



KOOTA YAMADA

DAVID SITBON



IKI AKEBONO

WELCOME BACK TO NIHONBASHI

The first Nihonbashi bridge was built in 1603, the year Tokugawa Ieyasu established the Edo shogunate. Nihonbashi became the starting point of the Five Routes (Tokaido, Nakasendo, Nikko Kaido, Oshu Kaido, and Koshu Kaido) and a hub of transportation and traffic. The Nihonbashi River and the many moats built in the Nihonbashi area were used for boat transportation. As large ships carrying goods from all over the country came to Edo, smaller boats were used to unload the cargo onto the riverbanks.

In the Nihonbashi area, where IKI is set, merchants of various crafts from all over the country set up shops, making the place Japan's foremost commercial center. A fish market, kabuki playhouses, and many yose theaters were established. The guilds of gold (Kinza) and silver (Ginza) were also established to manufacture coins, attracting people and cultural figures from all over the country. The wealthy merchants, together with the feudal lords and the various houses of the region, thus promoted Edo cultural activities.

The Edo period was a period of peace and prosperity that lasted for 260 years. It was also a time when people's creativity exploded, and the personalities featured in IKI's expansion flourished by demonstrating their individual talents.

At the root of it all was the ambiguous value standard of "IKI". "IKI" is an aesthetic sense that emerged from the lives of common people in Edo and is directly related to a way of life, such as "spirit" and "integrity". People who lived in the "chic" Edo period invested in the latest technologies and sometimes spent large amounts of money in "hobbies and pastimes" unrelated to business or practicality, thus favoring the production of many works of literature and paintings.

COMPONENTS

1 River board



1 City board



55 cards

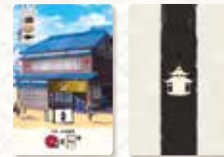
24 **New Character** cards
(2 for each month)



20 **Personality** cards
(5 for each season)



10 **Building** cards



1 **Starting Character** card



13 wooden parts

8 **Sailor meeples** (2 per player)



4 **Trade markers** (1 per player)



1 **Grand Master**
(for 2-player games)



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

34 tokens and tiles

1 **covering tile**



7 **Boat tiles**



5 **Starting tiles**



14 **Fish / Pipe / Tobacco tokens**
(3 for each season and 2 Special)





4 **Special tokens** (Doctor, Fisherman, etc.)



3 **Boat tokens**



The following steps change the base game setup:

- 7 A. Shuffle the new Pipe / Tobacco / Fish tokens with the ones from the same season. Then, place the **Summer** / **Autumn** / **Winter** tokens on their corresponding spaces of the Calendar, as usual.
 - B. Randomly place 2 **Spring** tokens of each type on their corresponding spaces of the main board.
 - C. Place the 3 remaining **Spring** tokens (1 of each) on their corresponding spaces in the River. Players will have the opportunity to purchase them if the **Shop boat**  is built by a player.
 - 8 Shuffle the new **Buildings** with the ones from the base game, then place 6 Buildings, one at a time, on the City board.
- IMPORTANT:** There cannot be more than 2 Buildings with an Ongoing  ability. Should a 3rd Building with an Ongoing ability show up, simply discard it and replace it with another Building with no Ongoing ability until there are 6 Buildings on display. Return the unused Buildings to the box: they will not be used for this game.
- 9 Remove **2 Characters from each season**, without looking at them, and return them to the box. Then, form a face down deck of 48 Characters, then place it on the corresponding space of the city board: 12 **Winter** characters at the bottom, then 12 **Autumn** characters above, then 12 **Summer** characters above, and finally, 12 **Spring** characters on top.
 - 10 Shuffle the new Starting Character card with the ones from the base game, then reveal a number of Starting Characters equal to the number of players + 1. Then, place a Starting Tile above each Starting Character. Starting with the last player in turn order and going **counterclockwise**, each player selects a Card + Tile combination. Then, they **immediately** resolve the tile's effect and place their Starting Character on an available outer space of a Nagaya with one of their Kobuns at the beginning of the experience track, as usual.





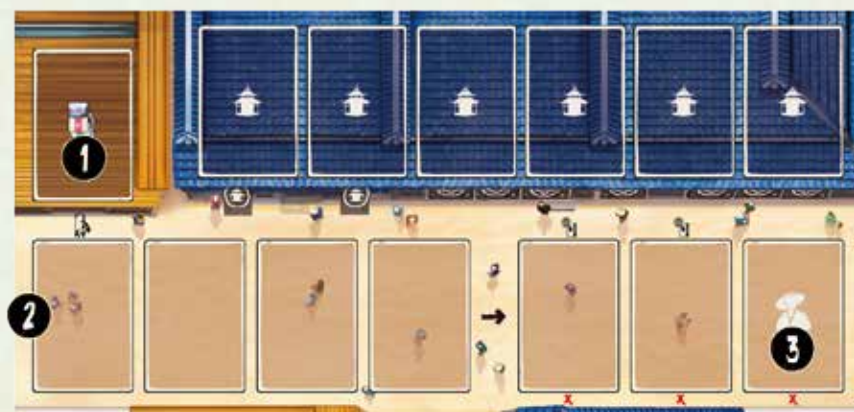
HOW TO PLAY

The Akebono expansion adds new concepts to Iki:

- City board
- Building a Boat
- Trade track
- Nihonbashi bridge
- "Grand Master" variant for 2 players

All abilities are explained in the five sections of the Appendix, at the end of this rulebook.

City board



Characters are now placed on the City board (below the Buildings) instead of next to the main board. The top left space ① is where the Character deck is placed during step 9 of the setup (with 12 Characters from each season). Below are the 6 spaces ② from where players may hire Characters from the base game. The bottom right space ③ is where the New Character deck is placed during setup (with 1 Character from each month).

New Characters

At the beginning of each month, reveal the top card of the New Character deck. The number on the back of the New Character must always correspond to the number of the month, indicated by the marker on the Calendar. Each time a player **Hires**, they may choose a New Character instead of a Character from the base game. At the end of each month, if the New Character has not been hired, **discard** it.

New Character skills are explained in Appendix 1.

The following replaces the rule from the base game concerning Characters:

- ➔ At the beginning of each month, reveal 4 Character cards from the current season to fill the 4 spots on the left of the symbol ➔.
- ➔ At the end of each month, discard the Characters/New Character on the space with a **X** underneath. Then, move any remaining Characters to the right until the two spaces on the right of the ➔ are full. Then, discard any Characters on the left of the ➔: they are removed from the game and therefore cannot be hired by players anymore.

➔ Then, place 1 mon on each Character on a space with this symbol .

At the end of months 3, 6, 9 and 12, discard all the Character cards from the current season, like in the base game.

①



②



Example 1: At the beginning of the month, 4 Character cards and the New Character card of the current month are revealed ①. At the end of the month, one Character and the New Character have not been hired. Discard the New Character. Then, move the remaining Character to the rightmost spot on the left of the [arrow] and add 1 mon to them ②.

①



②



③



Example 2: A new month begins: the next 4 Characters from the current season and a New Character are revealed ①. At the end of the month, 4 Characters have not been hired. Discard the Character with 1 mon on them. The New Character has been hired so nothing happens ②. Then, move the remaining Character cards: since there cannot be more than 2 cards on the right, discard the remaining card so that all the spaces on the left of the ➔ symbol are empty ③.

Building a boat



Each time a player uses a symbol, they may build a Building as usual **OR** they may build an available Boat on the riverbank, by paying its cost. If there is a discount for the symbol, apply the effect just like you would for Buildings.

When you build a Boat, place it on any wave symbol of the river (the spot is reserved for the Shop Boat), then place one of your Sailor meeple on it and choose one of the 2 following options:

→ Move your marker up on the Trade track the number of spaces indicated beside Boat .

OR

→ Immediately activate the boat !.

A player cannot build more than 2 boats. Boat costs and abilities are detailed in Appendix 4 (p.11-12).




Example: *Ulric* arrives at the Construction site. He spends 1 mon to use a symbol and decides to build a Boat **1**. He chooses the Carrying ship and spends 2 wood for it. **2**. He places the boat on any wave spot of the river and places one of his Sailor meeple on it **3**. He may immediately choose either to move his marker two spaces on the Trade track **OR** to activate his Carrying ship **4**. He chooses to move his marker two spaces on the Trade track **5**.

Trade track



Progressing on the Trade track

During the game, you can move your marker on the Trade track in two different ways:

- ➔ For each  symbol you gain, move your marker one space.
- ➔ When an **opponent** activates one of your boats, move your marker one space.

Trade track income

After a Fire has been resolved (after months 5, 8 and 11), each player gains **all** the bonuses reached by their marker. Bonuses are therefore **cumulative**.

-  Space 2: Gain 1 **mon** 
-  Space 4: Gain 1 **sandal** 
-  Space 6: Gain 1 **rice** 
-  Space 8: Gain 1 **Koban** 
-  Space 10: Gain 5 **IKI** 




Example: After the Fire has been resolved, players gain the bonuses from all the spaces they reached on the Trade track: **Emmanuel** is on space 0 and therefore gains nothing. **Dominique** gains 1 mon. **Ulric** gains 1 rice, 1 sandal, and 1 mon.


Nihonbashi bridge




This action space expands the main street of Nihonbashi by 1 space, which is now 9 spaces long. As indicated by the covering tile, Oyakatas cannot move from the Construction Site to the Fish Seller anymore, they **must** move through the Nihonbashi Bridge space instead.

When your Oyakata stops at this space, you may meet a Personality **and/or** activate a Boat in the river, in the order of your choice.

Meet a Personality : when you meet a Personality, take their card and place it next to you. Personalities grant you immediate abilities, permanent abilities, or IKI at the end of the game under conditions. Only 2 Personalities are available on the bridge each season. Personalities abilities are explained in Appendix 3 (p.10-11).

Activate a Boat : activate any Boat in the river (by performing its action once). You cannot activate a Boat on the riverbank as it has not been built yet. If you activate an **opponent's** Boat, its owner moves their marker up 1 space on the Trade track. Boat abilities are explained in Appendix 4 (p.11-12).



Example: **Ulric** arrives at the Bridge of Nihonbashi. He meets a Personality and Activates a boat. He first meets **Saiko Ema** **1**. Then, he activates the Taxi boat  by spending 3 mons to to move his marker two spaces on the Firefighting track **2**. Since this boat belongs to **Dominique**, the latter moves his marker up one space on the Trade track **3**.

END OF A SEASON

At the end of months 3, 6, and 9, remove the Fish/Pipe/Tobacco tokens of the current season from the game (including the ones in the river). Replace them with the corresponding tokens from the next season. Remove the Characters, New Characters, and Personalities of the current season from the game.


Reveal two Personalities from the next season.

At the end of month 12, only remove the **Winter** characters and New Characters from the game. Fish/Pipe/Tobacco tokens and Personalities remain on the boards.

END OF THE GAME

The end of the game is triggered the same way as in the base game. IKI is also scored the same, with the addition of points that some Personality cards may grant their owners. The new scoring pad has a dedicated line for this new scoring.

"GRAND MASTER" VARIANT FOR 2 PLAYERS

To improve the 2-player experience, we recommend the Grand Master variant. It involves the Grand Master meeple  and the rules below:

Setup

➔ Place the Grand Master meeple on the starting space with both player's Oyakatas.

How to play

➔ At the end of each month, the Grand Master moves **the opposite way the Oyakatas do** a number of spaces equal to the value of the **blocking tile** revealed at the beginning of the month.

➔ Characters in the shops on the space the Grand Master stopped, increase their experience by one. This includes any Character placed in the shop on the corner of the street. If the Grand Master stops at the bridge of Nihonbashi, each player moves their marker up 1 space on the Trade track, if they have built at least one Boat.

IMPORTANT: If the Grand Master stops at a shop with a Neutral Character on it, the experience of that Neutral Character is left unchanged and it therefore remains on the board.



Example: Both players have played their turn. Before starting the next month, the Grand Master moves one space clockwise, as indicated on the Blocking tile ①, and arrives at the Fish Market ②. David's character earns one experience. ③. Since the other Character does not belong to any player, nothing else happens.



APPENDIX 1 - CHARACTERS

NEW STARTING CHARACTER



Wood Seller

Skill: Gain 1 wood.

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



NEW CHARACTERS



Calendar Seller

Hiring bonus: Gain 1 sandal.

Skill: Gain 1 wood.

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



Taiko Seller

Hiring bonus: Gain 1 wood.

Skill: Gain 1 wood.

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



Doctor

Hiring bonus: Move your marker up 1 space on the Firefighting track.

Skill: Spend 3 mons to move your marker up 2 spaces on the Firefighting track.

Retired: When this character retires, gain the **Doctor** token.

When one of your Characters would leave play because of a Fire or a lack of rice, you may discard this token to retire the would-be removed Character instead.



Express Messenger

Hiring bonus: Gain 1 sandal.

Skill: Spend 1 mon to move your Oyakata up to 2 spaces. However, you cannot do business with any Character/Shop this month.

Retired: When this character retires, gain the **Messenger** token. On a later turn, instead of moving your Oyakata a number of spaces equal to the number indicated on the Ikizama track, you may discard this token to place your Oyakata on any space of the main street, like you would do for New Year's Day. You may do business with the Shop or a Character there, as usual.



Ship Carpenter

Hiring bonus: Move your marker up 1 space on the Trade track.

Skill: Build a Boat or a Building.

Experience: Gain 1 IKI and 1 mon -> Gain 2 IKI and 1 mon -> Gain 2 IKI and 1 sandal.



Water Wheel Carpenter

Hiring bonus: Increase the experience of one of your **other** Kobuns by one.

Skill: Activate a Boat. If you activate an opponent's Boat, its owner moves their Trade token one space up on the Trade track.

Experience: Gain 1 IKI and 1 wood -> Gain 2 IKI and 1 wood -> Gain 2 IKI and 1 wood.



Drug Store

Hiring bonus: Move your marker up 1 space on the Trade track.

Skill: Spend 1 mon to move your marker up 1 space on the Trade track.

Experience: Gain 1 rice -> Gain 1 sandal -> Gain 2 mons.



Tofu Stand

Hiring bonus: Gain 1 rice.

Skill: Spend 2 mons to gain 1 rice and 1 sandal.

Experience: Gain 1 mon -> Gain 2 mons -> Gain 3 mons.



Cabinet Maker

Hiring bonus: Gain 1 wood.

Skill: Spend 1 sandal to gain 1 mon and 1 wood.

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



Mask Crafter

Hiring bonus: Move your marker up 1 space on the Firefighting track.

Skill: Spend 2 mons to gain the top most salary of one of your characters, retired or not. This salary must be indicated in a circle.

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



Goldfish Seller

Hiring bonus: Move your marker up 1 space on the Trade track.

Skill: Gain 2 IKI OR gain 2 mons.

Experience: Gain 1 mon -> Gain 2 mons -> Gain 2 mons and 1 wood.



Flower Seller

Hiring bonus: Gain 1 rice.

Skill: Gain 1 wood OR gain 2 mons.

Experience: Gain 1 mon -> Gain 2 mons -> Gain 2 mons and 1 sandal.



Fisherman

Hiring bonus: Gain 1 rice.

Skill: Activate a Boat. If you activate an opponent's Boat, its owner moves their Trade marker one space up on the Trade track.

Retired: When this character retires, gain the **Fisherman** token. Place this token on an available space of the Fish area of your player board. If all 4 spaces of your Fish area are already occupied, do not take this token. It counts as a Fish and earns you 1 additional IKI at the end of the game and for the Restaurant scoring.



Nagaya Owner

Hiring bonus: Move your marker up 1 space on the Firefighting track.

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

Retired: When this character retires, gain the **Owner** token. When you Hire (during phase B1 of your turn, when activating a Boat 5B, or when meeting **Nanpo Ota**), you may discard this token to immediately hire another Character: pay the Character's cost, as usual. The **Monk** token reduction applies, as usual.



Papier-maché Artist

Hiring bonus: Move your marker up 1 space on the Trade track.

Skill: Spend 1 wood and 1 sandal to gain 1 Koban.

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

APPENDIX 2 - BUILDINGS



Repairman

Hiring bonus: Move your marker up 1 space on the Firefighting track.

Skill: Exchange 1-3 rice with 1-3 wood. The other way around (wood to rice) is also possible.

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



Boatman

Hiring bonus: Increase the experience of one of your other Kobuns by one.

Skill: Spend 3 mons to move your marker up 2 spaces on the Trade track.

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



Swordsmith

Hiring bonus: Move your marker up 1 space on the Firefighting track.

Skill: Build a Boat or a Building with a discount of 1 rice or 1 sandal.

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



Ceramic Seller

Hiring bonus: Move your marker up 1 space on the Trade track.

Skill: Activate a Boat. If you activate an opponent's Boat, its owner moves their Trade marker one space up on the Trade track.

Experience: Gain 1 mon -> Gain 3 mons -> Gain 1 Koban.



Seaweed Shop

Hiring bonus: Move your marker up 1 space on the Trade track.

Skill: Spend 2 mons to gain 1 rice and move your marker up 1 space on the Trade track.

Experience: Gain 2 mons -> Gain 3 mons -> Gain 1 Koban.



Policeman

Hiring bonus: Move your marker up 2 spaces on the Firefighting track.

Skill: Reduce the experience of one of your Kobuns by one to gain 4 IKI.

Retired: When this character retires, gain the

Policeman token . Place this token in the Tobacco area of your player board. It counts as a Tobacco Pouch and scores 1 IKI at the end of the game for each **Special** Character you hired. If you have at least 1 Pipe at the end of the game, double the IKI value of this Tobacco Pouch, as usual.



Shamisen Master

Hiring bonus: Increase the experience of one of your other Kobuns by one.

Skill: Spend 1 wood to gain 1 rice and to move your marker up 1 space on both the Trade and the Firefighting tracks.

Experience: Gain 3 IKI -> Gain 5 IKI.



Mounted Samurai

Hiring bonus: Gain 1 Koban.

Skill: Spend 1 Pipe to gain 6 IKI.

Experience: Gain 5 IKI -> Gain 9 IKI.

Special: This Character cannot earn you IKI during the Nagaya Harmony Bonus step at the end of Winter. When this Character retires (or at the end of the game), place them in the Character column of your choice: this Character becomes a Character from that color.



Rice Broker

Hiring bonus: Gain 2 IKI.

Skill: Spend 1 rice to gain 10 mons.

Experience: Gain 3 IKI -> Gain 4 IKI.

Special: This Character cannot earn you IKI during the Nagaya Harmony Bonus step at the end of Winter. When this Character retires (or at the end of the game), place them in the Character column of your choice: this Character becomes a Character from that color.



Inn for sailors

Cost: 1 wood + 1 rice.

Permanent: Each time you activate a Boat, you may also activate another, different Boat.

End game scoring: Gain 2 IKI for each of your Boats.



Kimono Shop

Cost: 1 wood + 1 sandal + 2 kobans.

End game scoring: Gain 4 IKI for each type of Character you hired.



Picture Book Shop

Cost: 1 wood + 1 koban + 4 mons.

End game scoring: Gain 2 IKI for each of your Fish/Pipe/Tobacco tokens



Pub (Izakaya)

Cost: 1 wood + 1 rice + 1 Fish token.

End game scoring: Gain 5 IKI for each Character of the type you hired the most.



Public Bathhouse

Cost: 2 wood + 1 sandal.

Permanent: Double the IKI you gain for the Nagaya Harmony bonus.

End game scoring: Gain 2 IKI.



Private School

Cost: 2 sandals + 2 mons.

Immediate: Increase the experience of all your Kobuns by one.

End game scoring: Gain 6 IKI.



Storyteller's Theater

Cost: 1 Pipe token + 1 koban.

End game scoring: Gain 4 IKI for each Personality you met (max. 16 IKI).



Tea House

Cost: 1 wood + 2 sandals.

Permanent: Each time your Oyakata reaches or passes the Tea House, gain 1 rice and 2 IKI.

End game scoring: Gain 2 IKI.



Temple

Cost: 1 wood + 3 kobans.

End game scoring: Gain 30 IKI.



Wholesale Shipping Agency

Cost: 1 wood + 4 sandals.

End game scoring: Gain 2 IKI for each space you reached on the Trade track.

APPENDIX 3 - PERSONALITIES



SPRING



Jūzaburō Tsutaya (1750-1797) - Publisher

He was a publisher who popularized printed materials such as books, nishiki-e prints, guides to famous places, and was a talented producer of many bestsellers. He was a man who directed and created the cutting edge of Edo culture, had a tremendous influence on his time, and helped the media culture of the time flourish. He expanded his publishing business, publishing bestseller after bestseller in the form of current trends: kyōka poems and plays. He is also famous as the publisher of the enigmatic painter Sharaku. He is said to have fostered many artists by publishing nishiki-e (woodblock prints) by such artists as Utamarō Kitagawa, Kiyonaga Torii, Eisen Keisai, Hiroshige Utagawa and others...

Ongoing: Each time you meet a Personality (including this one), gain 2 mons.



Nezumi Kozō (1797-1832) - Thief

The most famous bandit in Japanese history. He is said to have snuck into more than 70 samurai residences over a period of more than 10 years to steal gold, targeting the homes of feudal lords. In novels and stories, he was legendary as a righteous bandit who gave money to the poor. In reality, however, it seems that he spent all the money on gambling, alcohol, and women.

In the end, he was caught, dragged through the city, and imprisoned.

Ongoing: Each time you do not Hire during phase B, gain 1 mon (Nezumi Kozō's ability works when using the 1-4 space).



Sanyō Rai (1780-1832) - Historian

Leading Japanese scholar of Chinese studies in the late Edo period, Sanyō Rai was active in a variety of fields, including history, literature, and art. He wrote a 22-volume history of Japan, *Nihon gaishi*, which he worked on for more than 20 years. It became a bestseller and had a great impact on people from the end of the Edo period to the early Meiji period. In the field of literature, he wrote many Chinese poems and in the field of painting, he produced excellent ink wash paintings such as *Yabakei Zukan* (Scroll of Yabakei).

Ongoing: Each time one of your Characters retires, gain 1 mon.



Ryōtaku Maeno (1723-1803) - Rangakusha-Dutch Scholar, Doctor

He was the principal translator of the Western anatomical treatise, "Taher Anatomie". At a time when there were no Dutch dictionaries, the translation was extremely difficult. With the help of Sugita Genpaku, Nakagawa Junan and others, he painstakingly completed "Kaitai Shinsho". Although he was a key figure in the translation, his name is not listed as the translator of the book because he was not satisfied with the lack of completeness of the translation and refused to put his own name on it out of his own conscience as a scholar. He devoted his life to the study of the Dutch language until his death at the age of 80.

Permanent: Each time you hire a **Special Character**, move your marker up 1 space on the Trade track.



Tokunai Mogami (1754-1836) - Explorer

Born into a poor farmer's family, Tokunai studied hard and became a successful explorer. He learned astronomy, surveying, and navigation from the mathematician Toshiaki Honda in Edo. He participated in the Shogunate's expedition to Ezo (present-day Hokkaido, the northernmost of the four main islands of Japan) for the purpose of countermeasures against Russia's southward expansion and to explore and trade with the Ezo region. Later, he became a *Fushinyaku* (a government official in charge of the construction of buildings and structures) and devoted himself to agricultural administration, flood control, and water transportation projects. He visited Ezo nine times and interacted with local Ainu and Russians. He is said to have been the most trusted Japanese person by Philipp Franz von Siebold (see below), and was praised by him as "the most outstanding explorer of this century."

Ongoing: Each time your Oyakata completes a cycle, gain 1 sandal. You may use it immediately to end your movement.



SUMMER



Hiroshige Utagawa (1797-1858) - Ukiyo-e Artist

Taking advantage of the travel boom, Hiroshige Utagawa's series of 55 ukiyo-e prints, called *Tokaido Gojūsantsugi*, depicting all the post stations on the Tokaido between Edo and Kyoto, became an unprecedented hit. A master of landscape painting, he used skillful composition to capture the scenery and even the seasons and weather. Ukiyo-e also influenced Claude Monet and Van Gogh. Westerners loved the beautiful blue color found in Japanese ukiyo-e prints, calling it "Hiroshige blue," the master of landscape painting. The box art for the original "IKI" is a tribute to his ukiyo-e.

End game: Gain 7 IKI if there are at least 3 Characters in the Artisan area of your player board.



Katsushika Hokusai (1760-1849) - Artist


Katsushika Hokusai was one of Japan's most famous painters. With his overwhelming ability for painting, he created many great works in his lifetime. His *Fugaku Sanjurokkei Kanagawa-oki Namiura* (Big Wave) is said to be the most famous Japanese painting in the world. He lived a very long life for his time (90 years), and it is said that at the time of his death, he wished "If you give me another 10 years, or even 5 years, I could be a real painter." He was also famous as an eccentric and moved more than 90 times in his life. He disliked cleaning, left his garbage as it was, and slept on top of it when he got sleepy.

Immediate: Move one of your Characters (with their Kobun) to an empty space for free (including a corner space). Then, you may activate its skill.



Nanpo Ōta (1749-1823) - Writer, Poet

His father was a minor bailiff in the shogunate, and he entered the shogunate's service at the age of 17. During this period, he was a literary talent, writing not only *kyōka* and *kyōshū*, but also stylish books, yellow cover pages, Chinese poetry, and essays, and authored more than 100 works in 500 volumes, including "Manzai *kyōkashū*". He became a major figure in the literary world around the time of the Temmei period (1767-1786 CE). He also borrowed rare books that he could not afford to buy from his friends and acquaintances and copied them by hand.

Immediate: Hire a Character by spending 2 mons less. If you also control the **Monk** token , both discounts apply.



Saikō Ema (1787-1861) - Poet, Painter

Elders daughter of Ema Ransai, a Dutch scholar and doctor of the Ogaki domain. She loved painting from an early age and excelled at *sumi-chiku* (Chinese ink and bamboo) painting. She learned Chinese poetry from Sanyō Rai. She studied Chinese poetry under Sanyō Rai, but her father refused her proposal of marriage and she remained single for the rest of her life. She was in contact with literati in Mino and formed a group of Chinese poets and writers called *Hakuosha* and played with poetry, calligraphy, and painting.

Ongoing: Your Buildings cannot be destroyed by a Fire. If your firefighting level is insufficient to stop it, your Buildings are protected, but the Fire continues to spread out.



Shūsaku Chiba (1793-1856) - Swordsman

He is the founder of the *Hokushin Itto-ryū* (a school of swordsmanship and *naginatajutsu*). He learned swordsmanship from his father when he was 7 or 8 years old and showed great talent. After training all around in Japan, he founded his own style, *Hokushin Itto-ryū*.

He opened a dojo in *Nihonbashi Shinagawa-cho* and called it *Genbukan*. It quickly became popular and became the most prestigious dojo in Edo, and he is said to have had 6,000 students during his lifetime.

Ongoing: When placing a card (Building or Character) on a space with an extra cost, do not spend additional mons.



AUTUMN



Genpaku Sugita (1733-1817) - Doctor, Dutch scholar

Born the son of a physician, he studied medicine himself and opened his own practice in *Nihonbashi* at the age of 25. He obtained a Dutch anatomy book, *Taher Anatomie*. Impressed by the accuracy of the illustrated anatomical drawings, he translated it together with Maeno Yoshizawa and others. After 4 years of trials and errors, he published a new book on dissection. Genpaku became the most famous doctor in Edo and was very busy with medical examinations and lectures at the medical school he established. He left behind many teachings, including *Ika shoku dōgen* (medicine and food are of the same origin) and *yosei shichi gakuin*, and is considered a pioneer of modern medicine in Japan.

Immediate: Gain a **Doctor** token.



Ikku Jippensha (1765-1831) - Fiction Writer

Dramatist of the late Edo period. His comic books, such as *Tokaido chu hizakurige* (The Tokaido Middle Knee-High Streak), became bestsellers. He wrote about 20 new works every year for more than 20 years. He expanded the sales channels for its works through tie-ups, such as the introduction in the book of the restaurants it interviewed for the book. He also wrote his own *hiki-fuda*, *kyōka*, and illustrations for advertising campaigns. In his later years, he is said to have been addicted to alcohol and lived in poverty in a rented house.

End game: Gain 6 IKI if you have 1 mon or less.



Philipp Franz von Siebold (1789-1866) - Physician, Botanist

A German physician, he studied medicine, biology and folklore at university and came to Japan as a doctor in the Dutch trading post. He was specially allowed to leave Dejima and opened a school called *Narutaki-juku* on the outskirts of Nagasaki, where he taught Western medicine and Dutch studies to the Japanese people. He also contributed to the promotion of the understanding of Japan in the West through his research and publications on Japanese culture and natural science. However, upon his return to Japan, his ship ran aground in a storm, and it was discovered that Siebold's belongings included maps and other materials that were prohibited to be taken out of the country, causing an uproar. This incident led to the imprisonment of more than a dozen people who had given Siebold materials, the confiscation of much of Siebold's collection, and his own deportation. While in Japan, he married a Japanese prostitute. Their daughter Ine was the first Japanese woman to study Western medicine and was an obstetrician.

Immediate: Lose 4 IKI to gain 2 mons + 1 rice + 1 sandal + 1 wood.



Ryōkan (1758- 1831) - Monk, Poet

A Zen monk, poet and calligrapher of the late Edo period, Ryōkan Taigu was ordained at the age of 18, underwent rigorous ascetic training, and at the age of 34 embarked on a journey of ascetic practice in various countries. He never built a temple in his life, never had a wife or children and was materially devoted to the idea of poverty. He was a student of the Shingon, Jodo, and Nichiren sects, as well as Shinto. Yoshihiro's calligraphy is acclaimed as the pinnacle of Japanese style and the ultimate in Japanese beauty, including standard script, running script, cursive script, kana and letters, as well as his own poetry and poems.

End game: Gain 6 IKI if your marker is last on the Firefighting track.



Tadataka Inō (1745-1818) - Surveyor, Astronomer

After making his fortune as a merchant, he became interested in surveying and astronomy at the age of 50 and began studying. After making a map of Yezo, he was trusted by the shogunate and spent 17 years surveying all of Japan. His surveying method was a grueling method of walking with a constant stride and measuring distance by the number of steps taken, which was always done by several people passing the same spot twice. It is said that he walked a total of 40 000 kilometers, a distance that is said to have circled the globe. Unfortunately, he died before the map was completed, but his disciples took over the work and completed the first survey map of Japan.

End game: Gain 5 IKI if there are at least 8 Characters on your player board.



WINTER



Gennai Hiraga (1728-1780) - Inventor

He invented many things, including a magnetometer, a thermometer, an electric light, an airship, and asbestos. He was not only an inventor, but also an herbalist, playwright, and copywriter, making him one of the most brilliant geniuses and archetypes of the Edo period. He was a man ahead of his time, organizing what is believed to be Japan's first national exposition.

End game: Gain 5 IKI if you have at least 2 Pipes.



Issa Kobayashi (1763-1828) - Haiku Poet

A haiku poet of the late Edo period. He lost his mother when he was very young and had an unhappy childhood due to a bad relationship with his stepmother. With a friendly and gentle expression typical of the common people, he loved the small and weak things that he saw, such as people, small animals, and insects. He expressed his empathy by putting himself in their shoes, thus establishing a unique style called *Issa style*, which was distinct from the haiku of the past. He wrote a collection of haiku called *Oraga Haru* and other works, and left behind as many as 20,000 haikus.

End game: Gain 5 IKI if you hired at least 2 New Characters.



Kazan Watanabe (1793-1841) - Karo Officer, Author, Painter, Poet

A samurai and painter in the late Edo period. Born the son of a feudal lord, he studied painting from an early age. As a painter, he produced famous paintings such as *Takami Sensekizo*, which is recognised as a national treasure. At the same time, as a retainer, he devoted himself to the reform of clan administration and the development of industry. While in charge of domain administration, Kazan deepened the exchanges with many Dutch scholars (including Takano Choei and Ozeki Mitsuei) at a Dutch studies group called the *Shoshikai* in Edo. However, the prosperity of Dutch studies posed a great threat to the conservative forces. He and Takano Nagahide were heavily punished for their criticism of the shogunate government in his book *Shinkiron*.

End game: Gain 2 IKI for each of your Boats and 2 IKI for each of your Buildings.



Kōkan Shiba (1747-1818) - Western Style Painter

Known as the "Da Vinci of Edo", Shiba Kōkan was a man of many talents and accomplishments. A pioneer of Western-style painting in Japan, he was an early adopter of perspective and established the techniques of oil painting and copperplate engraving. He was interested in Western natural history and natural science, including astronomy, geography, flora and fauna, and introduced them to Japan. He published a series of writings, including *A Brief Illustrated Map of the Earth* and *A Treatise on the Japanese and Dutch Heaven*. However, he had a habit of egotism and falsehood, and was disliked by his fellow Dutch scholars. In his later years, he was also known for his eccentricities, such as adding nine years to his own age and issuing his own death notice.

End game: Gain 7 IKI if you have 1 Pipe + 1 Tobacco + 1 Fish + 1 Boat.



Ōi Katsushika (1801-1866) - Ukiyo-e Artist

Her date of birth and life are not well documented and are unknown. The youngest daughter of Katsushika Hokusai was also a painter. She married Tomei Minamizawa, a painter, but later divorced him. It is said that she laughed at his paintings, which were poorer than her own. After that, she moved in with his father Hokusai. It is said that Hokusai had a slovenly side and lived in a trashy house, while Ōi also had a bold personality that did not care about small things, and they both did neither cleaning nor cloth-washing. She seems to have been a very talented painter, but very few of her works are extant, only a dozen or so. Her paintings are characterized by exaggerated light-and-dark techniques and meticulous depictions.

Immediate: Retire one of your Characters.

APPENDIX 4 - BOATS

1 - Shop boat



IMPORTANT: When built, place this boat on this spot

Cost: 3 mons.

Building bonus: Move your marker up 1 space on the Trade track OR activate this boat.

Action: Spend the indicated mons to buy one Fish/Pipe/Tobacco token

2 - Wandering boat (Urourobune)

Cost: 3 mons.

Building bonus: Move your marker up 2 spaces on the Trade track OR activate this boat.



A - Action: Spend 1 wood to gain 2 rice.



B - Action: Spend 1 wood to gain 5 mons.

3 - Taxi boat (Chokibune)

Cost: 1 wood.

Building bonus: Move your marker up 2 spaces on the Trade track OR activate this boat.



A - Action: Spend 1 mon to increase the experience of one of your Kobuns.



B - Action: Spend 3 mons to move your marker up 2 spaces on the Firefighting track.

4 - Carrying ship (Yanebune)

Cost: 2 woods.

Building bonus: Move your marker up 2 spaces on the Trade track OR activate this boat.



A - Action: Spend 1 sandal to gain a Boat token. Boat tokens abilities are explained in Appendix 5 (p.12).



B - Action: Spend 1 Pipe to gain 1 Koban.

5 - Ferry boat (Watashibune)

Cost: 2 wood.

Building bonus: Move your marker up 2 spaces on the Trade track OR activate this boat.



A - Action: Hire a Character by paying its cost. The **Monk** token discount applies.



B - Action: Spend 1 rice to choose a **Personality** from the current season that is not on the Nihonbashi bridge action space. Meet this **Personality**.

6 - Houseboat (Yakatabune)

Cost: 2 wood + 2 mons.

Building bonus: Move your marker up 3 spaces on the Trade track OR activate this boat.



A - Action: Spend 1 rice + 2 mons to gain 6 IKI.



B - Action: Spend 1 Koban to gain 8 IKI.

Tea boat



Action: Exchange 1 sandal for 1 rice, up to two times. The reverse is also possible.

APPENDIX 5 - TOKENS

1 Starting tiles (x5)



Gain 1 rice.



Gain 2 sandals.



Gain 1 wood.



Move your marker up 1 space on the Trade track.



Build the Shop boat by paying its cost. You **must** choose to move your marker one space on the Trade track and therefore cannot activate this boat.

2 Pipes (x4)



Spring:

Immediate: Build a Boat or a Building.



Summer:

Immediate: Move your marker up 1 space on both the Firefighting and the Trade tracks.



Autumn:

Immediate: Move your marker up 1 space on the Trade track.



Winter:

Immediate: Activate a Boat. If you activate an opponent's Boat, its owner moves their Trade marker one space up on the Trade track.

3 Tobacco (x4)



Spring:

At the end of the game, score 1 IKI for each **Personality** you met.



Summer:

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



Autumn:

At the end of the game, score 1 IKI for each of your Kobans.



Winter:

At the end of the game, score 6 IKI.

4 Fish (x4)



Spring:

End game: Lose 2 IKI and 2 more IKI for Restaurant scoring.



Summer:

Immediate: Gain 4 IKI.



Autumn:

Immediate: Gain 5 IKI.



Winter:

End game: Gain 4 IKI and 4 more IKI for Restaurant scoring.

5 Special (x2)



Place this token on an available space of the Fish area of your player board. If all 4 spaces of your Fish area are already occupied, do not take this token. It counts as a Fish and earns you 1 additional IKI at the end of the game and for the Restaurant scoring.



Place this token in the Tobacco area of your player board. It counts as a Tobacco Pouch and scores 1 IKI at the end of the game for each **Special** Character you hired. If you have at least 1 Pipe, double the IKI value of this Tobacco Pouch, as usual.

6 Special tokens (x4)



When one of your Characters would leave play because of a Fire or a lack of rice, you may discard this token to retire this Character instead.



On a later turn, instead of moving your Oyakata a number of spaces equal to the number indicated on the Ikizama track, you may discard this token to place your Oyakata on any space of the main street, like you would do for New Year's Day. You may do business with the Shop or a Character there, as usual.



When you Hire (during phase B1 of your turn, when activating Boat 5B or when meeting **Nanpo Ōta**), you may discard this token to immediately hire another Character: pay the Character's cost, as usual. The **Monk** token discount applies, as usual.

7 Boat tokens (x3)



During Phase A, if you placed your Ikizama meeple on the space 1-4 of the Ikizama track, you may spend this token (by returning it to the boat, making it available again) to choose to **Gain Income** or to **Hire** instead of gaining 1 mon.



During Phase B2 **Moving Oyakata and doing business** on a later turn, you may spend this token (by returning it to the boat, making it available again) to do business with any Character in the stalls you stopped at. You can do business before or after doing business with any Character here or with the shop. If you do business with an opponent's Character, increase their experience as usual.



During Phase B2 **Moving Oyakata and doing business** on a later turn, you may spend this token (by returning it to the boat, making it available again) to do business an additional time with the shop you stopped at.

