



Musubi the rogue

When stopping at the intermediate Inns, Musubi can take 1 coin from each of his two neighboring Travelers (the ones who arrived immediately before and after him).

If an affected Traveler has no coins in his possession, Musubi takes 1 coin from the bank instead. Similarly, if Musubi arrived first or last at the Inn (and has only one neighbor), he takes 1 coin from the neighboring Traveler and 1 coin from the bank.



Misaki the disciple

Every time a Traveler (him or another) stops at a Temple space, Misaki takes 1 coin from the bank.



Titia the dutch tourist

Titia buys Souvenirs of the "Art" type and Legendary Objects for 1 coin less than normal. Some cards will therefore be free for Titia.

Credits:

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TOKAIDO Matsuri



Rules Of Play



This expansion requires both the base game Tokaido AND its first expansion, Crossroads.

Overview

The traditional Japanese festivities are now part of the Tokaido Journey. These Matsuri (the Japanese word for festival), triggered by the arrival of the Travelers at the intermediate Inns, punctuate the path with unique events.

Setup

Set up Tokaido and Crossroads according to the usual rules. Then, set up the parts of the Matsuri expansion as follows:

Shuffle the Matsuri cards and make a face-down stack next to the board.

Place the Closed Space tokens, the Journey points tokens, and the Doll/Carp tokens next to the bank.

Add the new Travelers to the old. If you wish to, you can now choose your Traveler between 3 instead of just 2, or directly take the Traveler of your choice among all of them.

The game is played according to the Tokaido rules.

The Matsuri

From now on, when the Travelers stop at each of the 3 intermediate Inns an event is triggered: a Matsuri.

Once ALL the Travelers have arrived at the Inn (after they have used their abilities and bought their Meal cards), the first player to arrive at the Inn draws 2 Matsuri. The player looks at the 2 cards, chooses one and places the other under the stack, without showing it to the other players.

The chosen Matsuri card is placed face-up on top of the stack so that all the players can see it. The effect is applied as soon as the card is revealed.

Equipment

- A** 20 Matsuri cards
- B** 20 Journey points tokens (double-sided, values from 1 to 4)
- C** 4 Closed Space token
- D** 5 Doll/Carp tokens (double-sided)
- E** 16 Traveler tiles



Matsuri effects

o-Bon • The dead

Each Traveler, in the order they arrived at the Inn, can **immediately** donate to the Temple according to the usual rules: 1, 2, or 3 coins respectively worth 1, 2, or 3 Journey points. The players' abilities linked to the Temple (like Hirotsada's) are not applied.

Toji no Ichi • The amulets

Each Traveler who doesn't have an Amulet in his collection **immediately** receives a free Amulet, randomly drawn from those remaining in the stack.

If a player already has an Amulet, he doesn't benefit from this Matsuri.



Hina matsuri • The dolls

Each player having a feminine Traveler **immediately** receives one Doll token from the reserve. This token is added to the player's collection and counts as a Souvenir of the type small objects. It is used as a Souvenir card in the player's collection.

Example: Sassako receives one Doll token. She has 2 Souvenir cards in her collection: one art Souvenir card and one food Souvenir card. The Doll token is added to her collection and becomes the 3rd Souvenir in a set, being of a different type than the 2 others in the set. The Doll is therefore worth 5 points.



Tango • The boys

Each player having a masculine Traveler **immediately** receives one Carp token from the reserve. This token is added to the player's collection and counts as a Souvenir of the type small objects. It is used as a Souvenir card in the player's collection.

Example: Chuubei receives one Carp token. He has 3 Souvenir cards in his collection: one art Souvenir card, one food Souvenir card, and one small objects Souvenir card. These 3 Souvenir cards constitute a set worth 9 Journey points (1+3+5 points). The Carp token is added to his collection, starting a new set, and is therefore worth 1 Journey point.

Note: Although the Doll/Carp tokens are treated like Souvenir cards for the organization of the players' collections, they do not count when awarding the Collector Achievement, and they do not count in the effect of the Shodo and Emaki Legendary Objects.



Hanabi • Fireworks

The Traveler who drew and chose this Matsuri **immediately** and randomly draws 2 new Matsuri cards. Both of these 2 Matsuri cards are put into play and their effects are applied.



o-Fune matsuri • The ships

Each Traveler **immediately** receives the next section of his Sea Panorama and scores the corresponding Journey points.

- If a player has already finished his Sea Panorama, he doesn't benefit from this Matsuri.
- If several players simultaneously finish their Sea Panoramas as a result of this Matsuri, they each score for the Sea Panorama achievement. Use "3 Journey points" tokens to represent the award.



o-Shogatsu • New year's eve

Each Traveler, in the order they arrived at the Inn, can **immediately** roll the Fortune die. The player then takes a number of coins equal to the die's result (0, 1, 2, 3, or 4 coins).



Setsubun • Bean-throwing

Each Traveler, in the order they arrived at the Inn, can **immediately** roll the Fortune die. The player then scores a number of Journey points equal to the die's result (0, 1, 2, 3, or 4 points).

Note: Use the Journey points tokens to represent the award.



Tanabata • The stars

The 4 Achievements (Gourmet, Bather, Chatterbox, and Collector) are **immediately** awarded according to the usual endgame rules; however, instead of winning the card and 3 points, each winner receives a "2 Journey points" token (players tied for first each get a "2 Journey points" token).

Note: Leave the Achievements cards face-up next to the board to be awarded again at the end of the journey in the usual way (the Achievements will be then worth their usual 3 Journey points).



O-Tsukimi • The moon

The Traveler who drew and chose this Matsuri immediately takes the Calligraphy card of his choice among those remaining in the stack. He then places that card face-up next to the other Achievement cards (not in his collection).

At the end of the game, each player will score these Calligraphy points as if this card were in their collection.

Example: Doria has chosen the Calligraphy "Contemplation". At the end of the game, each player will score 3 points for each complete Panorama and 1 point for each Cherry Tree in his collection.



Shishimai • The lion

The Travelers who have donated coins to the Temple immediately score Journey points corresponding to their donation.

Contrary to the End of the journey awards, only the three most generous Travelers are awarded as follows:

- The most generous donor scores 4 Journey points.
- The second scores 2 Journey points.
- The third scores 1 Journey point.

Ties are resolved according to the usual rules.



Cho-yo • The chrysanthemums

During the arrival at the next Inn, whether it is an intermediate Inn or the final one, all the Meal cards cost 1 coin less than normal (as a result, the Meal cards worth 1 coin are free). In addition, the first player to arrive at the Inn draws 2 Meal cards more than usual.

Example: In a game with 4 players, the first Traveler at the Inn will draw 7 Meal cards (5 cards for a 4-player game + 2 cards for the Matsuri).



Yama no Ko • The mountain

Until the next Inn, each Traveler who stops at a Mountain space can take 1 additional Mountain Panorama section, before making the usual choice to take either a Panorama or a Cherry Tree. He scores the corresponding Journey points.

If a player has already finished his Mountain Panorama, he doesn't benefit from this Matsuri.



O-Taue matsuri • The rice

Until the next Inn, each player who stops at a Rice Paddy space can take 1 coin from the bank and donate it to the Temple in his name before making the usual choice for the Rice Paddy space (take a Rice Paddy Panorama or take a Cherry Tree). He scores the corresponding Journey points for the donation.

If a player has already finished his Rice Paddy Panorama, he doesn't benefit from this Matsuri.



Hadaka matsuri • The naked man

Until the next Inn, each player who stops at a Hot Spring space can draw 1 Encounter card and apply the effect before making the usual choice for the Hot Spring space (take a Hot Spring card or take a Bathhouse card).



O-Hanami • The cherry blossom

Until the next Inn, each Traveler who stops at a Panorama space (Sea, Mountain, or Rice Paddy) takes the next section of the corresponding Panorama AND receives 1 coin from the bank.

If a player chose to take a Cherry Tree, he receives 2 coins total: one for the Cherry Tree and one for the Matsuri.



Kamiarisai • the divinities

Until the next Inn, each Temple closes one of its spaces.

- The single-space Temples are completely closed.
- The double-space Temples close their second space – the one off the road. (i.e. They become single-space Temples.)

Note: Place the Closed Space tokens on the closed spaces in order to indicate their closure.



Tōka Ebisu • The merchants

Until the next Inn, each Shop closes one of its spaces.

- The single-space Shops are completely closed.
- The double-space Shops close their second space – the one off the road. (i.e. They become single-space Shops.)

Note: Place the Closed Space tokens on the closed spaces in order to indicate their closure.



Mura matsuri • The villages

Until the next Inn, each Farm closes one of its spaces.

- The single-space Farms are completely closed.
- The double-space Farms close their second space – the one off the road. (i.e. They become single-space Farms.)

Note: Place the Closed Space tokens on the closed spaces in order to indicate their closure.



Gion matsuri • Health of the people

Until the next Inn, each Traveler who stops at an Encounter space can choose his encounter from those remaining in the stack, instead of drawing it randomly. Once the Encounter is chosen, shuffle the stack again.

New Travelers

Travelers' abilities that apply when arriving at an Inn must be applied upon reaching the Inn, before buying a Meal.



Kushinada the world traveler

At the beginning of the game, all the other Travelers give 1 coin each to Kushinada.

During the game, at any time, Kushinada can secretly look at her opponents' Calligraphy and Amulet cards.

Note: In a 2-player game, Kushinada's opponent gives her 1 coin, and Kushinada takes 1 coin from the bank.



Takeru the counselor

Every time a Traveler (him or another) stops at an Encounter space, Takeru takes 1 coin from the bank.



Rakuren the collector

When stopping at a Shop space, Rakuren can choose to randomly draw 4 Souvenir cards AND 1 Legendary Object card, instead of the usual Shop's actions. He can then buy one or several of these cards at their indicated costs.



Mutsumi the brute

At the first 4 Inns, Mutsumi can leave the Inn first, regardless of the order in which he arrived at the Inn.



Kamui the vagabond

When stopping at the Intermediate Inns and at the last Inn, Kamui scores 3 points if he doesn't buy a Meal card.

Note: These 3 points can be combined with the "Fasting" Calligraphy points.



Iyasaka the manual worker

When stopping at a Farm space, Iyasaka receives 1 additional coin if he chooses to take 3 coins from the bank OR Iyasaka can re-roll the Fortune die if he chooses to try his luck in the Gaming Room (the second result must be used, even if it is worse than the first one).



Mari the poet

When stopping at a Temple space, Mari scores 2 Journey points (instead of 1) for each coin she donates to the Temple. If she decides to buy an Amulet, Mari can take it for free.



Maruhito the writer

At the end of the game, Maruhito can double one of the Calligraphy cards of his collection.

Example: The Journey ends and Maruhito has 2 Calligraphy cards: "Foresight" and "Contemplation". "Foresight" gives him 8 points (he has 4 coins left) and "Contemplation" gives him 6 points (he has one complete Panorama and 3 Cherry Tree cards). He chooses to double his Foresight Calligraphy (2 x 8 points) for a total of 22 Calligraphy points.



Yashima the noble

At the intermediate Inns, Yashima receives a free and random Amulet card.

Note: If there are no Amulet cards remaining in the stack, Yashima can no longer benefit from her ability.



Suseri the erudite

At the end of the game, Suseri scores 1 point for each different type of card in her collection.

The different types of cards are as follows: Hot Spring, Bathhouse, Souvenir, Legendary Object, Encounter, Calligraphy, Amulet, Meal, Sea Panorama, Mountain Panorama, Rice Paddy Panorama, Cherry Tree.



Kidzuna the cook

When stopping at the intermediate Inns, Kidzuna can buy another Meal IN ADDITION to her usual Meal. First, she reveals the first card of the Meal stack and can buy it at the indicated cost.

She scores the corresponding Journey points. Kidzuna then proceeds to purchase her main Meal according to the usual rules.



Ayumu the walker

Meal cards only cost Ayumu 1 coin, regardless of their normal costs.

In addition, when at a Shop space, the Souvenirs of the "Small object" type cost him nothing.



Chihaya the bather

When stopping at the intermediate Inns, Chihaya receives a Hot Spring card randomly drawn from the stack.