- Antoine Bauza + Naïade -

TOKAIDO DUO



Rules

FUNFORGE

Shikoku may be the smallest of Japan's four main islands, but it is always bustling with activity! Pilgrims traveling around the island, paying respects to its temples and gazing upon its beautiful gardens; merchants carrying their knick-knacks around in search of rich returns; artists savoring every landscape, and turning every encounter into a learning experience.



Components

- 1 game board
- 6 Character boards
  (2 Pilgrim, 2 Merchant and 2 Artist)
- 6 Character meeples *(3 purple, 3 green)*
- 8 Boutique tokens
- 26 Ware tokens
  (5 Kimono, 6 Pottery, 7 Doll and 8 Fan)
- 10 Purple Painting tiles
  (3 Moon, 3 Waterfall, 2 Mountain and 2 Bamboo)
- 10 Green Painting tiles
  (2 Moon, 2 Waterfall, 3 Mountain and 3 Bamboo)
- 4 Viewing pegs *(2 purple, 2 green)*
- 2 Color marks *(1 purple, 1 green)*
- 1 Hot Spring token
- 3 double-sided Wave tiles
- 24 coins *(20 worth 1 and 4 worth 5)*
- 12 gold slabs
- 1 cloth bag
- 3 custom dice

Game overview

The game board is modeled after the island of Shikoku, Japan. It is divided into 8 areas (Mountains, Waterfalls, Bamboos, Moons) by Trade routes (orange lines). The inner island contains 4 Mountain towns, while the outskirts are spotted with a myriad of stations: Temples, Gardens, Seashores, Coastal towns, and Hot springs.

Each player controls three characters, whom they will usher throughout Shikoku: A Pilgrim who travels around the island, a Merchant who follows the inner Trade routes, and an Artist who moves from one area to the next, off the beaten paths. The player who manages to make the most of their combined activities wins the game.

Game setup

1. Place the game board in between both players.
2. Each player chooses a color (green or purple). Then takes 3 Character boards (Pilgrim, Merchant and Artist), as well as 3 meeples, 10 Painting tiles, 2 Viewing pegs and the color mark of this color.
3. Each player place its Color mark near its Character boards as a reminder of its color.
4. Shuffle the 8 Boutique tokens, and randomly place them face up on each of the 8 appropriate slots of the game board.



5. Put the 26 Ware tokens in the cloth bag.
6. Place the 3 Wave tiles randomly on the appropriate slots of the game board, with either side showing.
7. Place the Hot Spring token on its game board slot.
8. Each player places their 2 Viewing pegs on the slots of value 1 of their Pilgrim board.
9. Each player shuffles their 10 Painting tiles face down, then places them at random on the slots of their Artist board, without revealing them.
10. Keep the coins and gold slabs in a supply next to the game board.
11. Place the three dice next to the board: the Pilgrim die, the Merchant die and the Artist die.
12. Place the Character meeples on the six appropriate starting spaces (one player on each side of the game board) : for the Pilgrim, for the Merchant and for the Artist. The player who placed its meeples near the compass 13 start the game.

Flow of the game

There are three steps to a player's turn:

- Player A (the first player on the first turn) rolls the 3 dice, chooses one of them to use, and moves their matching meeple.
- Player B (the other player) then chooses one of the 2 remaining dice, and moves their matching meeple.
- Finally, player A uses the remaining die to move their matching meeple.

Once all 3 dice have been used, a new turn begins, with player B rolling the dice and being the first (and third) to pick one. Keep playing like this until the game ends, when each player tallies their points.

When a player uses a die, they MUST move the matching character the exact number of spaces shown on the die result. At the end of the move, the player MAY use the effect of the character's arrival space.

Notes:

- *Each player can only move their own characters.*
- *Moving through the same space twice in a single move is forbidden.*
- *Sometimes using the character action may not be possible; however, the move is always mandatory.*

Every time a die is chosen, place it on the matching character's board. This will help you keep track of each player's turn, and help you visualize who is player A and who is player B.

The Artist

The Artist travels from one area to the next by crossing the orange Trade routes, to paint sublime landscapes and gift them to passers-by in fateful encounters.

Move your artist a number of areas matching the number on the die, then choose one of the following two actions: either paint, OR gift a Painting.

Note: Both artists can be in the same area at the same time.



Example: Miki chooses the Artist die, which shows a 2 space movement. She cannot do move A, going back and forth, since that would make her move to an already visited space. She cannot do move B either, which is only 1 space, which is different from the die value. Move C is valid however, since it is a 2-space move through unvisited spaces. She choose this move.

Paint

Reveal as many face-down Painting tiles from your Artist board as there are other characters in your Artist's area, including any characters occupying the stations and Mountain towns surrounding it.



Example: Miki moves her Artist to an area where there are 3 other characters. Therefore, she can flip 3 tiles of her Artist board.

Painting tiles are always revealed from left to right, starting with the topmost row and proceeding downwards. If you must reveal more tiles than available, just reveal all remaining.



Gift a painting

If the icon of the arrival area matches the icon shown on the topmost, leftmost revealed tile of your Artist board, you may Gift that Painting tile, by removing it from your board and putting it back in the box.

Notes:

- *You can only remove one Painting tile per Gift action.*
- *Only the topmost, leftmost revealed tile can be gifted.*

If a player removes their last Painting tile, it triggers the end of the game.



Example: Miki chooses the Artist die, which currently shows 2. She passes through the Bamboo area and finishes her move on the Waterfall area. If the topmost, leftmost remaining Painting tile on her Artist board is revealed and is a waterfall, she may remove it from her board.

The Merchant

The Merchant moves only along Trade routes (orange) linking Mountain towns and Coastal towns. Your Merchant traverses a number of Trade routes matching the number on the die, then you may interact with the station there.



Example : Miki chooses the Merchant die with a movement value of 2. By following the orange trade routes, she has the choice between 2 destinations: visiting the Mountain town A to acquire Wares or going to the Coastal town B to sell her kimonos.

Mountain town

The 4 Mountain towns are located towards the center of the island. When the Merchant stops there, they can acquire Wares.

Draw as many Ware tokens from the bag as the number printed on the Mountain town you stopped at (2, 3 or 4). You can only store up to 5 Ware tokens on your Merchant board.

Notes:

- *You can have more than 5 Wares when drawing tokens, but you can only keep 5 maximum at the end of the action. You can pick which tokens to keep, regardless of where they came from (the bag or your Merchant board). Put the rest back in the bag.*
- *Both merchants can be in the same Mountain town.*

Coastal town

The 8 Coastal towns are located on the outskirts of the island. When the Merchant stops there, they can sell one or more of their wares.

The Boutique token linked to each Coastal town shows which type of Ware you can sell there, and its coin value (2, 3 or 4 coins). Take the matching amount of coins from the supply, and put the Wares you sold back in the bag

Important: Any time you have 10 or more coins, you must immediately trade 10 coins for 1 gold slab. Place the gold slab under the leftmost empty slot of your Merchant board.

Notes:

- *Coastal towns can only welcome one Character meeple at a time (which could be a Merchant or a Pilgrim). A Merchant cannot move to a Coastal town that is already occupied.*
- *You can freely exchange currency with the supply, trading a five for 5 ones, or vice versa; but you cannot exchange gold slabs for coins.*

If a player gains their 6th gold slab, it triggers the end of the game.





Example: Miki moves her Merchant to the Coastal town, which allows her to sell her Pottery for 3 coins each. She gains 4x3= 12 coins, then immediately converts 10 coins to 1 gold slab, placing the latter at the bottom of her board. She adds the 2 remaining coins to her personal supply. This action secures her 35 victory points instead of the 26 she had beforehand.

The Pilgrim

The Pilgrim moves clockwise around the island, always landing on the stations located on its outskirts. They can move through stations that are occupied by another character (Pilgrim or Merchant), counting the space as part of their move. However, if a Pilgrim would land on an occupied station, they must instead land on the next empty station, and may only use the effect of this new arrival station.



There are 5 kinds of stations.

Coastal town

Immediately gain the number of coins shown on the Boutique token linked to that town (2, 3, or 4 coins).

Temple

Advance your Viewing peg one slot on the Temple track. If this peg makes it to the 9th slot, it triggers the end of the game.

Garden

Advance your Viewing peg one slot on the Garden track. If this peg makes it to the 6th slot, it triggers the end of the game.

Hot springs

Take the Hot Spring token, whether it is on the board or controlled by your opponent, and place it in front of you, under your control. You can never use the Hot spring token immediately upon gaining it and must wait to use it in a future action.

The Hot Spring token allows you to use the die you just chose a second time (move + action). Once used, put the Hot Spring token back on the game board.

Notes:

- *The meeple MUST again move the exact number of spaces shown on the die (do not reroll the die).*
- *If you have the Pilgrim Wave (move +1 or −1), you can apply this modifier, whether you used it before or not.*
- *If you land on the Hot Spring station while you already have the Hot Spring token nothing happens.*
- *If your opponent lands on a Hot Spring station while you control the token, they immediately take it from you. Make sure to use it before that happens!*

Example: Miki moves her Merchant. She moves it 2 spaces per the result of her die, landing on a Mountain town that allows her to draw 3 Ware tokens. She then opts to use her Hot Spring token: She moves her Merchant another 2 spaces, thus reaching a Coastal town where she can sell the wares depicted on the Town's Boutique token. She places the Hot Spring token back on the game board.

Seashore

Choose any Wave tile from the game board and place it on your matching Character board. Now you control the token, and benefit from its effect as long as you do.

Notes:

- *If there aren't any more Wave tiles available on the game board, choose one that your opponent controls and take it from them, placing it on your matching Character board instead.*
- *If all 3 Wave tiles are already under your control, moving your Pilgrim to a Seashore station has no effect.*
- *You are not allowed to flip Wave tiles over during the game.*

Using theses effects is not mandatory; you are free to choose whether to take advantage of your Wave tiles.

There is a double-sided Wave tile for each character.



Tranquil Pilgrim: When moving your Pilgrim, you may move them one space fewer than the die's result (though you must always move at least 1 space).



Hasty Pilgrim: When moving your Pilgrim, you may move them one space more than the die's result (e.d., you can choose to move your Pilgrim 5 spaces whenever the die result is 4).



Proficient Artist: When you take the Paint action, you may flip one additional Painting tile.



Inspired Artist: When you take the Gift action, you may now remove your Painting tile if your Artist began, passed through, or ended their move on an area showing that tile's icon.



Crafty Merchant: When selling a Ware token, you gain 1 more coin than shown on the Boutique token (for each Ware sold).



Robust Merchant: When you draw Ware tokens, draw one more than the number shown on your Merchant's current Mountain town.

Additionally, you can store up to 6 Ware tokens on your Merchant board (instead of the usual 5).

Note: If you lose control of this Wave tile while you have 6 Ware tokens on your Merchant board, you must immediately choose one to put back in the bag.

End of the game

There are three events triggering the end of the game:

- A Pilgrim reaches the final slot of their Temple OR Garden track.
- A Merchant adds their sixth gold slab at the bottom of their board.
- An Artist gifts their tenth Painting token (their board is empty).

When this happen, finish resolving any remaining dice rolled at the beginning of the current turn (all dice must be taken). When the turn is finished, each player adds up their victory points.

Victory points rundown

Faith points: multiply your current Temple value by your current Garden value.

Commerce points: the amount printed above your rightmost gold slab on your Merchant board.

Culture points: the highest amount revealed on your Artist board (bottommost, rightmost).

Each player adds up the points earned by their three characters. The player with more points wins the game! In case of a tie, the player with more money wins. If the tie remains, both players share the victory.

Note: Leftover Painting tiles (revealed or not), coins and Ware tokens don't yield any points.

Example: Miki triggers the end of the game by advancing to the 6th Garden slot.



Since she advanced her other peg to the 7th Temple slot, her Pilgrim board generates 7x6 = 42 points.



She also gains 35 points from her Merchant board, since she was able to acquire 5 gold slabs. However, her remaining Wares do not yield any points.



Miki was able to give away 6 Paintings during her journey, which awards her the highest revealed point amount on her Artist board: 18 points. The other Paintings, regardless of which side they're showing, are worthless.

The total amount of points collected by Miki is therefore 42 (Pilgrim) + 35 (Merchant) + 18 (Artist) = 95 points.

About the island of Shikoku

Tokaido Duo is set on the Japanese island of Shikoku. Japan comprises four main islands, and Shikoku — whose name means "four countries" — is the smallest of them.

It is most known for its 88-temple pilgrimage; pilgrims will hike around the entire island on foot, going from one temple to the next usually in clockwise order, in a 750-mile (1200 km) journey that lasts about 6 weeks. This pilgrimage begins at the Ryōzenji temple of the Tokushima Prefecture, and ends in Kagawa, at the temple of Ōkubo-ji.

Credits:

Author: Antoine Bauza

Art: Naïade

Graphic design: Funforge Studio

UI : Françoise Sengissen

English translation: Jérémie Tordjman

Main playtesters: Bruno Goube, Maël Goube, Violaine Songis, Esteban Bauza, Corentin Lebrat, Françoise Sengissen, Ludovic Maublanc, Gautier De Cottereau, Matthieu Houssais, Olivier Reix, Olivier Moyse, and Baptiste Laurent.

TKD2US01

©Funforge s.a.r.l. 2022 - All rights reserved