

Use your ship to become the master of trade.

In this area where the Furne River flows silently,
all logistics are carried out by ship.
The riverbanks are home to a wide variety of industries
including iron, stone, and cloth.

As the leader of a trading company in this area,
you aim to become the master from behind the scenes
at the center of logistics.

You will transport resources from upriver to downstream town,
making them richer and more prosperous.
You will then use your accumulated wealth to strengthen your ships,
hire new employees, and grow your company.

However, the competition across the river is formidable,
and other companies are gaining momentum.

You will need to skillfully transport resources, build up your advantage in the
town, and continue to outpace the other companies.

The story of trade, with a variety of ulterior motives and speculation, begins now.

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Rulebook

Components



Main Board x 1



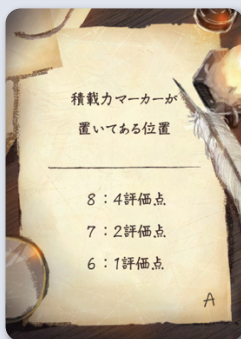
Town Tiles x 7



Personal Boards x 4



Town Tile Attachments x 7



Front



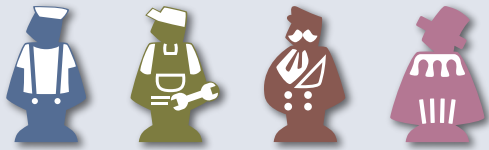
Back

Milestone Cards x 4



Coins x 62

("1" value coins x 28, "3" value coins x 20
"5" value coins x 14)



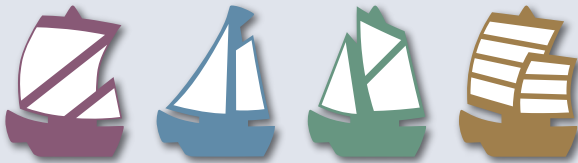
Worker Tokens x 60

(24 blue workers (Sailors), 12 each of green (Architects), red (Merchants), and pink (Clowns))



Resource Tokens x 60

(12 iron tokens, 16 each of stone, wood, and cloth)



Ship Tokens x 4

(4 colors, 1 marker each)



Branch Tokens x20

(4 colors, 5 markers each)



Propulsion Markers x 4

(4 colors, 1 marker each)



Load Capacity Markers x4

(4 colors, 1 marker each)



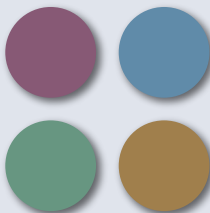
Labor Force Markers x 4

(4 colors, 1 marker each)



Achievement Markers x 16

(4 colors, 4 markers each)



Influence Tokens x 48

(4 colors, 12 tokens each)



Round Marker x 1



First Player Marker x 1

Game Setup

These instructions are for the 4-player game. If you are playing this game with 3 players, please look on page 35 for changes to the setup.

Main Area Setup

- 1, Place the Main Board in the center of the table.
- 2, Separate the resource tokens by type and place them on the side of the Main Board.
- 3, Separate the Worker Tokens by type and place them on the side of the Main Board.
- 4, Separate the coins by value and place them on the side of the Main Board. The area in which the resources, Worker Tokens, and coins were placed in this setup will from now on be referred to as the "Supply."
- 5, Place the Round Marker on the "1" space of the Round Track located at the top of the Main Board.
- 6, Place each of the Town Tile Attachments in the center of the table where everyone can see them.
- 7, Place each of the Town Tiles into the Town Tile Attachments. If you are playing this game for the first time, check the letter in the lower right corner of each Town Tile and place each of the Town Tiles into the corresponding Town Tile Attachment. After you are familiar with the game, the Town Tiles can be placed randomly.

Town Tile Attachment	Argeau	Coreux	Ermoy	Hoisy	Mevry	Ignon	Uissets
Alphabet of Town Tile	A	B	C	D	E	F	G

Coins

Money is not a finite resource in this game. If you run out of coins, please use something else to substitute missing coins as needed.



Player Setup

- 8, Each player receives one player board.
- 9, Each player chooses one color of their choice. They then receive: 1 Ship Token, 5 Branch Tokens, 12 Influence Tokens, 1 Labor Force Marker, 1 Propulsion Marker, 1 Load Capacity Marker, and 4 Achievement Markers of their color.
- 10, Each player places a Labor Force Marker on the bottom space of the “Labor Force” track on their player board.
- 11, Each player places a Propulsion Marker on the bottom space of the “Propulsion” track on their player board.
- 12, Each player places a Load Capacity Marker on the bottom space of the “Load Capacity” track on their board.
- 13, Each player places an Achievement Marker on the “0” spot on each of the four “Achievement” Tracks on the Main Board.
- 14, Each player places their Ship Marker on the “Starting Position” spot on the leftmost part of the Main Board.
- 15, Each player takes 3 Sailors (the blue workers) from the supply and places them in the “Before Work” area on the bottom left of their player board.
- 16, Shuffle the milestone cards face down. Each player receives one milestone card randomly, which will only be visible to that player. Return any unused milestone cards to the box.
- 17, The player who most recently carried something is the starting player and will take the first turn. They receive the Start Player Marker. If this way doesn’ t work, please select your favorite way to choose the starting player.
- 18, Players receive the corresponding value of coins (shown in the table) according to the turn order (clockwise from the start player).

Turn Order	First Player	2nd Player	3rd Player	4th Player
Starting Amount (Value)	3	3	4	4



Game Flow

The game proceeds in a series of rounds consisting of the two phases described below. The game ends after the Clean-Up phase of the 4th round is completed, after which the final scores will be calculated.



Action Phase

Starting with the start player, players take turns in clockwise order. On each player's turn, the actions that can be performed depend on which area of the Main Board their ship token is placed. When their turn is over, the player to the left takes their turn.

Once all players have taken the “Return Upstream (Pass)” Action in the Coastal Action area, the Clean-Up Phase begins.

When your ship token is in the River Area

One of the following actions can be performed:

- A: River Action**
B: Exit the River



A: River Action

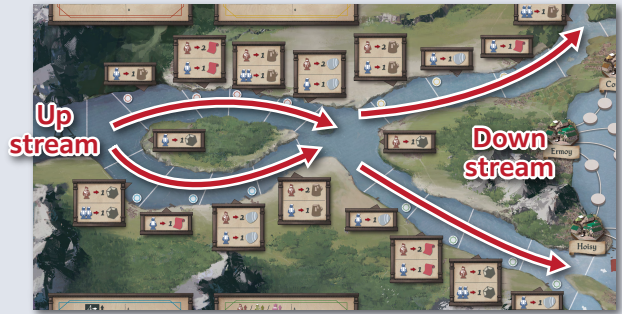
The player who performs this action must perform the following actions in the following order:



River Movement (Required)

Move your ship token by the number of spaces according to the upstream to downstream current of the river. At this time, be sure to observe the following rules when moving your ship token:

- The ship token must be moved in the downstream to upstream direction.
- You cannot return upstream from a downstream position.
- If another player's ship token is already placed in the space where you want to move your ship token, you cannot move your ship token to that space. However, you can move through spaces where other players' ship tokens are already placed.



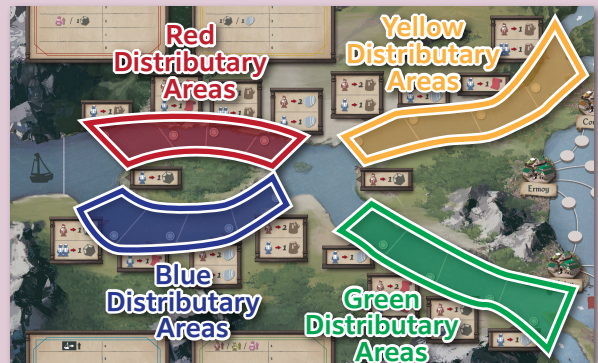
Upstream Spaces, Distributary Areas, and Merge Spaces

In the river area, there are "Upstream Spaces" (see page 10), four types of "Distributary Areas" (red, blue, yellow, and green), and "Merge Spaces" (see page 10) where red and blue distributary areas merge.

When your ship token is in a red distributary area, you cannot move your ship token to a blue distributary area (and vice versa).

Likewise, if your ship token is in a yellow distributary area, you cannot move your ship token to a green distributary area (and vice versa).

If your ship token is placed on a Merge Space, you can choose whether to move your ship token to the yellow or green distributary. If your ship token is placed on an Upstream Space or in a blue or red distributary area, you may choose whether to move your ship token to the yellow or green distributary.



How to Read Main Board(River Area)



Acquiring Resources (Required)

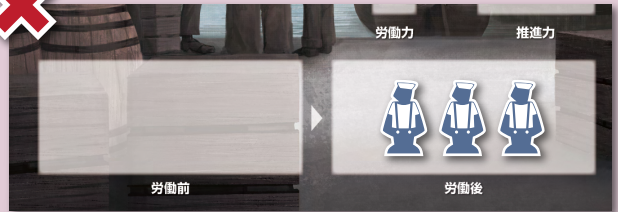
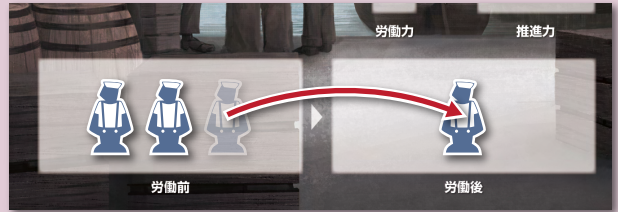
Perform the actions in the following order. Like the River Movement Action, this action is mandatory.

- 1, Use a Worker Token as the cost to gain the effect of “Acquiring Resources” listed on the space where your boat is currently placed. After the effect, you may gain the resources from the Supply. If more than one acquire effect is indicated on the space where the ship token is currently placed, only one of the resources can be acquired.
- 2, If you gain the effect of “Acquire Resources” on any of the spaces in the distributary area, move the Achievement Marker of your player color up one space on the Achievement Track corresponding to the color of the distributary area of that space (see page 13).
- 3, If you gain the effect of “Acquire Resources” on an Upstream or Merge Space, the Achievement Marker is not moved.

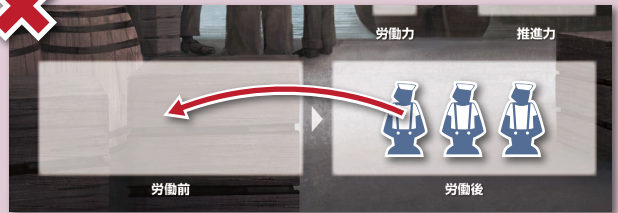
Cost: Worker Labor

When you use a Worker Token as a cost (as seen in Acquiring Resources), you select a Worker Token marker from the “Before Work” area at the bottom of your player board. Move the chosen Worker Token to the “After Work” area to pay the cost of their labor. (We will describe the different types of Worker Tokens in the next section).

If there are no Worker Tokens in the “Before Work” area, Worker Tokens cannot be used.



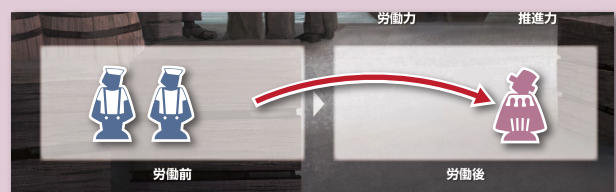
Worker Tokens in the “After Work” area cannot be worked, and will be returned to the “Before Work” area during the Clean-Up Phase.



Types of Worker Tokens

There are four types of Worker Tokens: Sailors, Architects, Merchants, and Clowns.

When Worker Tokens are used as a cost, the designated Worker Token should be used.



However, one exception is that instead of using a Sailor, you may choose to pay the cost with an Architect, Merchant, or Clown.

Effects of Acquiring Resources

This section provides a few examples of typical “Acquiring Resources” effects. For more information on other effects, please refer to the Handbook.



By working 1 Merchant, 1 wood is acquired

OR

By working 2 Sailors, 1 wood is acquired.



By working 1 Merchant, 2 stones are acquired.

OR

By working 1 Sailor, 1 stone is acquired.

How to Acquire Resources and Storage Limits

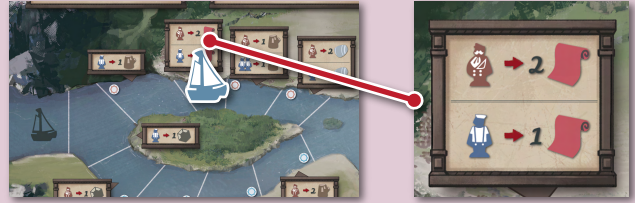
When you get resources from the Supply, place them in the “Resource Storage Area” on the right side of your player board in order from bottom to top.

The maximum amount of resources you can have is based on the Load Capacity marker on your player board. You cannot acquire more resources than the position the marker is set at. You cannot receive resources that exceed the limit, nor can they be rearranged with resources you already have. (We will go into how to increase your limit on page 24.)



Movement of Achievement Markers (done in the following order)

1, In [A. River Action], after acquiring resources in each distributary area, check the color of the distributary area where the ship token is currently placed.



Example: In the red distributary area, you acquired cloth.

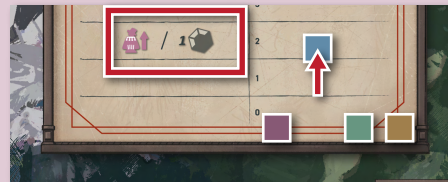
2, Move the Achievement Marker of your color on the Achievement Track up one space corresponding to the color confirmed in (1) above. You may move your Achievement Marker to a space where another player already is.



Example (continued): Advance the Achievement Marker of your color placed on the red Achievement Track.

3, If you perform [Acquire Resources] on an Upstream or Merge Space, the Achievement Marker is not moved (spaces in the river area where the Achievement Marker is moved are marked with an "⬡" icon).

If you advance an Achievement Marker and a bonus is listed to the left of the space you just advanced to, you receive that bonus immediately (see Handbook for types of bonuses).



If you cannot advance the Achievement Marker any further, it simply stays at the topmost space.



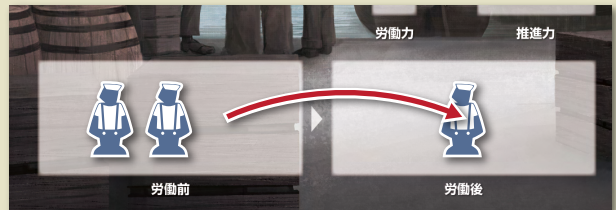
Example: River Action

The red player performs [A. River Action] because their ship token was placed in the “River Area.”

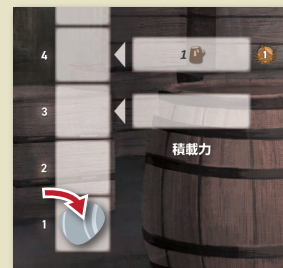
First, the Red Player moves their ship token to the space shown on the right in [River Move].



Then, in [Acquire Resources], the red player spends a Sailor from their board, moving it to “After Work,” and acquires 1 stone.



The acquired stone is placed in the resources area on their player board in the bottommost open spot.



Since they have done [Acquire Resources] in the red distributary area, they advance their Achievement Marker located on the Red Achievement Track up one space.



This completes their [River Action] since there are no specific bonuses this time.

B: Exit the River

The player who performs this action moves their ship token to the River Mouth Space (see page 17). This moves their ship token to the “Coastal Area.” Once this happens, follow these rules for moving a ship token:

-If you cannot (or do not want to) perform [A: River Action] (River Movement, Acquire Resources), perform [B: Exit the River].

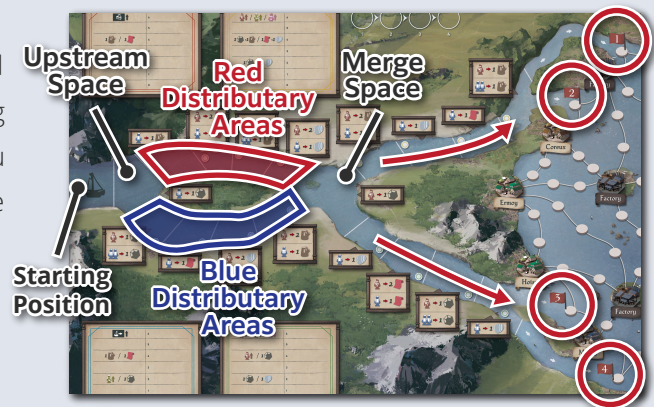
-If your ship token is in the yellow distributary area, you can only move your ship token to the space at the mouth of the river at (1) or (2).



-When your ship token is placed in the green distributary area, you can only move your ship token to the space at the mouth of the river at (3) or (4).



-When your ship token is placed in the red distributary area, blue distributary area, starting position, Upstream Space, or Merge Space, you can move your ship token to any space at the mouth of the river (1) - (4).



When your ship token is in the Coastal Area

You can perform the following actions in the following order.

Coastal Movement (Optional)



Coastal Action (Required)



Coastal Movement (Optional)

Move your ship token along connections up to the amount of propulsion indicated on your player board (see page 17 for more details on propulsion).

-You may end the movement with less than the propulsive force you have (see page 24 for how to increase propulsion)

-Coastal movement is optional and does not require movement.

-You may move your ship token to a space where another player has their ship token.

-You may end your move at any space in the Coastal Area (River Mouth, Route Space, Town Space, Factory).

-You may not move to a space in the river area.



How to Read the Main Board (Coastal Area)

River Mouth Space

There are four types of River Mouth spaces (1-4).

Route Spaces

Route Spaces are marked with white circles. There is no difference between route spaces.

Connections

Connections are denoted by white lines.



Town Spaces

There are seven types of Town Spaces, represented by light brown banners.

- Argeau
- Coreux
- Ermoy
- Hoisy
- Mevry
- Ignon
- Uissets

Factory Spaces

Factory Spaces are denoted with a black banner. There is no difference between the 3 Factory Spaces.

Propulsion

Propulsion force is determined by the "Propulsion Marker" on your player board. The number to the left of the propulsion marker indicates the number of spaces that you can move in the Coastal Area.

The player cannot move their ship token more than the propulsion force, but may end their movement anywhere within the limits of their propulsion force. (See page 22 for how to increase propulsion).



In the example on the left, the player's propulsion force is 2, so the ship token may be moved up to 2 spaces in the Coastal Area (either 1 or 2 spaces).

Coastal Action (Required)

Choose 1 of the following 8 actions to be performed. If none can be performed, you must perform [H: Return Upstream (Pass)].

A : Deliver Resources

B : Host Entertainment

C : Construct Branches

D : Special Acquisition of Resources

E : Improve Ships

F : Disposal of Resources

G : Anchor

H : Return Upstream (Pass)

The action(s) that can be performed depends on where your ship token is positioned. Be sure to check your position before choosing an action.

	A	B	C	D	E	F	G	H
Town Spaces	○	○	○	○	-	○	○	○
Factory Spaces	-	-	-	-	○	○	○	○
River Mouth Spaces	-	-	-	-	-	-	○	○
Route Spaces	-	-	-	-	-	-	○	○

How to read the Town Tiles

This section explains a typical “Town Tile.” Please refer to the Handbook for more details on effects of Town Tiles, including ones that don’ t have certain areas described here.

Upper Area

This area is used for [D. Special Acquisition of Resources].

Left Area

This area is used for [A. Deliver Resources].



Right Area

This area is used for [C. Branch Construction].

Lower Area

This area is used for [B. Host Entertainment].

Town Spaces, Town Tiles, Town Tile Attachments

Town Spaces on the Main Board and their corresponding Town Tiles are managed by their Town Tile attachments. When performing an action on a Town Space, the action is performed by checking the name of the Town Space where the ship token is placed, the Town Tile, and the Town Tile Attachment of the same name.



Actions are performed by referring to the Town Tile with the same name as the space and attachment.

A: Deliver Resources

This action can only be performed when someone's ship token is placed on the "Town Space." The player who performs this action must perform the action in the following order:

- 1, Select a row listed on the left area of the corresponding Town Tile [rows costing only resources] where no Influence Tokens have been placed yet.



- 2, Pay the same type of resources as the cost listed in (1) to the Supply. Note that when paying for resources, they can only be taken in order from top to bottom from your resources.



Even if there is more than one resource that can be paid for, only one resource can be paid for during one action.

- 3, If you selected a row with a space to place an Influence Token, you take one Influence Token from your hand and place it there. At this time, the player receives money from the Supply in the corresponding amount equal to the amount shown on the space where it was placed.



If you chose a row with no space for an Influence Token, you do not place the Influence Token, but still receive coins from the supply in the corresponding amount equal to the amount shown on the space where it is placed. Since no influence was placed, other players, including yourself, may choose this row in the same round or the future, pay for resources, and receive money.



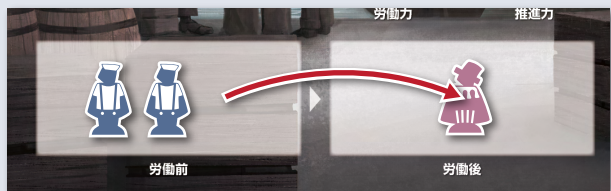
B: Host Entertainment

This action can only be performed when someone's ship token is placed on the "Town Space." The player who performs this action must perform the action in the following order:

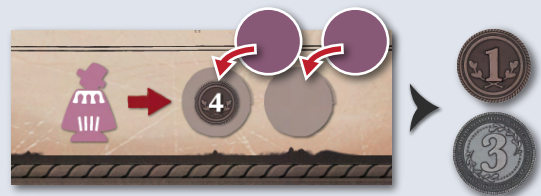
1, Select a row listed on the lower area of the corresponding Town Tile [row costing a Clown] where no Influence Token has been placed.



2, Move the clown from "Before Work" to "After Work" area on your player board.



3, Take 2 Influence Tokens from your hand and place each of them on the space to the right of the arrow of the cost you just paid. At this time, you receive money from the supply in the amount equal to the amount shown on the space you placed them.



How to Pay for Resources

When paying for resources, be sure to pay from top to the bottom of the resource storage area.

Resources placed second or later from the top of the storage area may not be used for payment.

Exception: When paying for multiple resources at the same time, the order of those resources does not matter.

Example: If you pay one piece of steel and one piece of wood at the same time, as long as the top two items in the storage area are steel and wood, they can be paid for in any order.



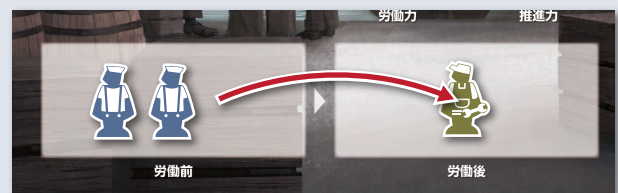
C: Building a Branch

This action can be performed only when someone's ship token is placed on the "Town Space." The player who performs this action must perform the action in the following order:

- 1, Select a row listed on the right area of the Town Tile [rows whose cost is resources and Worker Tokens] where no Branches have been placed.



- 2, The player pays the same type of resources as the cost selected in (1) to the Supply. Then, Worker Tokens of the same type as the cost selected in (1) are moved from the "Before Work" area to the "After Work" area.



- 3, Take one Branch from your hand and place it on the space to the right of the arrow of the cost you just paid. At this time, you receive money from the supply in the amount equal to the amount shown on the space where you placed it.

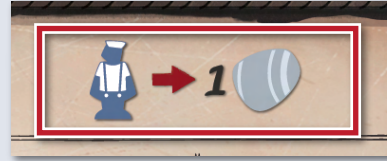


Only one Branch can be placed at a time.

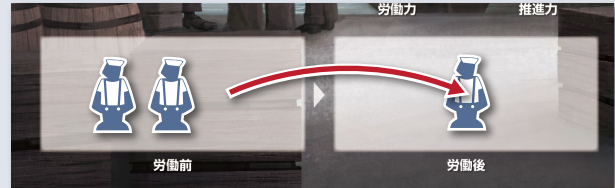
D: Special Acquisition of Resources

This action can be performed only when a player's ship token is placed in the "Town Space." The player who performs this action must perform the action in the following order.

- 1, Select a row listed on the upper area of the Town Tile [row whose cost is only Worker Tokens].



- 2, Move Worker Tokens of the same type as the cost selected in (1) from the "Before Work" area to the "After Work" area.



- 3, Acquire the resources from the Supply listed on the right side of the arrow of the cost you just paid and place them in the resources area of your player board, placed in order from bottom to top. Only one resource can be acquired per action.



Number of Resource Tokens, Influence Tokens, & Branch Tokens

-The number of resources are considered to be unlimited, so if you run out, please use something else as a substitute.

-However, the number of Influence Tokens and Branches are finite. If you do not have the corresponding Token or Marker, you will not be able to perform actions that require that token.

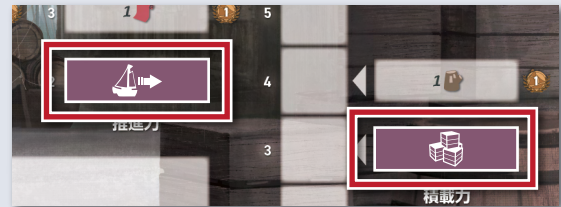
-If you do not have any Influence Tokens, you can still perform [A. Deliver Resources] on a spot that does not require the placement of Influence Tokens.

-If you only have one Influence Token, you cannot perform [Host Entertainment].

E: Improve Ships

This action can be performed only when the player's ship token is placed in the "Factory Space." The player who performs this action must perform the action in the following order:

- 1, Check if their ship token is placed on a Factory Space (there is no difference between the three Factory Spaces on the Main Board).
- 2, Check the position of the "Propulsion Marker" or "Load Capacity Marker" on the player board.
- 3, Check the cost listed on the spot one space above the position checked in (2).



5, Pay the cost confirmed in (3) and advance the "Propulsion Marker" or "Load Capacity Marker" corresponding to the cost paid one space up. If you can pay the cost, you can advance both the Propulsion Marker and the Load Capacity Marker.

If you can pay the cost, you can perform (2) to (4) any number of times. However, please do each advancement individually and repeat steps (2) - (4) for each improvement.

If a player's Propulsion Marker or Load Capacity Marker is advanced to the topmost space, it cannot be advanced any further.

When the marker for Load Capacity is at position "4" and a player wants to advance it, the marker is advanced to space "6," skipping position "5."



F: Disposal of Resources

This action can be performed when the player has placed their ship token on the "Town Space" or "Factory Space."

The player who performs this action chooses one resource of their choice from anywhere in their Resource Area on their player board and returns it to the Supply. They then receive 1 coin from the Supply. If there is an empty space in the Resource Storage Area after disposal, push the remaining resources downwards to fill the space without changing the order.

Only one resource can be returned to the Supply during this action.



G: Anchor

This action can be performed when any of the player's ship tokens are placed on any space.

The player who performs this action pays 2 coins to the Supply if their ship token is on the "Town" or "Factory" space. If their ship token is on the "Passage" or "River Mouth" spaces, they pay 3 coins to the Supply.

This action allows the player to keep their ship token on the space without performing actions (A)-(F).



H: Return Upstream (Pass)

This action can be performed when the player has placed their ship token on any space.

The player who performs this action returns their ship token to the starting position on the Main Board. The player may not take any more turns in the Action Phase of this round. Skip that player's turn.

If there are any Worker Tokens left in the "Before Work" area at the time of this action, the player receives a 1 coin from the supply for each Worker Token (regardless of the type of Worker Token).

In addition, the first player to perform the [H: Return to River (Pass)] action during the round may choose the starting player for the next round, passing the Start Player marker to any player of their choice, including themselves (the turn order for the current round remains the same, but the turn order for the next round changes).



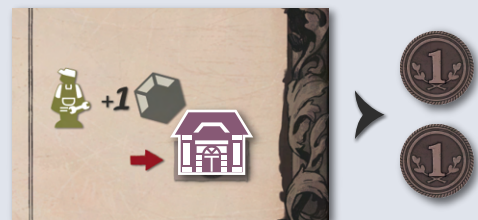
Clean-Up Phase

After all players have performed the [H: Return Upstream (Pass)] action, the Clean-Up Phase begins. In this phase, the following steps (1) through (6) are performed in order. After all the actions are completed, the game continues with the Action Phase of the next round. This phase is performed by all players simultaneously. However, if you prefer, you may instead do these actions in clockwise order starting with the starting player of the next round.

If the current round is the fourth round, the game ends and the score is calculated after completing steps [1. Income from Branch Tokens] and [2. Investment in the Company].

(1) Income from Branch Tokens

Each player receives 2 coins from the Supply for each Branch Token they placed on a Town Tile.



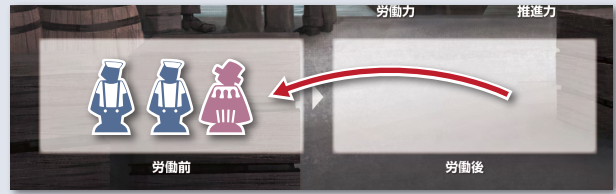
(2) Investing in the Company

Each player checks the cost listed on the space above one of the "Labor Force Markers" on their player board. By paying that cost to the supply, the labor marker can be advanced one space up. This can advance 2 or more spaces if the cost can be paid.



(3) Verify the Number of Worker Tokens

Return all Worker Tokens from the "After Work" area of your player board to the "Before Work" area.



After that, the player checks the position of the "Labor Marker" and takes a Sailor piece from the supply and places it in the "Before Work" area so that the number on the left side of the marker and the number of Worker Tokens placed in the "Before Work" area are the same.



The number of Worker Tokens placed in the "Before Work" area should be the same regardless of the type of Worker Tokens placed in the "Before Work" area.

(4) Upgrading Worker Tokens

Each player can change a Worker Token of their choice in their "Before Work" area to another Worker Token by paying 5 coins to the supply. This can be done any number of times provided you can pay the money.



Number of Worker Tokens

Assume you have an infinite number of Worker Tokens. If you run out, you can substitute something else.

5) Reorganizing Resources

Each player can rearrange any number of resources placed in the Resource Storage Area in any order. At this time, resources cannot be returned to the Supply.



(6) Movement of Round Marker

The Round Marker on the Round Track is moved one space to the right.



End Game Conditions / Final Score Calculation

The game ends after the end of the Clean-Up Phase of the fourth round, and the score is calculated.

Add up the points from the following items. The player with the highest total is the winner of the game and is recognized as the best trading company. In the case of a tie, the player with more Influence Tokens placed on Town Tiles wins the game. If there is still a tie, the winners share the victory.

1, Points from Player Board

Each player gets the amount of points indicated on the right side of the positions where the "Labor Force," "Propulsion," and "Load Capacity" markers are placed on their player board, respectively.

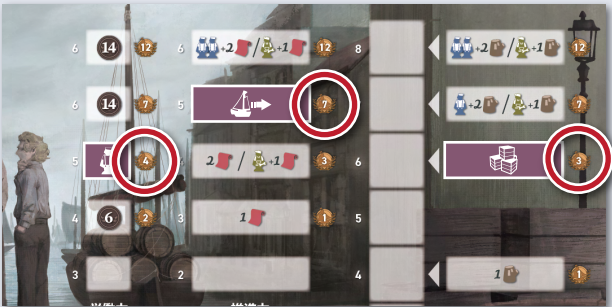
In the example shown on the right, the red player has

Labor Force: 4 Points

Propulsion: 7 Points

Load Capacity: 3 points

Total: 14 points are scored



2, Points from Branch Tokens

Each player gains points according to the number of Branch Tokens they have placed on Town Tiles.

Branch Token(s)	0	1	2	3	4	5
Point(s)	0	2	4	7	11	16

In the example shown
on the right,
The red player has
placed 3 Branches
Tokens on the Town
Tiles, which gives a
final point total of 7
points.



3, Points from Achievement Markers

Each player checks the position of each Achievement Marker on the Main Board for each Achievement Track (red, blue, yellow, and green). Then, the positions are compared among the players and each player gets points according to the rank of the Achievement Marker. If there is a tie, the points for the rankings are added together and divided by the number of players who are tied (rounded down). The player below this tied ranking will be skipped. (For example, if there is a tie for 2nd place, the two scores will be added for 2nd and 3rd place. The next player will get the 4th place amount of points).

This process is done for each Achievement Track (red, blue, yellow and green).

Players whose Achievement Markers are at "0" will receive zero points, regardless of their rank.

Rank	1st	2nd	3rd	4th
Point(s)	6	4	2	0

In the example on the right, on the Red Achievement

Track,

The positions of the Achievement Markers are

Red Player: 3

Blue Player: 5

Yellow Player: 2

Green Player: 3

and therefore, the following points are awarded:

Red Player: 3 points (tie)

Blue Player: 6 points

Yellow Player: 0 points

Green Player: 3 points (tie)



This process is performed for each Achievement Track.

4, Points from Influence Tokens

Each player checks the number of Influence Tokens and Branch Tokens placed on Town Tiles and totals the number of Influence Tokens and Branch Tokens for the following Town Tile combinations. The numbers are then compared among the players, and each player receives points based on their comparative ranking. If there is a tie, the points for the rankings are added together and divided by the number of players who are tied (rounded down). The player below this tied ranking will be skipped. (For example, if there is a tie for 2nd place, the two scores will be added for 2nd and 3rd place. The next player will get the 4th place amount of points).

This process is applied to the following four combinations of town tiles.

Players who have not placed any Influence Tokens or Branch Tokens on the tiles receive zero points, regardless of their rank.

Combination	Argeau, Coreux	Ermoy, Hoisy	Mevry, Ignon	Uissets
Rank	1st	2nd	3rd	4th
Point(s)	6	4	2	0

For the example shown on the right,

The total number of Influence Tokens

and Branch Tokens placed on the

Argeau and Coreux tiles is

Red Player: 4

Blue Player: 2

Yellow Player: 1

Green Player: 0

The players therefore receive the

following points:

Red Player: 6

Blue Player: 4

Yellow Player: 2

Green Player: 0

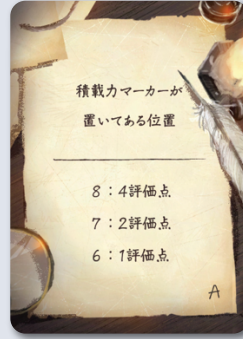
This process is performed for all

combinations of Town Tiles.



5, Points from Milestone Cards

Each player checks the condition on their Milestone Card received during the set-up for the game. Then, each player gets points based on their condition.



**In the example on the left,
The player gets points
according to the position of
the "Load Capacity Marker."**

6, Points from Leftover Money

Each player gets 1 point for every 5 coins remaining on hand at the end of the game (rounded down).

Changes when playing with 3 players

The following changes will be made to this game for 3 players:

- During setup step (7), while setting up the Town Tiles, place the Influence Tokens and Branch Tokens of the unused color on the spaces marked with a "  " icon. Any leftover Influence Tokens and Branch Tokens are returned to the box.



- Like the 4-player rules, Influence Tokens and Branch Tokens cannot be placed in spaces where Influence Tokens and Branch Tokens have already been placed.
- Before calculating the score at the end of the game, remove the Influence Tokens and Branch Tokens of the unused color that were placed on the Town Tiles during set-up and return them to the box. Then, the score calculation is performed the same as a 4-player game.



"Acquisition of Resources" Effects

Red Achievement Track Bonuses



Immediately move the "Load Capacity Marker" up 1 space without paying the cost.

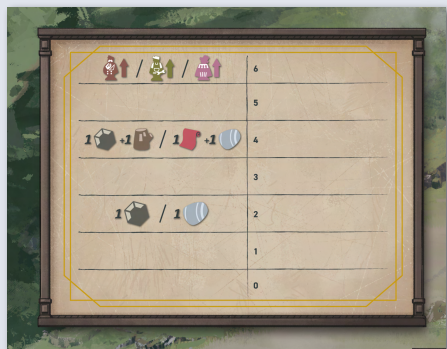


Immediately gain 1 piece of wood or 1 piece of cloth.



Immediately upgrade a Worker Token of your choice in either the Before Work or After Work area to a Clown. Alternatively, you may receive 1 piece of iron.

Yellow Achievement Track Bonuses



Immediately upgrade 1 Worker Token of your choice in either the "Before Work" or "After Work" area to either a Merchant, Architect, or Clown.

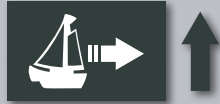


Immediately receive [1 piece of iron and 1 piece of wood] or [1 piece of cloth and 1 piece of stone]. At this time, the acquired resources can be placed in any order.



Immediately gain 1 iron or 1 stone.

Blue Achievement Track Bonuses



Immediately advance the "Propulsion Marker" up 1 space without paying the cost.

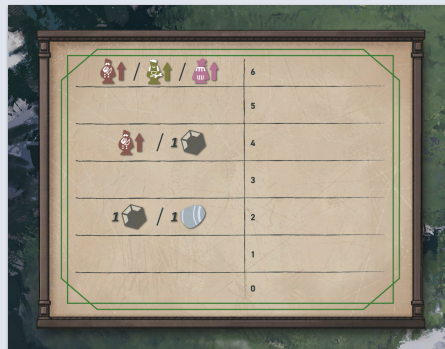


Immediately gain 1 piece of wood or 1 piece of cloth.



Immediately upgrade a Worker Token of your choice in either the "Before Work" or "After Work" area to an Architect. Alternatively, you may receive 1 piece of iron.

Green Achievement Track Bonuses



Immediately upgrade 1 Worker Token of your choice in either the "Before Work" or "After Work" area to a Merchant, Architect, or Clown.

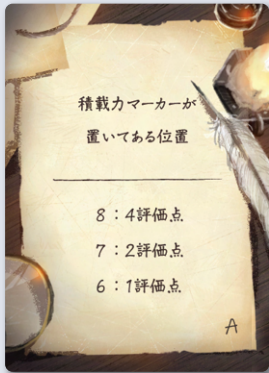


Immediately upgrade 1 Worker Token of your choice in either the "Before Work" or "After Work" area to a Merchant. Alternatively, you may receive 1 piece of iron.

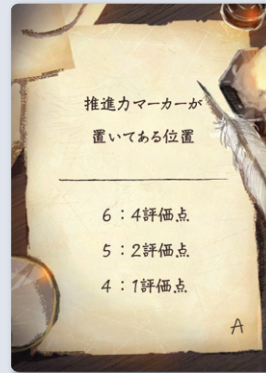


Immediately gain 1 iron or 1 stone.

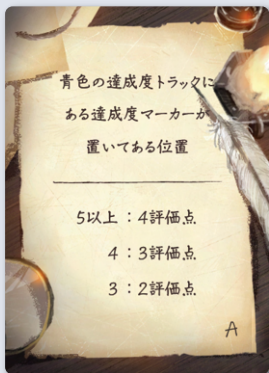
Milestone Cards



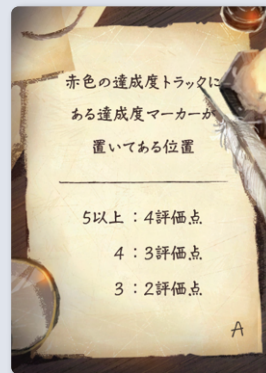
If the Load Capacity marker is at 8/7/6, get 4 / 2 / 1 points, respectively.



If the Propulsion marker is at "6/5/4", get 4/2/1 points, respectively.



If your Achievement Marker on the Blue Achievement Track has been advanced to the 5+/4/3 space, you receive 4/3/2 points, respectively.



If your Achievement Marker on the Red Achievement Track has been advanced to the "5+/4/3" space, you receive 4/3/2 points, respectively.

Icon List



Iron



Stone



Wood



Cloth



Resource of your choice



Pay the cost of what is shown to the left of the arrow and get what is shown to the right of the arrow



Space to place Influence Tokens



Space to place Branch Tokens



Choose one of the options separated by the slash



Get the number of victory points shown



Gain/Pay Money in the value shown



Sailor



Architect



Merchant



Clown



Immediately move the "Load Capacity Marker" up 1 space without paying the cost



Immediately move the "Propulsion" marker up 1 space without paying the cost



Immediately upgrade a Worker Token of your choice in the "Before Work" area or the "After Work" area to an Architect



Immediately upgrade a Worker Token of your choice in the "Before Work" area or the "After Work" area to a Merchant



Immediately upgrade a Worker Token of your choice in the "Before Work" area or the "After Work" area to a Clown



Move your color up one space on the Achievement Track of the indicated color

Frequently Asked Questions / Important Notes

Frequently Asked Questions and Important Notes are summarized on the official website via the QR code on the right. If you have any questions, please contact us via the contact information below or check the QR code on the right. We also recommend that you check the errata information before playing the game.



“EAUCHEMIN”

First Edition: March 29, 2024

Game Design

Artwork

Graphic Design

Proofreading

Translation

Crowdfunding Support

Animation

Editor/Publisher

Rail Amasaki (X: @Amasaki_rail)

Natsumi Miyanose (X: @miyanose_7)

Susan Santosh

Umeyu (X: @umeyun)

iiko games (X: @iikogames, Mail: info.iikogames@gmail.com)

saigo (X: @saigo012)

Juppo

Sui Works

HP: <https://suiworks0321.official.ec/>

X: @SuiWorks_dtp



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