

# Players' leaflets for Tokaido

*Don't print this - the leaflet starts on next page*

It's not that publishers' rules are ambiguous or complicated.

But it isn't always convenient to pass rules to and fro, and some of us can't instantly learn what the graphic explanations mean.



Players often want to consult the rules and to see ahead what their choices may be, or what restrictions apply to them ~ and waiting for Peter to finish can be a pain!

**From the leaflet, each player gets ...**

- a rules resumé
- a guide to characters or elements
- a guide to special actions or effects

## Printing

They're created at A5 size, which is half of A4.

The easiest way to print, using A4 paper, may be to slice it in half first, then use it as A5 sheets.

A4 is longer than **letter** size, but not so wide. I have not tried the leaflets out on letter sized paper.

**Pages 8:1 on reverse of 2:7 .... 6:3 on reverse of 4:5**



Fun, popular games available from [FunGames4CasualPlayers.com](http://FunGames4CasualPlayers.com)



### [Palm Island](#)

A very small solo game, based on but seventeen cards - an island game that truly does fit into your palm.

### [Jekyll vs Hyde](#)

For two players who enjoy the cut and thrust of a trick taking game, this is of incomparable value

### [Merchants of Dunhuang](#)

A (*perhaps the best*) four player game set in a medieval market - inexpensive, but very rich in challenge and versatility.

### [Maquis](#)

A solo game in which one must achieve two daring missions as a member of the French Resistance - the Maquis.

### [Black Sonata](#)

A solo searcher sets out to track down and unmask Shakespeare's "Dark Lady" as she traverses the streets of London. **Much** deductive thinking!

### [Mr. Jack](#)

For two players, this game brings head scratching aplenty, and even the occasional fluttering heart - truly!



### Zen-emon (merchant)

At shops he pays only 1 coin for one of the souvenirs he buys, whatever the marked price.

He starts with 6 coins.

### Sasayakko (geisha)

At shops if she buys two or more souvenirs, the cheapest is free. She must have enough coins to buy all, but the shopkeeper gives her the cheapest.

She starts with 5 coins.



### Chuubei (messenger)

At each inn en route (*not the last one*) he draws and acts upon an encounter card.

Starts with 4 coins.

### Umegae (street entertainer)

At each encounter he earns 1 point and 1 coin before the effects of the encounter are applied.

Starts with 5 coins.



### Kinko (ronin - vagrant Samurai)

At each of the three inns en route his meal card costs one coin less. Meals that cost 1 are therefore free.

Starts with 7 coins.



# Tokaido

... a traveller's delight

## Travelling

In Tokaido, travellers make their way along Japan's historic Eastern Sea Road.

En route they visit hot springs, explore landscapes, buy souvenirs, eat meals, work on farms, and meet other travellers. All these things bring them benefits - there are no nasty 'take that' experiences: just positives.

### When do travellers move?

Tokaido is different to most games, in that we don't go around the table taking turns. Rather, the traveller who is furthest back from the last inn (at very end of the road) goes next. This is always the case: last goes first.

This occasionally means that the same traveller will be able to go twice or even more in succession ~ and get the gains that come with their extra moves.

Also, when everybody has gorged their grub at an inn and it's time to move on, the one who's last in is nearest the door, so they will be the first out.

The first to have gone in will have the best choice of meals, but will be the last one to go out.

### How do they move

Travellers may move as many spaces ahead as they choose, provided it's to a space they're permitted to visit. Leaving empty spaces behind themselves gives other travellers opportunity to take their time catching up, gaining points or coins as they dawdle.

The traveller moves to the space they've chosen, and undertakes the actions that are called for or offered.

Some have space for two travellers: the one furthest from the road is furthest from the end and the last inn (*so goes first of the two of them*).

## Winning - how, and when

The traveller with most points at the end of the road wins. **Not** the one with most money. Players aim to be the traveller with the widest range of points-awarding experiences.

Coins buy souvenirs & meals, and make temple donations. Thus are points gained. So, points will accrue as you visit places, buy things, and meet people along the way.

Points also come when everyone's got to the end, and the various bonuses are evaluated.

Move along the road wisely and spend carefully. Neither under-spend nor over-spend.

## Inns - there's no such thing as a free lunch

Everyone must stop at each inn ~ there's no choice.

There, they can buy one meal, and collect a food card.

They also instantly gain 6 points.

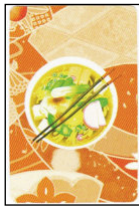
They don't have to eat - but they won't get the 6 points if they don't.

The first to arrive takes as many meal cards as there are players, plus one.

They make their choice and put the others face down for following travellers to choose from.

So, the first one in gets the best choice, but they'll be the last out !

A traveller may not eat the same delicious dish twice.



**After the last meal** the player with most coins on their meal cards gets the gourmet achievement ~ 3 points.

## Travellers - shown on the next pages

Each player is given two traveller cards at random before the game starts, and they choose which they want to be.

Each traveller starts the game with a number of coins, which is specified on the character-cards.

Importantly, travellers each access different benefits as they travel.

- It's important to remind yourself what your potential benefits are, because you don't want to miss out on important advantages en route.

Don't expect other travellers to remind you. And watch what other travellers are up to.



Rules-resumé & reminders from

[FunGames4CasualPlayers.com](http://FunGames4CasualPlayers.com)



## Shops at villages

Travellers **must** have at least one coin to enter a shop.

When arriving at a shop, the traveller takes the three top souvenir cards. They then can purchase up to three of them, but they don't have to buy any at all.

Souvenirs are of four different types.

Small objects



Clothing



Art & craft



Food & drink



Buying just one **type** of souvenir instantly gets 1 point.

Buying a second, different **type**, immediately gets 3 more points ... when a third type is bought, the traveller gets a further 5 points ... then 7 for a fourth type.

Two of the **same** is just 2 points.

Clearly, as travellers add to an **array** of different types, points accumulate.

A set of all four types would bring 16 points ....  $1 + 3 + 5 + 7$

There's no limit to how many sets or individual souvenirs travellers can accumulate.

It's a mixture that earns most, and the souvenirs can be bought in any order.



## Hot springs

When stopping to bathe, travellers take a card.

It will give them either 2 or 3 points immediately.

**After the last meal**, the player with most hot spring cards gets the bather achievement ~ 3 points.



## What may befall you the road ... all are beneficial

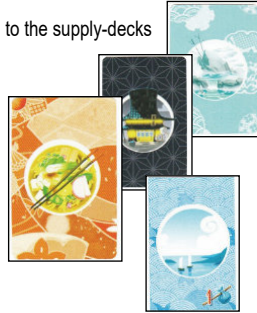
### These have cards that need to be collected

Several of the icons that appear along the road are matched to the supply-decks of cards that are sitting on the board.

These are shops, encounters, hot springs, and panoramas.

And inns of course, where everybody takes their meals.

Travellers collect from the card-piles when they land on a space that relates to the cards.



## Temple

### This does not have any cards to be collected



The Temple is printed onto the board, and alongside it it is coloured spaces onto which travellers can place their generous donations.

To visit a temple en route a traveller must have at least one coin, since that's the very least they're allowed to donate.

When visiting a temple travellers **must** donate 1, 2, or 3 coins. ... and they immediately get 1, 2, or 3 points.

At the end of the journey, there are added points benefits from having donated. The benefits that donors can earn are shown alongside the temple.

The biggest donor(s) gets 10 points, next biggest 7, then 4, then 2.

If there are **ties** at any level of generosity, each gets the full points score.

## Farms

Travellers who visit farms take 3 coins in earnings. They will need money as they travel : to buy, or to donate.

An **encounter** with a Kuge also has a cash benefit.



### Hiroshige (artist)

At each inn en route (*not the last one*) he can choose any panorama card, scoring the points immediately.

Starts with 3 coins.

### Hirotsuda (priest)

At a temple visit he takes a coin from the bank and donates it, scoring 1 point. He may also donate coins of his own.

Starts with 8 coins.



### Yoshiyasu (local administrative bod)

At each encounter he draws two cards and chooses one. The other goes to the bottom of the deck, unseen by others.

Starts with 9 coins.

### Mitsukuni (old man)

At each hot spring he gets 1 additional point.

He also gets 1 additional point for every **achievement** card that he acquires, both en route and at the end.

Starts with 6 coins.



### Satsuki (orphan)

At **all** inns she may take the top card from the meals deck, keep it, and pay nothing - getting 6 points. She can't also buy an available meal, but she may instead purchase a meal from those available to travellers.

If she is first into the inn, she takes the appropriate number of cards first as usual.

Then she can look at the top card and keep it if she wishes.

Starts with 2 coins.

## Encounters - they cost nothing

Draw the top encounter card and do what it tells you to do.

After the last meal, the player with most encounters gets the chatterbox achievement ~ 3 points.



### Annaibito - the guide



Take a panorama as shown on the card. It will be field, mountain, or sea.

If you have already started that panorama, take the next card in the series, and score points as usual.

If that panorama's already completed by you, add to or start another panorama of your choice.

### Shokunin (travelling merchant)

Take the top souvenir card and add it to your other souvenirs.

Immediately score 1, 3, 5, or 7 points, depending on how many souvenirs of the four kinds you already have in a set.

### Samurai

Immediately score 3 points.



### Kuge (the noble)

Take 3 coins from the bank.

### Miko (Shinto priest)

Take one coin from the bank and place it as your own offering to the Temple, and score 1 point.



## Panoramas - three, which cost nothing to acquire

Travellers collect a panorama card each time they visit a panorama icon, placing them side by side.

Starting with card, "1", panoramas expand, gaining points each time, as shown on the card.

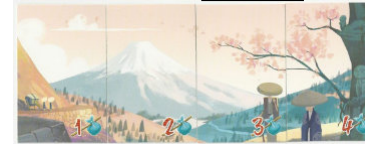
Field panoramas are 3 cards wide. Mountains are 4, and sea are 5 wide.

Travellers can create only one panorama of **each type** ~ but may try to create all three.

Once completed, they can no longer stop at those panoramas en route.

**Panorama achievements** - the first to complete each type of panorama immediately gets a panorama achievement ~ 3 points.

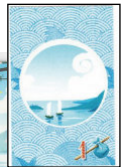
### Mountains - 4



### Fields - 3



### Seascapes - 5



## Achievements

### After the last meal

Collected cards may bring benefits - 3 extra points are earned through achievements.

- **Gourmet** - the traveller who has **most coins** on the collected meal cards
- **Bather** - the one with most **hot spring** cards
- **Chatterbox** - the traveller who's had most **encounters**
- **Collector** - the one with most **souvenirs**, regardless of their costs

If tied, all get the three points.