

Games with 4 and 5 players:

At the start of the game, use 5 of each type of Crossroads expansion card (Bathouse, 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 they will start the game.

Notes

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.

Credits:

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TOKAIDO

東海道

Crossroads



Rules of Play



Overview

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

- 1 game board **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.

Place the expansion board just above the Tokaido board.

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 near 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.

New effects of the spaces



Cherry Trees



Now, when a Traveler stops at a Panorama (Sea, Mountain, or Paddy) space, he must choose between:

- Taking a Panorama card of the corresponding type (basic game rules).
- Taking 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.



Bathhouses



Now, when a Traveler stops at a Hot Springs space, he must choose between:

- Drawing a Hot Springs card (basic game rules).
- Paying 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.



Farms

Now, when a Traveler stops at Farm space, he must choose between:

- Taking 3 coins from the bank and adding them to his reserve (basic game rules).
- Trying to add to his reserve at the Gaming Room.

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.



Temples

Now, when a Traveler stops at a Temple space, he must choose between:

- Giving 1, 2, or 3 coins to the Temple (basic game rules).
- Paying 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 stack and can be drawn again later in the game.

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

Amulet cards



Vitality

This Amulet lets the player 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 player 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 coin and x4=4 coins).



Health

This Amulet lets a 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 a Traveler stop on a single space that is occupied by another Traveler as if it was 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 a 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.



Shop

Now, when a Traveler stops at a Shop space, he must choose between:

- Buying Souvenirs (basic game rules).
- Acquiring a Legendary Object.

Legendary object cards



The player can 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).

Note: The Legendary Objects are taken into account when awarding the 'Collector' accomplishment.



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.



Murasame & Masamune

These Legendary Objects give 8 points.

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



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.



Encounters

Now, when a Traveler stops at an Encounter space, he must choose between:

- Drawing an Encounter card (basic game rules).
- Paying 1 coin to the bank to acquire one of the available Calligraphy cards of his choice.

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

Note: A Traveler can have several Calligraphy cards at any one time.

Calligraphy cards



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 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.

New Travelers



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).



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 coins gives 2 additional points.
- One Meal worth 3 coins gives 3 additional points



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.



Miyatatake the superstitious woman

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



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.

Variations

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.