



KOOTA YAMADA

DAVID SITBON



14+



60-90'



2-4

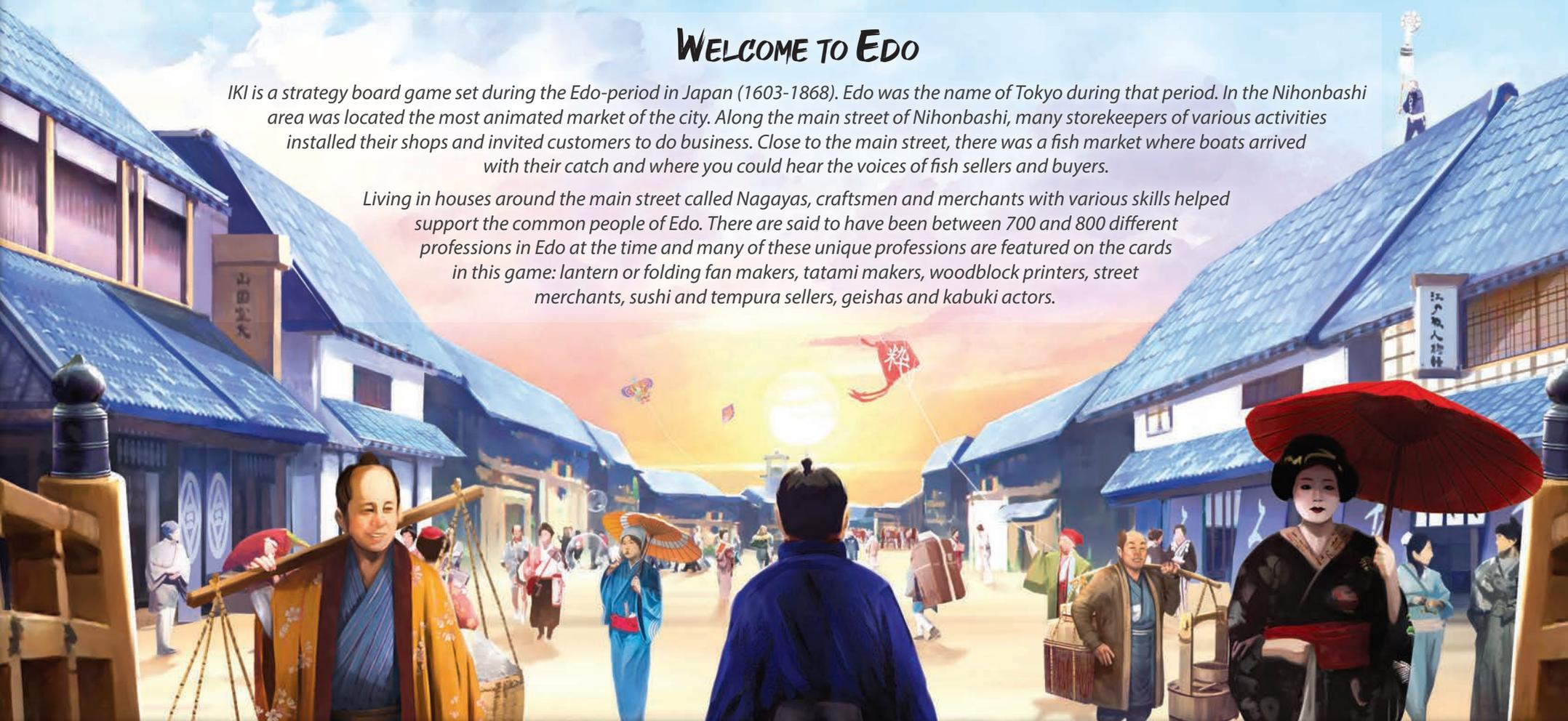
# IKI

A GAME OF EDO ARTISANS

## WELCOME TO EDO

*IKI is a strategy board game set during the Edo-period in Japan (1603-1868). Edo was the name of Tokyo during that period. In the Nihonbashi area was located the most animated market of the city. Along the main street of Nihonbashi, many storekeepers of various activities installed their shops and invited customers to do business. Close to the main street, there was a fish market where boats arrived with their catch and where you could hear the voices of fish sellers and buyers.*

*Living in houses around the main street called Nagayas, craftsmen and merchants with various skills helped support the common people of Edo. There are said to have been between 700 and 800 different professions in Edo at the time and many of these unique professions are featured on the cards in this game: lantern or folding fan makers, tatami makers, woodblock printers, street merchants, sushi and tempura sellers, geishas and kabuki actors.*



## GOAL OF THE GAME

Live an entire year in Edo and try to become the best *Edokko*, the "child of Edo", by participating in the well-being and the prosperity of Edo and its citizens. Hire characters with various skills, make them work in the main street of Nihonbashi and increase their experience until it's time for them to retire.

The winner is the player with the most IKI, a philosophical concept of the Edo period representing the ideal way of living a civic life.

➔ IKI scored during the game is represented by

➔ IKI scored at the end of the game is represented by



## GAME COMPONENTS

### Boards

- 1 double-sided main board and 4 double-sided player boards (2 players and 3-4 players)

### Cards

- 4 starting Character cards
- 56 Characters cards (14 cards for each season)



Spring Summer



Autumn Winter

- 10 Building cards



### Wooden parts

- 4 Oyakata meeple



- 4 Ikizama meeple



- 16 Kobun meeple



- 4 score markers



- 4 Firefighting markers



- 20 Wood



- 30 Rice



- 1 Calendar marker



### Tokens & tiles

- 36 "1 mon" coins



- 20 "4 mons" coins



- 28 Sandal tokens



- 12 Koban tokens (gold coins)



- 8 Fish tokens (2 per season)



- 8 Pipe tokens (2 per season)



- 8 Tobacco Pouch tokens (2 per season)



- 4 "30/60" IKI tokens (1 per player)



- 4 Fire tiles



- 5 Special tokens:



Move +1



Avoid a Fire (x2)

- Joker



- Hire -1



### Other

- 1 score pad
- 2 rulebooks (English, French)

### 2 player games

- 1 Sun & 1 Moon token
- 12 Blocking tiles



**Publisher note:** we decided to call "rice" the straw-colored bags (*komedawara*) used during the Edo period. They contained approximately 60 kg of rice.

## GENERAL SETUP

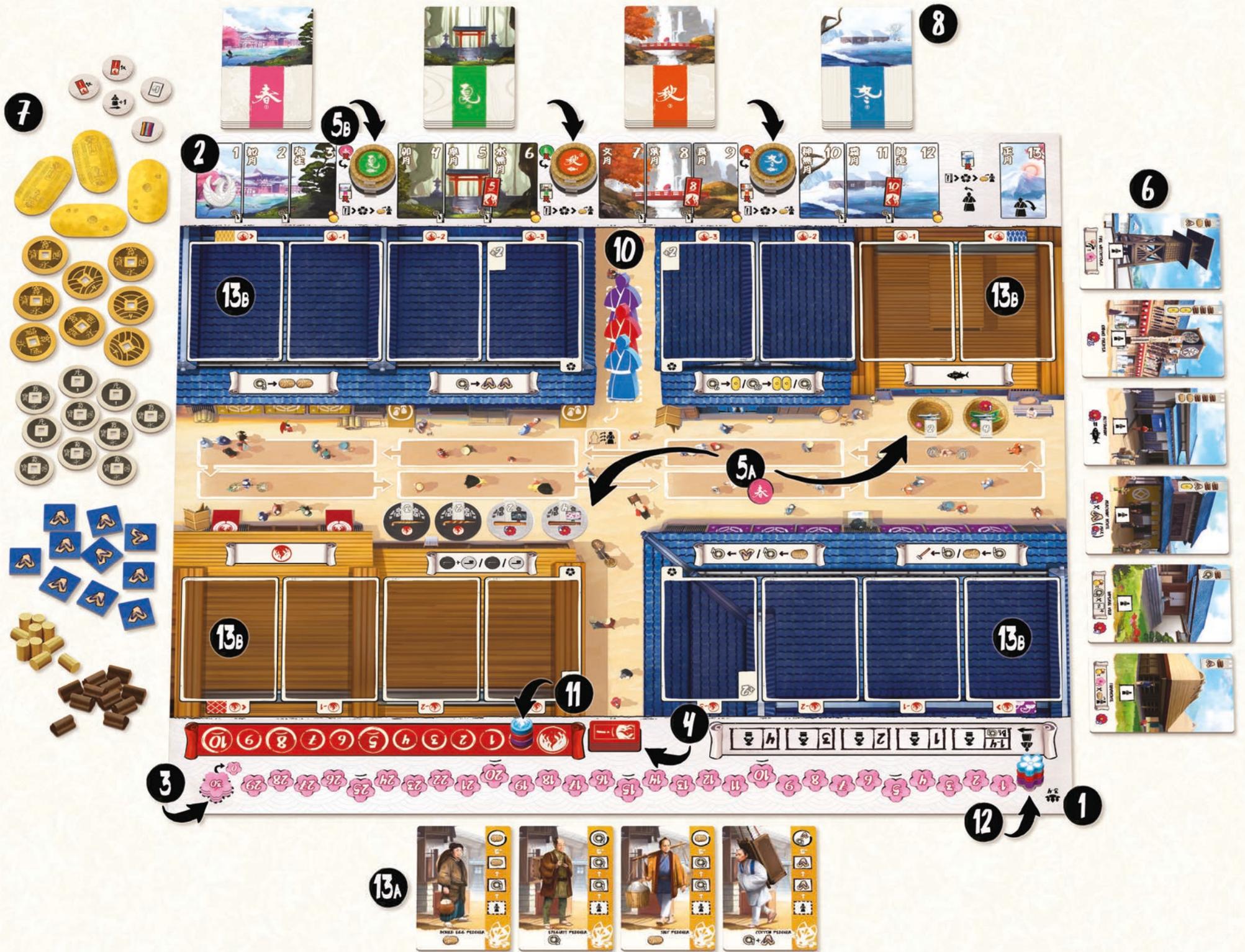
- Place the board at the center of the table, on the side that matches the number of players.
- Place the Calendar token on the 1<sup>st</sup> space of the Calendar: this is the first month of the year. Each round corresponds to a month. According to the traditional Japanese calendar, months 1-3 represent Spring, months 4-6 represent Summer, months 7-9 represent Autumn and months 10-12 represent Winter. The 13<sup>th</sup> month represents New Year's Day.
- Place a number of "30/60 IKI" tokens equal to the number of players at the end of the IKI track.
- Shuffle the 4 Fire tiles, make a stack face down and place them on their corresponding space.
- Sort the Fish, Pipe and Tobacco Pouches tokens per season (Spring Summer Autumn Winter). Then, place all the Spring tokens face up on their corresponding spaces **5A**. Take the Summer, Autumn and Winter tokens and place them face down on their corresponding spaces of the Calendar **5B**.
- Randomly pick 6 Building cards among the 10 and place them close to the game area. Remaining Building cards are returned to the box: they will not be used for this game.
- Place *mons*, sandals, rice, wood, *Kobans* and special tokens next to the play area: they are called the reserve.
- Sort the Character cards per season (Spring Summer Autumn Winter) to form 4 decks of cards. Place them next to the main board.

## PLAYER SETUP

- Each player chooses a color and takes the components from this color: 1 player board placed on the side corresponding to the number of players, 1 *Ikizama* meeple, 1 *Oyakata* meeple, 4 *Kobun* meeple, 2 markers (Score and Firefighting power). Then, each player takes 1 Sandal token, 1 Rice token and 8 *mons* (the currency used during the Edo era). Place the Sandal token, your *Ikizama* meeple and your 4 *Kobun* meeple on the matching spaces of your player board. Other tokens are placed next to you.
- The last player who visited Japan will be the first player for the 1<sup>st</sup> round. If no player has visited Japan, randomly choose a first player. Each player places their *Oyakata* on a dotted space of the starting area.
- Each player places their Firefighting marker on the space "0" of the Firefighting track. The first player's marker is placed on top, then the player to their left places theirs under it, going clockwise until the last player's marker is placed at the bottom of the stack.
- Each player places their score marker on the space "0" of the IKI track. Should a player reach a score over 30 (or 60) IKI, they take (or flip) a "30/60 IKI" token as a reminder. IKI cannot be negative.
- Take the 4 Starting Character cards and place them close to the play area **13A**: in **counterclockwise** order, each player selects a card, then places it in the outer space of the *Nagaya* of their choice **13B**. They also place a *Kobun* on the first Experience space of the card at the bottom of the card. When playing with 2 or 3 players, non-selected cards are returned to the box: they will not be used for this game.

➔ Resources (*mons*, rice, sandals and *Kobans*) are not limited.

➔ For 2-player games adjustments, look at page 12 of the rulebook.



Setup for 3 players.



Player setup.



## MAIN CONCEPTS OF IKI



**Oyakata meeple:** it represents the character you play in IKI. Each month, your *Oyakata* moves in the main street of Nihonbashi to do business with the **shop** where they stop and with one of the characters working in a **stall**.



**Ikizama meeple:** players choose how many spaces their *Oyakata* will move with their *Ikizama* meeple. Order in which they are placed determines the resolution order for the main phase of the game: the **Action** phase.



**Kobun meeples (x4):** they represent the Edo citizens you employ. When you hire a Character or when you build a Building, place one of your available *Kobuns* on the card to indicate you control it. *Kobuns* placed on Character cards may gain experience until they retire, therefore being available again. At the end of each season, players must feed *Kobuns* on their Character cards, and must also protect them from fires that will break out 3 times during the game.



**Firefighting marker:** it is used to check your Firefighting level when a fire breaks out, but also determines the turn order for the placement of the *Ikizama* meeples during the "Way of Life" phase.

### Character card

- Hiring cost** in *mons*.
- Firefighting power:** when you hire this character, move your Firefighting marker up one space on the Firefighting track.
- Character's **occupation** (see Appendix 1 for characters abilities).
- Skill:** what the character provides you with if activated during the Action phase.
- Type:** Street Peddler / Artisan / Special / Master Craftsman / Shop Seller.
- Experience level:** most characters start at level 1, but a few start at level 2.
- Salary:** the owner of the card receives this on Payday.



**Skill:** there are 3 types of skill:

You get resources, Firefighting Power or IKI for free.

In exchange for resources, you get an ability, resources or IKI.

Special actions or abilities.

**Experience:** the experience track on the right side of each Character card indicates the **Salary** generated by the Character during Payday, depending on their Experience Level. The **Salary** of this character is the one right above the *Kobun* placed on the card. Some cards like the *Puppeteer* or the *Glassblower* have a shorter experience track.

Experience can be gained in 3 different ways:

- ➔ An opponent uses the **skill** of your character.
- ➔ When your *Oyakata* completes a turn in the Main Street.
- ➔ Some characters' **skill** increases the Experience of one of your characters.

Each time a character gains Experience, the *Kobun* is moved one space up. When the *Kobun* reaches the last space, it means the character is now retired: take the Character card, place it in the corresponding column of your player board (that matches the color of the card) and take back your *Kobun*. Retired characters do not need rice during **Payday**, but provide their maximum Salary, indicated in the circle at the top right of the card.



**IMPORTANT:** Some characters whose Salary is indicated in a red circle grant players a Special token, but only when the character retires. (See Appendix 1).



Example of a *Kobun* increasing its experience.

### Building

- Construction cost.**
- Name** of the Building (see Appendix 2 for Buildings abilities and scorings).
- Kobun space.**
- Ongoing ability** for the owner of the Building, if any.
- IKI** scored at the end of the game.



## Payday & Salary



At the end of each season (at the end of months 3, 6, 9 and 12) **Payday** occurs: each player collects the **Salary** of all their characters (retired or not). For characters on the game board, it corresponds to the space immediately above the *Kobun*. For retired characters, it corresponds to the circled space at the top right of the card.

## Tokens



**Mon:** 1 *mon* and 4 *mons* coins are inspired by coins used during the Edo period.



**Koban:** Inspired by Edo period oval gold coins, *Kobans* are used to build some Buildings.



**Sandal:** You may spend Sandals to increase the number of movements of your *Oyakata* and to do business with characters.



**Rice:** During **Payday**, each player must spend one rice for each of their hired characters on the game board. Rice is also used to do business with characters.



**Wood:** Wood is used to build Buildings and to do business with characters.



**Fish:** Two fishes can be purchased each season: their cost is indicated on the token. The kind of fish changes every season: *shira-uo* (whitebaits) in spring, *katsuo* (bonito) in summer, *suzuki* (sea bass) in autumn and *tai* (sea bream) in winter.



**Pipe:** Two pipes can be purchased each season: their cost is indicated on the token. See Appendix 3 for Pipes abilities.



**Tobacco Pouch:** Two tobacco pouches can be purchased each season: their cost and their IKI value are indicated on the token. See Appendix 3 for Tobacco Pouches abilities.



**Fire tiles:** at the end of months 5, 8 and 11, a Fire tile is randomly picked to determine the starting point of the Fire.



**Nagaya:** Four *Nagayas* are adjacent to the main street. Each *Nagaya* is formed of 4 spaces to place Character and Building cards. Each *Nagaya* forms a group and the four corner spaces that cost 2 additional *mons* to place a card on it form together a 5<sup>th</sup> group.



**Stall:** each space behind a shop is called a stall.



**Shop:** a shop corresponds to the action that can be taken by an *Oyakata* when it stops on the corresponding space of the main street.

## HOW TO PLAY



A game of IKI lasts 13 rounds: the 12 first rounds correspond to the 12 months of the year (which is divided in 4 seasons) and are played alike. The 13<sup>th</sup> round represents New Year's Day and is played differently.

Each month is divided in 3 phases, summarized on the player boards:



Phase **A** "Way of Life": players take position on the *Ikizama* track in the order determined by the Firefighting power track.

Phase **B** "Actions": players 1) gain income or hire a character 2) move their *Oyakata* and do business in the main street, then 3) take back their *Ikizama* meeple.

Phase **C** "Event" depends on the month:

- **Payday** is resolved at the end of months 3, 6, 9 and 12 (i.e., at the end of each season).
- A **fire breaks** out at the end of months 5, 8 and 11.

During phases **B** and **C**, players will have the opportunity to increase their IKI , symbolized by the score track.

## Revealing Character cards

At the beginning of each month, reveal the first 4 Character cards from the deck of the current season and place them next to the main board, close to the Character cards from previous months. At the beginning of the game, play with the Spring cards. Then, you will play with the Summer cards, the Autumn cards and finally the Winter cards.



## PHASE A - WAY OF LIFE: PLACE YOUR OYAKATA ON THE IKIZAMA TRACK

During that phase, players decide how many spaces their Oyakata will move in the main street, which determines the turn order for the next phase (Actions).

In month 1, players take turns clockwise, beginning with the starting player. This is represented by the stack of players markers on the Firefighting track. From month 2 on, players take turns in descending order of firefighting power: the player with their marker on top plays their turn first, etc. Should several players' markers be in the same space, the player whose marker is on top plays first.

**A** When your turn comes, place your *Ikizama* meeple on an available space of the *Ikizama* track. An available space is a space with no *Ikizama* meeple (or no blocking tile in a 2-player game) on it. The number on the spaces indicates the turn order for the next phase (Actions) and the number of spaces your *Oyakata* will move. There are 5 spaces on the *Ikizama* track: 1-4, 1, 2, 3 and 4.

Once all players have placed their *Ikizama* meeple, phase **B** starts.

**Example:** Anaïs has the highest Firefighting power **1**, so she places her *Ikizama* meeple first **2**. Then, David places his *Ikizama* meeple because his Firefighting marker is on top of Dominique's **3**, who plays last.



## PHASE B - ACTIONS: MOVING THE OYAKATA AND DOING BUSINESS

Players take their turn in the order given by the *Ikizama* track, starting with the player whose *Ikizama* meeple is on the rightmost space.

In the case a player placed their *Ikizama* meeple on the leftmost space **1-4**, they play this phase **first** but must directly perform phase B2. Therefore, they cannot hire a character nor gain income, but gain 1 *mon* as compensation. This player moves their *Oyakata* from 1 to 4 spaces and may spend Sandals if they want to move more than 4 spaces.

## 1: Income or Hiring

Choose one:

**Income:** Gain 4 *mons* from the reserve.

**Hiring:** choose an available Character card close to the main board and pay (in *mons*) the cost indicated in the top left of the card. Place the Character card on an empty space of the main board and place one of your unused *Kobuns* at the bottom of the experience track.

➔ Remember to pay the extra cost of the space (1 or 2 *mons*), if any.

➔ If there are 1 or 2 *mons* on the card you hire, take them: you may use them to pay the card.

**IMPORTANT:** if you do not have enough *mons*, nor an unused *Kobun* or if there is no space available on the main board, you cannot hire: you must choose **Income**.

**Example:** Anaïs hires the Monk **1**. She takes the *mon* that was on it, then spends 4 *mons* **2**. Thanks to the hiring bonus, she moves her marker up one space on the Firefighting track. Then, she moves her marker up one space on the Firefighting track **3**. she chooses to place the Monk on this available corner space of the main board which requires to spend 2 additional *mons* **4**. Finally, she places one of her available *Kobuns* on the lowest space of the Monk's experience track **5**.



## 2: Moving Oyakata and doing business

Resolve this phase in this order:

**Moving:**

Move your *Oyakata* in the main street (following arrows) the exact number of spaces indicated by your *Ikizama* meeple (see Phase **A** above).

➔ You may increase the number of movements of your *Oyakata* by spending one sandal for each additional move. Sandals do not allow to reduce the number of movements, only to increase it. Once spent, return the sandals to the bank.

➔ Your *Oyakata* may stop on a space with one or several opposing *Oyakatas*.

**IMPORTANT:** When your *Oyakata* passes  by completing a turn in the Main Street, increase by one the experience of **all your characters:** move up **all your Kobuns**. If this triggers their retirement, take back your *Kobun*, remove the card from the *Nagaya* and place it in the corresponding column of your player board. This step is resolved **during** the movement of your *Oyakata*, but **before** doing business.

### Doing Business:

Once your *Oyakata* has completed their movement, you may do business with the shop you stopped at and/or with one of the two characters sitting in the stalls, if any. You may do business in any order with the shop and one of the cards, or with neither.

If you do business with another player's character, this character increases their experience after business is done by moving up one space their *Kobun* on the card. Should this character retire, their owner takes back their *Kobun*, which becomes immediately available.

**IMPORTANT:** if you do business with one of your characters, its experience level is **not** increased.

**Example: Anaïs** chose the "move 1 space" of the *Ikizama* track **1**. She moves her *Oyakata* one space as indicated on the *Ikizama* track, **2** then she spends 1 sandal to move an additional space **3**. Since her *Oyakata* crossed , all her characters increase their experience by one: her *Monk* and her *Cloth Dyer*, who immediately retires **4**. Then, she performs the action of the Main Street (Rice Shop) **5**, then activates the *Boiled Egg Peddler* to gain 1 rice: as this character is controlled by *Dominique*, his *Kobun's* experience is increased by one **6**.



### 3: End of turn

Once their turn is over, players take back their *Ikizama* meeple  and place it on their player board.



## PHASE C - EVENT

During that phase, first resolve the Event, if any.

### Months 1, 2, 4, 7, and 10

 Place 1 *mon* from the bank on each remaining Character card next to the main board. Then, move the Calendar marker  to the next month.



### Months 3, 6, 9 and 12: Payday

At the end of months 3, 6 and 9, resolve these steps:

-  → Remove from the game all remaining Fish, Pipe and Tobacco Pouch tokens and replace them by the corresponding tokens from the next season.
-  → Remove from the game **all** the unhired Character cards from the current season. If there were *mons* on the cards, they are returned to the reserve. From next month on, you will use the Character cards from the next season.



End of season example



At the end of month 12, resolve these steps:

-  → Remove from the game **all** the Winter cards.
-  → All the Winter Fish, Pipe and Tobacco tokens **remain** on the board: players will have the opportunity to purchase them during New Year's Day.
-  → Each player **takes back** their *Oyakata* meeple and places it next to their player board.



Then, resolve these steps in order:

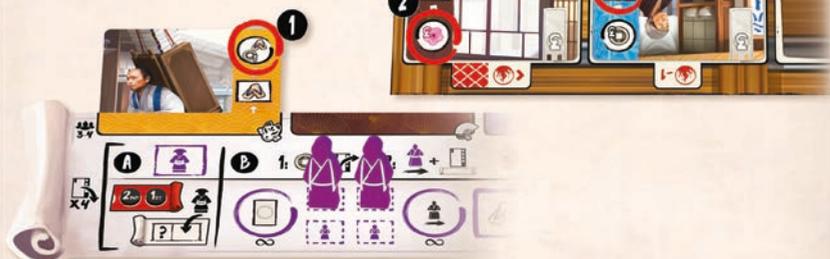
**1) Salary:** Players collect salary from each of their Character cards on the board, depending on their level of experience, and from each of their retired characters. This may be *mons*, IKI or resources. **Retired character's** salary is always the topmost salary on the card.

**2) Nagaya Harmony Bonus:** There are 5 groups of card spaces on the main board: 4 *Nagayas* separated by the streets and the 4 corner spaces  that cost 2 additional *mons*: cards on these corner spaces belong to 2 groups.

For each group with **at least 2** characters of the same type (regardless of who controls them), each player multiplies the number of **their** *Kobuns* by the number of cards of the **same color in that group**. Players score that value in IKI .

**IMPORTANT:** characters in the corner spaces may score twice, as they belong to two groups at the same time.

**Example:** **Dominique** receives salary from his characters: 1 *mon* and 1 *sandal* from the retired **Coton Peddler** **1**, 3 IKI from the **Seamstress** **2** and 3 *mons* from the **Soba Stand** **3** who are still in play.



**Example 2:** In this Nagaya **1**, **Dominique** controls two **Artisans** : as they are both of the same type, **Dominique** scores  $2 \times 2 = 4$  IKI.

In this Nagaya **2**, **Anaïs** controls a **Peddler** : as it is alone in the Nagaya, she does not score any IKI.

In this Nagaya **3**, **Anaïs** controls a **Shop Seller**  and an **Artisan** : as they are not of the same type, she does not score any IKI.

In this Nagaya **4**, **David** and **Dominique** both control a **Master Craftsman** : they respectively score  $1 \times 2 = 2$  IKI. **Anaïs**, who controls an **Artisan** , does not score any IKI.

In the fifth Nagaya **5**, **Dominique** controls an **Artisan**  and **Anaïs** controls 2 of them: **Dominique** scores  $1 \times 3 = 3$  IKI and **Anaïs** scores  $2 \times 3 = 6$  IKI.



**3) Food payment:** Each player must spend 1 rice for each of their characters on the main board. **Retired characters do not have to be fed, nor Kobuns on Building cards.** If you have rice in stock, you **must** feed your characters. Should a player not have enough rice, they remove from the main board characters of their choice they cannot feed. Character cards are removed from the game, then the player takes back their *Kobun*.

**IMPORTANT:** should a character with a Firefighting power hiring bonus leave the game (not fed or killed by a fire), its controller Firefighting marker remains where it stands.

**Example:** David controls 3 characters and has 2 rice in stock. He must feed 2 characters and remove from the game the third one. He chooses to remove from the game the *Yamabushi*, then takes back his *Kobun* and returns it to his player board.



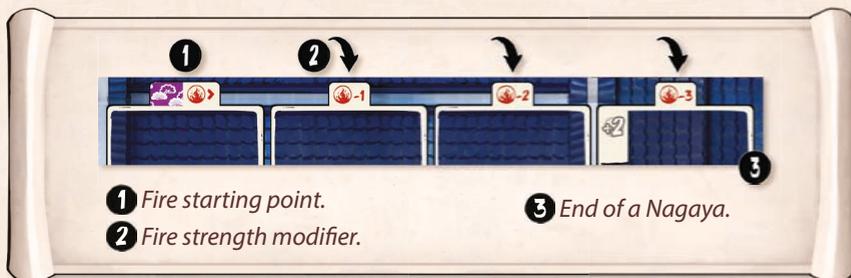
Move the Calendar marker  to the next month.

### Months 5, 8 and 11: Fire

At the end of months 5, 8 and 11, a fire breaks out. The strength of the fire depends on the month and is indicated on the calendar: 5, 8 and 10.

The player with the most firefighting power **shuffles** the 4 Fire tiles  and draws one. The tile determines which of the 4 *Nagayas* the fire affects. A fire always starts on the edge of the main board and progresses to the middle until it is stopped or until it reaches the crossroads where it automatically dies out.

If a Fire breaks out in a stall with no character in it, it spreads out to the next stall reducing its strength by 1, until it reaches a stall with a character in it or until it reaches the end of the *Nagaya* and stops automatically.



If a Fire breaks out in a stall with a character in it:

- ➔ If the owner of the Character card has sufficient Firefighting power (equal or higher than the strength of the Fire), then this player stops the Fire, and the Fire phase is over.
- ➔ If the owner of the Character card does not have sufficient Firefighting power (lower than the power of the Fire), the character is killed in the Fire: its owner

removes the card from the game and takes back their *Kobun*. The Fire then spreads to the next stall, reducing its strength by one. Then, check again if there is a Character card or not, etc. The strength of the Fire is reduced by one each time it's spread to a new stall.

**IMPORTANT:** after the Fire is resolved, shuffle the Fire tile with the other ones and return the stack to its dedicating space of the main board.

**Example:** At the end of the 5<sup>th</sup> month, a fire of strength 5 breaks out 1. The Fire tile drawn shows the  Nagaya 2. **Dominique** must stop it because he is the owner of the character in the first space threatened by the fire. Since his Firefighting power is too low, he cannot stop it and his character is removed from the game. He returns his *Kobun* to his player board 3. The fire spreads out to the next space with a strength lowered by 1. 4 As there is no one here, the fire spread out to the next space with a strength lowered by 2: **David** must stop it now. Since his Firefighting power is 3, he stops the fire 5, therefore saving **Anaïs** character from being killed 6.



Place 1 *mon* from the bank on each remaining Character card next to the main board. Then, move the Calendar marker  to the next month.



## 13<sup>TH</sup> ROUND: NEW YEAR'S DAY

New Year's Day is played differently:

Once all players have **taken back** their *Oyakata*, players simply take turns in descending order of Firefighting power, the player with the most Firefighting power playing first.

**Directly** place your *Oyakata* on any space in the main street: you may do business with the shop and/or one character, as usual. Should you do business with an opponent's character, that character increases their experience, and may still get retired.

Once the last player has played their turn, the game ends and players tally their final score.

**Example:** *Anaïs* plays New Year's Day first as she is the most advanced on the Firefighting track. Then, it will be *David's* turn and finally *Dominique's* ①. *Anaïs* places her *Oyakata* on the Construction Site ② and performs this action: she spends 1 *Koban* and 1 wood to build the Inn by placing one of her available *Kobuns* on it ③. Then, she activates her *Kabuki Actor* to gain 3 IKI ④.



## END OF THE GAME AND SCORING

Once the New Year's Day round is over, the game ends: players **take back** their Character cards that are still on the main board and place them in the matching columns of their player board. Then, players add the following IKI to their current score:

### Score track

Report on the score pad IKI gained by each player during the game.

### Characters Variety

Depending on how many different Character types you hired, score IKI.

**IMPORTANT:** Buildings are not a character type.

Once retired, the *Puppeteer* may be of the type of your choice: determine which type he is now.

- ★ 1 type: 1 IKI
- ★ 2 types: 4 IKI
- ★ 3 types: 9 IKI
- ★ 4 types: 16 IKI
- ★ 5 types: 25 IKI

### Fish

Depending on **different** seasons' fishes you have, score IKI:

- ★ 1 fish: 3 IKI
- ★ 2 fishes: 6 IKI
- ★ 3 fishes: 10 IKI
- ★ 4 fishes: 15 IKI

If you bought the most expensive fish of a given season, add their value to your total (1 or 7 IKI each). Hence, the maximum IKI a player can score by buying Fish is  $15+1+7+1+7 = 31$  IKI.

### Tobacco Pouches

Score your Tobacco Pouches as indicated on the tokens. If you own **at least one** Pipe, IKI from your Tobacco Pouches are doubled. Pipes effects and Tobacco scorings are detailed further in Appendix 3.

➡ Pipes and Tobacco Pouches abilities are detailed in Appendix 3.

### Buildings

Add the IKI value of your Buildings.

➡ Building scorings are detailed in Appendix 2.

### Resources

The following resources are worth IKI:

- ★ *Koban*: 3 IKI
- ★ Wood: 1 IKI
- ★ 4 *mons*: 1 IKI

Rice and Sandals are worth nothing.

The player with the most IKI wins the game. In case of a tie, the player with the highest Firefighting power wins the game. If there is still a tie, the tied player with their Firefighting power marker highest on the stack wins the game.

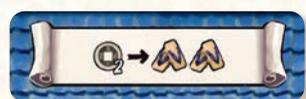
Icon	Anais
Person	28
Person with gear	16
Fish	18
House	16
House with roof	18
Person with gear	3
Person with gear	/
Person with gear	1
Person with gear	100

**Example: Anais** scored 28 IKI during the game = 28 IKI **1**. She hired 3 different types of characters, but thanks to the **Puppeteer** she has 4 types of characters = 16 IKI **2**. She purchased Fish from 3 different seasons, including the spring Fish that scores 1 extra IKI and the summer Fish that scores 7 extra IKI: 10+8 = 18 IKI **3**. She bought two Tobacco Pouches: a Tobacco Pouch that scores 1 IKI for each character of the type she hired the most (3 IKI) and another one that scores 5 IKI, for a 8 IKI Tobacco total score. As she bought a Pipe, this doubles her Tobacco score = 16 IKI **4**. She built the Restaurant, which scores as much as Fish = 18 IKI **5**. She has 5 remaining mons and 1 remaining Koban = 4 IKI **6**. **Anais** total score is 28+16+18+16+18+4 = 100 IKI **7**.

## SHOP ACTIONS

There are 8 Shop actions in IKI. All Shop actions **may** be chosen **once per player** each month. Multiple players may take the same Shop action during the same month.

### Sandal shop



Spend 2 *mons* to gain 2 sandals from the reserve.

### Rice shop



Spend 3 *mons* to gain 2 rice from the reserve.

### Fire tower



Increase your Firefighting power by 1. Move up your marker on the Firefight track. If there is another marker on the target space, place your marker on top.

Should a player's Firefighting power already be at its maximum (10<sup>th</sup> space) and that player increases it again, their marker is placed at the top of the stack (in the case several players reached the 10<sup>th</sup> space of the track).

### Tobacco shop



Choose **one**: purchase 1 Pipe / purchase 1 Tobacco Pouch / purchase 1 Pipe and 1 Tobacco from the current season. Spend *mons* indicated on the tokens and place the Pipe and/or the Tobacco Pouch on the matching spaces of your player board.

**IMPORTANT:** Pipes abilities are resolved immediately, while Tobacco Pouches are worth IKI at the end of the game.

### Pawn shop



Choose **one**: spend 1 rice to gain 4 *mons* / spend 1 sandal to gain 4 *mons* from the reserve.

### Construction site



Choose **one**: spend 1 *mon* to gain 1 rice / spend 1 *mon* to build a Building.

To build a Building, you must spend the resources indicated on the Building card and have an available *Kobun* to place on it. Place the card and your *Kobun* on an available Nagaya space of the board. If you choose one of the corner houses, pay 2 additional *mon*, as usual. Your *Kobun* remains on the card until the end of the game unless the Building is destroyed by a fire. In that case, take back your *Kobun* and remove the Building card from the game.

**IMPORTANT:** A Building cannot be activated with an Oyakata. Buildings are worth IKI at the end of the game and some of them (**Farmhouse, Fire Watchtower, Imperial Villa**) grant their owner an ongoing ability. During Payday, a *Kobun* on a Building does **not** have to be fed.

**Example: David** spends 1 *Koban* and 1 wood to build the Inn **1**, then places one of his available *Kobuns* on it **2**.



### Fish market



Choose a Fish token from the current season. Spend *mons* indicated on the token and place the Fish token on the **leftmost** available space of your player board. You **cannot buy** more than one fish each season.

### Exchange shop



Choose **one**: spend 6 *mons* to gain a *Koban* / spend 10 *mons* to gain 2 *Kobans* / gain 2 *mons* from the reserve.

# RULES FOR 2 PLAYERS

## Setup

During setup, add these steps:

- Play with the 2-player side of the main board and with the player boards  $\frac{2}{2}$ .
- Use the 12 blocking tiles : shuffle them to form a face down stack that you place next to the main board.
- Randomly distribute the Sun token to a player and the Moon token to the other player.
- The player with the is the first player for the first month.

## Main board

- Each Nagaya is composed of 3 stalls instead of 4.

- The central stall of each Nagaya is special: a character in this stall may be activated from any of the 2 adjacent shops in the Main Street.



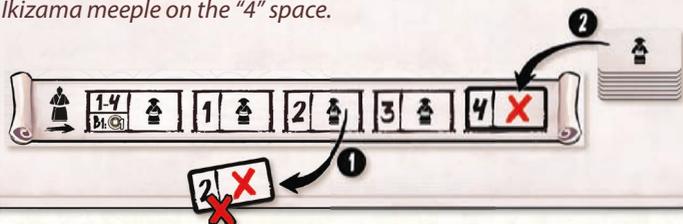
- There is no 5<sup>th</sup> Nagaya during the Nagayas Harmony Bonus step.

- The strength of each Fire is reduced by one in comparison to a 3 and 4-player game. The strength of each Fire is indicated on the Calendar, as usual.

## Blocking tiles

- Before revealing 4 characters from the current season, reveal a Blocking tile and place it on the corresponding space of the Ikizama track. Players **cannot** place their Ikizama meeple on that space during that phase. At the end of the month, discard the Blocking tile .

**Example:** After this Blocking tile was discarded at the end of the previous month , players reveal this one for the current month they cannot place their Ikizama meeple on the "4" space.



## Neutral characters



At the end of each month except New Year's Day, a player ( = on odd months, = on even months) places a Character card from the card row on an available space of the board, if able.

- If there is no space available on the board, remove the Character card from the game instead.

- Return any *mons* that were on the card and return them to the bank.
- This card does not belong to any player, no *Kobun* is placed on it and the player does not pay the additional *mon* if the card is placed at the center space of a *Nagaya*.
- A neutral character is automatically killed if a Fire **reaches** their space.

**Example:** It's Moon player's turn to place a neutral character on the board . They decide to place the *Kabuki Actor* on this space: the *mon* on the card is discarded and there is no additional cost to pay for neutral characters .



## Activating neutral characters

During their Action phase, players may do business with a neutral character, but it is then discarded after doing so. On Payday, a neutral character card counts towards Nagayas Harmony Bonus.

**Example:** *Anais* activates the *Kabuki Actor* and scores 3 IKI. As it is a neutral character, it is removed from the game directly after being activated.



## CREDITS

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# APPENDIX 1 - CHARACTERS

Street Peddler (x17) - Artisan (x15) - Special (x12) - Master Craftsman (x9) - Shop Seller (x7)

## STARTING (X4)



### Boiled-Egg Peddler

**Skill:** Gain 1 rice.

**Experience:** Gain 1 *mon* -> 1 rice -> 1 rice.



### Cotton Peddler

**Skill:** Gain 1 *mon* and 1 sandal.

**Experience:** Gain 1 sandal -> 1 sandal -> 1 *mon* and 1 sandal.



### Eyeglass Peddler

**Skill:** Gain 2 *mons*.

**Experience:** Gain 1 *mon* -> 2 *mons* -> 2 *mons*.



### Salt Peddler

**Skill:** Gain 1 rice.

**Experience:** Gain 1 *mon* -> 2 *mons* -> 1 rice.



## SPRING (X14)



### Book Lender

**Skill:** Gain 1 *mon* and 1 sandal.

**Experience:** Gain 1 *mon* -> 2 *mons* -> 2 *mons*.



### Sake Peddler

**Skill:** Gain 1 rice.

**Experience:** Gain 1 sandal -> 1 rice -> 1 rice.



### Soap Bubble Man

**Skill:** Gain 1 wood.

**Experience:** Gain 1 sandal -> 1 sandal -> 1 wood.



### Dice Maker

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Spend 1 *mon* to gain 1 wood.

**Experience:** Gain 1 IKI -> 2 IKI -> 3 IKI.



### Sandal Maker

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Spend 2 *mons* to gain 2 sandals.

**Experience:** Gain 1 IKI -> 2 IKI -> 3 IKI.



### Seamstress

**Skill:** Spend 1 *mon* to increase the experience of one of your *Kobuns* by one.

**Experience:** Gain 0 IKI -> 2 IKI -> 3 IKI.



### Ukiyoe Artist

**Skill:** Spend 1 IKI to gain 4 *mons*. Your IKI cannot be negative.

**Experience:** Gain 0 IKI -> 1 IKI -> 4 IKI.



### Monk

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Move your marker one space up the Firefighting track.

**Retired:** When this character retires, take

and place it on your player board. From now on, recruiting characters costs you 1 *mon* less.



### Ox Cart

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Gain 1 sandal.

**Retired:** When this character retires, take and place it on your player board. From now

on, you may move your *Oyakata* one additional space during the Action phase.



### Yamabushi

**Skill:** Move your marker one space up the Firefighting track.

**Retired:** When this character retires, take

and place it on this character. Once per game, you may discard this token to avoid one of your characters to be killed by a Fire. Then, the fire continues to spread.



### Carpenter

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Build a Building by spending 1 wood less.

**Experience:** Gain 2 IKI and 1 *mon* -> 2 IKI and 1 *mon* -> 3 IKI and 2 *mons*.



### Kite Maker

**Skill:** Swap the position of any 2 Character cards on the board. The *Kobuns* stay on the cards and their experience level does not change. You do not need to pay *mons* to swap a card to a space with an additional cost.

**Experience:** Gain 1 IKI and 1 *mon* -> 2 IKI and 1 *mon* -> 3 IKI and 2 *mons*.



### Cloth Dyer

**Skill:** Spend 2 *mons* to gain 4 IKI.

**Experience:** Gain 2 *mons* -> 3 *mons* -> 3 *mons*.



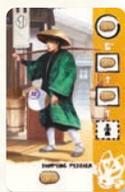
### Soba Stand

**Skill:** Spend 2 *mons* to gain 2 rice.

**Experience:** Gain 2 *mons* -> 3 *mons* -> 3 *mons*.



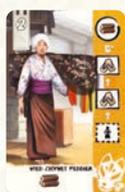
## SUMMER (X14)



### Dumpling Peddler

**Skill:** Gain 1 rice.

**Experience:** Gain 1 rice -> 1 rice -> 1 rice.



### Used Clothes Peddler

**Skill:** Gain 1 wood.

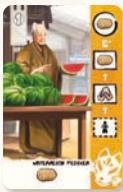
**Experience:** Gain 1 sandal -> 1 sandal -> 1 wood.



### Water Peddler

**Skill:** Gain 1 *mon* and 1 sandal.

**Experience:** Gain 1 sandal -> 1 sandal -> 2 sandals.



### Watermelon Peddler

**Skill:** Gain 1 rice.

**Experience:** Gain 1 sandal -> 1 rice -> 1 rice.



### Engraver

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Spend 3 *mons* to gain 2 wood.

**Experience:** Gain 0 IKI -> 2 IKI -> 3 IKI.



### Lantern Maker

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Spend 1 IKI to gain 4 *mons*. Your IKI cannot be negative.

**Experience:** Gain 1 IKI -> 2 IKI -> 4 IKI.



### Umbrella Maker

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Spend 1 *mon* to increase the experience of one of your *Kobuns* by one.

**Experience:** Gain 1 IKI -> 3 IKI -> 4 IKI.



### Day Laborer

**Hiring bonus:** Move your marker two spaces up the Firefighting track.

**Skill:** Move your marker one space up the Firefighting track.

**Experience:** Lose 2 IKI -> 1 IKI -> 0 IKI.



### Firefighter

**Hiring bonus:** Move your marker two spaces up the Firefighting track.

**Skill:** Move your marker one space up the Firefighting track.

**Experience:** Gain 1 IKI -> 2 IKI -> 4 IKI.



### Shrine Maiden

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Move your marker one space up the Firefighting track.

**Retired:** When this character retires, take  and place it on this character. Once per game, you may discard this token to avoid one of your characters to be killed by a Fire. Then, the fire continues to spread.



### Fireworks Maker

**Skill:** Gain 4 IKI. Your opponents gain 2 *mons*.

**Experience:** Gain 1 IKI and 1 *mon* -> 3 IKI and 1 *mon* -> 4 IKI and 2 *mons*.



### Plasterer

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Build a Building by spending 1 wood less.

**Experience:** Gain 2 IKI and 1 *mon* -> 3 IKI and 1 *mon* -> 4 IKI and 2 *mons*.



### Eel Stand

**Skill:** Spend 2 *mons* to gain 2 rice.

**Experience:** Gain 2 *mons* -> 3 *mons* -> 4 *mons*.



### Greengrocer

**Skill:** Spend 2 *mons* to gain 1 rice and 1 wood.

**Experience:** Gain 1 *mon* -> 3 *mons* -> 4 *mons*.



## AUTUMN (X14)



### Firewood Peddler

**Skill:** Gain 1 wood.

**Experience:** Gain 1 sandal -> 1 wood -> 2 wood.



### Fish Peddler

**Skill:** Gain 1 rice and 1 sandal.

**Experience:** Gain 1 rice -> 1 rice -> 1 rice.



### Mask Seller

**Skill:** Gain 1 wood.

**Experience:** Gain 1 sandal -> 1 wood -> 1 wood.



### Clocksmith

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Spend 3 *mons* to gain 2 wood.

**Experience:** Gain 2 IKI -> 3 IKI -> 5 IKI.



### Hairdresser

**Skill:** Spend 2 *mons* to gain 4 IKI.

**Experience:** Gain 3 IKI -> 4 IKI -> 5 IKI.



### Printer

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Spend 1 *mon* to increase the experience of one of your *Kobuns* by one.

**Expérience :** Gagnez 2 IKI -> 3 IKI -> 5 IKI.



### Shamisen Player

**Skill:** Spend 1 wood to gain 3 *mons* and 2 IKI.

**Experience:** Gain 2 IKI -> 3 IKI.



### Construction Worker

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Move your marker one space up the Firefighting track.

**Experience:** Gain 1 IKI -> 3 IKI -> 5 IKI.



### Puppeteer

**Skill:** Gain 3 *mons*.

**Retired:** When the Puppeteer retires, take  and place it on the Puppeteer. At the end of the game, choose which type the Puppeteer is: this may make you move him to the column of your choice on your player board.



### Tatsumi Geisha

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Move your marker one space up the Firefighting track and gain 1 IKI.

**Experience:** Gain 3 IKI -> 5 IKI -> 7 IKI.



### Puppet Maker

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Swap the position of any 2 Character cards on the board. The *Kobuns* stay on the cards and their experience level does not change. You do not need to pay *mons* to swap a card to a space with an additional cost.

**Experience:** Gain 2 IKI and 1 *mon* -> 4 IKI and 1 *mon* -> 5 IKI and 2 *mons*.



### Tatami Maker

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Build a Building by spending 1 wood less.

**Experience:** Gain 3 IKI and 1 *mon* -> 4 IKI and 1 *mon* -> 6 IKI and 2 *mons*.



### Sushi Stand

**Skill:** Spend 2 *mons* to gain 2 rice.

**Experience:** Gain 3 *mons* -> 4 *mons* -> 5 *mons*.



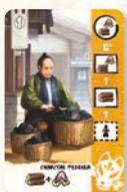
### Tempura Stand

**Skill:** Spend 2 *mons* to gain 2 rice.

**Experience:** Gain 4 *mons* -> 3 *mons* -> 4 *mons*.



## WINTER (X14)



### Charcoal Peddler

**Skill:** Gain 1 wood and 1 sandal.

**Experience:** Gain 1 wood -> 1 wood and 1 sandal -> 1 wood and 1 sandal.



### Chili Peddler

**Skill:** Gain 1 rice and 1 sandal.

**Experience:** Gain 1 rice -> 1 rice -> 2 rice.



### Trumpet Candy Peddlers

**Skill:** Gain 1 rice and 1 IKI.

**Experience:** Gain 1 rice -> 1 rice -> 2 rice.



### Candy Maker

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Spend 1 rice to gain 5 IKI.

**Experience:** Gain 4 IKI -> 5 IKI.



### Folding Fan Maker

**Skill:** Spend 1 to increase the experience of one of your *Kobuns* by one.

**Experience:** Gain 3 IKI -> 6 IKI.



### Glassblower

**Skill:** Spend 2 sandals to gain 6 IKI.

**Experience:** Gain 3 IKI -> 6 IKI.



### Writing Brush Maker

**Skill:** Spend 1 wood, 1 rice and 1 sandal to gain 9 IKI.

**Experience:** Gain 4 IKI -> 6 IKI.



### Kabuki Actor

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Gain 3 IKI.

**Experience:** Gain 6 IKI -> 7 IKI -> 9 IKI.



### Samurai

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Spend 1 *Koban* to gain 9 IKI.

**Experience:** Gain 5 IKI -> 7 IKI.



### Sumo Wrestler

**Hiring bonus:** Move your marker two spaces up the Firefighting track.

**Skill:** Move your marker one space up the Firefighting track.

**Experience:** Gain 4 IKI -> 4 IKI -> 7 IKI.



### Buddhist Sculptor

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Spend 1 wood to gain 5 IKI.

**Experience:** Gain 4 IKI et 1 *mon* -> 6 IKI et 2 *mons*.



### Karuta Maker

**Skill:** Gain 4 IKI. Your opponents gain 2 *mons*.

**Experience:** Gain 3 IKI and 2 *mons* -> 6 IKI and 2 *mons*.



### Stone Cutter

**Hiring bonus:** Move your marker one space up the Firefighting track.

**Skill:** Build a Building by spending 1 *Koban* less.

**Experience:** Gain 4 IKI and 2 *mons* -> 7 IKI and 2 *mons*.



### Incense Shop

**Skill:** Spend 3 *mons* to gain 5 IKI.

**Experience:** Gain 4 *mons* -> 5 *mons*.



## APPENDIX 2 - BUILDINGS (x10)



### Farmhouse

**Endgame scoring:** Gain 2 IKI.

**Ongoing ability:** At the end of each season, gain 2 IKI for each *Kobun* you fed.



### Fire Watchtower

**Endgame scoring:** Gain 3 IKI.

**Ongoing ability:** When you recruit a Character with a Hiring bonus that makes you move your marker up the Firefighting track, gain 3 IKI.



### Imperial Villa

**Endgame scoring:** Gain 4 IKI.

**Ongoing ability:** At the end of each season, gain 2 *mons* for each character of the type you recruited the most (including your retired characters, if any).



### Inn

**Endgame scoring:** Gain 12 IKI.



### Kabuki Theater

**Endgame scoring:** Gain 26 IKI.



### Merchant House

**Endgame scoring:** Gain 3 IKI for each sandal you own at the end of the game (max. 30 IKI).



### Restaurant

**Endgame scoring:** Score as much IKI as the total value of your Fishes. (see  paragraph in **End of the game and scoring** section).



### Shrine

**Endgame scoring:** Gain 22 IKI.



### Storehouse

**Endgame scoring:** Gain 4 IKI for each rice you own at the end of the game (max. 32 IKI).



### Well

**Endgame scoring:** Gain 2 IKI for each space you reached on the Firefighting track.

## APPENDIX 3 - TOKENS

### 1 Pipes (x8)

#### Spring:

**Immediate effect:** Move your marker one space up the Firefighting track.

**Immediate effect:** Move your marker one space up the Firefighting track.

#### Summer:

**Immediate effect:** Gain 1 rice.

**Immediate effect:** Gain 2 sandals.

#### Autumn:

**Immediate effect:** Move your marker one space up the Firefighting track.

**Immediate effect:** Move your marker two spaces up the Firefighting track.

#### Winter:

**Immediate effect:** Increase the experience of one of your *Kobun* by one.

**Immediate effect:** Gain 1 *Koban*.

### 2 Tobacco pouches (x8)

**IMPORTANT:** IKI from your Tobacco Pouches is doubled if you purchased at least one Pipe..

#### Spring:

At the end of the game, score 2 IKI.

At the end of the game, score 3 IKI.

#### Summer:

At the end of the game, score 4 IKI.

At the end of the game, score 1 IKI for each two spaces you reached on the Firefighting track.

#### Autumn:

At the end of the game, score 1 IKI for each different character type you hired.

At the end of the game, score 1 IKI for each character of the type you hired the most.

#### Winter:

At the end of the game, score 5 IKI.

At the end of the game, score 1 IKI for each remaining 4 *mons*.

### 3 Fish (x8)

#### Spring:

This fish earns you 1 additional IKI at the end of the game for Fish scoring and for the Restaurant scoring.

#### Summer:

This fish earns you 7 additional IKI at the end of the game for Fish scoring and for the Restaurant scoring.

#### Autumn:

This fish earns you 1 additional IKI at the end of the game for Fish scoring and for the Restaurant scoring.

#### Winter:

This fish earns you 7 additional IKI at the end of the game for Fish scoring and for the Restaurant scoring.

### 4 Special tokens

You may move your *Oyakata* one additional space during the Action phase.

Recruiting characters costs you 1 *mon* less.

Once per game, you may discard this token to avoid one of your characters to be killed by a Fire. Then, the fire continues to spread.

Place this token on the *Puppeteer*. At the end of the game, choose which type the *Puppeteer* is: this may make you move him to the column of your choice on your player board.

