

Paulo Soledade & Nuno Bizarro Sentieiro

# NIPPON

明治維新

## KEIRETSU



### KEIRETSU EXPANSION

To use this expansion, a copy of the game *Nippon* is required.

**CONTENTS:** ♦ 12 Factory tiles

#### **RULES - Initial Preparation:**

Add the 12 Factory tiles to the Factory tiles of the base game.

All other rules still apply.

### SILK



**Export:** Each time you perform the Export action, for each contract you fulfill, you also receive 2,000 Yen.



**One time:** You immediately receive 3,000 Yen, and move your marker up 1 step on the Money track.

### PAPER



**One time:** Immediately before or immediately after your turn, you may discard this Factory

from the game (placing it back in the box), and build a level 2 or a level 3 Factory from among the ones available.

To build the new Factory, you only have to meet the Knowledge requirement (and/or discard Blueprints if needed). You don't have to pay any Yen.

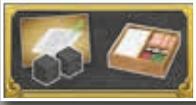
Transfer any Machinery tile and/or Goods that were present on the discarded Factory to the newly built one.



**Knowledge:** Each time you perform the Knowledge action, you also move up your

marker on the Coal track: You move your marker up 1, 1, or 2 steps on the Coal track when you move up 1, 2, or 3 steps on the Knowledge track.

## BENTO



**Export:** Each time you perform the Export action, for each contract you fulfill, you also receive 2 Coal.



**Invest:** The minimum required Knowledge to build this Factory is 3.

For each additional Knowledge you have (or Blueprint you discard) at the moment you build it, take 1 cube from the general supply, and place it on an empty slot of this Factory's Storage Area as a Good.

## LENSES



**Ships:** Each time you perform the Ships action, you receive 1 of the Bonuses depicted on the region(s) where you just placed the Ship(s). **NOTE:** You receive 1 Bonus per action (not per ship).



**Ships:** Each time you perform the Ships action, for each Ship you place, you may take 1 Coal from your Budget Area and place it on an empty slot of this Factory's Storage Area as a Good.

## CLOCKS



**One time:** You may immediately place 1 Train and/or 1 Ship on the Game Board free of charge. They must be placed in different Regions.

In addition, the two depicted stars count, respectively, for the Train and the Ship achievement (1 star per achievement).



**Trains & Export:** Each time you perform the Trains action, for each Train you place, take 1 cube from the general supply and place it next to your contracts.

When you perform the Export action, you may spend some or all of these cubes, using them as jokers to fulfill the contracts.

They may be treated separately, or as a group. *For example, you may use 2 of these cubes to fulfill the contract 1+1 or as the "2" of the contract 2+1 in addition to a Good from one of your Factories.*

## LIGHT BULBS



**One time:** You may immediately perform 1 Factory Improvement free of charge. You also immediately get a 2x VP Multiplier tile.

At the end of the game, before the Final Scoring, place the 2x VP Multiplier tile on an Achievement space of your choice (even if you already have a Reward tile or another 2x VP Multiplier tile on it. In this case, you score them both).



**One time:** You immediately receive 3 Goods: Take 3 cubes from the general supply and place them on empty slots of Storage Areas of this and/or your other Factories, divided however you like.



©2018 What's Your Game  
All rights reserved  
Made in Europe  
www.whatsyourgame.eu