

Tokaido

Crossroads

2/11 ...  ... 3/11

4 ...  1/3/5/7 ...  ...  1/3/5/7/8 ... 5

5 ... +  ...  ...  ... 5

5 ...  1/2/3/4/5 ...  ...  2 +  ... 6

6 ...  2/3 ...  ...  4 ... 6

6 ...  ...  ...  ... 6

7 ...  +  ...  ...  ... 7

8 ...  +  ...  ...  ... 8

10 ...  +  ...  ...  ... 11

* Matsuri

Antoine Bauza - Naiade

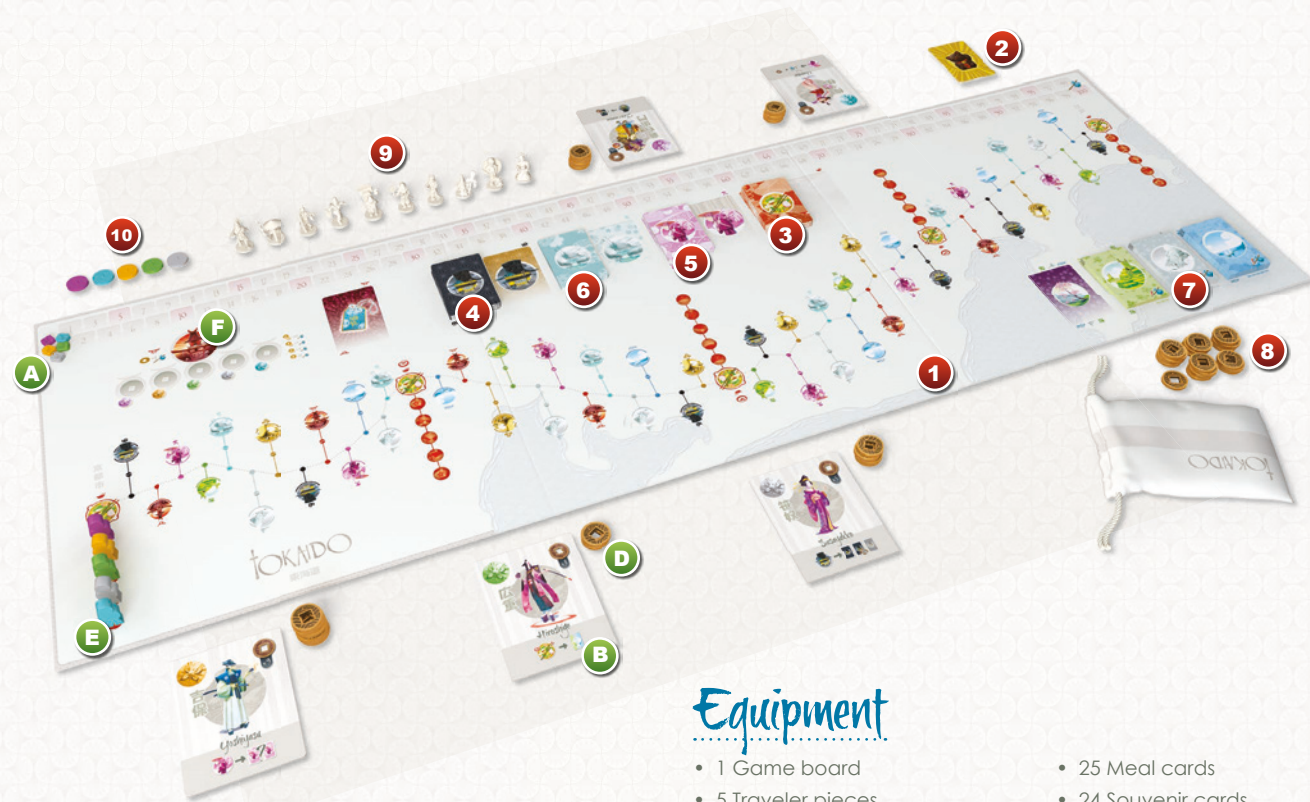


— Collector's Edition —

TOKAIDO 東海道

Rules Of Play





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...).
- 8 Place the coins next to the board as a reserve.
- 9 Place the traveler figurines next to the board.
- 10 The color bases are placed next to the figurines and will later be attached to the bottom of the player's figurines.

Equipment

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

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.

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

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

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.

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

You can choose whether to play with the figurines or the wooden Traveler pieces.



Rare and precious ...

Games with 2 and 3 players:

At the start of the game, only use 4 of each type of Crossroads expansion card (Bathhouse, Legendary Object, Cherry Tree, Amulet, Calligraphy) at random.

Games with 4 and 5 players:

At the start of the game, use 5 of each type of Crossroads expansion card (Bathhouse, Legendary Object, Cherry Tree, Amulet, Calligraphy) at random.

You can look at the Amulet and Calligraphy cards in play before starting the game. Put the unused cards back in the box.

Good luck!

At the start of the game, each player (in the starting order) can give the bank a coin in order to receive an Amulet card at random, with which the will start the game.

Notes Crossroads

The Tokaido Travelers' abilities work with the Crossroads cards. So Mitsukuni the Old earns 1 point if he takes a Bathhouse card. In the same way, Umegae the Street Entertainer earns 1 coin and 1 point if she buys Calligraphy.

The effects of the Encounter cards are limited to the Tokaido cards and do not extend to the Crossroads cards. So a Guide (Annaibito) does not let you select a Cherry Tree, a Priest (Miko) does not let you purchase an Amulet, a Craftsman (Shokunin) does not let you take a Legendary Object.

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 500 km 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 row 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 and drink – pastries (Manju), candies (Kompeito); Art – boxes (Hako), laquer (Urushi), prints (Ukiyo-e), sculptures (Netsuke), musical instruments (Shamisen).

Credits:

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Special rules for two-player games

Two-player games have somewhat 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 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.

The Crossroads expansion

Each Tokaido station (with the exception of the Inns) gives the travelers a new option.

At each stop, the players are now faced with new choices. A few new Travelers have also joined the Tokaido trip ...

Equipment

- 6 Traveler figurines **A**
- 6 Amulet cards **B**
- 6 Legendary Object cards **C**
- 6 Bathhouse cards **D**
- 6 Calligraphy cards **E**
- 6 Cherry Tree cards **F**
- 1 Fortune die **G**
- 6 Traveler tiles **H**

Set up

Set up the Tokaido game following the usual rules. Then set up the parts of the Crossroads expansion as follows.



At the corresponding locations on the board, make face-down stacks with:

- the Legendary Object cards
- the Bathhouse cards
- the Calligraphy cards
- the Amulet cards
- the Cherry Tree cards

Place the Fortune die next to the board.

Add the new Travelers to the old. As usual, each player receives two Travelers and selects one to be for the game. The game is played according to the Tokaido rules.

The Matsuri expansion

The traditional Japanese festivities are now part of the Tokaido Journey. These Matsuri (the Japanese word for festival), triggered by the arrival of the Travelers of the intermediate Inns, punctuate the path with unique events.

Equipment

- 20 Matsuri cards **A**
- 20 Journey points tokens **B** (double-sided, values from 1 to 4)
- 4 Closed Space token **C**
- 5 Doll/Carp token (double sided) **D**
- 16 Traveler tiles **E**
- 16 Traveler figurines **F**

Set up

Set up Tokaido and Crossroads according to the usual rules. Then, set up the parts of the Matsuri expansion as follows:

Shuffle the Matsuri cards and make a face-down stack next to the board.

Place the Closed Space tokens, the Journey points tokens, and the Doll/Corp tokens next to the bank.



Add the new Travelers to the old. If you wish to, you can now choose your Traveler between 3 instead of just 2, or directly take the Traveler of your choice among all of them.

The game is played according to the Tokaido rules.

The Matsuri

From now on, when the Travelers stop at each of the 3 intermediate Inns an event is triggered: a Matsuri.

This expansion requires both the base game Tokaido AND its first expansion, Crossroads.

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 ...

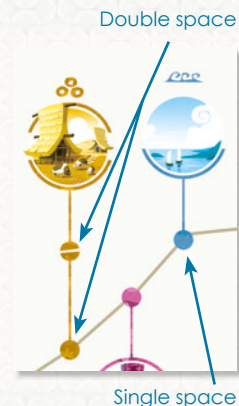
Single / double spaces

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 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 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**.



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.



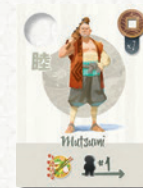
Misaki the disciple

Every time a Traveler (him or another) stops at a Temple space, Misaki takes 1 coin from the bank.



Musubi the rogue

When stopping at the intermediate Inns, Musubi can take 1 coin from each of his two neighboring Travelers (the ones who arrived immediately before and after him). If an affected Traveler has no coins in his possession, Musubi takes 1 coin from the bank instead. Similarly, if Musubi arrived first or last at the Inn (and has only one neighbor), he takes 1 coin from the neighboring Traveler and 1 coin from the bank.



Mutsumi the brute

At the first 4 Inns, Mutsumi can leave the Inn first, regardless of the order in which he arrived at the Inn.



Rakuren the collector

When stopping at a Shop space, Rakuren can choose to randomly draw 4 Souvenir cards AND 1 Legendary Object card, instead of the usual Shop's actions. He can then buy one or several of these cards at their indicated costs.



Suseri the erudite

At the end of the game, Suseri scores 1 point for each different type of card in her collection. The different types of cards are as follows: Hot Spring, Bathhouse, Souvenir, Legendary Object, Encounter, Calligraphy, Amulet, Meal, Sea Panorama, Mountain Panorama, Rice Paddy Panorama, Cherry Tree.



Takeru the counselor

Every time a Traveler (him or another) stops at an Encounter space, Takeru takes 1 coin from the bank.



Titia the dutch tourist

Titia buys Souvenirs of the „Art“ type and Legendary Objects for 1 coin less than normal. Some cards will therefore be free for Titia.



Yashima the noble

At the intermediate Inns, Yashima receives a free and random Amulet card.

Note: If there are no Amulet cards remaining in the stack, Yashima can no longer benefit from her ability.

Promo Travelers



Antoine

Antoine automatically wins all ties involving him (for example: Donations to the Temple, Achievements, and even the final score of the game).



Naiade

Naiade must take the Sea, Mountain, and Rice Paddy Panorama sections in reverse order (5, 4, 3, 2, 1)



Eriku

At the start of the game and before playing his first move, Eriku can draw the first Meal card from the pile and buy it at the given price to add it to his collection. He then gets 6 points as for any other Meal card. This action is by no mean mandatory.

At the following Inns, Eriku can also draw and look at the first Meal card from the pile. He can eventually decide to buy it at the given price instead of buying one of those already available.

The Meal card that Eriku draws and does not buy are placed under the pile.

Note: Eriku is a bonus character for Tokaido / Tokaido Crossroads. The card was given out at Essen Spiel fair 2013, with the release for Crossroads and is part of the Kickstarter campaign „Tokaido – Collector's Edition“, exclusive to Ronin pledge level or higher.



Felicia

As a true gambler each Tokaido station is a new chance for Felicia to play! Each time Felicia wants to acquire a card that costs coins (Souvenirs, Meal, Amulet, Calligraphys, Legendary Objects, Bath House), she may challenge the closest traveler in a rock-paper-scissors duel.

The number of rounds is equal to the cost of the card. For each victory, Felicia will reduce the cost of the card by 1 (lost or draw rounds are without any effects on the card price).

Example:

- Felicia arrives at the Inn and wants to buy the Sushi card for 2 coins.
- Boyan is the closest traveler (he arrived at the Inn right before Felicia).
- They will play 2 rounds of rock-paper-scissors (as the card cost is 2 coins).
- Boyan wins the first round, Felicia wins the second one.
- The cost of the card is reduced by 1 coin (1 victory) and Felicia may buy the card for 1 coin instead of 2.

Note: If 2 travelers are at equal distance from Felicia, the traveler ahead on the road will be the one to be challenged.

Note: Promotional character created for TableTop Day 2014. It features Felicia Day.



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).



Zen-emon the merchant

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

Travelers Crossroads



Daigoro the kid

Daigoro draws a Souvenir card when he arrives at each of the three intermediate Inns, before the Meal.



Gotozaemon the souvenir seller

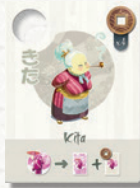
Gotozaemon gains a coin at each stop on a Panorama space.

Note: The Souvenir seller gains an additional coin only when he stops on a Panorama space, not when he encounters a Guide (Annaibito). If he decides to take a Cherry Tree, he gains 2 points and 2 coins.



Jirocho the yakuza

When he arrives at one of the three intermediate Inns, before the Meal, Jirocho can try his luck in the Gaming Room. He must then bet 1 coin and roll the Fortune die. Depending on the result, he may lose his coin, get it back, or get it back and win 1, 2 or 3 additional coins (according to the table of results for the Gaming Room on page 4, Crossroads – Rules of Play).



Kita the old woman

Kita can carry out both actions when stopping at an Encounter space: draw an Encounter card AND buy a Calligraphy card.



Miyataka the superstitious woman

Miyataka can carry out both actions when stopping at a Temple space: give coins to the Temple AND buy an Amulet.



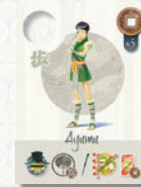
Nampo the gourmet

Nampo scores additional points, at each Inn, depending on the value of the Meal he eats:

- One Meal worth 1 coin gives 1 additional point.
- One Meal worth 2 coin gives 2 additional points.
- One Meal worth 3 coin gives 3 additional points.

Travelers Matsuri

Travelers' abilities that apply when arriving at an Inn must be applied upon reaching the Inn, before buying a Meal.



Ayumu the walker

Meal cards only cost Ayumu 1 coin, regardless of their normal costs. In addition, when at a Shop space, Souvenirs of the „Small object" type cost Ayumu nothing.



Chihaya the bathher

When stopping at the intermediate Inns, Chihaya receives a Hot Spring card randomly drawn from the stack.



Iyasaka the manual worker

When stopping at a Farm space, Iyasaka receives 1 additional coin if he chooses to take 3 coins from the bank OR Iyasaka can re-roll the Fortune die if he chooses to try his luck in the Gaming Room (the second result must be used, even if it is worse than the first one).



Kamui the vagabond

When stopping at the Intermediate Inns and at the last Inn, Kamui scores 3 points if he doesn't buy a Meal card.

Note: These 3 points can be combined with the „Fast-ing" Calligraphy points.



Kidzuna the cook

When stopping at the intermediate Inns, Kidzuna can buy another Meal IN ADDITION to her usual Meal. First, she reveals the first card of the Meal stack and can buy it at the indicated cost. She scores the corresponding Journey points. Kidzuna then proceeds to purchase her main Meal according to the usual rules.



Kushinada the world traveler

At the beginning of the game, all the other Travelers gives 1 coin each to Kushinada. During the game, at any time, Kushinada can secretly look at her opponents' Calligraphy and Amulet cards.

Note: In a 2-player game, Kushinada's opponent gives her 1 coin, and Kushinada takes 1 coin from the bank.



Mari the poet

When stopping at a Temple space, Mari scores 2 Journey points (instead of 1) for each coin she donates to the Temple. If she decides to buy an Amulet, Mari can take it for free.



Marihito the writer

At the end of the game, Marihito can double one of the Calligraphy cards of his collection.

Example: The Journey ends and Marihito has 2 Calligraphy cards: „Foresight" and „Contemplation". „Foresight" gives him 8 points (he has 4 coins left) and „Contemplation" gives him 6 points (he has one complete Panorama and 3 Cherry Tree cards). He chooses to double his Foresight Calligraphy (2 x 8 points) for a total of 22 Calligraphy points.

- The **fourth Souvenir** in a set, which must be of a different type than the first three, is worth **7 points**.

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 Shop, but he is not required to purchase any souvenirs.

A traveler may constitute several sets in parallel. It is not necessary to finish a set before starting a new one.

A few examples of souvenir collecting:



1 point



4 points (1 + 3)



9 points (1 + 3 + 5)



16 points (1 + 3 + 5 + 7)



5 points (1 + 1 + 3)



3 points (1 + 1 + 1)



8 points (1 + 3 + 1 + 3)

Legendary Object cards

If you play with the **Crossroads expansion**, instead of buying Souvenirs a traveler may now buy one and only one Legendary Object of his choice (if the card is available) for the cost marked on the card (1, 2 or 3 coins).



Shodo and Emaki

When acquired, these Legendary Objects give 1 point for each other Souvenir / Legendary Object in their owner's collection and 1 additional point for each Souvenir acquired thereafter.



Buppatsu and Ema

These Legendary Objects count as a new family of Souvenirs. They are therefore added to the families of Souvenirs in their owner's collection.

Note: Having one object from each of the 5 families thus gives 1 + 3 + 5 + 7 + 9 = 25 points.

Example: a Traveler who already has 2 Souvenirs (family A and family B) scores 5 points by acquiring one of these Legendary Objects. If he later on acquires a Souvenir from family C, he scores 7 points and if he acquires a Souvenir from family D, he scores 9 points.



Murasame & Masamune

These Legendary Objects give 8 points.

Note: The same traveler can acquire both types of a single Legendary Object.

Note: the Legendary Objects are taken into account, when awarding the „Collector" accomplishment.



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.

The Gaming Room

If you play with the **Crossroads expansion**, instead of taking 3 coins from the bank and adding them to his reserve a traveler may try to add to his reserve at the Gaming Room.

The player gambles 2 coins from his reserve and throws the Fortune die.



Results:

X: the player loses the money bet

x1: the player recovers the money bet

x2: the player doubles the money bet

x3: the player triples the money bet

x4: the player quadruples the money bet

Coins lost go to the bank; coins gained come from the bank.



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).

Cherry Trees

If you play with the **Crossroads expansion**, instead of taking a Panorama card of the corresponding type a traveler may take a Cherry Tree card (if the card is available).



The Cherry Tree cards give 2 points and 1 coin.

Note: Unlike Panoramas, the Cherry Trees are not made up of sections to be collected, and as a result there are no Accomplishment cards corresponding to the Cherry Trees.

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



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.

Bathhouses

If you play with the **Crossroads expansion**, instead of drawing a Hot Spring card a Traveler now may pay 1 coin for a Bathhouse card.

The Bathhouse cards give 4 points.

Note: Bathhouses are considered to be Hot Springs for the awarding of the 'Bather' accomplishment.



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.

Amulet cards

If you play with the **Crossroads expansion**, instead of giving 1, 2, or 3 coins to the Temple (basic game rules), the traveler may pay a coin to the bank to take one of the available Amulet cards.

The Amulet cards confer a single-use effect. The player chooses from among those available, and keeps them secret until he decides to use them.

Used cards are returned to their stock on the Crossroads board, and can be drawn again later in the game.

Note: A single traveler can have several Amulet cards at any one time.



Vitality

This Amulet lets the Traveler play again right away when his Traveler's movement takes him to the lead position on the journey.

Note: The Amulet cannot be used when the traveler arrives at an Inn.



Fortune

This Amulet lets the Traveler roll the Fortune die before moving, and perhaps win coins depending on the result (according to the table of results of the card where X=0 coins and x4=4 coins).



Health

This Amulet lets the Traveler select both options for the space he lands on (in the order of his choice).

Note: The Amulet cannot be used when the Traveler arrives at an Inn.



Friendship

This Amulet lets the Traveler stop on a single space that is occupied by another Traveler as if it were a double space. He places his Traveler piece next to the space, as he would if it were a double space.

Note: The single space MUST be occupied by another Traveler for this Amulet to be usable.

The Traveler using this Amulet leaves first.



Hospitality

This Amulet lets the Traveler take his Meal card for free when stopping at an Inn.



Devotion

This Amulet lets the Traveler give the Temple the coins spent on acquiring a purchasable card (Souvenir, Meal, Legendary Object, Bathhouse, Calligraphy, Amulet).

As with a normal donation, the player immediately earns 1 point per coin placed and the coins will be counted at the end of the game in the Temple donation points.

Example: The Traveler with the Devotion Amulet stops at a Shop space. He buys two Souvenirs, one worth 1 coin and the other 3 coins. He uses the Amulet so that the 3 coins for the second object are placed in the Temple. He scores 3 points for these 3 coins.

Important: When a player buys an Amulet, he can use it on his next move, but never on the same turn as when it is acquired.

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 card 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



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 takes 1 Panorama card of his choice, scoring the points for this card immediately.



Hirotsada the priest

Each time he stops at the temple, Hirotsada can take one 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 personally 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 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.



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 like other players.



Umegae the street entertainer

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



Haddaka matsuri • The naked man

Until the next Inn, each Traveler who stops at a Hot Spring space can draw 1 Encounter card and apply the effect before making the usual choice for the Hot Spring space (take a Hot Spring card or take a Bath-house card).



o-Hanami • The cherry blossom

Until the next Inn, each Traveler who stops at a Panorama space (Sea, Mountain, or Rice Paddy) takes the next section of the corresponding Panorama AND receives 1 coin from the bank.

If a player chose to take a Cherry Tree, he receives 2 coins total: one for the Cherry Tree and one for the Matsuri.



Gion matsuri • Health of the people

Until the next Inn, each Traveler who stops at an Encounter space can choose his encounter from those remaining in the stack, instead of drawing it randomly. Once the Encounter is chosen, shuffle the stack again.



Kamiarisai • The divinities

Until the next Inn, each Temple closes one of its spaces.

- The single-space Temples are completely closed.
- The double-space Temples close their second space – the one off the road. (i.e. They become single-space Temples.)

Note: Place the Closed Space tokens on the closed spaces in order to indicate their closure.



Tōka Ebisu • The merchants

Until the next Inn, each Shop closes one of its spaces.

- The single-space Shops are completely closed.
- The double-space Shops close their second space – the one off the road. (i.e. They become single-space Shops.)

Note: Place the Closed Space tokens on the closed spaces in order to indicate their closure.



Mura matsuri • The villages

Until the next Inn, each Farm closes one of its spaces.

- The single-space Farms are completely closed.
- The double-space Farms close their second space – the one off the road. (i.e. They become single-space Shops.)

Note: Place the Closed Space tokens on the closed spaces in order to indicate their closure.

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.

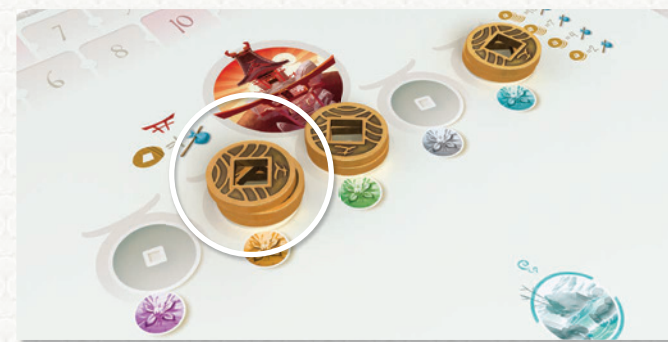
Award the achievement cards (Gourmet, Collector, Bather, Chatter-box) to the appropriate travelers. (See below)

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 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.



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, the 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 Souvenir he already owns.



Annaibito, the 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, the noble

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



Miko, the Shinto priest

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

He scores 1 point for this donation.

New Encounters

Before starting a new game, add these four new cards to the Encounter cards pile before shuffling it. Have a nice journey!



Itamae, the itinerant cook

The player can pay 1 coin to add Itamae to his collection. He then draws the first card from the Meal cards pile. If he doesn't already own one of the same type, he can add it for free to his collection and scores the 6 corresponding points.



Saru, the clean monkey

The player adds Saru to his collection. He then draws a Hot Spring card, add it to his collection and scores the corresponding points (2 oder 3).



Kitoushi, the veteran guide

The player can pay 1 coin to add Kitoushi to his collection. He then chooses one of 3 Panoramas, takes the needed card to add it to his collection and scores the corresponding points (1, 2, 3, 4 oder 5).



Takuhatsumo, the mendicant

The player can pay 1 coin to add Takuhatsumo to his collection. If he does so, he immediately scores 4 points.

Note: If a player cannot or do not want to pay for Kitoushi, Takuhatsumo or Itamae, the card is placed, face-down, under the Encounter cards pile.

Note: The promo cards were given away at Spiel 2012 with a copy of Tokaido and were part of the Kickstarter campaign „Tokaido – Collector's Edition“, exclusive to Ronin pledge level or higher.

Calligraphy cards

If you play with the **Crossroads expansion**, a Traveler may pay 1 coin to the bank to acquire one of the available Calligraphy cards of his choice instead of drawing an Encounter card (basic game rules).

The Calligraphy cards are counted as Encounters for the awarding of the 'Chatterbox' accomplishment.



Foresight

This Calligraphy card scores 2 points per coin remaining at the end of the game.



Contemplation

This Calligraphy card scores 3 points per complete Panorama and 1 point per Cherry Tree.



Nostalgia

This Calligraphy card scores 2 points per Legendary Object and 1 point per Souvenir.



Patience

This Calligraphy card scores 6 points if the Traveler is last to arrive at the last Inn, 4 points if the Traveler is second-last, 2 points in all other cases.



Perfection

This Calligraphy card scores 2 points per Accomplishment and 1 point per Calligraphy card.

Note: The Perfection Calligraphy card is thus worth 1 point also.



Fasting

This Calligraphy card scores 3 points per uneaten Meal.

Note: your collection should easily let you determine how many Meals you have missed. In a game, a Traveler eats up to 4 Meals.



Completion

Take one Panorama of your choice. If you are the last one to arrive at the last Inn, take another Panorama of your choice.

Note: The Calligraphy card „Completion“ is an exclusive gift of the Kickstarter Campaign „Tokaido – Collector's Edition“.

Note: A Traveler can have several Calligraphy cards.



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.

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.

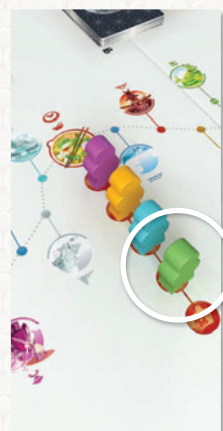
He can then purchase one Meal card of his choice by paying the price (1, 2, or 3 coins) marked on the card.

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!



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

Important:

- 4 traveler cannot taste the same culinary specialty twice during his journey.
- 4 traveler can never purchase more than one Meal card per Inn.
- 4 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.

The Matsuri

If you play with the **Matsuri expansion**, when the Travelers stop at each of the 3 intermediate Inns an event is triggered: a Matsuri.

Once ALL the Travelers have arrived at the Inn (after they have used their abilities and bought their Meal cards), the first player to arrive at the Inn draws 2 Matsuri. The player looks at the 2 cards, chooses one and places the other under the stack, without showing it to the other players.

The chosen Matsuri card is placed face-up on top of the stack so that all the players can see it. The effect is applied as soon as the card is revealed.

Matsuri effects

o-Bon • The dead

Each Traveler, in the order they arrived at the Inn, can **immediately** donate to the Temple according to the usual rules: 1, 2, or 3 coins respectively worth 1, 2, or 3 Journey points. The players' abilities linked to the Temple (like Hirofada's) are not applied.

Tori no Ichji • The amulets

Each Traveler who doesn't have an Amulet in his collection **immediately** receives a free Amulet, randomly drawn from those remaining in the stack.

If a player already has an Amulet, he doesn't benefit from this Matsuri.

Hina matsuri • The dolls

Each player having a feminine Traveler **immediately** receives one Doll token from the reserve. This token is added to the player's collection and counts as a Souvenir of the type small objects. It is used as a Souvenir card in the player's collection.

Example: Sassako receives one Doll token. She has 2 Souvenir cards in her collection: one art Souvenir card and one food Souvenir card. The Doll token is added to her collection and becomes the 3rd Souvenir in a set, being of a different type than the 2 others in the set. The Doll is therefore worth 5 points.

Tango • The boys

Each player having a masculine Traveler **immediately** receives one Carp token from the reserve. This token is added to the player's collection and counts as a Souvenir of the type small objects. It is used as a Souvenir card in the player's collection.

Example: Chuubei receives one Carp token. He has 3 Souvenir cards in his collection: one art Souvenir card, one food Souvenir card, and one small objects Souvenir card. These 3 Souvenir cards constitute a set worth 9 Journey points (1+3+5 points). The Carp token is added to his collection, starting a new set, and is therefore worth 1 Journey point.

Note: Although the Doll/Carp tokens are treated like Souvenir cards for the organization of the players' collections, they do not count when awarding the Collector Achievement, and they do not count in the effect of the Shodo and Emaki Legendary Objects.

Hanabi • Fireworks

The Traveler who drew and chose this Matsuri **immediately** and randomly draws 2 new Matsuri cards. Both of these 2 Matsuri cards are put into play and their effects are applied.

o-Fune matsuri • The ships

Each Traveler immediately receives the next section of his Sea Panorama and scores the corresponding Journey points.

- If a player has already finished his Sea Panorama, he doesn't benefit from this Matsuri.
- If several players simultaneously finish their Sea Panoramas as a result of this Matsuri, they each score for the Sea Panorama achievement. Use „3 Journey points“ tokens to represent the award.

o-Shogatsu • New year's eve

Each Traveler, in the order they arrived at the Inn, can **immediately** roll the Fortune die. The player then takes a number of coins equal to the die's result (0, 1, 2, 3, or 4 coins).

Setsubun • Bean-throwing

Each Traveler, in the order they arrived at the Inn, can **immediately** roll the Fortune die. The player then scores a number of Journey points equal to the die's result (0, 1, 2, 3, or 4 points).

Note: Use the Journey points tokens to represent the award.

Tanabata • The stars

The 4 Achievement (Gourmet, Bather, Chatterbox, and Collector) are **immediately** awarded according to the usual endgame rules; however instead of winning the card and 3 points, each winner receives a „2 Journey points“ token (players tied for first each get a „2 Journey points“ token).

Note: Leave the Achievements cards face-up next to the board to be awarded again at the end of the journey in the usual way (the Achievements will be then worth their usual 3 Journey points).

o-Tsukimi • The moon

The Traveler who drew and chose this Matsuri **immediately** takes the Calligraphy card of his choice among those remaining in the stock. He then places that card face-up next to the other Achievement cards (not in his collection).

At the end of the game, each player will score these Calligraphy points as if this card were in their collection.

Example: Doria has chosen the Calligraphy „Contemplation“. At the end of the game, each player will score 3 points for each complete Panorama and 1 point for each Cherry Tree in his collection.

Shishimai • The lion

The Travelers who have donated coins to the Temple **immediately** score Journey points corresponding to their donation.

Contrary to the End of the journey awards, only the three most generous Travelers are awarded as follows:

- The most generous donor scores 4 Journey points.
- The second scores 2 Journey points.
- The third scores 1 Journey point.

Ties are resolved according to the usual rules.

Cho-yo • The chrysanthemums

During the next arrival at the next Inn, whether it is on intermediate Inn or the final one, all the Meal cards cost 1 coin less than normal (as a result, the Meal cards worth 1 coin are free). In addition, the first player to arrive at the Inn draws 2 Meal cards more than usual.

Example: In a game with 4 players, the first Traveler at the Inn will draw 7 Meal cards (5 cards for a 4-player game + 2 cards for the Matsuri).

Yama no Ko • The mountain

Until the next Inn, each Traveler who stops at a Mountain space can take 1 additional Mountain Panorama section, before making the usual choice to take either a Panorama or a Cherry Tree. He scores the corresponding Journey points.

If a player has already finished his Mountain Panorama, he doesn't benefit from this Matsuri.

o-Tane matsuri • The rice

Until the next Inn, each Traveler who stops at a Rice Paddy space can take 1 coin from the bank and donate it to the Temple in his name before making the usual choice for the Rice Paddy space (take a Rice Paddy Panorama or take a Cherry Tree). He scores the corresponding Journey points for the donation.

If a player has already finished his Rice Paddy Panorama, he doesn't benefit from this Matsuri.