ANTOINE BAUZA · NAJADE



TOKAIDO

東海道

Rules Of Play

FUN FORGE



Equipment:

- 1 Game board
- 5 Traveler pieces
- 5 Travel point markers
- 5 Player color tokens (bags)
- 50 Coins
- 10 Traveler tiles
- 12 Hot Spring cards
- 60 Panorama cards
- 25 Meal cards
- 24 Souvenir cards
- 14 Encounter cards
- 7 Achievement cards

Object of the game

The players are travelers in Japan in days of old. They will follow the prestigious Tokaido and try to make this journey as rich an experience as possible.

To do this, they will pass through magnificent countryside, taste delicious culinary specialties, purchase souvenirs, benefit from the virtues of hot springs, and have unforgettable encounters.

Set-up

1. Place the game board on a flat surface.
2. Take the Achievement cards and place them face up next to the board.
3. Shuffle the Meal cards (red back) and make a face-down pile.
4. Shuffle the Souvenir cards (brown back) and make a face-down pile.
5. Shuffle the Encounter cards (purple back) and make a face-down pile.
6. Shuffle the Hot spring cards (light blue back) and make a face-down pile.
7. Sort the Panorama cards by type (Sea, Mountain, Paddy) and by value (placing the 1 above the 2 above the 3...).

   Place the 7 resulting piles on their corresponding locations on the board.
8. Place the coins next to the board as a reserve.

Each player selects a Traveler piece and the correspondingly colored marker and color token (bag). Place the marker on square 0 of the path that records Journey points. A

Each player then takes 2 Traveler tiles at random, chooses one and places it face up on the table before him. B

The player then places his color token (bag) in the hole of his Traveler tile. C

Place all unchosen and unused tiles in the box out of play.

Each player receives coins equal to the number in the upper right corner of his chosen tile; this constitutes his bank at the start of the journey. D

Finally, randomly place all of the Traveler pieces in a line at the 1st inn (Kyoto). E



Playing the game

In ***Tokaido***, the player whose Traveler is farthest behind on the road (with respect to the destination) is the player who takes the next turn.

This player must move his Traveler forward – that is, toward Edo – to the open space of his choice, freely passing over one or more open spaces, if he wishes.

Once he has moved his Traveler, the player receives the benefit corresponding to this type of space. (The spaces are detailed on this page and the next page of these rules.)

In most cases, after a Traveler has moved, another Traveler is then last on the road, and it becomes that player's turn.

Sometimes the last Traveler may still be last after moving, in which case he goes again immediately.



The Green traveler is farthest behind on the road, so he starts.



The Purple traveler is farther behind than the Green traveler, therefore he starts.



- *The Green traveler moves (arrow). It's now the Purple traveler's turn.*
- *If the Green traveler had moved and was still behind the Purple traveler, he would have to go again...*

Single / double spaces



Some of the spaces on the board are doubled.

When a traveler lands on a double space, he must occupy the space located on the road if it is free; a Traveler who arrives after him must occupy the second space.

Double spaces are used only in games with 4 or 5 players.

When playing with 2 or 3 players, the second space – the one off the road – cannot be occupied.

Description of the spaces

Each move leaves a traveler on one of the 8 types of spaces or one of the Inn spaces. In the descriptions below, a «collection» refers to all of the cards acquired (and placed face up) by a player during a game.

Note: Travelers immediately score all points earned during the journey.



Village

The player draws the first 3 Souvenir cards from the pile and places them face up in front of him. He can then purchase one or more of these cards by paying the price indicated on each card.

He then places any unpurchased cards face down on the bottom of the pile. Each Souvenir is different, and each belongs to one of 4 types: small objects, clothing, art, and food & drinks.

To score the maximum number of points, players need to collect Souvenirs of each type. (Note that you can purchase and score for Souvenirs of any type.)

As you purchase Souvenir cards, group them into sets in front of you; each set can contain only one Souvenir of each type.

- The **first Souvenir** in a set, no matter which type it is, is worth **1 point**.
- The **second Souvenir** in a set, which must be of a different type than the first, is worth **3 points**.
- The **third Souvenir** in a set, which must be of a different type than the first two, is worth **5 points**.
- The **fourth Souvenir** in a set, which must be of a different type than the first three, is worth **7 points**.



Souvenirs cost 1, 2 or 3 coins. They are worth 1, 3, 5 or 7 points depending on the actual Souvenirs in a player's collection.

The player earns these points at the time that he adds these cards to his collection. (Examples of souvenir collecting and the points earned are given below.)

Note: A traveler must have at least 1 coin to stop in a Village, but he is not required to purchase any souvenirs.

A few examples of souvenir collecting:





Farm

The player takes 3 coins from the reserve and adds them to his bank.

There is no limit to the number of coins a player can accumulate.



Panorama



Panoramas are made of 3, 4 or 5 sections.

When a player stops on a Panorama Station, if he doesn't yet have any Panorama cards of this type, he takes a Panorama card of value « 1 ».

Otherwise, he takes the next number in ascending order.

He immediately scores a number of points equal to the value of the card (1, 2, 3, 4 or 5 depending on the panorama).



Note: Each traveler can create only a single panorama of each type; a traveler who completes a panorama can no longer stop on the spaces corresponding to that type (Sea, Mountain, or Paddy).



Hot Spring



The player takes a Hot Spring card from the pile and adds it to his collection.

These cards are worth 2 or 3 points.



Temple

The player donates 1, 2, or 3 coins to the temple, placing them on the Temple section of the board in the area corresponding to his color. The player immediately scores 1 point for each donated coin.

Note: A traveler who stops on a Temple space must donate at least 1 coin as an offering and cannot donate more than 3 coins.



Encounters

The player reveals the top card of the Encounter pile and applies the effect. These effects are listed below. After carrying out an effect, the player adds the card to his collection.



Shokunin (Traveling merchant)

The player draws the top Souvenir card from the pile and adds it to his collection. He scores 1, 3, 5, or 7 points depending on which Souvenirs he already owns.



Annaibito (Guide)

If the player has not yet started the depicted panorama, he takes a value 1 card of the appropriate type. If he has started it, he takes the next number in ascending order. If he's completed it, he can start or add to another panorama of his choice. He scores points for the Panorama card as usual.



Samurai

The player immediately scores 3 points.



Kuge (Noble)

The player immediately takes 3 coins from the reserve that he adds to his bank.



Miko (Shinto priest)

The player immediately takes 1 coin from the bank and places it as an offering in the Temple in the area corresponding to his color.

He scores 1 point for this donation.



Inns

The Inns are special spaces, and all Travelers must stop at each Inn.

The Inns are the places where players can buy Meal cards. Meal cards cost 1, 2 or 3 coins and all give 6 victory points.



Arriving at an inn

The Inns, mandatory stopovers for all travelers, are places to enjoy a well-earned meal and sample local culinary specialties.

Each traveler is obliged to stop at each of the 4 Inns on the way to Edo, so naturally the Inn spaces can hold all of the travelers at the same time.

These Inn spaces are on the board in red.

The order that players arrive at an Inn is important.

The first traveler occupies the space nearest the road, and later travelers form a line after him.



The green traveler will be the first one to leave the Inn.

When the first traveler arrives at an Inn, he draws as many Meal cards as there are players, plus 1. (For example, in a game with 3 players, he draws 4 cards.)

He looks at these cards without showing them to other players.

He can then purchase one Meal card of his choice by paying the price (1, 2, or 3 coins) marked on the card.

He adds this card, face up, to his collection and places the remaining cards next to the board, face down.

Each Meal card is worth 6 points, and a player scores these points at the time that he adds this card to his collection.

He then must wait for the other travelers to arrive at the Inn. Upon arrival, each traveler can (possibly) purchase one of the remaining Meal cards.

The first traveler to arrive at the Inn therefore has more choice than the last!

Important :

- A traveler cannot taste the same culinary specialty twice during his journey.
- A traveler can never purchase more than one Meal card per Inn.
- A traveler is never obliged to purchase a Meal card.

Example:

In a game with four players, the first traveler arrives at the Inn; he draws 5 Meal cards (4 players + 1) and chooses his Meal from among these 5 cards.

The second traveler arrives at the Inn; he chooses his Meal from among the 4 remaining cards.

The third traveler arrives at the Inn; he'd like to choose a Meal from among the 3 remaining cards, but he doesn't have enough money to pay!

Alas, he cannot take a Meal card and goes hungry at this stop.

The fourth traveler arrives at the Inn with 3 Meal cards from which to choose as the previous traveler did not purchase a Meal.

He purchases one, then places the remaining cards at the bottom of the pile.

Continuing the journey

Once all travelers have arrived at the Inn and had a chance to taste the local cuisine, the journey can continue:

- Place unpurchased Meal cards on the bottom of the appropriate pile.
- The last traveler on the route – that is, the one farthest from the Inn – takes the next turn and starts out on the road again.

End of the journey

When all of the Travelers have arrived in Edo at the last Inn, the game ends.

Award the achievement cards (Gourmet, Collector, Bather, Chatterbox) to the appropriate travelers. (See below)

The travelers score additional points depending on their ranking as donors to the Temple:

- The most generous donor scores 10 points.
- The second scores 7 points.
- The third scores 4 points.
- All other donors score 2 points.

In the event of a tie, all tied players score points from that rank; e.g., two players tied for first place score 10 points each.

Travelers who haven't donated a single coin to the Temple do not



Example :

The picture shows each traveler's offerings at the end of the journey:

- The Yellow traveler, in 1st place, scores 10 points.
- The Blue and Green travelers, tied for 2nd place, each score 7 points.
- The White and Purple travelers score no points as they did not donate anything.

The player with the most points wins the game. In the event of a tie, the tied player with the most achievement cards wins.

In *Tokaido*, Journey points are scored throughout the game. However, if you think you have made a mistake, your collection allows you to recount your points at the end of the game.

Achievement cards

Seven achievement cards are distributed to the travelers, 3 during the game and 4 at the end of it.

Panorama achievement cards

Three cards are given during the travel to Edo.

The first traveler to complete a panorama of a particular type receives the achievement card corresponding to this panorama.

Each Panorama achievement cards immediately gives 3 points.

Other achievement cards



These cards are awarded to players at the end of the journey.



Gourmet

The traveler with the highest sum of coins on his Meal cards receives this achievement card and scores 3 points.



Bather

The traveler who has the most Hot Spring cards receives this achievement card and scores 3 points.



Chatterbox

The traveler who has the most Encounter cards receives this achievement card and scores 3 points.



Collector

The traveler who has the most Souvenir cards receives this achievement card and scores 3 points.

If two or more travelers are tied for first for any of the achievements, they each score 3 points.

Description of the travelers



Hiroshige the artist

When Hiroshige arrives at each of the 3 intermediate Inns, before the Meal he takes 1 Panorama card of his choice, scoring the points for this card immediately.



Chuubei the messenger

When Chuubei arrives at each of the 3 intermediate Inns, before the Meal he draws 1 Encounter card and applies its effect.



Kinko the ronin

Each Meal card purchased by Kinko costs one coin less. (Meals that cost 1 are therefore free.)



Yoshiyasu the functionary

During each Encounter, Yoshiyasu draws 2 Encounter cards, keeps the one he wishes, then places the other card at the bottom of the pile (without showing it to the other players).



Satsuki the orphan

When she arrives at an Inn, Satsuki receives one of the available Meal cards at random for free.

Note: After seeing the Meal offered to her, she can instead purchase a Meal as normal like other players.



Mitsukuni the old man

Mitsukuni earns 1 additional point for each Hot Spring card and each achievement card.



Sasayakko the geisha

In the Village, if Sasayakko purchases at least two Souvenir cards, the cheapest Souvenir is free.

Note: She must have the coins on hand to pay for all Souvenirs, but she doesn't pay for the cheapest one.



Hirotada the priest

Each time he stops at the Temple, Hirotada can take one coin from the bank and donate it to the Temple, scoring 1 point for this coin. This is in addition to the 1, 2, or 3 coins he can personally donate to the Temple.



Umegae the street entertainer

Umegae earns 1 point and 1 coin for each Encounter before the effects of the drawn Encounter card are applied.



Zen-emon the merchant

Once per Village, Zen-emon can purchase one Souvenir for 1 coin instead of the marked price.

Special rules for two-player games

Two-player games have somewhat diffferent rules.

During set-up, add a third traveler – the Neutral traveler – to the starting Inn. (Determine the order of the three travelers at random.)

As with the travelers controlled by players, this Neutral traveler must be moved when he is last on the road.

The player whose traveler is in the lead moves the Neutral traveler.

Note: Neutral traveler movements are an important part of two-player games and are the key to winning!



The Green traveler is the Neutral traveler. (N) *As he is in last place on the road, it's his turn to move. The player who is the Orange traveler has to move him, as he is ahead on the road.*

Neutral traveler movements have no effect on the game, except at **Temple** and **Inn** spaces:



When the Neutral traveler stops on a Temple space, take a coin from the bank and place it on the space corresponding to his color. Thus, the Neutral traveler is involved at the end of the game when calculating the additional points connected to Temple offerings.



With two players, the first player at the Inn draws four Meal cards. When the Neutral traveler stops on an Inn space, the player who moved him takes the Meal cards and discards one at random. Place this card on the bottom of the pile without revealing it.

Excepting these two cases, the rest of the game plays with the usual rules.

Variations

Journey of Initiation

If you are new to *Tokaido* or if you want to show it to others, you can use this simplified variation: Leave the Traveler tiles in the box and give 7 coins to each player at the start of the game.

You can now learn the game without having to worry about the various characteristics of the travelers.

Return Trip

Although the traditional Tokaido journey starts at Kyoto and goes to Edo, nothing prevents players from traveling in the other direction, starting at Edo and traveling to Kyoto.

The rules otherwise remain exactly the same.

Gastronomy

When arriving at the Inns, the first traveler draws a number of Meal cards equal to the number of players (instead of drawing one card more than the number of players).

Each Traveler now has one fewer choice on the menu, which makes the order of arrival at Inns more tactical.

Preparations

The order of departure has an impact on the travelers' first moves, with the first to leave having more choice than the last. To compensate for this slight handicap, experienced players may wish to incorporate this variation.

Depending on the order in which they leave the first Inn, each traveler's starting bank is modified as shown in the image. This adjustment applies solely at the start of the game and not at later Inns!



Example, with four players:

- The last player to leave Kyoto starts the game with 2 additional coins.
- The third player to leave starts with 1 additional coin.
- The second player to leave receives his Bank as normal.
- The first player to leave removes one coin from his Bank before he departs Kyoto.

Note: Remember that players must choose their Traveler tile before the starting order is determined at random.

You can mix and match these variations when you play; they can also be used in the two-player version.

A few words about Japan...

Tokaido

The Tokaido road, which dates back to the 11th century, connects the two most important cities in Japan: Edo (today called Tokyo) and Kyoto.

It is 500km long and follows the southern coast of the biggest island in the Japanese archipelago, Honshu.

Travelers in the 17th century took approximately two weeks to complete the route, usually on foot, sometimes on horseback, and more rarely in litters (for the wealthiest).

There were 53 stages to the route, and a number of inns were located along the road where travelers could rest and stock up on supplies. The road and inns inspired a number of artists, among them the famous Hiroshige, who produced a series of woodcut prints: Tokaido Gojusan Tsugi no Uchi (The fifty-three stations of the Tokaido).

Panoramas

Japan is three-quarters mountainous, including a number of volcanoes, some still active today. As a result, there is little arable space, which is mainly taken up by rice paddies.

The Japanese coastline is thousands of kilometers long and extremely varied, with vistas over the seas surrounding the country. This particular geography has given the sea a special place in the hearts of the inhabitants and artists.

Hot springs

There are many natural hot springs (Onsen in Japanese) in the country, and they are very popular. Most have been transformed into baths, both public and private, and they are sometimes used to cook eggs and vegetables!

On the island of Hokkaido (in the north of the archipelago), one often finds springs occupied by macaques, who seem to appreciate their beneficial effects in the same way that humans do...

Cuisine

Traditional Japanese cuisine consists of meat, fish, rice, noodles, vegetables, and algae.

The dish best known outside the borders is sushi (sliced raw fish on a serving of aromatic rice), but each region of Japan has varied and savory specialties. The cuisine and the meal are a powerful symbol in Japanese culture.

The most popular drinks are, of course, sake (rice alcohol, actually called nihonshu in Japanese) and tea. There is a rich variety of both, with some flavors that only connoisseurs can truly appreciate.

Souvenirs

When traveling to visit someone in Japan, it is customary to bring a souvenir (Omiyage in Japanese). Here are suggested souvenirs in different categories and their Japanese names: Small objects – chopsticks (Hashi), tops (Koma) ; Clothing – hats (Boshi), wooden sandals (Geta) ; Food & drink – pastries (Manju), candies (Kompeito) ; Art – boxes (Hako), laquer (Urushi), prints (Ukiyo-e), sculptures (Netsuke), musical instruments (Shamisen).

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