

# TOKYO EXPANSION

The city of Tokyo is thriving with fresh innovation and unique sub-cultures. To take advantage of the global demand for their amazing products and passions, visit the Port of Tokyo and contract Japanese goods!

**CHOPSTICKS** When you play an import action, including one from your imports, you may execute a contract or a load action instead. You may still only use 1 action type per turn.

◎ **CUP OF NOODLE** Take all of the Agriculture goods from the Port of Tokyo.

**HIENTAI MANGA** When you complete an illegal shipment (after this one), you may put your completed shipment card into your imports or goods instead of the shipments area of your harbor card.

**JIDŌHANBAIKI** When it is your turn to lead, you may declare a draw action but take 2 credits from the bank instead of drawing.

**SQUID JERKY** When completed, place Squid Jerky on the Port of Tokyo and take a different card in the 2 credit column, placing that new card into your completed shipments. If there are no cards in the 2 credit column, you must place Squid Jerky in your completed shipments instead.

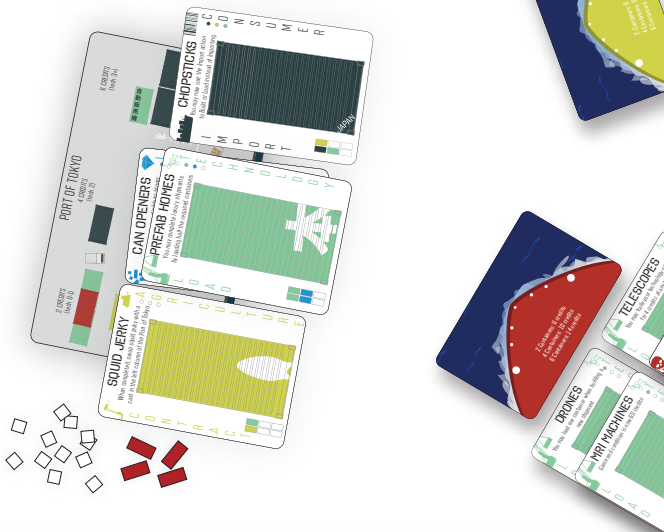
**SUSHI KNIVES** If you are able you may discard 4 luxury container cards from your hand and take 2 credits from the bank at any time (You will not refresh your hand until you take a draw action).

**TOTO TOILETS** When using a contract action, you may contract a shipping contract from the Port of Tokyo instead of from your hand without paying any credits.





**TOYOTA** Whenever one of your ships returns to harbor, draw 3 cards.

**WATER NOTEPAD** No one can pirate your ships. Not even you.

◎ **YAKUZA PAINTING** When completed, if you have a consumer good in your goods draw 5 cards. If you have a technology good in your goods, take 4 credits from the bank.



## RULES FOR THE PORT OF TOKYO

-  **SETUP:** Follow all of the rules of the base game, but replace the Supply Island with the Port of Tokyo card. Place all seeded cards in their respective columns based on the tier level of the card (the number of filled in circles on the right of each card).
-  **GENERAL PLAY:** Whenever a card or rule references the Supply Island, you will use the Port of Tokyo instead.
-  **SUPPLY ACTION:** When using the Supply action, if selling a card for 4 credits, place the card in its respective column based on the tech level. When taking a card for your Imports, you may take any card from the Port of Tokyo regardless of the column it is in.
-  **CONTRACT ACTION:** When using the contract action, any player may contract a card from the Port of Tokyo instead of from their hand, but they must pay the credits stated at the top of the column the card is in, as well as be able to contract the card (this includes meeting the tier requirement). If using multiple contract actions together to skip a tier requirement, you will still only pay the cost of the card as stated on the Port of Tokyo one time.

