

Players' leaflets for Tokaido

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

From the leaflet, each player gets ...



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

Printing

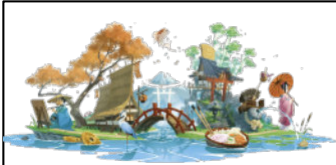
The first page is a setting up reminder. It can be pasted inside the box lid, or mounted onto card.

Leaflets are created at A4 size, then folded.

More leaflets here ►

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Tokaido

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. Points are gained as you visit places, buy things, and meet people along the way.

Points also come when everyone's got to the end, and the bonuses are evaluated (page 5).

Move along the road wisely and spend carefully.

Travelling

Travellers are making 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 bring them benefits - there are no punitive experiences.

When do travellers move?

The traveller who is furthest back from the last inn (*at very end of the road*) goes first. This is always the case: last goes first, then next furthest, and so on.

Sometimes the same traveller will go twice or more in succession ~ and get the gains that come with their extra moves.

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

The first in will have the best choice of meals, but will be the last 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 do so.

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*).

1

► These are not accessible in 2/3 player games. ◀

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.

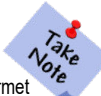
They don't have to eat - but they won't get the 6 points if they don't.

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 overleaf

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: 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. You don't want to miss out on important advantages en route.

Don't expect other travellers to remind you.



2

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

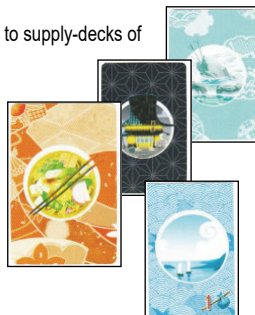
These have cards that can be collected

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

Shops - encounters - hot springs - panoramas.

And **inns**, where everybody takes their meals.

Travellers collect cards when they land on a space that relates to the cards.



Temple

There are no cards to be collected

The Temple is printed on the board. Below it it are coloured spaces onto which travellers can place their generous donations.

To visit a temple en route a traveller **must** have at least one coin, which is the very least they **must donate**.

When visiting a temple travellers **must** donate 1, 2, or 3 coins. ... immediately getting 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.



3

Shops at villages

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

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

Souvenirs are of four different types.



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

Buying a second, different **type**, at any time 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.

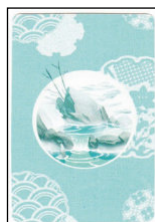
It's a mixture that earns most, and the souvenirs can be bought in any order.

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.



4

Encounters - being friendly costs 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 Who may you meet?



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.



5

Panoramas - three, and free

Collect a panorama card when visiting a panorama icon, placing them side by side. Starting with "1", panoramas expand, gaining the points shown on the card.

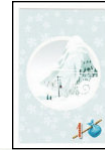
Field panoramas are 3 cards wide. Mountains are 4, and sea are 5 wide.

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

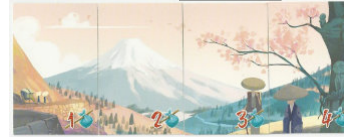
Once completed, they can **no longer** stop at those panoramas en route.

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

Mountains - 4



Fields - 3



Seascapes - 5



Achievements and bonus points 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.

6



Hiroshige (artist)

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

Starts with 3 coins.

Hirotsada (priest)

At a temple visit he takes a coin from the bank and donates it, scoring 1 point. He may **also** choose to donate 1, 2, or 3 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 **also** look at the top card and keep it if she wishes.

Starts with 2 coins.

7



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 them, 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 the top 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 inn where he buys food, his meal card costs one coin less. Meals that normally cost 1 are therefore free.

Starts with 7 coins.

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8