

# Akiwado

2nd edition




Age:10+ Players: 3-5 Time: 30min

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The setting is Edo period. Players become a merchant and make small stores larger through touting and stocking. During the touting phase, conspicuous actions are not recommended. And do not forget to put yourself in the place of the people in your profession. In the stocking phase where frequent replacements take place, you should be superior—be sure to check your people of the same profession. And, pay attention to the combination of the products you possess, and the existence of the products with short supply which has not appeared in the market. Show your institution and ability as a merchant, and aim to be an excellent merchant family!

## \* Components



Screens: 5



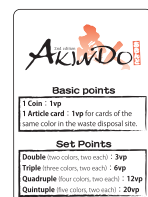
Coins : 50



Decision making markers : 5



Dices : 3

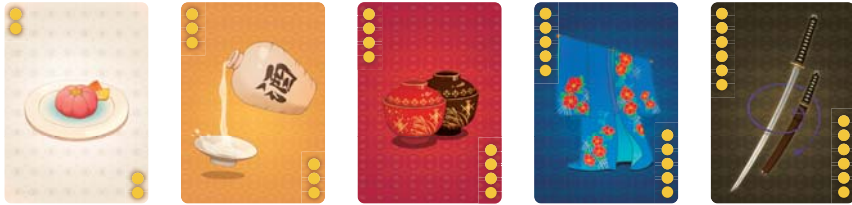


Summary face



Ungrateful face

Summary tiles : 5



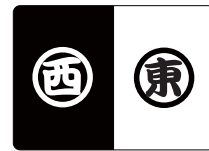
Article cards : 30 (5 Clolors x6)



Main board : 1 枚



Custom ordered cards: 2



Auction cards : 5



Privilege markers : 5

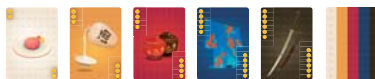
## \* Mission

Players develop their merchant families. The degree of the development is expressed by victory points. Thus, the players are to compete to get the maximum victory point.

## \* Setup

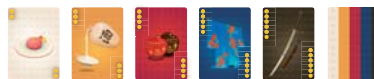
• According to the number of the players, some cards not used in the game remain. Please confirm the figure below and put the cards in a case.

3 players



8 cards

4 players

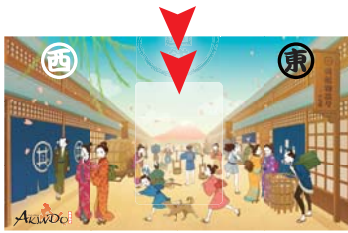


7 cards

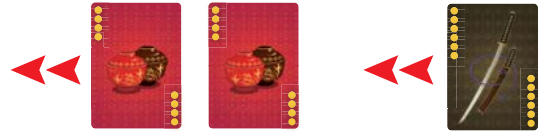
5 players

Nothing  
(All cards are used)

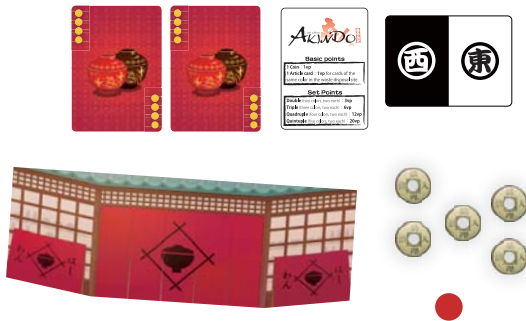
- Put the main board on the center of the table.



- Each player puts the received article cards at hand so that all other players can see them, and hands one of them to its left side player.



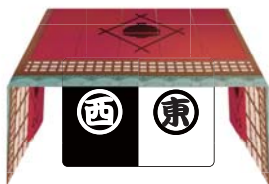
- Each player receives: one piece of screen of their favorite color, two article cards which the color is the same as the screen, one decision making marker, one auction market card, five pieces of coins, and one summary tile.



- Rest of the cards are shuffled and put on the center of the main board as the deck.
- Each player draws two pieces of cards from the deck, and puts them face up beside the main board. It is called as a waste disposal site.



- The players hide their auction market card with their screens.



- Three dice are placed where all players can reach them.



- The players hide their coins so that other players cannot see them.
- The summary tile has the "summary face" and the "ungrateful face." Each player has the summary face facing up in front of them, so that all the other players can see.
- The players put rest of the coins together for others to reach. This is called the "stock".

- Roll the dice to decide the starting player.

Now you are ready to begin!

# \* Flow of the game

- From the turn player, each player plays clockwise in its turn.
- In each turn, each player plays "① touting" first, and "② stocking" next.

## ① Touting phase

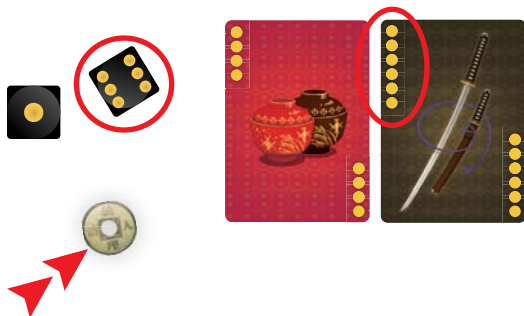
### Outline

The turn player rolls the dice and distributes them. Each player receives an income (coins) according to the result. But distributions in which some players extremely profit may not be accepted. The turn player is not only required to roll the dice but to also distribute them carefully.

- The turn player rolls three dice, then, pulls over one or two of them to their hands as their own dice (distribution of dice).



- The rest of the dice go to other players.
- Each player compares their own article cards with the pip of the distributed dice.
- The ● mark written on the article card expresses the pip of the dice. Every time the number of ● mark equals the pip of the dice, the player gets a piece of coin per article card.



- And, when the pip is a 1, the player gets a coin regardless of the article card.

- The player with a summary tile of the ungrateful face cannot participate in the touting phase. All summary tiles show summary faces at the end of the touting phase.



### > Challenge

- The player dissatisfied with the distribution of the dice, except the turn player may call out "Challenge!" and raise their hand.
- If half or more of the players participating in the touting phase call it, the turn player must roll the dice again.
- If there is a call out again on the distribution of the dice, the touting phase ends immediately (Nobody gets a coin!).

Example: The turn player Monzaemon rolled the dice, and got 1,4, and a 5. Monzaemon pulled over the dice 1 and 5. In this distribution, Monzaemon can get 2 coins, Sakichi can get 2 coins, and Rokusuke can get 1 coin. Oichi called out dissatisfaction ("Challenge!") because she could not get any coins. Rokusuke called out dissatisfaction when he/she thought it was not a good idea to give coins to Sakichi, leaving aside Monzaemon. 2 of 4 people stated dissatisfaction and Monzaemon had to roll the dice again.



## ② Stocking phase

### Outline

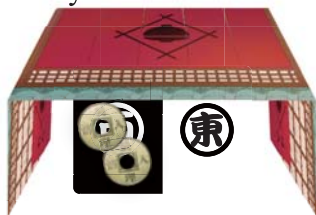
Players participate in an auction to acquire the article cards which are on two auction markets. Players may acquire coins without participating in the auction as well. Make sounds with the coins and camouflage the true action so that the other players can not figure it out.

• The turn player adds one card to the east and the west portion of the main board from the deck, and puts one coin on the coin area from the stock.



• In order of clockwise from the turn player, the players call out either "east", "west" or "earning extra pocket money" and puts the decision making marker on the corresponding place.

• Each player hides its auction market card with a screen and makes a bid. Thus, each player decides an amount of money for a successful bid, and puts a coin on the east or west portion of the auction market. When "earning extra pocket money", the player does not put the coin on neither portion. At this point, the action you take may be different from your call.



• When all players finish the action mentioned above, all players remove their screen at the same time.

> Successful bidding of cards

- The number of the coins which players made a bid on, on east and west auction markets are compared.
- The player who bids most coins becomes a successful bidder. The player pays the bid coins to the stock, and acquires the article cards on the auction market. Players except the successful bidder receive back the coins.
- If two or more players who bid the most coins become successful bidders, the article cards remain on the auction market.
- If no player bid coins, the article cards which are on the auction market are put on the destruction area.

> Earning extra (pocket) money

- The player who earned extra (pocket) money gets one piece of coin from the stock. They also can share coins put on the coin area. Coins which can not be divided remain on the coin area.

> Injustice

- The player who took an action different from the decision making marker must turn their summary tile over to the "injustice side".
- If the summary tile of all players expose the injustice side all at the same time, turn all of the tiles back to the summary side at once and begin again as if there were nothing.
- The player with the injustice side gets their turn skipped and can not participate in that round. The turn goes to the next player.

> Custom ordered card

- The custom ordered card which players possess can be counted as one piece of an article card of their choice at the end of the game. It has no effect during the game. If it is put on the destruction area, it turns to the card which has no effect by the end of the game.



お市



六助



佐吉



門左衛門

Example: Monzaemon, Sakichi, Oichi, Rokusuke removed their screens at the same time. Monzaemon and Rokusuke bid 2 coins each on the west auction market, which remained with no successful bid. Only Oichi bid coins on the east auction market.

She gave away those coins and put it in the stock, and acquired a card that was placed on the east auction market.

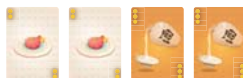
Sakichi selected hunting. It was only he that had selected it. He got a coin from the stock and two coins that were placed on the coin area. And, because his action was different from the declaration, he had to turn his card over to the injustice side (becoming the "injustice sate").

## \* End of the game

- The game ends on the turn when the deck is gone.
- To calculate the victory point, add the basic points and special points (the sum of both points is your victory point).
- Special points are the bonus points you get, depending on the combinations of article cards.
- Please refer to the figure below on how to get the special points.
- The player who has the highest total victory point becomes the winner.
- When two or more players have a maximum victory point, the player who has more article cards becomes the winner.
- If the number of the article cards is same, the player having more coins becomes the winner.
- If the number of coins is the same as well, all the players are the winner.

Double : 3vp

two article cards, two each



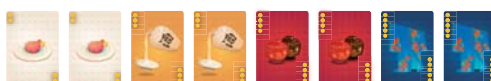
Triple : 6vp

three article cards, two each



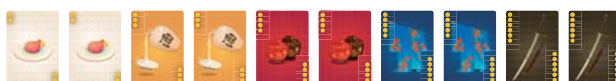
Quadruple : 12vp

four article cards, two each



Quintuple : 20vp

five article cards, two each



## \* Variant Rules "Purveyor"

- If the player has the most particular article cards, special rights are given.
- A privilege marker is put near the main board in the preparation for the game.
- At every successful bid of the buyer card, players check the purveyor.
- The applicable player puts the special privilege marker at hand. And, the other player loses the special privilege marker.



White: 3 victory points



Yellow: Get one additional coin from the stock when earning extra pocket money.



Red: Get one optional card from the destruction area at the end of the game.



Blue: During the stocking phase, after the release of the bid and before a successful bid is made, a player can reduce one piece of bid coin.



Black: Your challenge will be treated as two persons.