Welcome to the world of brave and resourceful sailors that came from the distant islands where the sun is rising! They're here to trade high-quality goods and enrich their own ports with exotic merchandise. Most of all, they're here to gain glory and honor by discovering new islands. You might have passed their ships on the open seas before, as they have reached even the furthest and most chilling waters. So be open-minded and become their trade partner, or go for it and sink all their ships to loot high-quality goods!

Imperial Settlers: Empires of the North - Japanese Islands is an expansion, that allows you to take on the role of 2 Clan leaders that belong to a new faction - the Japanese!

COMPONENTS

- ➤ **8 Nearby Island cards**
- ➤ **6 Distant Island cards**
- ➤ **33 The Saikoro Clan cards**
- ➤ **33 The Umineko Clan cards**
- ➤ **4 Clan Ship tokens**
- ➤ **2 Clan score tokens**

GAME SETUP

3. Shuffle the new Distant Island cards into the appropriate deck.

4. Shuffle the new Nearby Island cards into the appropriate deck.

7. Players may choose a Clan from the new ones.

SAIKORO CLAN

The Saikoro has gathered within his ranks the best buyers, and set off towards the freezing lands of the North so that they can make great deals with foreign civilizations! They always come out on top, even if there's a dispute during negotiations! They are experts at it - they can open their buildings to their neighbors, or trade resources for some favors.

DIFFICULTY LEVEL 9

INTERACTION WITH OPPONENTS

Some effects allow you to use your opponent's cards - although you cannot use cards which use types of cards that you don't have in your deck (e.g. Outpost ✳096), or cards with Storage or Assign effects.

EXCHANGE

Whenever you have to Exchange Resources with your opponent, you choose both the type of Resource that you will give them, and a different type of Resource you will take from their pool. Keep in mind - you can't Exchange Resources of the same type!
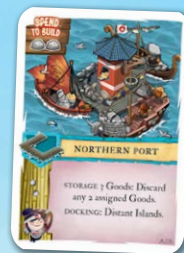
GIVE

Whenever you have to Give a Resource to your opponent, you choose one of the Resources from your supply, and it goes to your opponent's supply.

Empires of the North: Japanese ISLANDS

UMINEKO CLAN

DIFFICULTY LEVEL 8

The Umineko people always seem to be working around the ports. They are very hardworking, managing all the goods delivered from faraway lands. Their boxes are filled with exotic spices and fabrics. They trade them through different channels and store them in warehouses, waiting for the right moment to make the best deals.
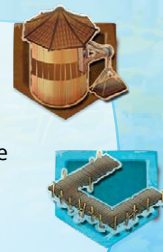
For example: If there are at least three Goods assigned to Northern Port 人235, you have to discard 2 of those Goods to the general supply. Although, if there are 6 Goods assigned to the Trade Company 人224, then after its activation, you gain 3 ⭐ and 1 Resource, and discard 3 Goods. Since 3 more Goods are there you are able to resolve this effect once again (see the Docking Phase on the next page).

Each time you have to resolve the Storage effect for 🍶 and 📜 you have to discard Goods assigned to the card, which has been activated (e.g. if the Storage effect of Imperial Port 人223 was activated, you have to discard Goods assigned to this Imperial Port).

EXPANDED PHASE ORDER

> **LOOKOUT PHASE**
> **STORAGE PHASE**
> **DOCKING PHASE**
> **ACTION PHASE**
> **EXPEDITION PHASE**
> **CLEANUP PHASE**

A couple of cards have an effect that lets you resolve the Storage effect during the Action phase.

For example: Using the card Raft Market 人237 you may choose Trade Company 人224 that has assigned 3 🐟 and 1 🍎 - you decide to discard 2 🐟 and 1 🍎, to gain 3 ⭐ and 1 Resource.

STORAGE PHASE

Resolve any cards with the Storage effect that you are able to. The number of Goods required to resolve such cards is depicted on it, and if you have assigned that many Goods to it resolve it (Storage effect may either tell you to Gain and/or Discard Resources, with possible other effects). When the number of assigned Goods doubles or triples the required number, resolve this effect that many more times. Although, you need to resolve it fully once before you resolve it again.

Dear Customer, our games are assembled with the greatest care. However, if your copy lacks anything, we apologize. Please, let us know through the Customer Service form on our website: **https://portalgames.pl/en/customer-service/**

Ben, Kirdy, Robert - thank you for your support!

DOCKING PHASE

Each 🐟 resolves its Docking effect. Which means that you have to assign to each 🐟 Goods from the general supply, which is the leftmost Good in Pillage space of both Island cards in the distance shown on the 🐟 card.

For example: On the Expedition board, two Nearby Islands are: Arabian Coast ⚓199 and Shipwreck Shore ⚓200. Kate has in her Empire Imperial Port ⋏223 and Blossom Port ⋏250. During the Docking Phase, she assigns 1 🪵 and 1 🐟 from the general supply to each of those cards.

TRANSPORT

Whenever you transport any Goods, take the named Goods assigned to one of your cards and move it to another of your choice. Those are now assigned to that new card.

For example: If the card Imperial Port ⋏223 has 2 assigned 🪵, then as an action you can use Trade Route ⋏233 to transport those to the Pandanian Warehouse ⋏251.

STORAGE REQUIREMENTS REACHED

Whenever a card effect refers to a 🏠 with Storage requirements reached, it means that the number of Goods assigned to that 🏠 would be enough to resolve its Storage effect. Additionally, if it has to be reached with only the same type of Goods, then it means that all of the Goods assigned to that 🏠 have to be of the same type.

For example:

Using the effect of Keeper from the Depths ⋏253 and having in your Empire:

Lord's Warehouse ⋏249 with assigned 2 🪵

Trade Company ⋏224 with assigned 3 🍎 and 1 🐟

Trade Company ⋏225 with assigned 6 🪵

Trade Company ⋏226 with assigned 1 🪵

You gain 3 🪙 - 3 of your 🏠 can activate their Storage effect (regardless of how many times) and 2 ⭐, because only 2 of them reached requirements and have the same type of Resource - even though one of Trade Companies can activate effect with 🍎 only, 🐟 assigned to it still counts.

NOTE: If there's a ⭐ present as the leftmost Good on the Pillage space of an Island, you don't assign it from this Island, but gain 1 ⭐ instead.

NOTE: New Delivery ⋏230 card, allows a player to resolve Docking right away. There's a chance that opponents use their card effects (like Valkyrie ⚓056) and remove Islands from the Expedition board. In cases like that, a player only resolves Docking for any leftover Islands on the board, if any.

JOIN THE WORLD OF

IMPERIAL SETTLERS!

IMPERIAL SETTLERS   EMPIRES OF THE NORTH   ROLL & WRITE

AMAZONS   ATLANTEANS   AZTECS

WHY CAN'T WE BE FRIENDS   3 IS A MAGIC NUMBER   WE DIDN'T START THE FIRE