

### FINAL SCORING

After the 3<sup>rd</sup> Scoring, players calculate their final scores.

**BUDGET (MONEY) AND WORKFORCE:** First, each player discards all the Yen he still has in front of him. Then, each player receives Yen according to his Money level, and pays all the Workers he still has on his Player Board. If he cannot pay, he loses 2 VP for each color he cannot pay for.

**ACHIEVEMENTS:** Players then score VP for each of the Achievement spaces on their Player Board. Each space depicts a condition for scoring and two of the spaces also have a multiplier symbol. During the game, if a Reward tile is placed on the space, it is placed over the existing multiplier symbol (if any).

For each Achievement, calculate the base VP for the space and then multiply this number as follows:

- If the space has no depicted multiplier, and there is no Reward tile on it, the multiplier is 0 and the space scores 0 VP.
- If the space has a 1x depicted on it, but no Reward tile, the multiplier is 1.
- If the space has a Reward tile on it, the multiplier is the number depicted on the Reward tile.

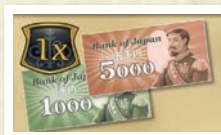
**REMINDER:** There can only be 1 Reward tile on each space.

The base VP for each tile is listed below.



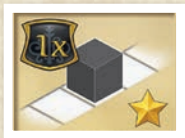
VP for each 2 of your face-down Contract tiles (fulfilled Contracts).

*Example: You have no Reward tile on this space. You score no points, no matter how many Contracts you fulfilled.*



VP for each 6,000 Yen you have in your Budget area.

*Example: You have no Reward tile on this space. You have 8,000 Yen. You score 1 VP.*



VP for each star you have reached on the Knowledge track. **NOTE:** One of the Paper Factory tiles (see page 2 of this Reference Sheet) counts as a star for this achievement.

*Example: You have no Reward tile on this space, but you have 4 stars. You score 4 VP.*



VP for each star symbol above an empty Ship space on your Player Board.

*Example: You have a 2x Reward tile on this space. You have 5 Ships on the Game Board and only 1 remaining on your Player Board (3 stars). You score 6 VP.*

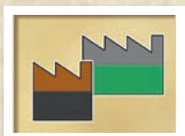


VP for each star you have reached on the Coal track. **NOTE:** One of the Bento Factory tiles (see page 2 of this Reference Sheet) counts as a star for this achievement.



VP for each star symbol above an empty Train space on your Player Board.

*Example: You have a 4x Reward tile on this space. You have 3 Trains on the Game Board and 3 remaining on your Player Board (1 star). You score 4 VP.*

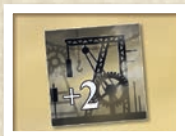


VP for each level-2 and level-3 Factory you have in front of you.

*Example: You have a 3x Reward tile on this space, and 4 Factories of level 2 or 3. You score 12 VP.*



VP for each Region with an Influence tile of your color. Trains do not count.



VP for each of your Factories with a “+2” Machinery tile on it

*Example: You have a 2x Reward tile on this space, but you have no fully upgraded Factories. You score 0 VP.*



## FACTORY TILES

Each Factory tile has a unique Synergy Bonus. There are 4 Factory tiles for each Good. Some of the bonuses apply during a certain action, and others are one-time use only, which are activated immediately upon building the Factory.

**REMINDER:** A player cannot have more than 1 Factory tile that produces the same Good.

### SILK



**Consolidate:** You receive 2,000 additional Yen, even if your level marker is already at the top of the Yen track.



**Consolidate:** You may keep 1 Coal cube placed on the Budget area of your Player Board instead of discarding it. Then, you receive new Coal as usual according to the level of your Coal track.

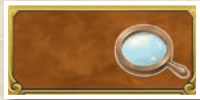


**Trains/Ships:** When you completely reveal the symbol on your Player Board, advance 2 steps on the Money track, instead of one. This is retroactively applied to the symbols revealed before you built this Factory.

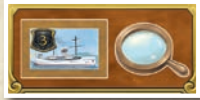


**One time:** immediately receive 5,000 Yen.

### LENSES



**Produce:** This Factory only uses 2 Coal to produce (instead of the usual 3).



**One time:** Flip over all the Ships still on your Player Board to the “3VP” side. When you perform the Ships action, place them this side up on the Game Board.

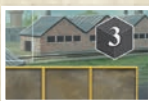


**One time:** You may immediately place 2 Ships on the Game Board free of charge. They must be placed in different Regions.



**Ships:** Instead of the regular cost, pay 2,000, 7,000, or 12,000 Yen to place 1, 2, or 3 Ships on the Game Board.

### CLOCKS



**Produce:** This Factory only uses 3 Coal to produce (instead of the usual 4).



**One time:** Flip over all the Trains still on your Player Board to the “+3” side. When you perform the Trains action, place them this side up on the Game Board.



**One time:** You may immediately place 2 Trains on the Game Board free of charge. They must be placed in different Regions.



**Trains:** Instead of the regular cost, pay 2,000, 7,000, or 12,000 Yen to place 1, 2, or 3 Trains on the Game Board.

### PAPER



**Knowledge:** You advance 1 additional step each time you perform the Knowledge action.



**Knowledge:** Instead of the regular cost, pay 0, 2,000, or 4,000 Yen to advance 1, 2, or 3 steps on the Knowledge track. Also, the star depicted in the upper right corner counts for the Knowledge track achievement.



**One time:** Immediately advance your marker 2 steps up on the Knowledge track.



**One time:** Immediately receive 2 Blueprints.

### BENTO



**Produce:** This Factory only uses 2 Coal to produce (instead of the usual 3).



**Mines:** Instead of the regular cost, pay 0, 2,000, or 4,000 Yen to advance 1, 2, or 3 steps on the Coal track. Also, the star depicted in the upper right corner counts for the Coal track achievement.

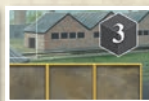


**Mines:** You advance 1 additional step each time you perform the Coal Track action.



**One time:** Immediately advance your marker 2 steps up on the Coal track.

### LIGHT BULBS



**Produce:** This Factory only uses 3 Coal to produce (instead of the usual 4).



**One time:** You may immediately perform 2 Factory Improvements free of charge.



**Produce:** When this Factory produces Goods, it produces 1 additional Good. The normal Storage limit still applies.



**Machinery:** Instead of the regular cost, pay 2,000, 7,000, or 12,000 Yen to perform 1, 2, or 3 Factory Improvements.