

End of the Game and Final Scoring

The game ends after the New Year's round. At this point, final Iki points (see below) are added and the winner is determined.

Variety Bonus for Occupation Cards

Depending on how many **different types** (colors) of on-board and retired occupation cards you have, you get a bonus:

1 type: 1 points, 2 types: 4 points, 3 types: 9 points, 4 types: 16 points, 5 types: 25 points

Fish

Depending on how many **different seasons'** (colors) fish you have, you get a bonus:

1 season: 3 points, 2 seasons: 6 points, 3 seasons: 10 points, 4 seasons: 15 points

There is one summer bonito and one winter sea bream that give **additional** Iki points as printed on the tokens.

Tobacco Pouches

Add the Iki points of your tobacco pouches. If you own at least one **pipe**, each pouch counts twice the number of Iki points printed on the token.

Example: The orange and light yellow pouches are worth 4 and 3 Iki points. However, since the owner also has a pipe token, they count as 8 and 6 points, for a 14 point total.



Fig. 10

Buildings

Add the Iki points for your buildings.

Resources

Convert your remaining resources to Iki points:

Each **Koban token = 3 points**, each **lumber = 1 point**

You also get **1 Iki point per 5 Mon** you have.

Sandals and rice are worthless at the end of the game if you do not have the Merchant House or Storehouse.

Playing with 2 or 3 Players

With 2 or 3 players the "X" space on the Way of Life track is not available. Block it with any unused token to remember this.

Two-Player Rules

In a two-player game, the 4 corner houses at the crossroads are not available. Block them with Kobun from an unused player color. This also means that only 4 groups (of 3 card spaces each) are evaluated for the Payday harmony bonus.

At the end of each round, after both players have completed their turns, one player (the original start player on odd-numbered rounds, the other player on even-numbered rounds) performs an additional step:

Take 1 occupation card of your choice from the hiring pool and put it into any free card space on the board (skip this entire step if there is no free card space). Return any coins that may be on the card to the bank. This card does not belong to any player and it does not get a Kobun.

On your turn, you may do business with any such card as usual. On Payday, these cards count towards the Nagaya harmony bonus. However, each such card is discarded after any player has dealt with it and such cards will automatically be destroyed if a fire arrives in their space (because there is nobody to defend them).

Special Occupation Cards

The Cloth Dyer, Ear Cleaner, Dumpling Peddler, Bird Catcher, Makie-shi, Samurai, Charcoal Peddler, and Croupier occupation cards are additional cards introduced as stretch goals in our Kickstarter campaign. You may use all or some of them when playing the game. For your first game, we recommend that you do not use them.

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IKI

A game of Edo Artisans

Components

Game board

Cards

- 56 occupation cards
- 6 construction cards

Wooden Pieces

- 4 Oyakata (supervisor) figures
- 16 Kobun (townspeople) figures
- 4 cylinders
- 9 marker discs
- 15 octagons: lumber
- 24 hexagons: rice bales

Punchboard Pieces

- 50 money tokens (32 One-Mon coins, 18 Four-Mon coins)
- 8 oval gold coin (Koban) tokens
- 20 sandal tokens
- 8 fish tokens (2 spring, 2 summer, 2 fall, 2 winter)
- 4 pipe tokens
- 4 tobacco pouch tokens
- 4 fire tiles

Rule Book

Background and Overview

IKI: A Game of Edo Artisans is a strategy board game based on the trade culture of Edo-period Japan (1603-1868). The game is set against the backdrop of Nihonbashi, the most prosperous trade area in Edo (former name for Tokyo) of the time. The main street of Nihonbashi was lined with many and sundry shops, including rice and tobacco shops, and was always busy with the comings and goings of the people. There was a fish market in the vicinity and the enthusiastic voices of fish sellers and buyers would fill the air when boats loaded with fresh fish would arrive with their catch. Craftsmen and peddlers lived at the back of the street in houses called Nagaya. Their 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, including carpenters and tatami makers, woodblock printers, street merchants, food sellers, sushi and tempura sellers, shrine maidens, geishas, and kabuki actors.

The game board art is based on the "Kidai Shōran," a precious picture scroll from the Edo period. Kidai Shōran, painted in 1805, means "Excellent View of Our Prosperous Age" and shows the main street of Nihonbashi in the Edo period in the form of a 12m-long picture scroll. With detailed illustrations of the comings and goings of 1600 people and animals and approximately 90 shops, the Kidai Shōran is more than a precious document portraying the lives of Edo merchants; it captivates all those who see it with its unrestrained vision of the spirit of the time.

Purpose of the game

In IKI, Players take on the role of aspiring citizens of Edo and try to make the best use of one full year to gain as much prestige as possible. Prestige is measured in Iki, a concept representing the ideal way of living a civic life in ancient Japan. The true Iki master acts in a refined and attractive way and knows the subtleties of human nature.

To gain Iki, you will employ workers and use the services of various professionals and shops. The player with most Iki points at the end of the game wins; he or she has achieved the best standing and was the most successful in capturing the spirit of Edo. In case of a tie, the player who is higher on the firefighting track wins (if still tied, the player whose marker is on top of the stack wins).

Set-Up

Starting Player

Each player chooses a color. In the first round, the best craftsman will be the starting player. Beginning in round 2 (February), the player with most firefighting power will start play in each round. Play proceeds clockwise around the table.

Cards and Tiles

Separate all cards according to their backs. There are 4 starting occupation cards; one stack each of spring, summer, fall, and winter occupation cards and 6 construction cards. The starting occupations will be described later. Shuffle each season's stack of occupation cards and put it face down next to the board. Place all 6 construction cards face up next to the board in clear view of all players. Shuffle the 4 fire tiles and put them next to the board as a face-down stack.

Finally, take 4 occupation cards from the spring stack and put them face up next to the board. This is the initial hiring pool.



Starting Cards

The 4 starting occupation cards are the Salt Peddler, Boiled Egg Peddler, Cotton Peddler, and Eyeglass Peddler.

In reverse player order (from last player to starting player), each player chooses one of them and immediately places it in the outer card space (as indicated) of the Nagaya of his/her choice. The player also places one Kobun on the "experience" square printed on the board that corresponds to the first of the 3 salary spaces on the card.

IKI Point Track

Place a marker disc for each player on the 0 space.

Calendar

Place the black marker disc on the first space of the calendar (i.e. January). Each round represents a single month. The game is played over 13 rounds, including 12 regular rounds and one New Year period following the lunar calendar. The rounds are classified into the 4 seasons, starting with spring (Jan-March) and going through summer (Apr-June), fall (July-Sept), and winter (Oct-Dec). Each season ends with a Payday. A fire will break out at the end of May, August, and November.

Firefighter Track

Place one marker disc for each player on the 0 space of this track. For the first round, arrange the markers by placing the start player's marker on top of the stack and the others below in clockwise table order. This track shows each player's firefighting power and also determines player order for the first phase of each round. The player with the highest firefighting power will be first in Phase 1. If two or more players are on the same space, the player with the topmost marker goes first.

When you gain firefighting power, move your marker accordingly. If the target space is already occupied, place your marker on top. If you are already on the "10" space along with other markers, place your marker on top of the pile when you gain additional firefighting power. Firefighting power cannot go down for any reason.

The Way of Life Track

Place each player's cylinder on the indicated space according to firefighting power. This track is used to determine player order and the number of spaces moved by each player's Oyakata in Phase 2 of each round. Note: The "X" space of the track is only used in the 4-player game.

Initial Player Tokens

Each player starts with 4 Kobun figures of his color plus 1 sandal token, 1 rice bale and 8 Mon (in 1-Mon and 4-Mon coins of your choice).



The Main Street

The street has 8 spaces. All Oyakata figures begin at the starting point at the center and move counter-clockwise from there. The Oyakata will deal with the 8 street-front shops and with the professionals who have set up stalls in the Nagaya behind the street-front shops.

Placing Tokens

Place two piles of tokens, one of tobacco pouches and the other of pipe tokens, on their designated spots in the tobacco shop. Order the tokens in both stacks according to their color, with grey on top, light yellow below, orange below that, and purple at the bottom. Put the two green (spring) fish tokens on their designated spots in the fish market.

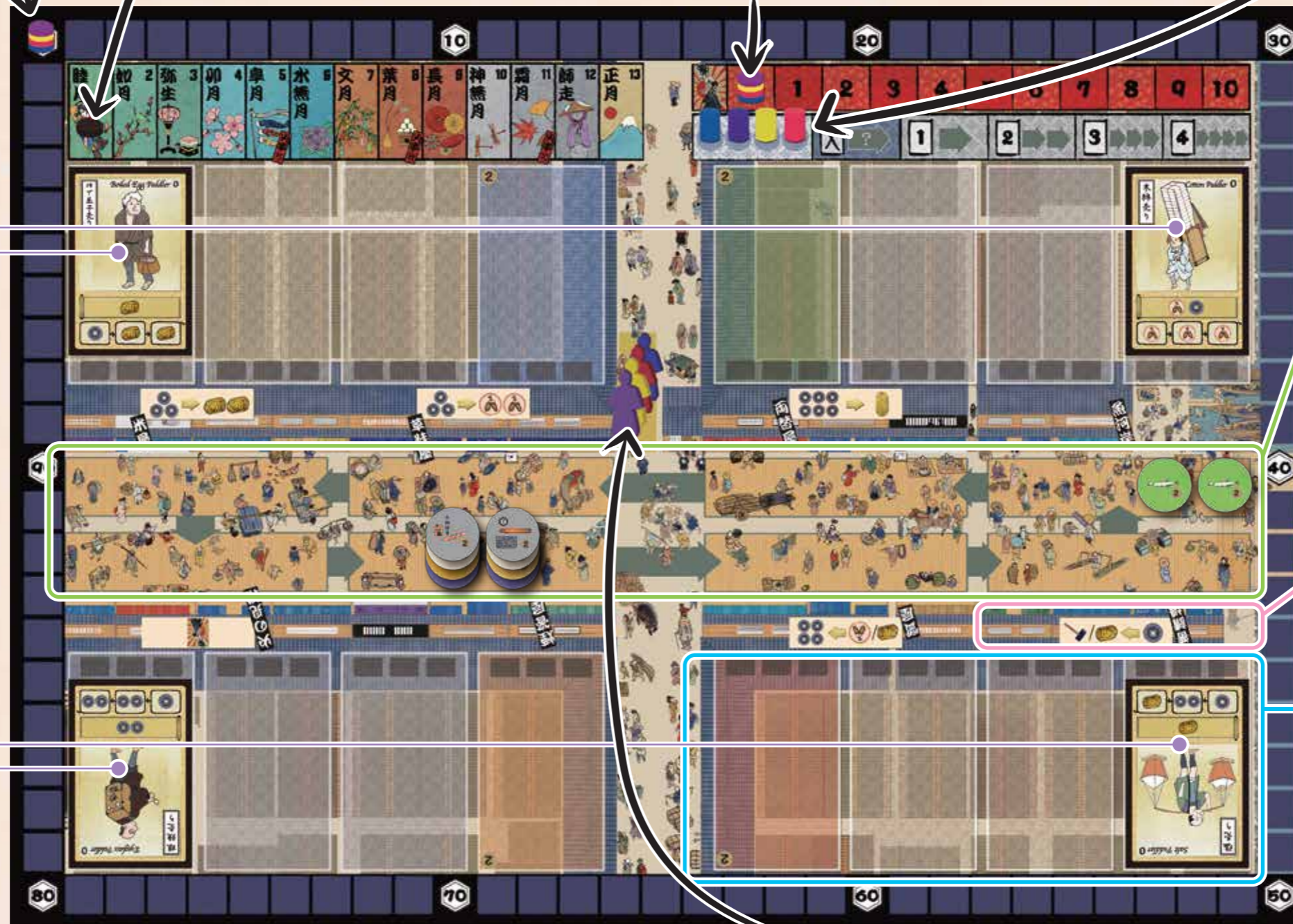
The Shops on Main Street

There is one shop next to each of the 8 spaces. The deals you can make with each of them will be described below.

Nagaya (row house)

Four Nagaya are adjacent to the main street. Each Nagaya has 4 spaces for occupation and construction cards, indicating that 1 or 2 professionals can live and work in stalls behind each shop. Placing any card into one of the colored inner corner houses costs 2 Mon on top of the cost of the card. Each of the four Nagaya forms one group of 4 houses and the 4 corner houses form an overlapping 5th group (this will be important on Payday).

Place the remaining coins, sandals, rice bales, Koban, and lumber next to the board as a general supply (the Bugyo-sho, i.e. magistrate's office, which acts as a bank in the game).



Construction Cards



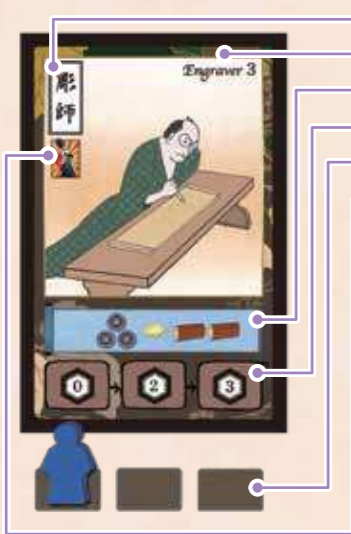
Starting Point

Place all players' Oyakata figures here at the start of the game.



Components Explanation

Explanation of Occupation Cards



- Occupation name in Japanese letters
- Occupation name in English & hiring cost
- The skill this occupation provides
- Salary:** The employing player receives this on Payday
- Experience space** (printed on the board)
- Firefighting Power:** The moment you hire the card, increase your firefighting power by 1 for each such symbol.

To **hire** a professional and gain the corresponding occupation card, pay the cost in Mon shown in the top-right corner and immediately place the card into any free house space in any Nagaya. Place one of your Kobun on the "experience" square printed on the board that corresponds to the first of the 2 or 3 salary spaces on the card. If you cannot pay for the card, if you have no unused Kobun, or if there are no free Nagaya spaces, you cannot hire a card.

The Kobun indicates the professional's **experience**. The experience determines the salary his employer will receive on Payday. The occupation cards for most professionals have 3 salary spaces, some have only 2, and some have only one grey space. If the card has only 2 salary spaces or the grey space spans only 2 spaces, the Kobun starts from the middle experience space. Grey spaces only become active after the occupation card has retired.

Each time the professional gains experience, move the Kobun one space to the right (as indicated by the arrows). When he levels up from the last space, retire the card immediately: remove it from the board, place it face up in front of you, and take the Kobun back to your supply. Retired professionals no longer consume rice but still earn their last (highest) salary on each Payday.

There are **3 ways** a professional (occupation card) can gain experience:

- When a player **other than its owner** uses its skill, the occupation card gains 1 step of experience. It does not gain experience if its owner does business with it.
- When your Oyakata passes the **starting point** on his tour of Main Street, all your professionals gain 1 step of experience. If this causes the professional to retire, remove its occupation card immediately from the board and do so before the Oyakata does any business.
- Some **cards** (like the seamstress) allow you to level up any one of your cards for a payment.

Each professional belongs to one of five types of occupations: master craftsman, artisan, shop seller, street peddler, or special. The color of the card frame indicates the card type: red = master craftsman, brown = artisan, green = shop seller, yellow = street peddler, purple = special.

The card type has two purposes. On Payday, you may get a bonus for cards of the **same** type in a group. At the end of the game, you get Iki points depending on the number of **different** types of cards you have (either on the board or retired).



Skills and Salary

Each professional's skill is indicated on the scroll (Makimono) in the middle of the card. You benefit from this skill when your Oyakata does business with the card. The color of the scroll indicates the type of benefit you will get.

- Yellow:** You get something for free, either resources from the bank or firefighting power.
- Blue:** You get something in exchange for something else. You make a payment to the bank and receive the indicated material reward from there.
- Purple:** Special actions or effects.

Salary: The salary is what the owner of the card gets on Payday. It is indicated in the field(s) at the bottom of the card. If the salary space is grey, the effect is not available until the card has been retired. As usual, such cards still need to level up 2 or 3 times before they retire.

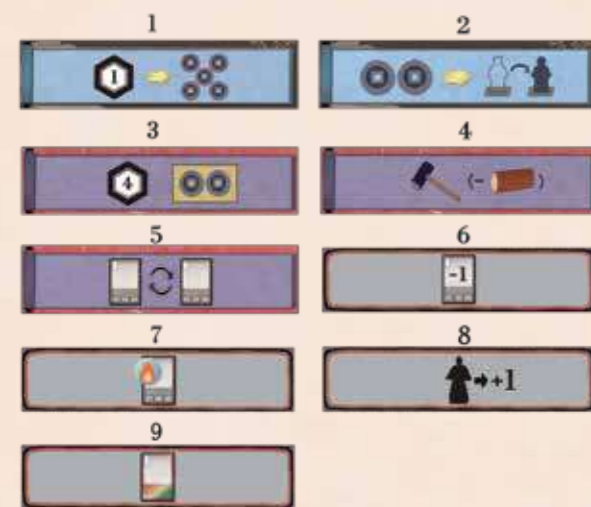


Special Occupation Cards - Skills that may need an explanation

- Pay 1 Iki point to get 5 Mon. You cannot do this if you have 0 Iki points.
- Pay 2 Mon to gain 1 step of experience for any one of your occupation cards (even this card itself).
- You get 4 Iki points, and all other players get 2 Mon from the bank.
- You may build one construction card. You pay one less lumber than required by the construction card.
- You can swap the position of any 2 occupation cards. The Kobun go with the cards and the experience level does not change. You do not need to pay to swap a card into one of the 4 corner houses.

Rewards that come into effect only when retired

- You get a 1-Mon discount to hire any professional.
- This card can save, once per game, one occupation or building card when it would be burnt. It does not stop the fire. The fire will continue to spread to other occupation or building cards in the same Nagaya. When you use this ability, rotate the card by 90° to indicate that it has been spent.
- Your Oyakata has the option to move one additional space on each move, similar (and in addition) to the effect of sandal tokens.
- When the bonus for differently-colored occupation cards is scored at the end of the game, this card counts as any color of your choice. It still counts only once.



Construction Cards



The icons under the Japanese names of the buildings indicate the cost to build the cards. Below the illustration, you see the number of Iki points the building scores at the end of the game.

Example (Fig. 3): For the Merchant House, you get 3 points for each sandal token you have.

The hammer icon indicates a building action. It is featured on the construction site and on some occupation cards. To perform a build action, you pay the cost indicated on the building card, place the card on any empty Nagaya card space and put one of your Kobun on the card. Building on one of the 4 corner houses costs 2 Mon, as usual. You cannot build if you cannot pay, have no Kobun available, or if there is no free stall on the board. Your Kobun will come back only at the end of the game – or if the building is destroyed by fire.

Explanation of the Tokens

Money: Based on the actual money of Edo period, the game uses Mon coins that come in denominations of 1 and 4 Mon.

Koban (oval gold coins): Koban are used as building material. Each token is also worth 3 Iki points at the end of the game.

Sandals: You use sandals to move your Oyakata. Each sandal token spent moves your Oyakata 1 additional space forward. You may spend any number of sandals on your turn.

Fish: There are 2 tokens per season and the cost of each is written on the token. The fish are noodle fish (spring), bonito (summer), sea brass (fall) and sea bream (winter).

Rice bale: You need rice bales to pay your non-retired employees on Payday.

Lumber: Lumber is used as building material. Each lumber is also worth 1 Iki point at the end of the game.

Pipe: There are 4 pipe tokens. The cost of each is shown on the token. Each pipe token increases your firefighting power by 1 or 2 points as shown. A pipe also doubles your tobacco pouch score at the end of the game.

Tobacco pouch: There are 4 tobacco pouches and the cost of each is shown on the token. At the end of the game, each token scores the indicated number of Iki points. If you have one or more pipes in addition to the tobacco pouch, the score of each of your tobacco pouches is doubled.



Explanation of the Shops

Note: In this game, there is no trading of resources between players. All transactions that involve resources are done between one player and the bank.

All occupation card skills may be used only once per turn and shop actions may be taken only once per turn. The money exchange shop is the only exception; you may use its action twice in one turn.



Sandal Shop: You may buy 2 sandal tokens for 2 Mon.



Rice Shop: You may buy 2 bales of rice for 3 Mon.



Fire Tower: Increase your firefighting power by 1; move your firefighter marker up the track accordingly. If there is any marker on the target space, place your marker on top.



Tobacco Shop: You may buy up to 1 pipe token and/or 1 tobacco pouch token per visit. You may only buy the top token of each stack.



Pawn Shop: You may pay either 1 rice bale or 1 sandal token to get 4 Mon; you cannot do both.



Fish Market: You may buy any 1 of the fish tokens currently available. One bonito in summer and 1 sea bream in winter are very expensive, but these provide additional Iki points at the end of the game; they represent the first catch of the season. It was very much "iki" to eat food in season in Edo. As they used to say, "The Edokko will go any length for the first bonito of the season."



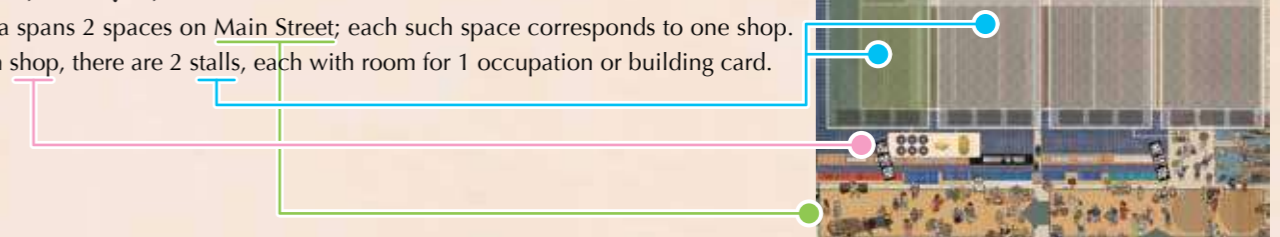
Construction Site: You may pay 1 Mon to either buy 1 bale of rice or to build one building. You cannot do both.



Exchange Shop: You can exchange 6 Mon for 1 Koban. You may do so **twice** in the same turn if you want to.

Nagayas, Shops, and Stalls

Each Nagaya spans 2 spaces on Main Street; each such space corresponds to one shop. Behind each shop, there are 2 stalls, each with room for 1 occupation or building card.



Game Play

Each round has 2 phases. The first phase is called **The Way of Life** and the second is called the **Action Phase**. The Action phase begins once all players have finished the Way of Life phase.

Phase 1: The Way of Life

In this phase, all players place their cylinders on the Way of Life track. This simultaneously determines player order and Oyakata movement for phase 2.

In round 1 (January), players take turns clockwise, beginning with the starting player. In all following rounds, players take turns in descending order of firefighting power. The player with the most firefighting power goes first. If players have the same firefighting power, the player whose marker is on top goes first.

In turn, each player will place his cylinder on one space of the Way of Life track. The "X" space is only available in a 4-player game. Only one cylinder may be in each space.

The number in the space indicates both the turn order in phase 2 and the number of spaces the player's Oyakata will move in that phase.

The player on the "X" space goes first in phase 2. He may move his Oyakata 1 to 4 spaces, as he wishes. **However, he must skip Step A (hiring or income) of his turn!**

Once all the players have placed their cylinders, phase 1 of the round is complete and phase 2 begins.



Phase 2: Movement and Actions

In this phase, players take turns in the order given by the Way of Life track (X, 1, 2, 3, 4). On your turn, you perform 2 steps - A and B. When you have completed step B, your turn is over and the next player begins his step A. When you are done, move your cylinder back to the holding area of the Way of Life track.

Step A: Hiring or Income

Choose to either hire someone or to get income. **A player who has chosen the "X" space on the Way of Life track must skip this step.**

Hiring: You may hire one of the face-up occupation cards from the pool. Pay the cost to the bank; if there are coins on the card you hire, you get these coins, and you can use them to pay the card. You cannot take the coins without taking the card.

Example (Fig. 5): In March, Hiroshige wants to hire the book lender. There are 2 Mon on the card. Hiroshige has no money at all, but he can take the 2 Mon and use them to hire the book lender.

Place the hired card on one empty card space on the board immediately and place one of your unused Kobun to the experience track. Remember to pay the extra 2 Mon to place a card on one of the 4 corner spaces in the middle of the board.

Income: Receive 4 Mon from the bank.

Fig. 5



Step B: Moving the Oyakata and Doing Business

Moving the Oyakata

The Oyakata figure always moves counter-clockwise over the 8 spaces of Main Street. Any number of Oyakata figures may be on the same space. The starting point is **not** one of the spaces and is only used at the start of the game. You must move your Oyakata by **exactly** the number of spaces indicated on your space of the Way of Life track (1 to 4 for the "X" space). After that, you may move him further by any number of additional spaces by spending sandal tokens (1 space per token spent) and/or using card abilities (e.g. the ox cart lets you move 1 additional space per turn).

When your Oyakata passes the starting space, **all your occupation cards** on the board gain 1 level of experience immediately; if this causes their retirement, you cannot do business with them any more.

Doing Business

After your Oyakata has completed his movement, you may do business with the shop corresponding to the Main Street space and/or with one of the professionals that may be sitting in stalls behind the shop. You may do business in any order with the shop and one of the cards, with either the shop or one of the cards, or with neither one.

If you do business with the occupation card of **another** player, the card will level up by 1 immediately after the deal. This does **not** happen if you deal with your own card.

Example (Fig. 5): Sharaku has chosen the "3" space on the Way of Life track in phase 1. In phase 2 he chooses to get 4 Mon income, bringing his balance up to 7 Mon. He moves his Oyakata 3 spaces and spends 1 sandal token to move one more space. Now he does business with the Ukiyo-e artist living behind the Exchange shop, spending 1 Iki point to get 5 Mon. Then he trades his 12 Mon for 2 Koban in the Exchange shop (this is the only shop where he can use the business option twice). Finally he moves his cylinder off the Way of Life track to show that he is done with his turn.



Fig. 6

End of the Round

To show that you have completed step B and thereby your turn, move your cylinder from the Way of Life track to the holding area in front of it. When all players have completed their turns, the round ends. At the end of certain months, additional things may happen, as indicated on the calendar track: **Fires** occur at the end of May, August and November and a **Payday** occurs at the end of each season (end of March, June, September, and December).

After each **Payday**, you must remove any leftover fish tokens and replace them with the tokens for the next season. Then, you must discard all occupation cards on offer (put any coins on them back into the bank) and replace them with 4 new occupation cards of the upcoming season.

At the end of any **non-payday** month, the unhired cards on offer stay in place; place 1 Mon on each such card (this can happen twice with each card, so there can be a maximum of 2 Mon on any card). Then add **4 new occupation cards** of the current season face-up to the hiring offer pool.

Finally, move the **calendar marker** to the next month and start a new round.

Payday

At the end of each season (end of March, June, September, and December), there is a Payday that has 3 steps.

Salary

You receive salary from each of your occupation cards, except for those with a grey salary field; this may be Iki points, money, or resources. The salary of your cards on the board depends on the experience level of the card and is indicated by the position of the Kobun below the card. The salary for **retired** cards is always the rightmost (highest) salary on the card.

Nagaya Harmony Bonus

This represents the help that neighbors give to each other. There are 5 groups of card spaces on the board; the 4 house rows and the overlapping group of the four corner buildings. For each group, there is an Iki point bonus for each occupation card whose type (color) is present more than once in the group. The number of points is equal to the number of cards of that color. You get that number of Iki points for each of your Kobun in the group who is on a card of that color. Note that a card in a corner building belongs to 2 groups and thus may score twice.

*There are 3 street peddlers (yellow) in this group, one owned by Purple and two owned by Red. Player Red gets 3*2=6 points, player Purple gets 3*1=3 points. There is only one master craftsman (red card), so this is not scored.*

Fig. 7

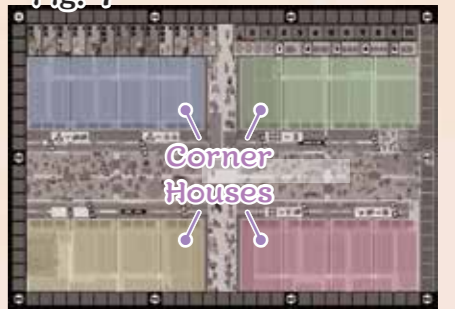


Fig. 8



Food Payment

Finally, pay 1 rice bale for each of your occupation cards on the board (do not count retired cards and buildings). For each rice bale you are unable to pay, you must discard one of your occupation cards from the board; you may decide which one you discard. You must pay if you can, and you cannot discard cards from the board voluntarily.

Fire Breaks Out

The people of Edo used to say, "Fights and fires are the flowers of Edo." Raging fires were frequent and the firefighters were mostly construction workers. At the end of the May, August, and November rounds, there is a fire phase. The power of the fire is **5** in May, **8** in August, and **10** in November, as marked on the calendar track. The player with most firefighting points shuffles the **fire tiles** and draws one. This tile determines which of the 4 Nagaya the fire will affect. The fire starts in the outer corner of that Nagaya. At the end of the fire phase, the tile used goes back into the stack.

The fire starts in the **outer corner** and progresses into the middle until put out or until it reaches the crossroads where it dies out in any case. It starts at the indicated strength in the corner and its strength diminishes by 1 for each card space (with or without a card) it hits. The fire is put out if it hits a card space with a Kobun whose owner has a firefighting power that equals or exceeds the fire strength in that space. If there is a card and its owner does not have sufficient firefighting power, the fire destroys the card and moves to the next space; if there is no card, the fire just moves on. Destroyed cards are discarded, the Kobun figures go back to its owner.

Example (Fig. 9): In August, the fire has an initial strength of 8. According to the fire tile, it started in the leftmost house of the upper left row. Both Yellow and Purple have a firefighting power of 5. The fire destroys the Used Clothes Peddler card and the Water Peddler card because its strength (8 and 7) is greater than the firefighting power (5). When it hits the Engraver card, its strength is down to 5 and Yellow puts the fire out before it destroys the card.



New Year's Days: The Final Round

The final round is slightly shortened. **Phase 1 is skipped**; players simply take turns in order of firefighting power (highest power goes first, as usual). **Skip step A of your turn**; in this round, there is no hiring or income. On your turn, your Oyakata may stay where it is or jump to any space on Main Street. Once there, you may do business as usual with the shop and/or one of the professionals (occupation cards). Regardless of its target space, the Oyakata is not considered to have passed the starting point; hence, your employees will not level up for that reason (the other reasons for getting experience, such as the effects of an occupation card, still apply).

The game ends after the last player's turn, and the **final scoring** begins.