



GUIDE TO UPGRADE TO UPDATE 1.5

WHY?

Although we thoroughly tested Jisogi throughout its years of development, we eventually identified a few aspects that could be improved—small rules that sometimes got in the way of the most enjoyable parts of the game.

A new version of Jisogi will soon go to print, and it will feature all of these upgrades. However, to make sure current players are fully supported, we've prepared this document: a guide to everything that has changed.

Most of these updates require no changes to your existing components; simply knowing the revised rules is enough to play the 1.5 version of the game. A few adjustments, however, do involve modified components. For those, we will provide print-and-play files, as well as an upgrade pack in our upcoming Kickstarter reprint campaign.

One important note: it may feel like these changes make the game easier—and in some ways, that's true. However, the updates primarily strengthen certain strategies that were previously underpowered, and they have very little impact on the strategies that already led to most wins.

Is it necessary to update the game?

No. And for some people, these changes may not feel like an upgrade at all. Taste is subjective, and we don't expect every change to appeal to everyone. If you are a backer of the Founders Edition, the choice is entirely yours—play the version you prefer.

ACTIONS + MERCHANDISE DEAL

There have been some graphic design and mechanic upgrades to the basic actions of the game.

Research + Write

Previously we used 2 icons for these actions, the  for revealing tokens, and the  for picking the tokens from the common pool. We realised the  was redundant, since we could just put the number of tokens to be acquired next to  the icon.

All related text is now written as: "X  +X ", reveal x, pick x.

Merchandise Deal

In the previous version, acquiring and activating tokens were two separate actions, and these 2 steps will still exist, however, these two actions are now grouped together. When the Merchandise symbol  appears as a reward, players **either** get a new token **or** activate a token they already own, moving it to the activated area.

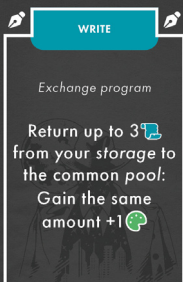
This has significantly simplified the process of reaching the higher levels in the Merchandise track.

NETWORKING CARDS

2 Networking cards were quite circumstantial and unnecessarily confusing. We removed those 2 cards and added 2 new replacements.

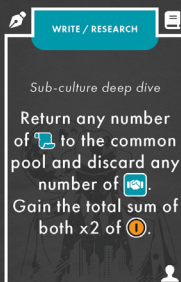
Old card name:

Exchange Program



Old card name:

Sub-culture Deep Dive



GENKI STAFF COMMON POOL

We've decided to separate the Genki Staff decks by type. Each deck is shuffled individually, and the top card is flipped face-up for each deck. This ensures that there will always be one Staff of each color available at all times, helping to reduce randomness in the draw.

This change is a return to the original dynamic from the early versions of the game. While we initially moved away from it due to the extra setup time, many players expressed frustration with the randomness of the previous draw system.

EXTRA SCRIPT PART

To address concerns over the impact of bad early draws, we've added an extra Script Part to the setup. Early releases are crucial for players trying to release several times, and a bad draw can sometimes derail the game. By adding this simple piece to the setup step, we aim to mitigate the impact of luck while maintaining the sense of scarcity that the game thrives on.



OPPORTUNITY CARDS

The new edition of the game will feature a combined Trend and Opportunity board. Owners of the Founders Edition will find updated separate boards for download in our website.

We've made a significant update to the Opportunity cards  system. The first change is how they are revealed:

- Only 6  cards are randomly selected and placed on the board, with the rest returned to the box.
- The 3 leftmost  cards are dealt face-up, while the 3 rightmost are dealt face-down.
- At the end of every release phase, players will flip one of the face-down  cards, starting with the leftmost and moving right.

Another change is related to fulfilling the  cards: Only the first player to fulfill the card's condition will take it, and no replacement will be added. No other player can claim the card, even if they meet the conditions in the same round.

There are also fixed victory points  bonuses printed on the board, on top of each card. The 3 open cards at the start of the game offer a bonus of 2 , while the reward increases to 3  for each new card revealed.

Additionally, 12 Opportunity cards have been removed from the deck and will not be included in the new version of the game. You can hide these cards beneath the plastic insert if you prefer.

Cards to remove: SYNERGETIC TEAMWORK, BELOVED SERIES, GLOBAL PHENOMENON, CULT FAVORITE STUDIO, INDUSTRY CATALYST, DIVERSE HIRE, ALL FOR THE TEAM, WELL PREPARED, SEASON RENEWAL, NICHE STUDIO, HYPE ARCHITECT, SHAREHOLDERS FAVORITE.





Several important changes have also been made to the interactions with the Trend cards.

Trend cards now provide a small bonus whenever an anime is released matching it, depending on the slot they occupy:

- Upcoming Trends grant extra +2 Hype 🌀
- Active Trends grant extra +3 Popularity ❤️
- Fading Trends grant extra +3 Money 🟡

Like before, only one genre match is necessary to match with a Trend card. Even with one match, players gain the bonus.

Cult releases now also offer an increased bonus. its multiplier has been raised from x3 to x4. Since Cult releases are quite rare, this change makes achieving them feel especially rewarding.

The bonus Popularity from the token placed on top of Trend cards now has an additional requirement: To claim the +4 ❤️, **all of a player's Script Part genres must match the Trend card.** If even one genre doesn't match, the player will not receive the bonus, even if they are the first to release with that trend.



TOKENS

To make the new game more affordable, a few changes have been made to the tokens.

In the new version of the game, players will move a single 🌀 token back and forth, representing the level of their Animation. In practical terms, there is no difference between both versions; however, the amount of wood pieces in the box are going to be significantly lower.

🌀 tokens are now going to be cardboard instead of wood tokens.

The 1st player tokens and the +4 ❤️ tokens are also now going to be made of cardboard.

GENKI STAFF SKILLS

Two important changes have been made to the Genki Staff text boxes.

First, we've improved the graphics to make the elements clearer and more distinguishable (including raising the font size), making it easier for players to quickly understand the information on each card.

All action-triggered skills now have a colored box around the action name, matching the presentation on the action board. This makes it easier to identify which action is linked to the skill at a glance.

Additionally, all staff with the "release" trigger have had their text updated to "Anime Release", clarifying that these skills only trigger when you perform a release, not during the release phase.

We've also updated the skills of some Genki Staff that were underperforming. The following Staff cards had their skills updated:

"Trend hunter"
WRITER

Write, Research 1 +1 +2

"History geek"
WRITER

Upkeep Phase: 2 +1

"Cultist"
ARTIST

Anime Release: You may release a Cult release even with 1 match.

"Toy lover"
ARTIST

Anime Release:

"Influencer"
ARTIST

Anime Release: +5 if your release has 15+

"Digital master"
ARTIST

Animate, Outsource +3

★
“Secret Supplier”
ARTIST

Production Phase: Your Artists ignore **High Demand Fees**

★
“Community specialist”
PRODUCER

Anime Release: Gain +4♥ if you follow a Trend without the **40** token

★
“International connections”
PRODUCER

Strategize +1 +4

★
“Dealer”
PRODUCER

Networking +2

★
“Social butterfly”
PRODUCER

Staffing, Networking +1 +1

★
“Hard negotiator”
PRODUCER

Production Phase: Your Producers gain **High Demand Fees** instead of paying them

★
“Connected to everything”
PRODUCER

Staffing, Networking You also gain the **Genki Staff bonus** of another action.

★
“Invoice police”
PRODUCER

Upkeep Phase: +1 whenever you pay back a Debt card. Do not trigger

★
“Investment wizard”
PRODUCER

Upkeep Phase: +1 per Debt card. Do not trigger

★
“Moxel Moxee!”
PRODUCER

Anime Release: If 2 or less , +5♥

★
“Fortune teller”
PRODUCER

Production Phase: Whenever you draw , draw +1 and discard 1 from your hand

SOLO CHALLENGE CARDS

Due to numerous changes in game dynamics, some challenges in solo mode have become outdated. We have updated all cards, adjusting some based on player feedback.

SOLO CHALLENGES

SOLO VARIANT #1 - LEARNING THE GAME

Objective: Score 10+ Reputation points (🏆)

Rounds: 3

High-Demand tokens: 2 (single)

Special Rules:

1. Start the game with 5🟡 and no Debt card.
2. You may score any amount of 🟡 on the table during the Release Phase.
3. Reveal (🟡) 1🟢 in every pile at the very end of the Upkeep Phase.

SOLO VARIANT #2 - LOW PRESSURE

Objective: Score 15+ Reputation points (🏆) and release 3 animes.

Rounds: 3

High-Demand tokens: 3 (single)

Special Rules:

1. Start with all 6 Opportunity cards (🟡) revealed.
2. You may score any amount of 🟡 on the table during the Release Phase.
3. Reveal (🟡) 1🟢 in every pile at the very end of the Upkeep Phase.

SOLO CHALLENGES

SOLO VARIANT #5 - STUDIO BOOM

Objective: Score 29🏆

Rounds: 4

High-Demand tokens: 3 (double)

Special Rules:

1. Start with all 6 Opportunity cards (🟡) revealed.
2. During the Release Phase, if you do not fulfill a 🟡, you must choose 1 🟡 and discard it.
3. Replace your initial Dead-Inside Artist with the "Influencer" Artist Staff card.
4. Start the game with 2 Debt cards.

SOLO VARIANT #6 - CRUNCH TIME

Objective: Score 25+🏆

Rounds: 4

High-Demand tokens: 3 (double)

Special Rules:

1. Whenever a Genki Staff performs an action, players must choose between gaining or not gaining the Genki staff bonus for that action (red box).
2. Whenever a Staff provides the red box bonus, replace it with a Dead-Inside Staff of the same type.
3. You may pay 1🟡 to move any Staff from any deck in the common pool to the bottom of its own deck.
4. Replace your initial Dead-Inside Producer with the "Cold-Blooded" Producer Staff card.

SOLO CHALLENGES

SOLO VARIANT #3 - MEDIA PRESSURE

Objective: Score 29🏆 (no Debt cards)

Rounds: 4

High-Demand tokens: 3 (double)

Special Rules:

1. You may reveal 1🟡 in every 🟢 pile at the very end of the Upkeep Phase.
2. At the start of the Upkeep, lose 1🟡 from your Storage per Dead-Inside Staff 🟡 you own.
3. At the start of the Upkeep, gain 1🟡 per Genki Staff 🟡 you own.

SOLO VARIANT #4 - BANKRUPT

Objective: Score 15+🏆, have no Debt cards, and release at least 3 anime

Rounds: 4

High-Demand tokens: 3 (single)

Special Rules:

1. Start the game with 4 Debt cards.
2. Replace your initial Dead-Inside Producer with the "Invoice Police" Writer Staff card.

SOLO CHALLENGES

SOLO VARIANT #7 - TREND MANIPULATION

Objective: Score 25+🏆

Rounds: 4

High-Demand tokens: 2 (double)

Special Rules:

1. You can only release Cult anime.
2. Replace your initial Dead-Inside Artist with the "Cultist" Artist Genki Staff card.
3. You may pay 2🟡 during the Upkeep Phase to discard any Trend card and draw a replacement (place the new one in the Upcoming Trend and move all other Trend cards one slot to the right -if possible).
4. You may keep any amount of 🟢 in your Storage.

SOLO VARIANT #8 - AWARD MACHINE

Objective: Score 29🏆, and own 6 Genki-Staff cards

Rounds: 4

High-Demand tokens: 3 (double)

Special Rules:

1. Return the Director Genki Staff deck to the box, leaving only 3 Staff to be hired in the common pool.
2. Do not gain any reward for released anime with less than 20 popularity 🟡.
3. Replace your initial dead-inside Director with the "Money Driven" Director Staff card.

PRINTING

All files are available for download at
www.esper.games/support

For the owners of the Founders Edition:

If you are using sleeves, you can easily replace all cards by printing the new version and slotting them inside the sleeves.

The Trend board and Opportunity board have their back side empty, so players can print the new version and glue to it.

An update pack containing all new cards and boards will be offered at our newest Kickstarter Campaign

<https://www.kickstarter.com/projects/esper-games/jisogi-anime-studio-tycoon-reprint>

As always, thank you for your support and patience.