces, and all players can use it when visiting that district.

Yellow spends 4 construction materials to expand this district, taking the topmost Outer District tile from the stack and placing it here. She then chooses these 2 hexes from her Exploitation Record, placing them on the district and gaining their Conflict rewards: 1 Food and 2 Worm-Bus movements.

RENOVATE A DISTRICT

Instead of Expanding a District when you take this action, you may instead **Renovate a District** by spending 3 construction materials in order to discard 1 hex from your Exploitation Record and gaining its Conflict reward. Although this option is usually only used when there are no better options available.

18

ELECTRIFY A DISTRICT

It seems there's a new technology which can even make steam obsolete: electricity. It's still very new, so we better try it on the city first, to make sure it's safe. It's said it can make workers more productive, which means I will get more benefits while they will get to keep working. It's a win-win!

This action lets you Electrify a district tile, which will improve the Workshop on that tile for the benefit of all players. You will gain, amongst other rewards, Prestige for your efforts, as the citizens of Daitoshi especially value seeing modern technologies installed in their city.

You must choose a non-electrified district tile in which to perform the Electrify action. You may choose any tile on the board among those with their non-electrified side up—you don't have to follow any order or stick to your current district if you don't want to. If there aren't any non-electrified tiles available, you can't perform this action.

In order to Electrify a tile, you must pay the cost shown on that tile, which will either be 2, 3, or 4 energy. Then:

1 Gain all the rewards in the Electrify section of the tile, which will always include at least 1 Prestige plus 1 other reward. When electrifying a Middle or Outer District, you receive the Conflict rewards of the hexes placed there and any other printed icons, in order from left to right.

2 Flip the tile you are Electrifying so it shows its electrified side and place it in the same space. Return any Workers there to the supply and discard any Wilderness hexes there, but keep any Magnates on the same spaces they were on.

The new side of the tile will show an improved version of its Workshop. From that point onwards, all players have access to the improved Workshop when placing Workers in this district.

> *Green spends 4 energy to electrify this district, gaining 1 Wealth, 1 Food, 2 Worm-Bus movements, and 2 Prestige. They then return the Worker on the tile to the general supply, discard the Wilderness hexes, and finally flip the tile to its electrified side.*

GAINING REPUTATION 🎗, PRESTIGE 🎩, AND WORM-BUS 🚃 MOVEMENTS

Whenever you gain **Prestige** ①, move your marker on the board 1 step clockwise and gain the rewards on each space you move through or into.

Whenever you **increase your Reputation Level** ②, move your marker on your Factory to the right 1 space. If your Reputation Level is already on the 4th spot, don't increase it anymore. When you **score your current Reputation Level** ③, you gain the VP indicated below your token.

Some rewards let you move your **Worm-Bus** a certain number of steps clockwise ④, immediately gaining any rewards your Worm-Bus moves through or onto. Your Worm-Bus is one of the main ways to score your Reputation Level's VP, so the more advanced your Reputation marker is on your Factory, the more powerful your Worm-Bus becomes.

TRADE WITH OTHER CITIES

The Kyodaina-Ga are magnificent flying moths which have made trade with distant cities much easier. They can easily carry people and goods by soaring through the air with the help of our rudimentary piloting cabins. Those foreigners are easily impressed, and if I show them what we are capable of producing, they may even let me use their more advanced technologies. Every trail of black smoke coming from those piloting machines in the sky over our city is the signal of another successful trade.

This action lets you engage in Trade with faraway Cities, which will reward you with VP and might let you create Partnerships with those Cities, gaining access to the new technologies they develop.

In order to Trade, choose 1 of the Cities present at the bottom of the board and spend the **Steam cost** indicated, which represents the amount of energy you need for the Kyodaina-Ga to reach the City with the help of its piloting cabin. You may then spend between 1 and 5 **Luxury goods**, and gain a reward for each luxury good spent. Rewards are gained from left to right, so if you deliver 3 luxury goods, you will gain the first 3 rewards below that City, starting from the left. These rewards may be VP, gaining Reputation advances, giving back to the Wilderness, creating a Partnership, or activating a Partnership. Having Partnership Banners on the Cities give you access to their unique technologies for one-time use, granting you a special reward under certain conditions that you may accomplish during your turn, like performing a certain action or Exploiting a certain Wilderness hex.

The **Create a Partnership** icon with an upwards arrow lets you place 1 of your Partnership Banners on the City you are Trading with, as long as **you don't already have one** there.

You may also find the gray Partnership icon (without the arrow) as a reward in some other parts of the game. In this case, you may place your Banner on **any City of your choice** where you **don't** currently have a Banner.

For any City where you have your Banner, whenever you fulfill the condition to the left, you may return your Banner on that City to your supply (indicated by the cancelled Partnership icon) to gain the reward shown on the right.

NOTE: If the condition is to perform a Trade action, you **can't** spend a Banner you just placed by using that same Trade action—the Banner you spend must already be on the City at the start of your Trade action.

If you **Activate the Partnership** of a City as part of your Trade action rewards, you immediately gain the reward for that City, ignoring its condition requirement and without removing your Banner from it.

The purple player spends 5 Steam to trade with this City, where she delivers 4 luxury goods. She gains the rewards from left to right: 6 VP, add her Partnership Banner to this City, gain 1 Prestige, and activate the Partnership, immediately gaining 4 Steam without removing the Banner she just placed there. Later in the game, whenever she performs a Commit to an Invention action, she may remove her Banner from this City in order to gain 4 Steam.

THE MEGA-MACHINE FAIR

The University of Vaitoshi is working heavily on their Mega-Machine project, and they need funds for that! The dream of being completely independent from the burden of animal labor is close at hand. The Fair tours the city with the prototype of the Mega-Machine, offering its services while asking for donations and contributions to its development.

If the Mega-Machine is in your district, it gives you a couple of interesting options:

① **Workshop Space:** This Workshop will change from game to game, depending on the Mega-Machine in play. It is only available for you to send your Workers to if the Mega-Machine is in your district, and the Worker you send must match the color of your district. The 4 possible Mega-Machine Workshops are:

Score your Reputation Level plus 2 VP.

Gain 1 Prestige.

Advance your Pilgrim on the Wilderness track of your choice (see page 11).

Gain the Conflict reward from 1 of the Wilderness hexes in your Exploitation Record twice.

Also, when placing a Worker on the Mega-Machine Workshop, you gain the benefit of all the Upgrades unlocked so far **①**.

② Instead of using the action of your district, you may use the action available at the Fair: Contribute to the **Mega-Machine** (see next page).

The Mega-Machine moves to the next district counterclockwise each time a Magnate finishes their turn in the district the Mega-Machine is in at that moment. Any Worker currently on the Mega-Machine will move along with it. They are returned to the general supply if any Magnate occupies the leftmost space in the district the Mega-Machine is in (see page 13).
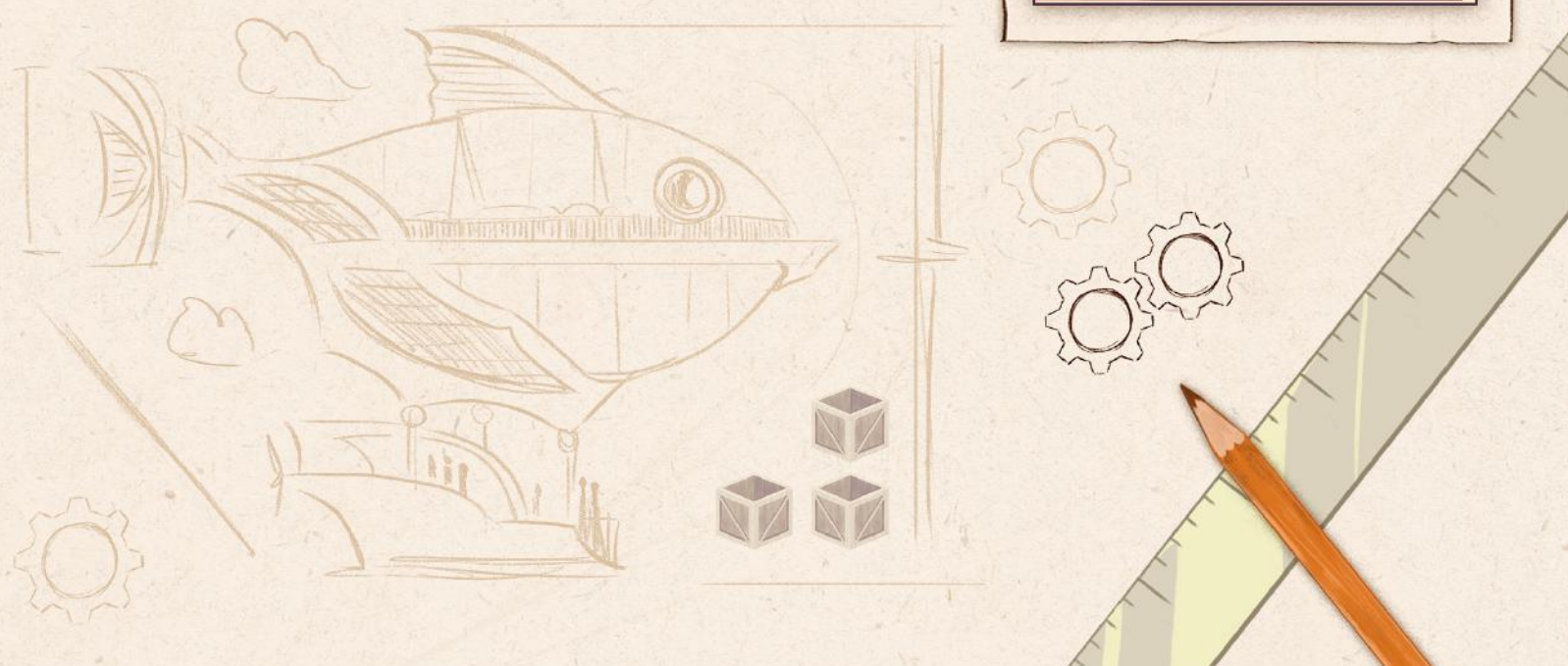
CONTRIBUTE TO THE MEGA-MACHINE

Daitoshi has dedicated most of its resources to this gargantuan project, and now it needs our help to finish it. I am happy to help this city's great University (have I mentioned that one of its halls bears the crest of my family?) and the efforts of the Town Hall. As I say, I am more than happy to help, as usual, but it's only fair that I am compensated for the effort by having early access to their discoveries, right?

This special action lets you donate 1 of your Inventions to the Mega-Machine that the Daitoshi Town Hall is funding. It will reward you with a University Invention that you will be able to use for the rest of the game, and some other immediate rewards.

This action is available if your Magnate is in the Town Hall district (by using the Wild Action) or the same district as the Mega-Machine. In the second case, this action can be performed instead of the action for that district. In order to perform this action, you must spend 1 of each type of resource plus 1 Wealth ① and donate 1 of your Mega-Machine-ready Inventions to the Mega-Machine (that is, any Invention with this icon unlocked on its Progress Track ②). If you have no Inventions ready to donate or if all the Invention spaces on the Mega-Machine are full, you can't perform this action.

Take any 1 Mega-Machine-ready Invention from your Factory and place it face down on any empty space on the Mega-Machine board ③, then gain the rewards indicated on that space.

Finally, take the topmost University Invention from the stack and place it on your Factory ④, in the same space your donated Invention was taken from, keeping the Progress marker where it was. From that point onwards, you will gain the rewards from that Invention when you activate its building, as usual. You **cannot** donate a University Invention to the Mega-Machine, even if its Progress marker is on or to the right of the icon.

Once all the spaces linked to an Upgrade have Inventions on them, take the Upgrade token from the board and place it on the Upgrade space of the Mega-Machine ⑤. From that point on, any player using the Mega-Machine Workshop will also gain the rewards of the unlocked Upgrade token.

As the brown Magnate is in the same district as the Mega-Machine, he chooses to perform this action instead of the Electrify action for that district. Brown spends 1 food, energy, and luxury good, plus 2 Wealth ① (1 of them to cover for the missing construction materials). He chooses this Invention from his board, swapping it for a University Invention from the stack ②, and places it in this spot on the Mega-Machine board, thus gaining 5 VP and 2 Reputation ③. As this Upgrade is now connected to Inventions by all its links ④, he installs the Upgrade on the Mega-Machine ⑤, and now all players can benefit from it when sending a Worker there.

⚙️ END OF TURN - CONFLICT WITH THE YŌKAI

Each Yōkai is the protector of a forest or a river or whatever, and will focus on you if they think you are abusing the natural resources they protect. Thousands of years living in a corner of the world kinda attaches you to it, I guess...

At the end of your turn, whether you did a Production Turn or a City Turn, you must check for any standing Conflicts with the Yōkai.

At this point, if you have more than 1 Wilderness hex of the same type, you must flip the corresponding Operation tile(s) on your Factory board to the Conflict side. If you have less than 2 hexes of any particular type, turn any corresponding Operation tile that is on the Conflict side back to the normal side now.

The Operation tiles affect the cost of some actions and your ability to hire Workers. The following table shows both versions of each tile:

YŌKAI	OPERATION TILE NORMAL SIDE	OPERATION TILE CONFLICT SIDE
1	Gain 3 Steam when you activate an arrow on your Steam Engine Track.	Gain 2 Steam when you activate an arrow on your Steam Engine Track.
2	The Steam cost to activate your middle and rightmost buildings during Production is 1 and 4, respectively.	The Steam cost to activate your middle and rightmost buildings during Production is 3 and 7, respectively.
3	You can have up to 6 Workers on your Factory.	You can have a maximum of 2 Workers on your Factory. If you have more when you flip this tile to its Conflict side, choose the 2 you want to keep and discard the rest to the supply.
4	During Production, advance the Progress markers for each of the Inventions you activate once. Do this twice instead if you are the Production Leader.	During Production, do not advance the Progress markers of the Inventions you activate. Do this once only, if you are the Production Leader.

⚙ END OF THE GAME

➡ The end of the game is triggered when the next-to-last hex space on any of the Wilderness Tracks is revealed, showing this icon printed on the board. When that happens:

1 Keep playing turns until all players have played the same number of turns. Use the Starting Player token as a reminder of who started the game.

2 Then, all players play one more turn each. Resolve the last End of Turn Step, and then...

3 Proceed to end game scoring.

⚙ END GAME SCORING

Yes, I might have cut a few too many corners... well, trees actually... But look at all these offerings to the temples I paid for. That incense is not cheap, you know? I should be thanked! No, there's not a date scheduled for the projects to start, yet. Soon, I promise.

Before performing the end game scoring, any players with their Government Grant tile still in their possession may spend it to make up to 3 Invention Progress marker advancements, obtaining any rewards they provide. They may split these advancements between different Inventions or combine them.

Then, perform the end game scoring depending on the progress of your restoration offerings done during the game, as follows:

1 Each of the Wilderness Tracks is linked to a specific scoring condition. Each condition will grant you a certain amount of VP, based on the position of your Pilgrim on its linked track. Score as many VP as shown on the space your Pilgrim is in times the number of the required item you managed to obtain.

FOREST		Score the VP indicated times the number of University Inventions in your Factory.
MOUNTAIN		Score the VP indicated times the number of Progress markers in your Factory that are on the rightmost step of their Progress Tracks.
UNDERGROUND		Score the VP indicated times the VP granted by your Reputation Level.
RIVER		Score the VP indicated times the number of Wilderness hex types not present (you have none of those) in your Exploitation Record (Player board).

2 The River Track is also linked to a negative scoring condition: Lose the VP on the hex your Pilgrim is in (or 10 VP if your Pilgrim is still on the Temple) times the number of Operation tiles showing their Conflict side in your Factory.

3 Score 1 VP for every 2 Workers and leftover resources you have, combined. Remember that Steam is not a resource.

The player with the most VP after end game scoring wins the game. In case of a tie, follow these tiebreakers, in order:

1. The player with the fewest Operation tiles showing their Conflict side in their Factory wins.

2. The player with the most Inventions in their Factory wins.

3. The player with the most total Pilgrim token advancements wins.

4. Tied players share the victory.

At the end of the game, the yellow player would score:

- 20 VP for the forest (10 VP times 2 University Inventions).

- 24 VP for the mountains (6 VP times 4 Progress markers on the rightmost step of their tracks).

- 5 VP for the underground (1 VP times his current Reputation Level reward, which is 5 VP).

- 18 VP for the river (9 VP times 2 types of Wilderness hexes missing on his Exploitation Record).

- Lose 5 VP for the river (-5 VP times 1 Operation tile on its Conflict side).

- 7 VP for leftover Workers and resources (total of 15 Workers and resources combined, divided by 2, rounded down).

CITIES

The effects on the Cities are gained either when you fulfill the condition of a City where you have a Partnership Banner, which is then removed, or when you gain an Activate a Partnership reward (see page 20).

When you obtain (Exploit page 15) a Forest tile: Gain 1 luxury good, a green Worker, and advance your Pilgrim 1 space on the Forest Track.

When you obtain (Exploit page 15) a Forest tile: Gain the left and middle rewards and the 3 VP from the Brilliant Invention in the Market without taking it.

When you obtain (Exploit page 15) a Mountain tile: Gain 1 energy, a yellow Worker, and advance your Pilgrim 1 space on the Mountain Track.

When you obtain (Exploit page 15) a Mountain tile: Gain the reward from the Mega-Machine Workshop, including any Upgrades it may have.

When you obtain (Exploit page 15) an Underground tile: Gain 1 building material, a purple Worker, and advance your Pilgrim 1 space on the Underground Track.

When you obtain (Exploit page 15) an Underground tile: Advance your Worm-Bus 4 steps.

When you obtain (Exploit page 15) a River tile: Gain 1 Food, a blue Worker, and advance your Pilgrim 1 space on the River Track.

When you obtain (Exploit page 15) a River tile: Gain 9 VP.
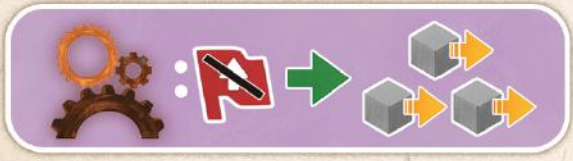
When you Commit to an Invention: Advance the Progress marker of any Invention on your Factory up to 3 times. You may split them between different Inventions.

When you Commit to an Invention: Gain 4 Steam.

When you Expand or Renovate a District: Gain the Conflict reward on 1 of the Wilderness hexes in your Exploitation Record 3 times.

When you Expand or Renovate a District: Gain the reward for 1 of the Workshops in your current district, even if there's a Worker on it. You don't have to send a Worker. You cannot choose the Mega-Machine Workshop.

When you Electrify a District: Advance your Reputation marker 1 space.

When you Electrify a District: Score your Reputation Level twice.

When you Trade with Other Cities: Gain the effect of any other
City in play.

When you Trade with Other Cities: Discard 1 Wilderness hex from your Exploitation Record, gaining that hex's Conflict reward.

When you lead a Production Turn: Gain 1 Wealth, 1 Worker of your choice, and advance your Pilgrim 1 space on the Wilderness Track of your choice.

When you lead a Production Turn: Advance your Pilgrim up to 3 spaces on the Wilderness Track of your choice (all must be done on the same track).

SOLO MODE

Did we mention that the mayor of Daitoshi is elected amongst the most influential families from the city? It is only natural that they have interests in their own family business, and that they are willing to look the other way when it comes to helping their own interests.

In the solo mode, you will play against the Mayor of Daitoshi. You will play exactly as in a multiplayer game, but the Mayor will use his political influence to take some shortcuts. Unless otherwise stated, though, the Mayor follows the same rules as a player.

Start by setting up the game as a 2-player game, with you being the Starting Player. Chose a color for the Mayor and apply the following changes when doing the Mayor's player setup:

➤ **The Mayor doesn't get any starting Steam.**

➤ **Don't place the Chimney marker on the Mayor's Steam Engine Track.**

➤ **Don't take any Operation tiles for the Mayor, except for the one with the Worker spaces.**

➤ **Don't give the Mayor a Production token.**

➤ **Shuffle the Mayor's Deck and place it face down beside his board and place it with the map side facing up.**

➤ **Instead of getting a Government Grant tile, the Mayor gets the Bribe tile. Place it above the Mayor's Deck.**

You must also choose a difficulty for the Mayor by shuffling the Advisors Deck and dealing a number of cards next to his board: The more cards you deal, the higher the difficulty. Between 3 (easy) and 7 (very hard) cards are the recommended numbers, although you may choose a number outside these ranges. Some of these cards add extra setup steps for the Mayor, which must be applied immediately and discarded, while others give him extra rewards during the game or when the game ends, which must be kept next to his board as a reminder. Each card is explained on page 35.

STEAM: As a general rule, the Mayor will never gain nor spend Steam. Consider any action or effect requiring Steam to be free for the Mayor. For that same reason, the Mayor will also ignore any water and coal rewards.

MAYOR'S TURNS

While you will play your turns in the same way as in a multiplayer game, whenever the Mayor must take a turn, do the following:

1 Reveal a card from the Mayor's Deck, placing it face up on top of a pile next to the deck. If you take the last card from the deck, shuffle that pile to create a new deck before placing that last card on the pile's space.

2 Check if the Mayor could move to any of the districts shown on the card and perform an action there:

2a. Move the Mayor and perform a City Turn if he can, or

2b. Perform a Production Turn otherwise.

If the mayor still has his Bribe tile, any card revealed is treated as if it also has the Commit to an Invention icon.

THE MAYOR'S DECK

After dealing a new card, the pair formed by the revealed face-up card and the back of the top card on the deck will determine which actions the Mayor will take this turn. The face-up card will either show a main action and the Mega-Machine icon or up to 4 of the other actions. The order of these actions on the card is not important, only which actions appear.

Locate the Mayor's Magnate on the board, and without moving it yet, find the first district in the clockwise direction from its current district that fulfills these 2 criteria:

CRITERION 1 · One of the following is true:

1a. The action on the non-Town Hall district you are checking appears on the card, or

1b. The Mega-Machine action is on the card and the Mega-Machine is in the non-Town Hall district you are checking, or

1c. The card has the Wild Action icon and you are checking the Town Hall district.

CRITERION 2 · The Mayor currently has enough resources and no rules forbid him to either:

2a. Perform the action in that district, or

2b. Perform the Mega-Machine action if the Mega-Machine is in that district, or

2c. Perform any action, including the Mega-Machine action, if you are checking the Town Hall district.

Keep checking each district until you find one that fulfills both criteria, then move the Mayor's Magnate to that district and perform a City Turn. If no district can fulfill both criteria, the Mayor performs a Production Turn instead.

Card Evaluation Example *THE YELLOW PAWN BELOW IS THE MAYOR*

This turn's card has the Expand a District and Trade actions ①. Since the Mayor still has the Bribe tile, the Commit to an Invention action is also considered to be on the card. When checking the criteria:

- ⚙ The first district in clockwise order from the Mayor's Magnate has the Electrify a District action ②, so it's skipped because the card doesn't show that action (Criterion 1a).

- ⚙ The next one is the Town Hall district ③, and it is also skipped because the card doesn't have the Wild Action icon (Criterion 1c).

- ⚙ The next one has the Expand a District action, which is on the card (Criterion 1a) ④, but the Mayor only has 1 construction material and no Wealth tokens 💰, so he doesn't have enough resources to perform the action (Criterion 2a) and it's also skipped.

- ⚙ The next one has the Commit to an Invention action, which is also considered to be on the card ⑤, so the first criterion is met (Criterion 1a). The Mega-Machine is also in that district, but the Mayor doesn't have any Inventions ready to donate to the Mega-Machine, nor enough resources to do so (Criterion 2b). He does have 1 food and at least 1 empty Invention slot on his board, so that would allow him to perform the Commit to an Invention action, and thus the second criterion is also met (Criterion 2a) and this district is chosen.

PRODUCTION TURNS

⚙ If the Mayor can't find any district that fulfills both criteria, he will perform a Production Turn. During a Production Turn, he will always activate all his buildings that have at least 1 Invention, gaining Invention rewards and advancing Progress markers as usual, resolving the Inventions from left to right and bottom to top in his Factory. He will also gain the Leader benefits if he is causing the Production Turn, as a player would. The Mayor doesn't have a Production token, and he can always start a Production Turn if his cards dictate it.

If you start a Production Turn, the Mayor will also produce without gaining the Leader rewards.

As you can't perform this step simultaneously in solo mode, whenever the Mayor produces, completely perform his Production Turn before producing on your own Factory (if you wish to), and then start your next turn. If you start a Production Turn, completely perform your own Production before producing on the Mayor's board, and then start the Mayor's next turn.

CITY TURNS

If the Mayor finds a district in which to perform a City Turn, he will follow the same steps as a player, starting by placing his Magnate on a Magnate space in that district, as follows:

⚙ If he has no Workers of the color required for his current district, he places his Magnate on the rightmost space ①.

⚙ If he has Workers of the district's type and there are enough empty Workshops (including the Mega-Machine, if present) in the district for all his Workers of the matching type, he places his Magnate on the middle space ②, or on the leftmost space if the middle one is occupied.

⚙ If he has Workers of the district's type but there aren't enough empty Workshops (including the Mega-Machine, if present) in the district for all his Workers of the matching type, he places his Magnate on the leftmost space ③, or on the middle one if the left one is occupied.

Then, move the non-player Magnate if it is in the same district as the Mayor, and remove all the Workers from the district if he went to the leftmost space, as usual.

🌿 STEP 1: PLACE WORKERS

If the Mayor placed his Magnate on the middle or leftmost spaces, he will place Workers until all the Workshops are full or he doesn't have any more Workers of the appropriate type, gaining the rewards for each Worker placed. Whenever he has more than one option:

⚙ He chooses amongst the available options in this order: Mega-Machine, Outer District, Middle District, then Inner District. If the Mega-Machine has Upgrades, the Mayor gains its main reward first, and then the Upgrades, in order.

⚙ Amongst the Workers of the appropriate type, he chooses them from left to right and from top to bottom from his Factory.

🌿 STEP 2: EXPLOIT

After the Place Workers Step is done, the Mayor will Exploit based on his current district. Take the hex shown on the district, or if the Mayor is in the Town Hall district, a river hex and the hex shown on his card. For each hex taken:

1. He gains a Worker of the color corresponding to that hex, placing it on the first empty spot on his Factory, from left to right and top to bottom.

2. Flip the hex and place it on the first empty Exploitation Record space on his Factory, from top to bottom. If he already has 4 hexes, discard the new hex instead (he will never accumulate more than 4 hexes).

🌿 STEP 3: PERFORM AN ACTION

Based on his current resources and unless some other rule prevents him from doing so, the Mayor will choose 1 action to perform following this priority order:

1. The Mega-Machine action, if the Mega-Machine is in the district or if he is in the Town Hall district.

2. The action for the district. If he is in the Town Hall district, he will perform the action for which he has the most resources; in case of a tie, the action that spends the topmost-leftmost resource amongst the tied options, as shown on the bottom right of his face-up card.

31

THE ACTIONS (SOLO MODE)

The Mayor will always spend as many resources as he can to make each action as powerful as possible, spending the action's resource first and then spending as much Wealth as needed. All actions are performed the same as a normal player, with the changes for each action detailed below:

COMMIT TO AN INVENTION

The Mayor can't perform this action unless he has at least 1 food or Wealth and an empty Invention slot in his Factory. **The first time** the Mayor performs this action, discard his Bribe tile.

He prioritizes taking 2 Inventions if he has enough space for them, following this priority based on the food he can spend:

5: 1 Brilliant and 1 Innovative Invention.

4: 1 Brilliant and 1 Ordinary Invention.

3: 1 Innovative and 1 Ordinary Invention.

2: 2 Ordinary Inventions.

If he can only take 1 Invention, he will take the most food-expensive one he can take, gaining its rewards and VP as usual.

When choosing between the 2 Innovative or 2 Ordinary Inventions, the arrow on the top card of the deck tells him which one to take (top or bottom, if the arrow is pointing up or down, respectively).

Inventions are placed on his board immediately as they are taken, filling the spots in order from left to right and bottom to top, so he will fill his bottom row before starting with the middle row.

EXPAND A DISTRICT

The Mayor can't perform this action unless he has at least 2 construction materials and/or Wealth (or 3, if all the Middle Districts have already been built) and at least 1 Wilderness hex.

He prioritizes building Outer Districts, if possible, then Middle Districts, and he will only choose to Renovate a District as his last option. When choosing where to place the new district tile, he will first try to place it on the district highlighted on the top card of his deck, and if that space is not available, he will look clockwise from that space until he finds a legal space in which to place the tile.

He will then fill the district with Wilderness hexes from his Exploitation Record, taking them from top to bottom, gaining their rewards as usual (based on the tile types, not their position on his board).

ELECTRIFY A DISTRICT

The Mayor can't perform this action unless he has at least 2 energy and/or Wealth (or more, if all the Inner Districts have already been electrified) and there's at least 1 tile available to electrify.

He prioritizes electrifying the outermost section he can pay for. If there's more than one option, he will choose the one in the district highlighted on the top card of the deck, looking clockwise from that space if needed, until he finds a valid option.

He will gain all the rewards on the electrified section and flip the tile, as usual.
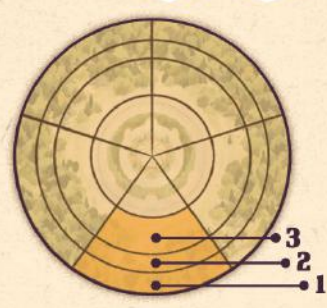
TRADE WITH OTHER CITIES

The Mayor can't perform this action unless he has at least 1 luxury good or Wealth.

He will choose the **leftmost City where he has no Banner**, or the rightmost City if he already has all his banners on Cities. He will then spend up to 5 luxury goods, gaining all the rewards he pays for on that City from left to right, as usual.
Once placed, the Mayor will never remove his Partnership Banners, so he will never activate the City's reward as a reaction to his actions during his turn.

CONTRIBUTE TO THE MEGA-MACHINE

The Mayor can't perform this action unless he has at least 1 resource of each type (or Wealth to cover for the missing ones) plus 1 extra Wealth and at least 1 Mega-Machine-ready Invention.

If he has more than 1 Mega-Machine-ready Invention to donate, he will choose the one that has the most VP scoring icons visible to the right of its Progress marker. In case of a tie, he will choose the one with fewer steps left to reach the end of its Progress Track. If there's still a tie, he will choose the rightmost, bottommost one.

He will then perform the action in the same way a player would.

The Mayor is never affected by any Conflicts, regardless of the Wilderness hexes he has in his Exploitation Record, so you can skip this step of his turn.

⚙ END GAME SCORING

The game ends as in a multiplayer game, so the Mayor will always play the last turn as he is always the second player.

The Mayor performs end game scoring following these steps, in order:

1. Resolve the effects on his "end of game" Advisor cards.

2. Score the positive VP values for each of his Pilgrims.

3. Perform the first and third steps of the multiplayer end game scoring (scoring the same as a player would, but ignoring any negative VP from the River Track).

If you score more VP than the Mayor, you win. Otherwise, you lose.

1

END OF THE GAME
The Mayor performs 3 Advance any Pilgrim actions before beginning end game scoring.

→| 👤 3

⑩

2

3

Score 1 VP for every 2 Workers and leftover resources you have, combined. Remember that Steam is not a resource.

33

ICONS (SOLO MODE)

Although the Mayor gains most of the rewards in the same way a player does, a few of them need extra clarifications. If an icon is not on this list, apply the normal multiplayer rules.

These rewards are ignored, although that might change depending on the Advisors in play.

Add the Worker shown to his board, filling the spaces from left to right and top to bottom. Any Workers gained when the Mayor's board is full are discarded.

Add a Worker matching the color of the Worker on the top card of his deck to his board, filling the spaces from left to right and top to bottom. Any Workers gained when the Mayor's board is full are discarded.

Advance the Mayor's Pilgrim on the track shown. If he can't advance on that track, treat this icon as an Any Restoration Offering icon ⬡, and proceed as explained below.

Advance the Mayor's Pilgrim on the track matching the color of the leftmost hex on the top card of his deck. If he can't advance on that track, check the other tracks in the order shown on the card (from left to right) until he finds one where he can advance.

Advance the Progress marker of his Invention with the most steps left to reach the end of its Progress Track. In case of a tie, chose between the tied options from bottom to top and from left to right.

Remove the topmost hex from the Mayor's Exploitation Record.

Remove the topmost hex from the Mayor's Exploitation Record, gaining its reward (based on the type of the tile, not its position on his board).

The Mayor gains the reward on the topmost hex in his Exploitation Record two or three times depending on the number shown, if he has one (based on the tile type, not its position on his board).

The Mayor adds a Partnership Banner to the leftmost City without one of his Banners, if possible.

The Mayor gains 3 Pilgrim advances, but they don't have to all be on the same track if it's not possible. Advance the Mayor's Pilgrim on the track matching the color of the leftmost hex on the top card of his deck. If he can't advance on that track, check the other tracks in the order shown on the card (from left to right) until he finds one where he can advance.

The Mayor gains the reward of the City to the left of this City (or the City to the right, if this City is in the leftmost spot).

The Mayor gains the reward of the outermost Workshop in the district his Magnate is in, ignoring the Mega-Machine Workshop.

ADVISOR CARDS

The more Advisor cards you draw at the beginning of the game, the harder it will be.

SETUP
Advance the Mayor's Reputation marker 1 step to the right.

①

SETUP
Place a Mayor's Partnership Banner on the leftmost City.

②

SETUP
Slide the Mayor's Basic Invention up to its improved space, and advance its Invention Progress marker 5 steps.

③

SETUP
Advance all the Invention Progress markers on the Mayor's Factory board 1 step.

DURING THE GAME
If the Mayor places an Invention on a floor with an Invention Progress marker already on or beyond the Upgrade the Invention icon, place it in its improved position.

④

SETUP
Place a Worker of each type on the Mayor's Factory Worker spaces.

DURING THE GAME
The Mayor gains 5 VP for each Worker he can't gain because his Worker spaces are full.

⑤

DURING THE GAME
The Mayor gains the Conflict reward of any hex discarded from his Exploitation Record. This is in addition to any reward he might also gain when performing the action that removes that hex.

⑥

DURING THE GAME
Whenever the Mayor gains any amount of Steam, he immediately gains 1 Wealth token. This can only happen once per turn.

⑦

DURING THE GAME
Whenever the Mayor places a Partnership Banner on the board by any means, he also gains the reward for the City where the Banner is placed. If the Mayor has no Banners left, he gains the reward for the rightmost City.

⑧

END OF THE GAME
The Mayor scores twice (instead of only one time) the biggest VP value amongst the track spaces his Pilgrims are in.

⑨

END OF THE GAME
The Mayor performs 3 Advance any Pilgrim actions before beginning end game scoring.

⑩

SETUP
Advance the Mayor's Reputation marker 1 step to the right.

①

This number helps you during Setup to choose the Mega-Machine that you will be playing.

CHRONOLOGY OF THE KEMUSHI SAGA

BITOKU
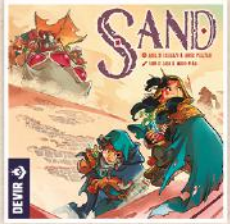
BITOKU RESUTORAN

YŌKAI SKETCH

BAMBOO

SILK

DAITOSHI

SAND

⚙ CREDITS

⚙ **AUTHOR** ⚙
Dani Garcia

⚙ **ILLUSTRATIONS** ⚙
Marina Vidal

⚙ **EDITOR** ⚙
David Esbrí

⚙ **PROOFREADER** ⚙
William Niebling

⚙ **GRAPHIC DESIGN & LAYOUT** ⚙
Meeple Foundry