

Tokaido

(Crossroads and Matsuri expansions included after Base rules)

Set-Up:

- Lay out the 7 achievement cards (Gourmet, Collector, Bather, Chatterbox, and 3 panorama bonus for 1st completion.)
- Separately shuffle the Meal, Souvenir, Encounter, Hot Springs decks and place them face-down on their spaces.
- Sort the panorama by type (sea, mountain, rice paddy) and then in numerical order. (Easier to find certain cards later.)
- Each player is dealt 2 traveler identities and they choose 1 to represent them during the game. Take the coins shown.
- Each player chooses a color and takes a pawn, color disc and scoring marker of that color. Put the scoring marker on the "0" space of the score track, and the color disc in your traveler card to show your color.
- Randomly place all players' pawn at the 1st inn. 1 pawn per space (red dot).
- SET-UP VARIANT: (see page 8 at the top) – Give the player closest to the inn 2 extra coins, the next furthest 1 coin, the 3rd furthest nothing, and the 4th and 5th furthest must give back 1 coin. This is to balance out the benefit of going first.

Game Flow:

- Throughout the game, the player whose traveler pawn is "furthest behind" is the next to take their turn. When players are ready to depart the inns, the player furthest from the road will depart first.
- On a player's turn, they will simply move their pawn forward as many spaces as they wish to an empty journey space and take the action, but you can never go backwards! When the inns are reached, players will place their pawns in the next available closest space. See "Inns" below. All players must wait for the group to arrive at the inn before departing.
- The game is over when all players reach the final inn and have a meal. Most points is the winner. See end game.

Double Spaces:

- In a game with 4/5 players, the double spaces are used (areas with 2 dots.) When a player lands on this journey space, if the space on the road is open, use that space. If that space is occupied, then use the 2nd space further out.
- The space on the road itself is considered farther along on the journey, thus, if a pawn was on the 2nd space, he would go before the pawn on the road. See the 2nd example on page 3.

Journey Spaces:

*****All points earned will score immediately in game (except the 4 end-game and Temple bonuses)*****

- **Shops**
 - Draw the top 3 cards from the Souvenir deck and lay them out on the table face-up for all to see. Buy 0-3 of these cards for the coin value, and unwanted cards go on the bottom of the deck.
 - Each card has a coin cost and a type at the bottom. The goal here is to create a set of the 4 types of souvenirs.
 - The 1st souvenir in a set will earn 1 point
 - The 2nd souvenir (which must be different from the 1st) is worth 3 points.
 - The 3rd souvenir (which must be different from the 1st and 2nd) is worth 5 points.
 - The 4th souvenir (which is the one you don't have in this set yet) is worth 7 points.
 - You are NOT required to finish 1 set before working on another set. However, score points according to the set the new card is being added to.
 - If you have no money, you can't stop here.
- **Farms**
 - Earn 3 coins from the bank
- **Panorama**
 - There are 3 types – a 3-panel, a 4-panel, and a 5-panel image.
 - See which panorama you stopped at and take the next segment (1,2,3,4,5) you need for your image and score matching number of points. (example: the 4th panel will grant 4 points)
 - You can only create 1 panorama of each type, so once you have finished a type, you may no longer stop on that panorama's spaces again.
 - If you are the 1st player to finish a particular type of panorama, take the bonus achievement card worth 3 points!
- **Hot Springs**
 - Take the top card, will be worth 2-3 points as shown.

- **Temple**
 - Pay 1-3 coins to the Temple space on the board and earn points equal to this value.
 - At the end of the game, players will earn 10/7/4/2 points based on their coin ranking in the temple.
- **Encounters**
 - Flip over the top card and apply the effects.
 - Shokunin – take and add the top souvenir card to a set for free. Score like normal.
 - Annaibito – Add the next card of the shown panorama. If this panorama is complete, take for another panorama. Score like normal.
 - Samurai – Score 3 points
 - Kuge – Take 3 coins from the bank
 - Miko – Take 1 coin from the bank and place it in your temple stack. Score 1 point.
- **Inns**
 - Special spaces where all travels must stop.
 - Here you will buy meal cards for 1-3 coins and earn 6 points. See “Arriving at the Inn” below.

Arriving at the Inn:

- When you arrive at an Inn, you must stop and put your pawn on the next closest space to the road, then you look at the meal cards to see if you want to buy some food.
- If you are the 1st person at the Inn, drawn meal cards 1 + the number of players, then look at them all and decide if you want to buy 1. If you aren't the 1st player, take the meal pile that was set aside for this inn.
 - If you don't want to buy one, put the deck to the side and wait for everyone else to arrive
 - If you do want a meal, pick 1, pay the 1-3 gold coins shown, add the card to your collection and earn 6 points.
 - You can't purchase another meal you have eaten already (can't double card names.)
- After all players have arrived, the next leg can begin just like the beginning of the game.
- When all players enter the final inn and have their meal time, the game will end.

End Game:

- Players will award the following bonus cards:
 - Gourmet – 3 points for the person who spent the most on food.
 - Collector – 3 points for the person who has the most souvenir cards
 - Bather – 3 points for the person who has the most Hot Springs cards.
 - Chatterbox – 3 points for the person who has the most encounter cards.
- Players will award majority bonus for the Temple. Look at the coins in each pile and give points:
 - 10 points for the player with the most coins
 - 7 points for the player with the 2nd most
 - 4 points for the player with the 3rd most
 - 2 points for the player with the 4th most.
 - If anyone is tied, all tied players earn the point value for the tied position.
 - If you didn't donate any coins, don't earn any points.
- The player with the most points is the winner! If a tie, player with the most achievement cards will win.

Special Rules for 2 players:

- During set-up, add a 3rd traveler who is neutral. Set his starting position randomly with the other 2 pawns.
- The player whose pawn is in the lead will move the neutral traveler.
- Other than blocking spaces, the neutral traveler has no effect on the game except at the Temple and the Inn:
 - Temple – Add 1 coin from the bank to the neutral players color
 - Inn – The 1st player that arrives will draw 4 cards, and when the neutral player arrives, the player who moved him will randomly discard 1 meal card to the bottom of the deck.

Crossroads Expansion

This expansion adds new characters to be mixed in and adds more options to most of the locations.

Changes to Set-Up:

- Place the Legendary Objects, Bathhouse Cards, Calligraphy Cards, Amulet Cards, and the Cherry Tree Cards next to the corresponding decks from the base game. The red die is also placed nearby.

New Space Effects:

- **Panorama Spaces**
 - As a 2nd choice instead of the normal panorama card, you can take a Cherry Tree card, if available.
 - Cherry Tree Cards are worth 2 points and 1 coin. Can have any number.
- **Hot Springs**
 - As a 2nd choice other than the Hot Spring card, you can now pay 1 coin for a Bathhouse card. Worth 4 points.
 - Bathhouse cards count as Hot Springs cards for awarding the “Bather” bonus at the end of the game.
- **Farm**
 - As a 2nd choice instead of the 3 coins, you can now press your luck rolling the red die by paying 2 coins.
 - The “X” earns nothing. The x1/2/3/4 will multiply the 2 coins you gambled, earning 2/4/6/8 coins.
- **Temple**
 - As a 2nd choice other than the normal temple action, you can pay 1 coin to the bank for 1 available Amulet Card.
 - Amulet cards give a single use effect (keep face-down until use):
 - Vitality – Play again right away if you move into the lead and not at an inn.
 - Fortune – Roll the red die before you move, earn coins based on the number shown.
 - Health – Lets you pick both options at the place you stop this turn, not at an inn.
 - Friendship – Lets you stop on a “single space” as if it were a “double space.”
 - Hospitality – Meal card for free when at an inn.
 - Devotion – When purchasing any card, put the coins in the temple and score points as normal.
- **Souvenir Shop**
 - As a 2nd choice other than the normal purchases, you can acquire 1 Legendary Object of choice, paying the cost.
 - Any player may obtain multiple of the same type of card, and these cards count towards the “Collector” bonus.
 - Shodo and Emaki – gives 1 point for all Souvenir and Legendary Objects earned thus far, and 1 additional point for all Souvenirs acquired thereafter.
 - Buppatsu and Ema – these cards count as a new “class” of souvenir in a set, thus allowing 5 cards to be in a set. Score points for its position in the set, and the 5th card is now worth 9 points.
 - Murasame and Masamune – Give 8 points.
- **Encounters**
 - As a 2nd choice other than the normal Encounter card draw, you can pay 1 coin for 1 Calligraphy Card of choice.
 - Keep face-down until the end of the game.
 - These cards count towards the “Chatterbox” bonus given at the end of the game.
 - Foresight – score 2 points for every coin you have.
 - Contemplation – score 3 points for completed panorama and 1 point per cherry tree.
 - Nostalgia – score 2 points per Legendary Object and 1 point per Souvenir.
 - Patience – 6 points if last to arrive at the last inn, 4 points if 2nd to last, and 2 points for 1-3 position.
 - Perfection – score 2 points per Accomplishment and 1 point per Calligraphy card.
 - Fasting – score 3 points per inn that you didn’t eat a meal.

Variants:

- Rare and Precious – randomly select 4 cards (5 with 4-5 players) from each pile of the Crossroads expansion to use instead of them all. You can look at the Amulet and Calligraphy cards before the game starts.
- Good Luck – At the beginning of the game, you can spend 1 coin to take an Amulet card at random.

Matsuri Expansion

This expansion adds a ton of new characters to mix in and the Matsuri deck of cards.

- Shuffle the Matsuri deck at the beginning of the game.
- After all players have taking part in meal time at the 3 intermediate inns, the player who arrived first will take the top 2 Matsuri cards of the deck, look at both secretly, and pick 1 to go into effect until the next card is chosen at the next inn.
- See pages 3-8 in the Matsuri rulebook for details on each card.

Tokaido Travelers

(Includes Base, Crossroads, Matsuri and Promo Travelers)

Ayumu – All meals cost 1 coin regardless of what he chooses, and “small object” souvenirs are free!

Chihaya – When stopping at the 3 middle inns, take 1 hot springs card. Score the points.

Chuubei – Before he takes his meal card at the Inn, he draws 1 encounter card and applies it.

Daigoro – When arriving at the 3 middle Inns, draw 1 Souvenir card. Score the associated points.

Eriku – At the beginning of the game, you may look at and buy the top meal card. During the game, when you are looking at meal cards, you may look at the top card of the meal deck and buy that one instead. If the top card isn't bought, put on bottom.

Felicia – When she goes to purchase a card that costs coins, Felicia can challenge her closest traveler to a number of matches of Rock-Paper-Scissors (1 match per coin needing to be spent). For each victory (not tie or loss), the cost of the card is reduced by 1.

Gotozaenon – Earn 1 coin when stopping on a Panorama space.

Hiroshige – Before he takes his meal card at the Inn, he can take 1 panorama card of his choice and scores it.

Hirotsada – Each time at the Temple, take 1 extra coin from the bank, add it to his stack, earn an extra point.

Iyasaka – When stopping at the Farm, earn +1 coin if taking coins, or can reroll the dice if rolling.

Jirocho – When arriving at the 3 middle Inns, before his meal, he can try his luck. He pays 1 coin and rolls the dice, earning coins equal to the number shown on the dice, or nothing if he rolls the X.

Kamui – When stopping at the Inns, score 3 points if you don't buy food. Can be combined with the “Fasting” calligraphy card.

Kidzuna – When stopping at the 3 middle inns, can buy another meal. First, reveal the top meal card of the deck, choose to buy it, then proceed to purchase her main meal. Score points for both!

Kinko – Each meal cost 1 less coin.

Kita – Can carry out both actions when stopping at an Encounter space (Encounter and Calligraphy card.)

Kushimada – All other players at the beginning of the game give you 1 coin. At any time, you can look at other player's Calligraphy and Amulet cards. In a 2p game – take 1 coin from the bank at the beginning too.

Mari – When stopping at the Temple, earn 2 points for each.

Marihito – At the end of the game, can double 1 calligraphy card in his collection.

Misaki – Take 1 coin any time any player stops at the temple.

Mitsukuni – Earns 1 additional point for each Hot Spring and Achievement (bonus) card.

Miyataka – Can carry out both actions at the Temple, give coins AND buy an amulet.

Musubi – When stopping at the 3 middle Inns, take 1 coin from your neighbors on the track. If you are first, last or a neighbor has no coins, take 1 from the bank. You will earn 2 coins no matter what.

Mutsumi – When leaving the Inn, he ALWAYS leaves first, no matter the position.

Nampo – When at an Inn, score 1 additional point for each coin spent on a meal.

Rakuren – When at the shop, can choose to randomly draw 4 souvenir cards and 1 Legendary Object card and buy any of the cards he wants.

Sasayakko – In the shop, if you buy at least 2 cards, the cheapest is free. (Must still have coins for them all.)

Satsuki – When arriving at an Inn, receives the top meal card from the deck for free. She can return this card to the bottom to buy another meal like normal.

Suseri – Scores 1 point for each type of card (Hot Spring, Bathhouse, Souvenir, Legendary Object, Encounter, Calligraphy, Amulet, Meal, Sea Panorama, Mountain Panorama, Sea Patty Panorama, Cherry Tree.)

Takeru – Any time anyone stops at an Encounter Space, take 1 coin from the bank.

Titia – She buys “art” souvenirs and Legendary Objects for 1 coin less. Some cards will be free!

Umegae – Earns 1 point and 1 coin for each Encounter before the card is drawn.

Yashima – At the 3 middle Inns, receive a free and RANDOM amulet.

Yoshiyasu – When doing an encounter, draw 2, choose 1, and the other card goes on the bottom of the deck.

Zen-Emon – Once per shop, can purchase 1 souvenir for 1 coin.