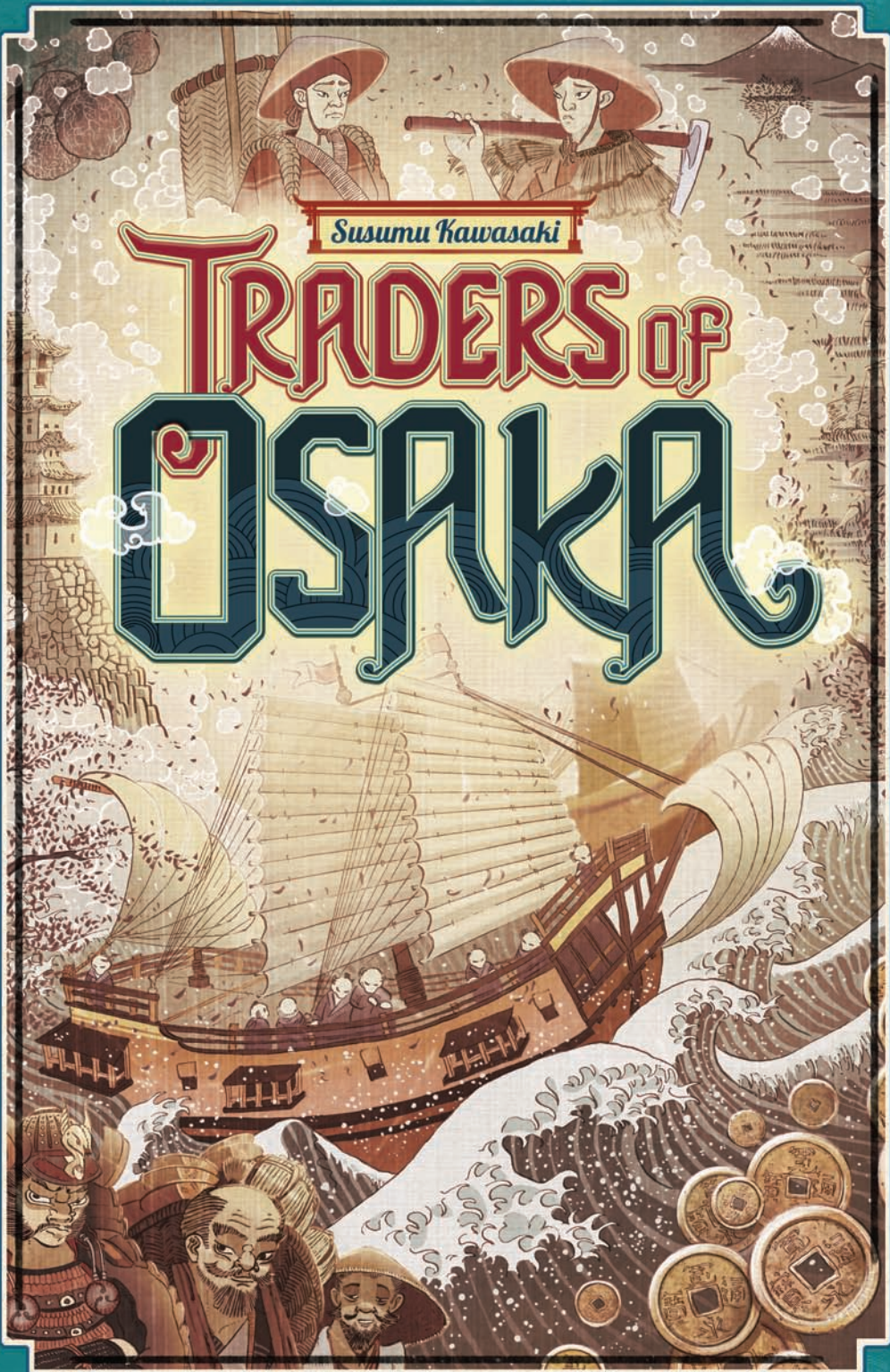


Susumu Kawasaki

TRADERS OF OSAKA



During the Edo period, *higaki kaisen* (trading ships) were used to transport materials to Edo (now Tokyo), the center of political power in Japan.

There, *Fudasashi* (brokers) would await the shipment of various specialty goods from Osaka, the mercantile center of Japan.

The players are proud traders responsible for the safe transport of the valuable goods that will let Japan prosper into the powerful nation it is today. Your ships will depart from Osaka and journey through dangerous waters on their way to Edo.

If your ship is caught in the Black Tide, you stand to lose precious cargo - a clever trader will invest in insurance to mitigate the possibility of such losses.

For each successful delivery to Edo, you will be paid kindly.
Who among you will profit most from this tireless work?

COMPONENTS

1 Game board

108 Cards, 27 per color (red, blue, yellow, and green)
11 x "2"s, 9 x "3"s 7 x "5"s per color

48 Achievement tokens, 12 per color (red, blue, yellow, and green)

4 Ships (1 each in red, blue, yellow, and green)

4 Trader pieces (1 each in white, pink, gray, and tan)

4 Reservation pieces (1 each in white, pink, gray, and tan)

PREPARATION

- Place the game board in the center of the table.
- Shuffle all cards and place them facedown to make a **draw pile**.
- Sort the **Achievement tokens** by color and set them aside as stock.
- Place all 4 ships in **Osaka** (on the board).
- Draw 5 cards from the draw pile and place them faceup in a straight line to the right of the **Market**. Draw 3 cards from the draw pile and place them faceup in a straight line to the right of the **Farm**.
- Each player selects a color and takes the **Reservation** and **Trader** pieces of that color.



Each player draws and reveals cards from the draw pile, one card at a time, until the sum of their cards' values is 8 or higher. These cards make up your initial hand. After this, your hand must be hidden from other players.

The player who drew the smallest total value of cards is the **start player**. In case of a tie, the player with the fewest cards is the start player. If there is still a tie, decide randomly among the tied players.

Beginning with the start player, and going clockwise, each player takes one Achievement token of their choice.

Now the start player begins their turn.

TURN SEQUENCE

During your turn you may select one of the three actions below. After executing the action, the next player in clockwise order takes their turn.

A. BUY GOODS

B. TAKE COINS

C. RESERVE CARDS

A. BUY GOODS

Spend coins from your hand to buy all goods (cards) in the Market (except other players' reserved cards). The sum of your coins (cards) must equal or exceed the value of all the goods in the Market (not counting goods reserved by other players).

Cards used for buying go to the discard pile faceup. No 'change' is made if you overpay.

Place bought goods in front of you faceup. Sort them by color for convenience.

These goods are called your **Merchandise**. You may have any number of Merchandise.

IMPORTANT: WHEN GOODS ARE BOUGHT, CORRESPONDING SHIPS MUST ADVANCE.



This hand corresponds to
(2+2+3+5=) 12 coins.

You discard these cards
to buy goods.

ADVANCING SHIPS

When a player buys goods, the ships corresponding to each goods' color must advance one or two steps. *See example below.*

If only one good was bought for that color, the corresponding ship advances one step. If two or more goods were bought for that color, the corresponding ship advances two steps.

Whenever a ship reaches Edo, a payday for the corresponding goods occurs (see page 7).



Bought cards



2 Yellow Goods: Yellow ship advances 2 steps.
1 Red Good: Red ship advances 1 step.



Bought cards



3 Blue Goods: Blue ship advances 2 steps.
1 Green Good: Green ship advances 1 step.
Green ship reaches Edo: Execute Payday for Green goods.

B. TAKE COINS

Take one card from the Market (except another player's reserved card) and add it to your hand. This card now represents coins that you may spend to buy goods.

There is no limit to a player's hand size.

C. RESERVE CARDS

If you have your **Reservation** piece in front of you, you can put it on one card in the Market or Farm to reserve that card.

You cannot reserve a card that is already reserved. You cannot reserve a card if you do not have your Reservation piece (i.e., you already reserved a card). If you buy your reserved good or take your reserved coin, take back your Reservation piece; this is the only way to get it back.

RESERVATION EFFECTS

Reserved cards can only be bought or taken by the player that reserved the card in question. A player cannot buy or take another player's reserved card.

IN THE CASE OF BUYING GOODS:

You must buy all of the unreserved goods (cards) as well as your reserved card. Other players' reserved cards remain in the Market.



IN THE CASE OF TAKING COINS:

You must choose one unreserved card or your reserved card.



REFRESH THE MARKET AND THE FARM

The Market and Farm must be refreshed whenever one of these two situations occurs:

- A player buys goods from the Market, or
- At the beginning of a player's turn, the Market is either empty or contains only cards reserved by other players.

1. To refresh the Market and Farm, first move all cards in the Farm to the Market.

Note: Reservation pieces remain on the reserved cards.



2. Next, draw 2 cards from the draw pile and place them in the Market.



3. Then, draw 3 cards from the draw pile and place them in the Farm.



After refreshing, continue your turn.

If the draw pile is exhausted, shuffle the discard pile to make a new facedown draw pile.

PAYDAY

WHEN ONE OR MORE SHIPS ARRIVE AT EDO, A PAYDAY OCCURS.

I. SCORING

All players must sell all their Merchandise of the corresponding color to score **Victory Points (VPs)**.

If two or more ships arrived at Edo at the same time, a separate payday will occur for each of them.

Each player's goods of the same kind of Merchandise form a **set**. The price of the Merchandise is the highest card value in the set. Multiply this price by the quantity of cards in the set. This total is then **rounded up** to the nearest 5 or 10 to determine the total value of your merchandise.

For every five points, you take one card from the set as a VP. The cards you take as VPs must be those of the lowest value in the corresponding set. Turn over these VPs and place them under your Trader piece. Discard the remaining goods in the set.

AT PAYDAY, ALL CORRESPONDING MERCHANDISE (INSURED OR NOT) OF ALL PLAYERS MUST BE SOLD.

Example 1 : Payday for Yellow and Red.

Pink's Merchandise

Red's 15 (Price 5x3 cards) means three 5s.
Pink takes 3 cards.

Yellow's Price of 2 rounds up to 5.
Take 1 card.
Thus, Pink scores 3+1= 4VPs.

BONUS FROM ACHIEVEMENT TOKENS

During a payday, your Achievement tokens of the same type as the sold set increase the set's value. Simply add the number of Achievement tokens of that color you have to the value of the highest card you are selling.

As a result of this bonus, it is possible that the number of cards in your set is insufficient to track your VPs. In this case, take cards from the draw pile to make up for the deficiency.

Achievement tokens are never lost or spent.

Example 2: Green payday

Price 5 plus 2 tokens x 3 cards in set = 21.
Round up to 25, which means five 5s.
Pink takes 5 cards (VPs): 3 from the set and 2 from the draw pile).

2. ACQUIRE ACHIEVEMENT TOKENS

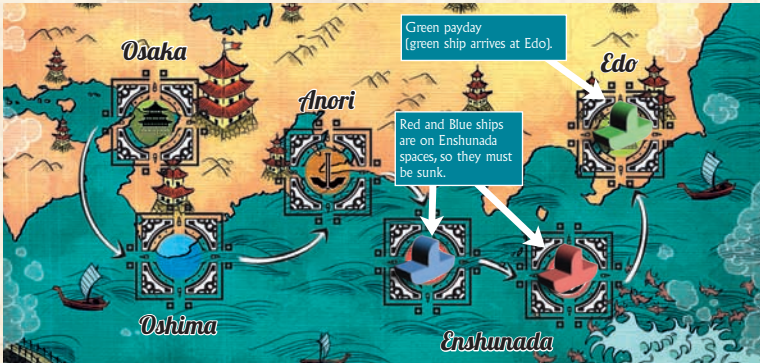
After scoring, for each payday that scored you VPs, get 1 Achievement token of the corresponding color.

If a shortage of Achievement tokens occurs, use some other substitute.

3. SUNK BY THE BLACK TIDE

During a payday, any ships on an Enshunada space (waves) are sunk by the raging waves of the Kuroshio Current (Black Tide).

You must discard all Merchandise of the same color (that are not insured – see next page) as the sunk ships.



Insurance Icon

Value '2' cards have 2 icons.
Value '3' cards have 1 icon.

INSURANCE

You may use cards with Insurance icons to insure goods of the same color as the card to protect them from sinking.

Starting with the active player (the player who moved the ship[s] to Edo) and proceeding clockwise, each player may insure as many goods as he or she is able. To insure a good, a player must discard a card with one or more Insurance icons; for each Insurance icon depicted on a discarded card, a player may insure one good of the same color as the discarded card.

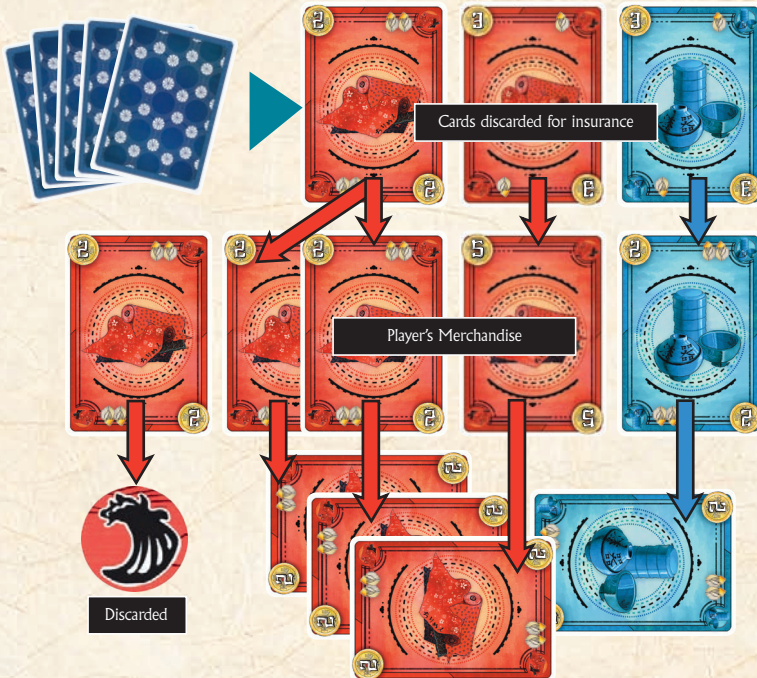
To mark that a good has been insured, rotate it 90 degrees. This good can never be lost to sinking.

During payday, insured goods are sold as normal.

4. RETURN THE SHIPS

Ships at Edo go back to **Osaka**. Sunk ships go back to **Anori** (the space with an anchor icon).

Example: Blue and Red ships are sunk. The player discards these three cards to insure four goods.



THE END OF THE GAME

After Step 2 of a Payday (Acquire Achievement tokens), the game ends immediately if at least one player has 8 or more Achievement tokens.

VICTORY

The player who has the most VPs under their Trader piece wins (Remaining Merchandise and cards in hand have no value.)

In case of a tie, the player with the greater number of Achievement tokens wins. If there is still a tie, all tied players win.



FREQUENTLY ASKED QUESTIONS

Q: If I reserve a card, do I have to buy or take it on my next turn?

A: No. You are only obliged to take it when you buy goods from the Market.

Q: Why would I reserve a card?

A: Here are some tips.

Reserve a value 5 card.

Goods of higher values will reward you with more victory points. However, its high coin value means that players often take it as money. If you reserve it, it will stay in the Market until you can afford it.

Reserve a value 2 card.

It is easy to buy several cards of low value because they are cheaper. If you wish to have more control over which ships move and when, it can be helpful to reserve a value 2 card.

Reserve a card at the Farm

The cards in the Farm will eventually move to the Market. If you reserve a card in the Farm, you can be certain that no one else takes it when it is moved to the Market.

Q: When a ship is about to sink, may I insure Blue Merchandise by using Red Insurance icons?

A: No. You can only insure Merchandise of same color as the card containing the Insurance icons you discard at that time.

Q: Is the hand size of a player hidden?

A: No.

Q: Can I ask how many VPs a player has?

A: No. But you may guess from the thickness of their VP stack.

GAME SEQUENCE EXAMPLE

4-player game. Turn order: Gray, White, Pink, Tan.



Gray's turn

She needs 18 coins to buy goods, but she does not have enough coins.

She takes a value 5 Blue coin and adds it in her hand.



White's turn

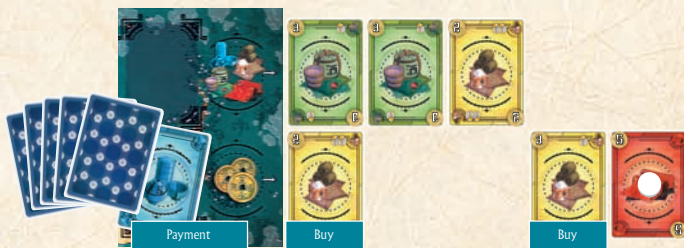
He wants to buy Red goods, but he does not have enough coins.

He reserves a value 5 Red card.



Pink's turn

He has enough coins to buy goods, but he doesn't want to advance the Yellow ship at this time, so he takes a value 3 Yellow coin.



Tan's turn

The sum of the values of the remaining goods in the Market is only 5.

She discards a value 5 card from her hand and buys all the goods in the Market except the card reserved by White. The Yellow ship advances 2 spaces towards Edo!

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