



The Race to Map Japan's Coast by Kenichi Tanabe

Introduction

In 1800, at 55 years of age, Tadataka Ino started his journey to make the first scale map of Japan's coast (Kaigan) using modern surveying techniques. His project lasted 21 years and resulted in a 1:3600 scale map that remained the definitive map of Japan for over a century. Ino's work brought renown not only to himself, but to Japan as well.

In Kaigan, the players, overseeing teams of surveyors, compete against each other to map the coast of Japan. During the game, the players will generate income by improving their artistic skills and developing relationships with local governments. Using this money, the players will dispatch their surveyors around the island of Japan in an effort to map its different regions. After 5 rounds, representing the 21 years it took to complete Tadataka Ino's map, the player who has travelled the farthest and contributed the most to mapping Japan will gain the most honor and will win the game.

Components

- 1 Gameboard w/ Honor, Artistic, Government and Travel tracks.
- 1 Map Outline with phase and round guides
- 24 Map Tiles (7 Artistic, 9 Government, 8 Travel, in mapping sizes of 2-4)
- Player pieces in each of 4 player colors (red, yellow, blue, green):
 - 3 Surveyors
 - 8 Mapping Markers
 - 5 Player Discs
 - 6 Action Cards
- 20 Neutral Mapping Markers (brown)
- 1 Round Marker (black)
- 1 Quadrant Card
- 84 Ryō Coins (54 silver of value 1, and 30 gold of value 5)
- 3 Dice

Preparation

Place the Gameboard in the middle of the table, with the Map Outline next to it. Place the Round Marker on the first space of the round guide of the Map Outline (labelled as 1800-1804). Shuffle the 24 Map Tiles and randomly place 10 of them face up in the marked squares on the Map Outline (see illustration on page 2). This represents the main island of Japan. The remaining tiles are set aside face down as a draw pile. Each player receives 20 Ryō and a set of playing pieces in the same color (3 Surveyors, 8 Mapping Markers, 5 discs, 6 Action Cards). Money should be kept hidden during the game. With only 3 players, the remaining player pieces are returned to the box. The dice, Neutral Mapping Markers, and remaining Ryō are placed next to the gameboard.

Each player places one of their discs on the first space of the Honor track, as well as on the leftmost space of the Artistic, Government, and Travel tracks. The remaining disc should go in the players' play areas with their Surveyors and Mapping Markers. Place the Quadrant Card on the 3rd space of the 1st row of the gameboard on the matching picture. The player who last made or used a map becomes the start player.



Game Overview

The game is played over 5 rounds, each consisting of 6 phases.

- Phase 1 – Playing cards to the gameboard / claiming a row of actions
- Phase 2 – Actions
- Phase 3 – Neutral Mapping Markers added
- Phase 4 – Scoring
- Phase 5 – Income (skipped in round 5)
- Phase 6 – Players receive Honor (only in rounds 2 & 4)

Phase 1 – Playing cards to the gameboard / claiming a row of actions

The players start planning the tasks that will be available to their Surveyors.

The designated start player (in subsequent rounds, the player with the Quadrant Card) takes his turn first. He chooses one of his Action Cards and places it face up on an unoccupied space on the gameboard. An Action Card cannot be placed on a space with a preprinted action, or on a space that already has a card on it, or in a row that has been claimed by another player.

NOTE: If a player possesses the Quadrant Card, on his turn he may choose to forego playing an Action Card on the board and instead return the Quadrant Card to its space on the board (3rd space in row1).

The player may now choose to end his turn, or he may choose to claim the actions in one row by placing his player disc on an unoccupied circle to the left of one of the rows.

If the player chooses not to claim a row, his turn ends. The next player clockwise who has not claimed a row then takes his turn. Once a player has claimed a row, he may not place any more cards in this phase.

In the rare case that a player plays his last Action Card, he must immediately claim a row.

Once all players have each claimed a row, phase 1 ends.

NOTE: When playing the game with only 3 players, players may not claim or play cards in row 4 of the gameboard. With 4 players, all 4 rows are used.

If the Quadrant Card was not used to pass a turn by the end of this phase, the player in possession of it returns the Quadrant Card to its space (3rd space in row 1) on the gameboard.

Phase 2 - Actions

The players now have their Surveyors perform the actions chosen for them: studying to improve their artistic abilities, improving their relationship with the local governments, traveling, working a side job to provide some additional income, or working to map a specific region.

The Action Cards and pre-printed action spaces are now resolved, not necessarily by the player who placed the respective cards, but by the player who claimed the cards in their row.

Starting with the top row of the board, the player who claimed this row with his Player Disc resolves the action in the first (leftmost) column (see page 4 for explanations of all the actions). Instead of performing the main action of the card, the player may choose to turn the card over and perform the card's secondary action: to spend 2 Ryō to place or move one of his Surveyors onto a map tile. Alternatively, the player could also choose to not perform any of the card's actions and pass.

After completing the action or passing, the action card is returned to its owner.

Next, the player who claimed the 2nd row performs the action in the leftmost spot (or performs the card's secondary action or passes), returns the Action Card to its owner, and then the turn passes to the player who claimed the next row, etc... This proceeds until all the actions in the first column have been performed or passed. Then the player who claimed the 1st row performs the action from the 2nd column. In this way, all the actions are performed one at a time in a column, not proceeding to the next column until all the actions in the previous column have been resolved from the top to the bottom.

If the turn comes to a player whose space in their row is empty, then no action is performed and the turn simply passes to the player who claimed the next row.

If the turn comes to a space with a preprinted action, then the player may choose to perform this action, or pass. He may not choose to perform a secondary action.

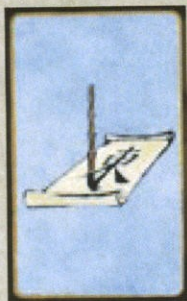
When the the player who claimed the 1st row takes their turn in the 3rd column, he simply takes the Quadrant Card and puts it in his play area. The turn then passes to the player who claimed the 2nd row.

NOTE: players may not place Mapping Markers onto a Map Tile that has already been fully mapped (the Map Tile already holds a number of Mapping Markers, in any combination of player markers and neutral markers, equal to the number printed on the Map Tile).

Mapping Markers and Ryō are unlimited. In the unlikely event that either supply runs out, you may use other objects to represent these items.

When all the actions have been performed, phase two ends.

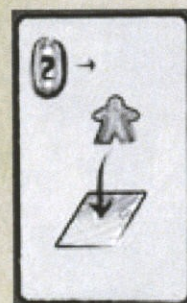
The Action Cards:



The player increases his artistic ability and moves his disc on the Artistic track one space to the right.



The player increases his relationship with the local government and moves his disc on the Government track one space to the right.



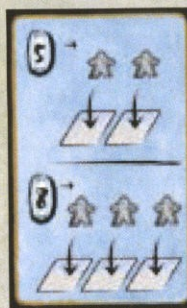
The player spends 2 Ryō and moves 1 of his Surveyors onto a Map Tile. The Surveyor may be taken from the player's personal supply or moved from one Map Tile to another.



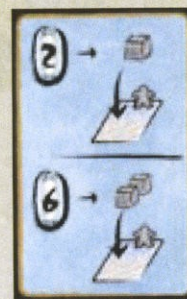
The player receives 5 Ryō from the bank.



The player receives 2 Honor Points.



The player dispatches his Surveyors, either spending 5 Ryō and dispatching 2 of his Surveyors to 2 different Map Tiles, OR spending 8 Ryō to dispatch all 3 of his Surveyors to 3 different Map Tiles. Surveyors may be taken from the player's personal supply or moved from one Map Tile to another.



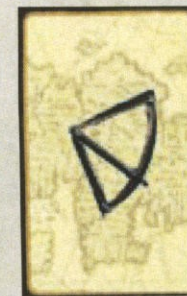
The player has one of his Surveyors work on mapping a region: either spending 2 Ryō to place 1 of his Mapping Markers on a Map Tile where he has a Surveyor, OR spending 6 Ryō to place 2 Mapping Markers on the same Map Tile where he has a Surveyor. A Map tile may never hold more Mapping Markers than the number printed on the tile.



The player either spends 3/6/9 Ryō and places 1 Map Marker on 1/2/3 Map Tiles where he has Surveyors (maximum 1 Map Marker per Surveyor) OR spends 10/20/30 Ryō and places 1-2 Map Markers on 1/2/3 Map Tiles where he has Surveyors (1 or 2 Map Markers per Surveyor).



The player either receives 3 Ryō from the bank, OR spends 3 Ryō and advances his disc 1 space on either the Artistic or Government or Travel track, OR spends 8 Ryō and advances his disc 4 spaces on the Honor track.



The player takes the Quadrant Card. This player will be the first player to play a card onto the gameboard in the next round. This player will also have the option to pass once in phase 1 of the next round. The player holding the Quadrant Card at the end of the game receives 1 Honor point.

Phase 3 - Neutral Mapping Markers added

Tadataka Ino lends his expertise to help complete some of the map.

The player holding the Quadrant Card rolls dice to help finish some of the Map Tiles that are not yet complete: In a 3-player game, he rolls 3 dice; in a 4-player game he rolls 2 dice. The resultant die rolls indicate which Map Tiles receive brown Neutral Mapping Markers, as notated by the numbers beneath each column of Map Tiles on the Map Outline.

For example, if the player rolls a 2 and a 5, then both Map Tiles in the #2 column and both Map Tiles in the #5 column of the Map Outline would all receive a Neutral Mapping Marker. If more than one die has rolled the same number, then multiple Mapping Markers are placed on the appropriate Map Tiles. For example, if 2 of the dice rolled a 4, then 2 Neutral Mapping Markers are placed on each of the Map Tiles in the #4 column.

If a die rolls a 6, no Neutral Mapping Markers are added for that die.

If a Map Tile is complete (it already holds Mapping Markers equal to the number printed on the tile), it cannot receive more Mapping Markers. Additional Mapping Markers that would be added to a complete Map Tile due to a die roll are simply left in the general supply.

Phase 4 - Scoring

In this phase, the Surveyors improve their artistic abilities and relationships with local governments, increase the distance they've travelled, and receive Honor for completing sections of the map of Japan.

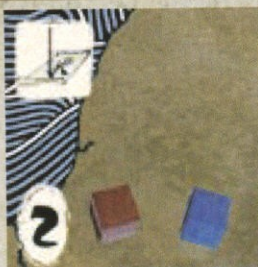
Starting with the leftmost column on the Map Outline, all Map Tiles that have been completed (have a total number of Mapping Markers equal to the number printed on the tile) are scored. Every player who has at least 1 of his Mapping Markers on the completed tile receives Honor points equal to the number printed on the tile. A player does not need to have his Surveyor on a Map Tile to receive the benefits of his Mapping Markers when the Map Tile is scored.

If the completed tile is an Artistic tile, each player moves his disc on the Artistic track the number of spaces as he has Mapping Markers on the tile. Map Tiles with the Government symbol are scored similarly. Players who contributed to the completion of a Government tile are advanced on the Government track the number of spaces equal to the number of their Mapping Markers on the tile.

Travel Map Tiles are scored differently. Players who have contributed their Mapping Markers to a completed Travel Map Tile receive Honor points equal to the printed number on the Map Tile PLUS the number of their Mapping Markers on the tile. They also advance their discs on the Travel track the number of spaces equal to the number of Mapping Markers they played on the Map Tile.

NOTE: A player with a Surveyor but none of his Mapping Markers on a completed Map Tile receives no Honor points and does not advance any of his discs on the Artistic, Government, or Travel tracks. A player must have contributed Mapping Markers to a completed Map Tile to receive its benefits when it is scored.

After a completed Map Tile is scored, the Neutral Mapping Markers on it are returned to the general supply and the Surveyors and player Mapping Markers on it are returned to their respective players' supplies. The Map Tile is removed from the Map Outline and returned to the game box. A new tile is drawn from the Map Tile draw pile and placed in the space vacated by the scored Map Tile. In the event that a Map Tile is removed and the draw pile is empty, the space where the Map Tile remains empty.



Example 1: An Artistic tile requiring 2 Mapping Markers is scored. Both the red and blue players receive 2 Honor points and each advances 1 space on the Artistic track because they each contributed 1 Mapping Marker.



Example 2: A Government tile requiring 3 Mapping Markers is scored. Both the red and blue players receive 3 Honor points. The red player advances 2 spaces and the blue player advances 1 space on the Government track.



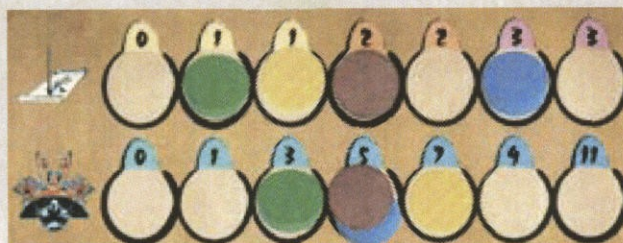
Example 3: A Travel tile requiring 4 Mapping Markers is scored. The red player receives 6 Honor points (4 + 2 markers) and advances 2 spaces on the Travel track. The yellow player receives 5 Honor points (4 + 1 markers) and advances 1 space on the Travel track.

Phase 5 – Income

The players now receive income according to their artistic ability. They will also get income from their relationship with the local governments. However, this income from the government will rise and fall as control over the local governments changes over time.

Each player receives income in Ryō equal to the number printed at the position of his disc on the Artistic track plus the number printed at the position of his disc on the Government track.

NOTE: in round 5, this phase is skipped, and no income is given out.



Income example: the green player receives 4 Ryō (1+3), the yellow player receives 8 Ryō (1+7), the red player receives 7 Ryō (2+5), and the blue player receives 8 Ryō (3+5).

Phase 6 – Players receive honor

NOTE: This phase is skipped in rounds 1, 3, and 5.

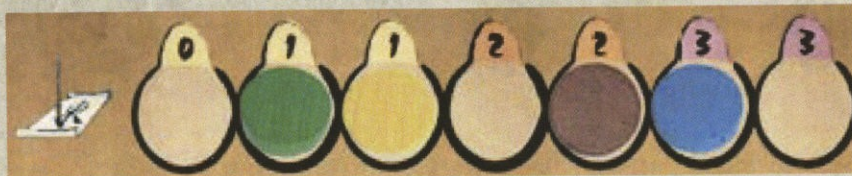
The players receive honor for their artistic abilities, and the players who have developed the best relationships with the local governments receive honor for that as well.

Each player receives Honor points equal to the number printed at the position of his disc on the Artistic track. Additionally, the player who is farthest ahead on the Government track receives 2 Honor points and the player in 2nd place receives 1 Honor point. In the case of a tie for 1st place, all tied players receive 2 points and no points are awarded for 2nd place. In the case where one player is in the lead and 2 or more players are tied for 2nd place, then all tied players receive 1 Honor point.

IMPORTANT: After scoring, all player discs on the Government track are returned to the first (0) position.

End of the Round

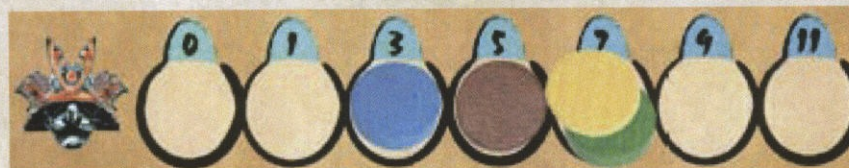
At the end of the round, all player discs used to claim rows on the gameboard are returned to their owners. Advance the round marker to the next time period on the Map's round guide. The player holding the Quadrant Card becomes the start player in the next round.



Honor example 1: From the Artistic track the blue player receives 3 and the red player receives 2 Honor points. The green and yellow players each receive 1 Honor point.



Honor example 2: From the Government track, the blue player receives 2 honor points. The red and yellow players each receive 1 Honor point. The green player does not receive any Honor points.



Honor example 3: From the Government track, the green and yellow players each receive 2 Honor points. The blue and red players receive no Honor points.

The End of the Game

The game ends at the end of 5 rounds.

The players receive Honor for their discs' positions on the Artistic and Government tracks as in phase 6.

The player farthest ahead on the Travel track receives 8 Honor points. The 2nd place player scores 5 Honor points. The player in 3rd place scores 2 points. In the case of a tie for 1st place, all tied players receive 8 Honor points, and the player or players in 2nd place receive 2 Honor points and the player in 3rd place receives no points. In the case of a single player in the lead and 2 or more players in 2nd place, the tied players receive 5 Honor points and no one receives points for 3rd place.

The player who has the most Ryō at the end of the game scores 5 Honor points. In the case of a tie for the most, all tied players gain 5 Honor points. The player or players who has the least Ryō at the end of the game loses 3 Honor points.

For each Surveyor a player has on an uncompleted Map Tile, he scores 1 Honor point. For every 2 Mapping Markers remaining on incomplete Map Tiles, a player receives 1 Honor point. For example, if the red player had a total of 2 Surveyors and 7 of his Mapping Markers remaining on incomplete Map Tiles at the end of the game, he would receive 5 Honor points (2 for the Surveyors and 3 for the Mapping Markers).

Additionally, the player possessing the Quadrant Card at the end of the game receives 1 Honor point.

The player with the most Honor Points wins the game. In the case of a tie, the tied player with the most Ryō wins. If these players are still tied, they share the victory.