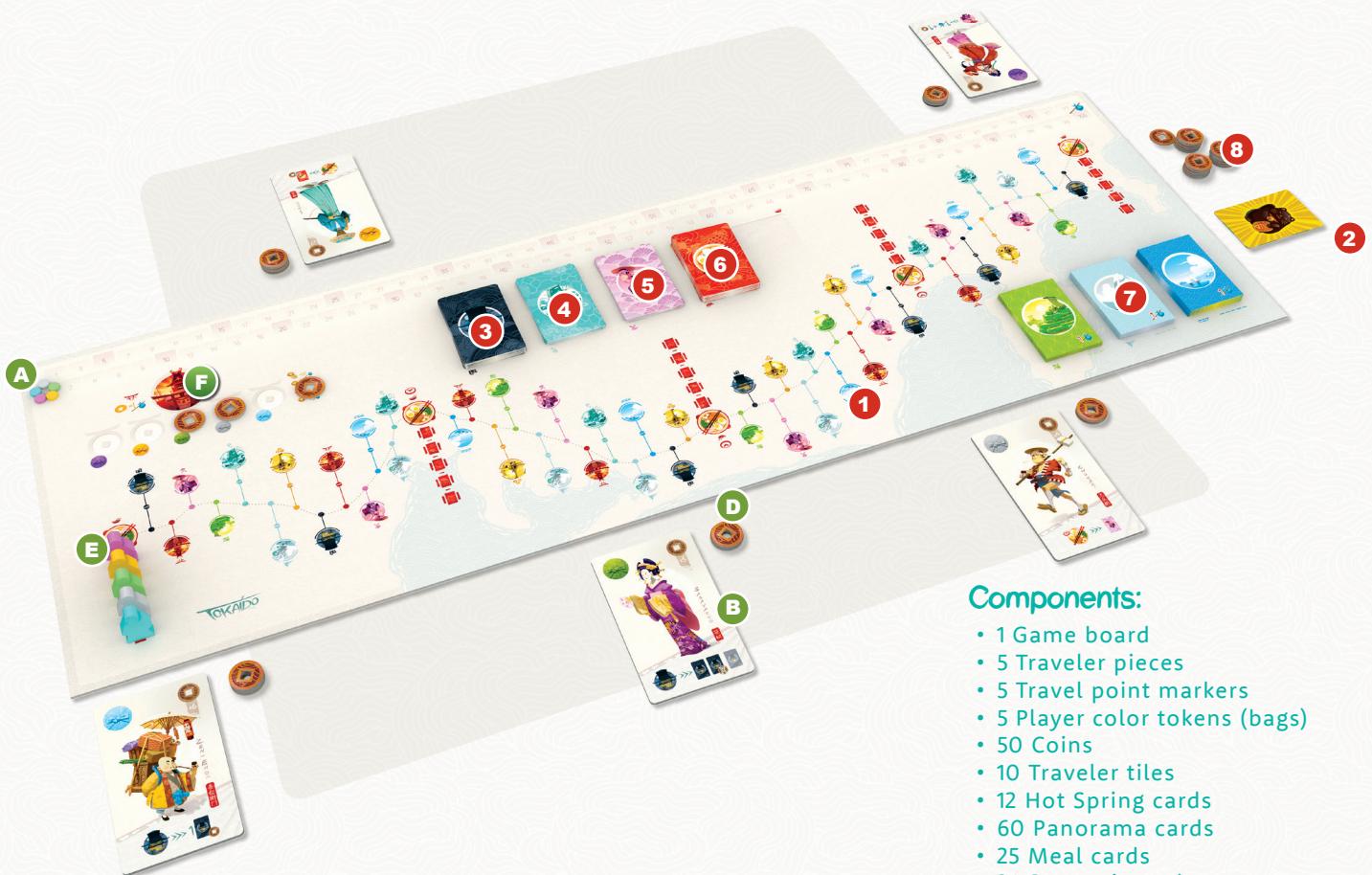


- Antoine Bauza -
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Object of the Game

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 Place the Achievement cards face up next to the board.
- 3 Shuffle the Souvenir cards (black back) and make a face-down pile.
- 4 Shuffle the Hot spring cards (light blue back) and make a face-down pile.
- 5 Shuffle the Encounter cards (purple back) and make a face-down pile.
- 6 Shuffle the Meal cards (red 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 the bank.



Components:

- 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
- 5 Reference cards

A 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.

B Each player then takes 2 Traveler tiles at random, chooses 1 and places it face up on the table before them. *If this is the first time for any player, they may choose to reduce the complexity by starting with 7 coins instead of a Traveler.*

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

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

D Each player gains coins equal to the number in the upper right corner of their chosen tile.

E Finally, randomly place all of the Traveler pieces in a line at the leftmost inn (Kyoto). *Alternatively, all players may start on the rightmost inn (Edo) and move right to left throughout the game. For 2-player games, add a third traveler—the Neutral traveler—to the starting Inn (see page 7).*



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 their Traveler forward—that is, toward Edo—to the open space of their choice, but not beyond the next inn, freely passing over one or more open spaces, if they wish.

Once they have moved their 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 they go again immediately.



The Green traveler is farthest behind on the road, so it is their turn to move.



The Purple traveler is farther behind than the Green traveler, therefore it is their turn to move.



- 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, they would have to go again.

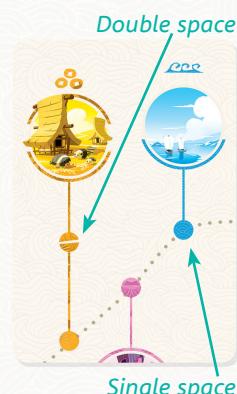
Double spaces

Some of the spaces on the board are doubled.

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

Double spaces are used only in games with 4 or 5 players and the second space is considered farther on the road.

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.



The player draws 3 Souvenir cards and reveals them. They may purchase 1 or more of these cards by paying the price indicated on each card.

They then place 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 (▲).



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.



Samurai

The player immediately scores 3 points.



Kuge (Noble)

The player immediately gains 3 coins.



Miko (Shinto priest)

The player immediately gains 1 coin and places it as an offering in the Temple on the area corresponding to their color.

They score 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 them.



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

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

They look at these cards without showing them to other players.

They may then purchase one Meal card of their choice by paying the price (1, 2, or 3 coins) marked on the card.

They add this card, face up, to their collection and place the remaining cards next to the board, face down.

Each Meal card is worth 6 points, which are immediately scored.

They then must wait for the other travelers to arrive at the Inn. Upon arrival, each traveler may purchase one of the remaining Meal cards, if they can afford to.

The first traveler to arrive at the Inn therefore has a greater range of choices than the last!

Important :

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

Example:

In a game with four players, the first traveler arrives at the Inn; they draw 5 Meal cards (4 players + 1) and choose their Meal from among these 5 cards.

The second traveler arrives at the Inn; they choose their Meal from among the 4 remaining cards.

The third traveler arrives at the Inn; they would like to choose a Meal from among the 3 remaining cards, but they don't have enough money to pay! Alas, they cannot take a Meal card and go 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. They purchase one, then place 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 after each Traveler has the opportunity to buy one last meal card.

Award the achievement cards (Gourmet, Collector, Bather, Chatterbox) to the appropriate travelers. (See page 6.)

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 score any points.



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.

Panorama achievement cards immediately score 3 points.



other achievement cards



These cards are awarded to players at the end of the journey. If two or more travelers are tied for first for any of the achievements, they each score 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.



Gourmet

The traveler with the highest sum of coin costs on their Meal cards receives this achievement card and scores 3 points.

Description of the Travelers

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.



Hiroshige the artist

When Hiroshige arrives at each of the 3 intermediate Inns, before the Meal he gains any sequential panorama card.



Hirotada the priest

Each time he stops at the Temple, Hirotada can gain 1 coin from the reserve 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 donate to the Temple.



Kinko the ronin

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



Mitsukuni the old man

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



Sasayakko the geisha

In the Shop, if Sasayakko purchases at least 2 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.



Satsuki the orphan

When she arrives at an Inn, Satsuki receives the first Meal card from the Meal cards pile for free.

Note: After seeing the Meal offered to her, she can instead purchase a Meal as normal following the usual rule.



Umegae the street entertainer

Umegae earns 1 point and 1 coin for each Encounter.

Note: This gain happens before applying the effects of the Encounter card picked.



Yoshiyasu the functionary

During each Encounter, Yoshiyasu draws 2 Encounter cards, keeps 1, then places the other card at the bottom of the pile (without showing it to the other players).



Zen-emon the merchant

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

Special Rules for 2-Player Games

Two-player games have slightly different 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 they are last on the road.

The traveler who is furthest ahead on the road decides where the Neutral traveler moves.

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



The Neutral traveler is green in this example N. Because they are in last place on the road, it's their turn to move. The Yellow traveler, as the player who is furthest ahead on the road, decides where the Neutral traveler moves.

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 their 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 them 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.

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 (Gakki).

Credits

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