

- Antoine Bauza + Naiade -

TOKAIDO DUO

東海道
デュオ



About the island of Shikoku

Tokaido Duo is set on the Japanese island of Shikoku. Japan comprises four main islands, and Shikoku—whose name means “four countries”—is the smallest of them.

It is most known for its 88-temple pilgrimage; pilgrims will hike around the entire island on foot, going from one temple to the next usually in clockwise order, in a 750-mile (1200 km) journey that lasts about 6 weeks. This pilgrimage begins at the Ryōzenji temple of Tokushima Prefecture and ends in Kagawa at the temple of Ōkubo-ji.



STONEMAIER
GAMES

Components

-

Game overview

Each player controls three characters, whom they will usher throughout Shikoku: a Pilgrim who travels around the island, a Merchant who follows the inner Trade routes, and an Artist who moves from one area to the next, off the beaten paths. The player who manages to make the most of their combined activities wins the game.



Game setup

- 1 Place the game board in between both players.
- 2 Each player chooses a color (green or purple), then takes 3 Character boards (Pilgrim, Merchant, and Artist), as well as 3 meeples, 10 Painting tiles, 2 Viewing pegs and the matching Color mark.
- 3 Each player places their Color mark near their Character boards.
- 4 Shuffle the 8 Boutique tokens, and randomly place them face up on each of the 8 appropriate slots of the game board.
- 5 Put the 26 Ware tokens in the cloth bag.
- 6 Place the 3 Wave tiles randomly on the appropriate slots of the game board, with either side showing.
- 7 Place the Hot Spring token on its game board slot.
- 8 Each player places their 2 Viewing pegs on the slots of value 1 of their Pilgrim board.



- 9 Each player shuffles their 10 Painting tiles face down, then places them at random on the slots of their Artist board, without revealing them.
- 10 Keep the coins and gold slabs in a supply next to the game board.
- 11 Place the three dice next to the board.
- 12 Place the Character meeples on the six appropriate starting spaces (one player on each side of the game board):
 ● for the Pilgrim, ● for the Merchant and ● for the Artist. The player who placed their meeples near the compass 13 starts the game.

Flow of the game

There are three steps to a turn. Each of these steps involves a player choosing a die and placing it on their matching character board:

1. Player A (the first player on the first turn) rolls the 3 dice, chooses one, and moves their meeple.
2. Player B (the other player) chooses 1 of the 2 remaining dice, and moves their meeple.
3. Player A uses the final die to move their meeple.

Once all 3 dice have been used, a new turn begins, with player B rolling the dice and being the first (and third) to choose. Keep playing like this until the game ends, when each player tallies their points.

When a player uses a die, they **MUST** move the matching character the exact number of spaces shown on the die result. At the end of the move, the player **MAY** use the effect of the character's arrival space. The Character guides explain their rules and benefits.

Notes:

- Each player can only move their own characters.
- Moving through the same space twice in a single move is forbidden.
- Sometimes using the character action may not be possible; however, the move is always mandatory.

End of the game

There are three events that trigger the end of the game:

- A Pilgrim reaches the final slot of their Temple OR Garden track.
- A Merchant adds their sixth gold slab at the bottom of their board.
- An Artist gifts their tenth Painting token (their board is empty).

When this happens, finish resolving any remaining dice rolled at the beginning of the current turn (all dice must be taken). When the turn is finished, each player adds up their victory points.

Victory points rundown

Faith points: multiply your current Temple value by your current Garden value.

Commerce points: the amount printed above your rightmost gold slab on your Merchant board.

Culture points: the highest amount revealed on your Artist board (bottommost, rightmost).

Flip over the board to the side with the score track. Each player adds up the points earned by their three characters. The player with more points wins the game!

In case of a tie, the player with more money wins. If the tie remains, both players share the victory.

Note: Leftover Painting tiles (revealed or not), coins, and Ware tokens don't yield any points.

Credits

Designed by Antoine Bauza

Illustrated by Naïade

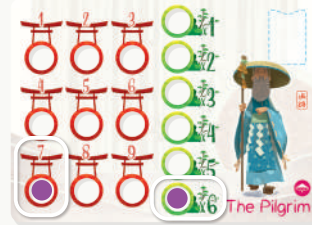
Graphic design by Funforge Studio and Karel Titeca

UI by Françoise Sengissen

English translation by Jérémie Tordjman

© Stonemaier LLC 2025 – All rights reserved

Example: Miki triggers the end of the game by advancing to the 6th Garden slot.



Since she advanced her other peg to the 7th Temple slot, her Pilgrim board generates $7 \times 6 = 42$ points.



She also gains 35 points from her Merchant board, since she was able to acquire 5 gold slabs. However, her remaining Wares do not yield any points.



Miki was able to give away 6 Paintings during her journey, which awards her the highest revealed point amount on her Artist board: 18 points. The other Paintings, regardless of which side they're showing, are worthless.

The total amount of points collected by Miki is therefore 42 (Pilgrim) + 35 (Merchant) + 18 (Artist) = 95 points.