

Example 2: Tami comes back to the village with her catch.



She managed to set all her Offerings afloat, so she will have no penalty hindering her final score.

The kami have blessed her nets with a formidable catch, which earns her a whopping 19 points (3+7+9) thanks to her 2 valid rows and 1 valid column.

Her crustacean hauls were less bountiful however, earning her only 3 points.



During her journey, she gathered 3 Sacred Rock cards. In the end, she completed all three, adding 12 points to her score (4+4+4).



Tami has also collected all 4 Octopus Panorama cards, worth 10 points altogether (1+2+3+4) – with 3 additional points thanks to her Panorama Bonus card. She also started a Whale Panorama and got her hands on the first 2 sections, worth 3 points together (1+2). She ate 2 Meals while resting at Dock stations worth a total of 8 points (4+4). But her journey, though fulfilling, took some time to complete, so she arrives fifth at her destination and only gets a 1-point Early Bird token.

Her final score is therefore 3+7+9+3+4+4+4+10+3+3+8+1-0 = 59 points.

Special Rules for 2-player games

2-player games are subject to a few special rules.

During setup, place a third Boat, which will be called the "Neutral Boat", on the Starting Port. All Boats' places are randomized as usual.

As with the human players' Boats, the Neutral Boat must move when it is last in line on the Sea Route. The player who is the farthest ahead chooses how far to move it.

Note: Strategically picking where the Neutral Boat goes next is a key to victory in 2-player games.



The green Boat is the neutral Boat this game (N). Since it is currently farthest behind on the Sea Route, Neutral goes next. The Yellow player (Y) is ahead of the party, so they get to pick where the Neutral Boat lands.

The Neutral Boat's moves have no effect on the Dock and Finish Port stations. It does not draw cards or take tokens and does not score any points.

Once all 3 Boats have stopped on a Dock space, there will be 4 Dock cards in the initial selection. When it is the Neutral Boat's turn to pick a Dock card, select a card at random and discard it face down.

When the Neutral Boat reaches the Finish Port, the player who moved it last discards the highest unclaimed Early Bird Token.

Apart from these changes, gameplay follows the usual rules.

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— ANTOINE BAUZA —

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Naïmiji

Rules





Contents:

- 1 game board
- 5 Boat boards (2-sided)
- 10 Boat figures
- 5 Score counters
- 60 Panorama cards
- 3 Panorama Bonus cards
- 20 Dock cards
- 20 Sacred Rock cards
- 20 Offering figures
- 50 Crustacean tokens (20 crabs and 30 shrimp)
- 48 Fish tokens
- 12 Net tokens
- 5 Early Bird tokens
- 1 cloth bag

Pick the direction you will all be following on the Sea Route (clockwise or counterclockwise), then line up all your Boat figures on the starting dock in a random order. Whichever direction you choose, the starting Dock will also be your destination – the game ends when all players have gone around the board once.



Each player gets a Boat board and their matching Boat figure and Score counter, as well as 4 Offering figures.



- A Fish rack (3x4 grid)
- B Crustacean trap
- C Offering figures (4 at game start)
- D Early Bird space

- 9 Each player places their 4 Offering figures on their Boat board.
- 10 Place everyone's Score counters on the Score track, at the "0" mark.
- 11 Place as many Early Bird tokens as there are players next to the board (using the highest-value tokens).

Game setup

- 1 Place the game board in the center of the table.
- 2 Shuffle the Dock cards and form a face-down deck on the matching board space.
- 3 Do the same with the Sacred Rock cards.
- 4 Shuffle the 12 Net tokens and place them in a face-down deck on the matching board space.
- 5 Put all the Fish tokens face down on the assigned board space and scramble them to form the School of Fish. Flip one random Fish token face up.
- 6 Put all the Crustacean tokens in the bag.
- 7 Sort the Panorama cards by type (Dolphin, Octopus, Whale) and value (value 1 cards on top, followed by value 2 cards right under, then value 3, etc.), then place them on their respective board spaces.
- 8 Stack the Panorama Bonus cards next to the board.

Object of the game

In Namiji, you are anglers from the Japan of yesteryear – you will set sail south of the Japanese archipelago, a few miles away from the famous Tokaido road. To win the game, you must aim for the most fruitful experience on your sea journey.

In that regard, you will encounter many opportunities to contemplate magnificent marine species, fill your racks by angling and netting colorful fish, and haul in rich clusters of crustaceans from the shallows.

You will enhance your fishing gear at faraway ports of call, and set afloat paper offerings to please the deities of the sea. Each step of the way will further your personal journey and allow you to progress on the Victory point track – at the end of your respective journeys at sea, the fisherman with the most points wins the game!



In Namiji, your collection is made up of all the cards (Panorama, Dock, Sacred Rock, Panorama Bonus) and tokens (Fish, Net, Crustaceans, Early Bird) that you earn during the game.



Sacred Rock cards



Dock cards



Panorama cards



Panorama Bonus cards

Playing the game

In Namiji, the player whose Boat is the farthest behind on the Sea Route always gets the next move.

If your Boat token is in last place on the Sea Route, you must move it forward to any available space.

You absolutely are not obligated to stop at the first open space available: you may skip any number of available spaces if you so wish.

There are only three limitations to this rule:

- There can only be one Boat per slot.
- You **cannot** go backwards.
- You must always stop at Dock stations.

Once you have moved your Boat to a space, you gain its corresponding benefits (see "Stations effects", page 5).

In most cases, moving your Boat will result in another Boat being left behind in last place – but sometimes, even after moving once, you will still be last on the Sea Route. In those instances, take another turn, and so on until you are no longer last in line.

This means that if you choose to skip spaces to secure a particular spot, you might allow the players who remain behind you to take multiple turns for free before it is your turn to move again!



The green Boat (G) is farthest behind on the Sea Route, making it their turn to play.



The pink Boat (P) is considered further behind on the Sea Route than the green Boat (G) (see "Double-slot stations"). It is pink's turn to move.



- The green Boat (G) moves ahead of the pink Boat (P). It is now the pink Boat's turn to move.
- If Green had remained behind Pink while moving, it would have been their turn to move again.

Double-slot stations

Some of the spaces on the way include a second slot, slightly off the Sea Route.

Only use these second slots for 4- and 5-player games. Ignore them during 2- and 3-player games (you cannot move your Boat to those slots).

The first Boat to land on a Double-slot station must occupy the slot that is directly on the Sea Route. A second player can then move to that space and occupy the slot, which is always considered to be behind the first on the Sea Route – meaning that the player who gets to the station second will be first to leave it.



Station effects

When you land on a space, immediately apply its effects.



Take any one Fish token from the School, then flip a face-down Fish token in the School face up.

When taking a fish from the School, you must always flip a new fish face up.

Afterwards, you may choose to either **keep** your catch by placing it in your rack (see "Placement rules") or **release** it back in the water by returning the Fish token you took face up with the rest of the School.



Reveal the topmost Net token from the Net token deck. Then you may place it in your rack horizontally or vertically (see "Placement rules").

Net tokens occupy two adjacent spaces and cannot stick out from the rack.

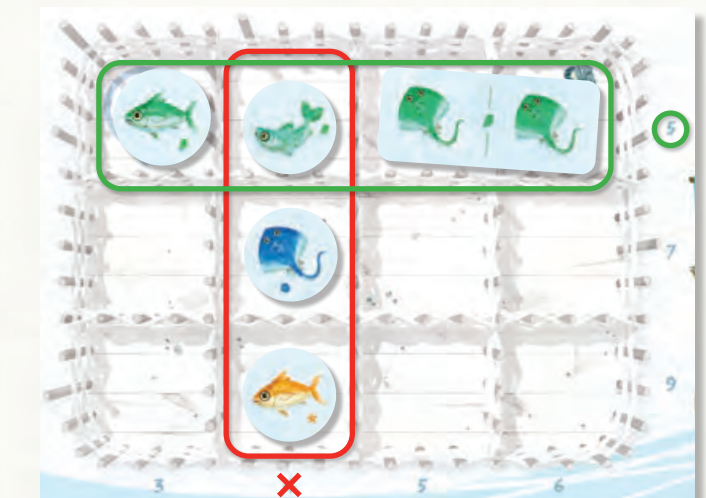
If you do not want to keep your catch (or if you do not have enough space in your rack), release it by returning the token face down to the bottom of the Net deck.

Placement rules

You must place your very first Fish (or Net) token in the upper-left corner of your rack.

You must then place any subsequent tokens you gain adjacent (orthogonally) to at least one other token.

Fish and Net tokens do not yield points individually – instead, you earn the number of points depicted next to a line (vertical or horizontal) only once that line gets filled with fish of either the same color or kind (or both).



The top row contains same-colored fish (green) and is therefore worth 5 points.

The second column is filled up, but its fish are neither of the same kind nor of the same color, so that line yields no points.

Note: You do not need to complete a row or column before starting a new one.

Once placed in your rack, you can no longer move or discard your Fish and Net tokens.

Note: To help visually challenged players place fish accurately on their rack, we've added small pictograms pertaining to each color: blue fish, orange fish and green fish.



Crustacean Trap station



Draw a random Crustacean token from the bag. You may draw up to 5 successive tokens, and you can stop drawing at any time.

Be careful, however: If you draw two Crab tokens in a single haul, you lose your entire catch and must put all the tokens you drew this turn back in the bag!

Once you stop drawing (or have reached 5 successful draws in a single haul), stack all the tokens you drew on the bottom-right corner of your Boat board.

Each Crustacean token added to your collection immediately earns you 1 Victory point.



Whirlpool station



When the game starts, each player has 4 Offering figures on their board, which will amount to a 15-point penalty at the end of the game (as shown on their Boat board).

To get rid of that penalty, you will need to set these Offerings afloat.

When landing on a Whirlpool station, take the topmost Offering from your Boat board and place it on the Whirlpool area at the center of the game board.

Your end-game penalty gets smaller with each Offering you make; it becomes completely negated if you manage to get rid of all your Offerings before the end.

At the end of the game, subtract from your total score the number shown on the topmost space of your Boat board that still contains an Offering figure.

Example: At the end of the game, Tami still has 2 Offering figures on her board. She subtracts 6 victory points from her final score (as shown on her Boat board above her remaining Offering figures).



Panorama station



Panoramas are made of 3, 4, or 5 sections, depending on their type (Dolphin, Octopus, or Whale, respectively).

When stopping at a Panorama station, if you do not yet own any sections of that Panorama type, take the number 1 section from the matching stack, and place it next to your Boat board with its panorama side face up.

Otherwise, take its next section (in ascending order) to reveal the panorama bit by bit (it does not need to be on top of its stack).

In any case, immediately score points equal to the number depicted on the section you drew (1, 2, 3, 4, or 5).

Example: Musubi visited 3 Whale Panorama stations during his journey and has added Whale Panorama cards 1, 2, and 3 to his collection worth 6 points (1 + 2 + 3). He lands on a 4th Whale Panorama station, grabs one of the Whale Panorama cards labeled "4", and adds 4 points to his score.

Note: The Dolphin Panorama is composed of 3 sections, the Octopus Panorama of 4 sections, and the Whale Panorama of 5 sections.

Important: Each player can only make one Panorama of each type (Dolphin, Octopus or Whale), but making multiple Panorama types at once is allowed.

If you complete a Panorama, you can no longer stop at stations matching its type.



Panorama Bonus: If you are the first player to complete a Panorama of any type, add its corresponding Panorama Bonus card to your collection and immediately score 3 extra points (in addition to the points you gained from the final section of the Panorama).



Sacred Rock station

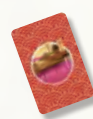


Draw 2 Sacred Rock cards and look at them without revealing them to the other players. Add one to your collection face down and place the other one back under the deck.

Sacred Rock cards show secret objectives that award you bonus points if you meet their scoring conditions. At the end of the game, reveal your Sacred Rock cards and gain the depicted number of points for each fulfilled condition.



Dock station



Docks are mandatory stops for all Boats, thus acting as checkpoints which divide the Sea Route in four parts. They are opportunities for the fishermen to get a little rest, and to enhance their gear.

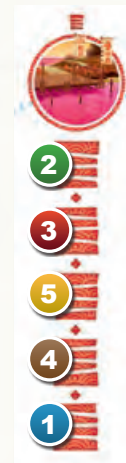
Arriving at a Dock station

Every player must stop at each Dock and must therefore wait for the others to catch up so that you can all set sail again.

There are enough Dock spaces to accommodate for all the Boats simultaneously.

Note: Use only as many Dock slots as there are players. In a 5-player game, all five Dock slots are considered available. In a 4-player game, only the 4 slots closest to the Sea Route are available. For a 2- or 3-player game, only the 3 closest ones are available.

The order in which you reach Docks is important. When landing on a Dock station, place your Boat on any of the available empty slots there.



Example: The Blue player has arrived at the Dock first and chooses to land on the 5th slot to be able to depart first. Green arrives second and places their Boat on the 1st slot, so that they may be first to pick a Dock card. The 3 other players arrive in succession, each picking an available slot.

Dock cards

Once all the Boats have reached the Dock, the player whose Boat is closest to the Sea Route draws a number of cards from the Dock deck equal to the number of players +1. So, for example, in a 3-player game, they will draw 4 cards.

That player studies them in secret, then picks one and adds it to their collection face up. They hand the remaining Dock cards to the player next in line on the Dock, who also picks one and adds it to their collection, and so on until everyone has gotten a card. Put the remaining Dock card back under the deck.

There are two types of Dock cards:

- **Meals** are flat point cards that immediately earn their recipient their depicted number of points when obtained.
- **Upgrades** grant you permanent abilities for the rest of the game. Their effect is triggered when landing on their corresponding station (depicted in the upper-left corner) and **can only be used once per station**.

Note: You may use multiple Dock cards at a single station, as long as the station matches the icon in the upper-left corner of each card.

Resuming the journey

Once everyone has gotten their Dock card, the journey continues. The player whose Boat is farthest from the Sea Route goes first, as usual.

In order words, the player who picks the Dock slot closest to the Sea Route will have more cards to pick from than the ones further from it – but will leave the Dock station last. On the other hand, the player who is placed behind everyone will have more movement options when leaving the Dock station, since they will go first.

Ending the journey

The game ends once all Boats have reached the Finish Port.

Each player grabs the highest-value Early Bird token available as they arrive: So, the first player to get to the end gets 7 points, while second place gets 5 points, third place gets 3 points, etc.

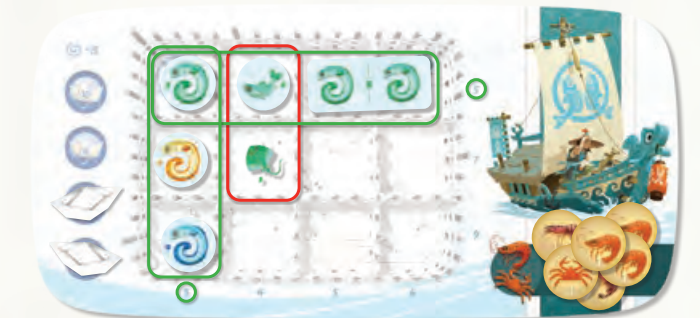
Everyone reveals their Sacred Rock cards and adds these points to their total (if applicable).

Then, subtract a number of points from your total equal to the number shown on your topmost occupied Offering space.

The player with the most points wins the game and is named Best Angler of the Season! If there is a tie for first place, the tied players share the victory.

Note: In Namiji, players keep track of their score by advancing their Score counter on the Victory point track. If you think you have made a counting error, you can always review your collection and tally your score again at any point.

Example 1: Musubi gets back to the village with his catch of the day.



He managed to set 2 Offerings afloat while on his journey, so he will only subtract 6 points from his total. His rack contains one valid row worth 5 points and a valid column worth 3 points. His second column is incomplete and worth no points. His trap contains 6 Crustaceans, earning him 6 points.



While riding the tides, he picked up 4 Sacred Rock cards. He managed to complete 3 of them but missed the "Skilled Fisherman" objective, which awards him no points. He earns 11 points from his other Sacred Rock cards (4 + 4 + 3).



Musubi has collected 3 Whale Panorama cards, worth 6 points (1+2+3), as well as 2 Dolphin Panorama cards, worth 3 points (1+2). He ate delicious maki rolls at a Dock station, which earned him 5 additional points. Since he arrived back at the village third, he grabs the third highest Early Bird token worth 3 points.

He adds up his final score: 5+3+6+3+4+4+6+3+3+5-6 = 36 points.