



Welcome to Kamakura !

kamakura collection

Sightseeing Manual

kamakura collection



Story

Kamakura is a coastal town in Japan and a popular tourist destination for its various historical heritage sites and enchanting seasonal expressions. With temples and shrines as well as the sea and the mountains, Kamakura is a place filled with nature, tradition, and culture.

You are in Kamakura on a group trip, ready to sightsee the beautiful town. However, time allows only so much to see. Upon discussion with the group, it is decided that you split into 2 groups to sightsee as many places as possible. From fireworks to Buddha statues, from eating-around to Zen meditation, experience the many places and attractions in Kamakura, all the while finding the best time to do so.

Contents



Main Board



Point Tracker [x4]



Player Piece [x8]



Cat Marker [x4]



Memento Board [x4]



Sightseeing
Action Board



Taxi Ticket [x11]



Exclusive Tour Card [x13]

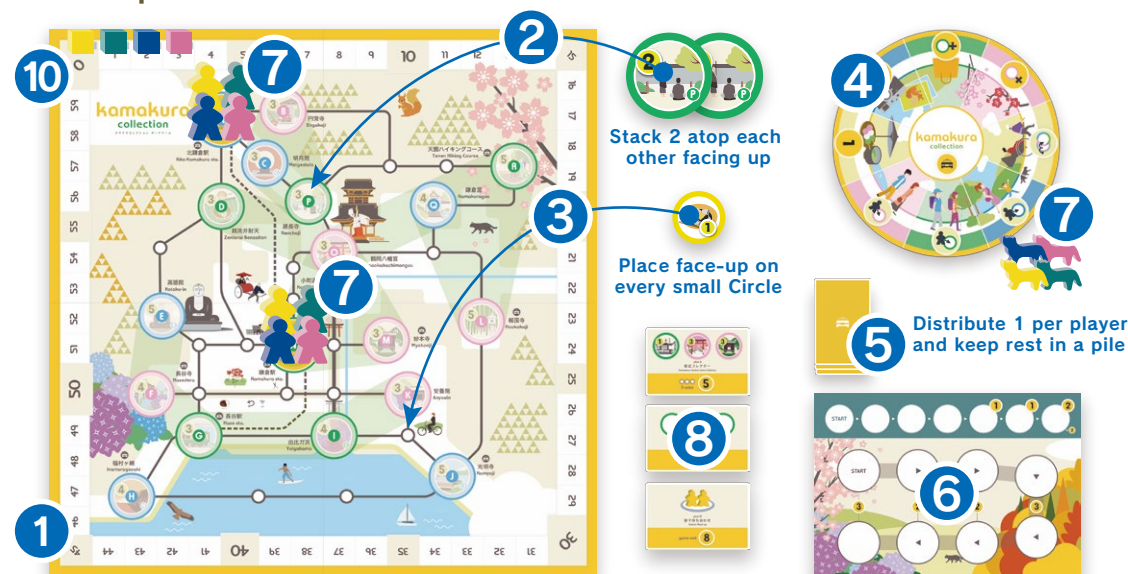


Site Coin [x36]



Eat-around Coin [x15]

Game Setup



- 1 Make ready the Main Board and recognize the letters + numbers on the large Circles on the board.
- 2 Place 2 Site Coins of the same kind on top of each other and place them face-up on designated large Circles in reference to the letters and numbers.
- 3 Shuffle Eat-around Coins and place a Coin each randomly, face-up on the small Circles of Main Board.
- 4 Place the Sightseeing Action Board somewhere where all players of the game can access.
- 5 Shuffle Taxi Tickets and distribute 1 ticket each to the players. Keep the remaining tickets in a pile.
- 6 Memento Boards are distributed to each player, with that board color becoming the player's designated color for the game.
- 7 Each player is given 2 Player Pieces in their designated color, to place 1 each atop Coins located at Circles 'A' and 'N'. Ready Cat Markers around the Action Board.
- 8 Shuffle Exclusive Tour Cards and display the same amount of cards as there are players (if 2 players then 2 cards, if 3 then 3 cards, etc.) face up in view of all players. The remaining cards are discarded and placed back into the box.
- 9 The game is to start with the player to have visited Kamakura most recently, or by any amicable way to determine the starting player.
- 10 On the outlining tracks of the Main Board, the starting player is to place their color-designated Point Tracker on '0'. The next player, clockwise, will place their Point Tracker on '1', the next player on '2', and then '3' in order of the turns.

** 2-player game requires a different setup (please refer to P.10)

Game Overview

Kamakura Collection is a board game where players use 2 player pieces each to sightsee and experience as many attractions in the town of Kamakura by attaining Coins through visiting various sites and collecting travel memories. The town is a popular tourist destination with historical sites and beautiful nature in a relatively compact area. Certain sites and attractions may be overcrowded at times due to its popularity so seeking out the best time to visit becomes important in optimizing the experience. The winner of the game is the player to have experienced the best sites, the most times, at the best times.

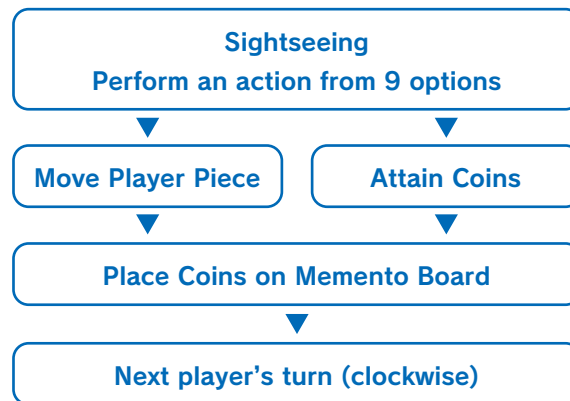
Game Flow and Game's End

- Upon their turn, players must perform 1 of the 9 options on the Action Board.
- When Site Coins or Eat-around Coins are attained during a turn, the Coins are to be placed on to the player's Memento Board.
- Players' turns are rotated clockwise from the starting player.
- Turns are repeated amongst the players until one player attains 8 Site Coins. Upon that, the remaining players get 1 turn each to end all turns. Total points are then calculated to determine the winner.

Sightseeing Action Board use

- To perform an action, players must move their color-designated Cat Marker to a vacant spot on the Action Board upon their turn.
- Cat Markers may not be moved to a spot if the spot is already occupied or the action is not performable.
- Players must perform an action during their turn by moving their Cat Markers, and the same action in consecutive turns may not be performed.

** If no actions are available to perform, or if a player strategically wishes not to perform an action, then the player must remove their color-designated Cat Marker off the Action Board and end the turn without action.



When a player attains 8 Coins
other players get a turn each to end all turns



Players must move
their Cat Marker upon
their turn to perform
an available action

Sightseeing (9 actions)



123 Move by Walking (Move 1 spot)

- Move 1 spot. Only 1 Player Piece (of 2) move per turn.
- Action is color-based (3 colors) and players must select actions in the same color of the Circle they wish to move to.
- Actions of any color may be selected to move to the small Circles (unlettered).



4 Move by Rickshaw (Move 2 spots)

- Move 2 spots. Only 1 Player Piece (of 2) move per turn.
- Move to Circles of any color.
- This action requires a mandatory move of 2 spots.

** Players must move 2 spots and not stop after only 1. While at a dead-end spot, moving 1 spot out and returning to the dead-end spot is not allowed.



567 Visit (Attain 1 Coin)

- Receive 1 Site Coin from the Circle that the Player Piece is on.
- Action is color-based (3 colors) and players must select actions in the same color of the Site Coin to attain it.
- Site Coins are not attained if no Site Coins remain on the Circle.



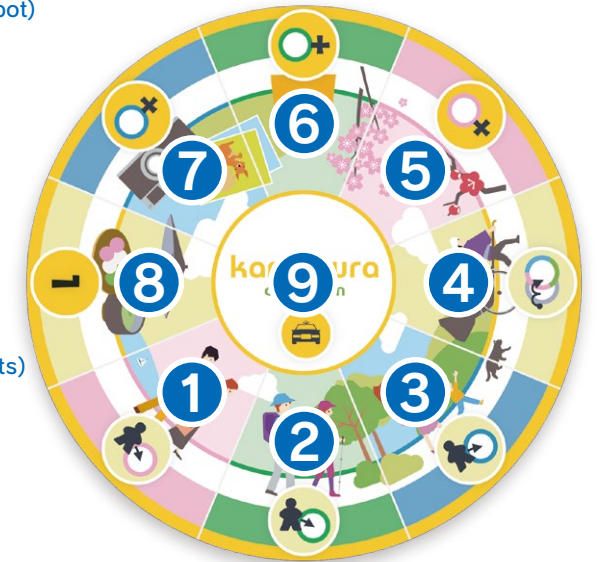
8 Rest (Attain 1 Point)

- Attain 1 point.
- Advance player's Point Marker 1 spot on the point tracks outlining the Main Board.



9 Call a Taxi (Attain Ticket)

- Attain a Taxi Ticket from Taxi Ticket pile.
- The received Taxi Ticket is only to be seen by the receiving player.
- This action may not be completed if there are no Taxi Tickets left in the pile.

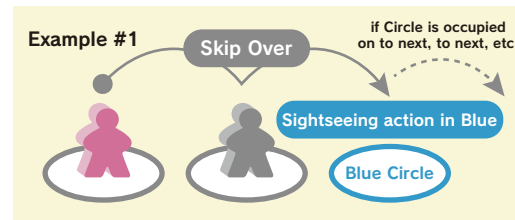


Moving of Player Pieces (move 1 of 2 Pieces)

- Players may move either 1 of their 2 Player Pieces, whichever one they choose.
- To move to the lettered big Circles, actions of the same color (Move by Walking) must be selected.
- Actions of any color may be performed (Move by Walking) when moving to small Circles.
- Only 1 Player Piece per Circle is allowed, except for Circles 'A' and 'N' where multiple Player Pieces are allowed.
- A train track connects Circles 'A' and 'N', which allows for 1 spot travels between the two Circles.

Skip Over Rule

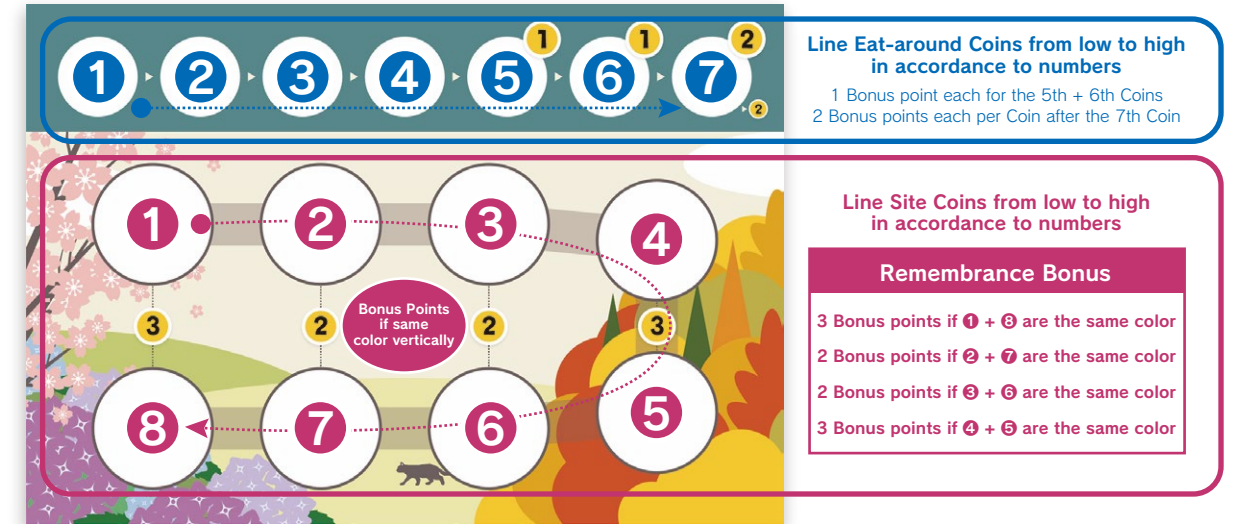
- Players may Skip Over Circles if they are occupied and move ahead to the next destined Circle.
- The destination Circle must be of the same color as the performed 'Move by Walking' action when performing Skip Overs.
- ** Players may Skip Over multiple times if Circles are continuously occupied by Player Pieces.
- ** Players may Skip Over Circles occupied by their own Player Pieces.
- ** When selecting 'Move by Rickshaw', the Circle that is 2 spots ahead of the player's current Circle must be occupied to perform the Skip Over.



Attaining Coins

- Site Coins are attained by going to Circles and performing the 'Visit' action. (Coins may not be attained if no Coins remain on the Circle)
- Site Coins are not attainable if in possession already of the same Site Coin.
- Eat-around Coins are attained by simply going to the Circles.
- ** Coins on Circles being 'skipped over' whilst 'Moving by Rickshaw' are not attainable.

Memento Board use and Point Bonuses



- When Site Coins and Eat-around Coins are attained, they are to be placed on the Memento Board.
- Coins are to be placed in their designated spots, in their order, in accordance to the Memento Board.
- Players are able to attain more than 7 Eat-around Coins. Keep the excess Coins that do not fit on the board close by.

Coin Bonus Points

- When having more than 5 Coins, Bonus Points are awarded if the Coins are of the same color vertically when lined up in accordance to the Memento Board. For example, 2 Bonus Points are awarded if 2 and 7 are of the same color.
- 1 Bonus Point each is awarded for attaining the 5th and 6th Eat-around Coins. 2 Bonus Points each are awarded for every Eat-around Coin attained thereafter (7 Coins onward).

Ex) If a player attains 8 Eat-around Coins, the player will receive 6 Bonus Points in total
(1 point for the 5th Coin, 1 point for the 6th, 2 points for the 7th, 2 points for the 8th)

How to use Taxi Tickets

- Taxi Tickets allows players to move one of their Player Pieces to the location on the card, effective immediately.
- Players must declare the use of Taxi Tickets upon the players' turn. The player removes their Cat Marker off the Action Board and moves their Player Piece to the location on the Taxi Ticket. The used Taxi Ticket is discarded from the game and the player ends his turn.
- Taxi Tickets may not be used if the location on the Taxi Ticket is being occupied by another Player Piece, except for Circles 'A' and 'N' where multiple Player Pieces can occupy.

** Locations on Taxi Tickets may be visited, regardless whether there are Coins on the Circles or not.

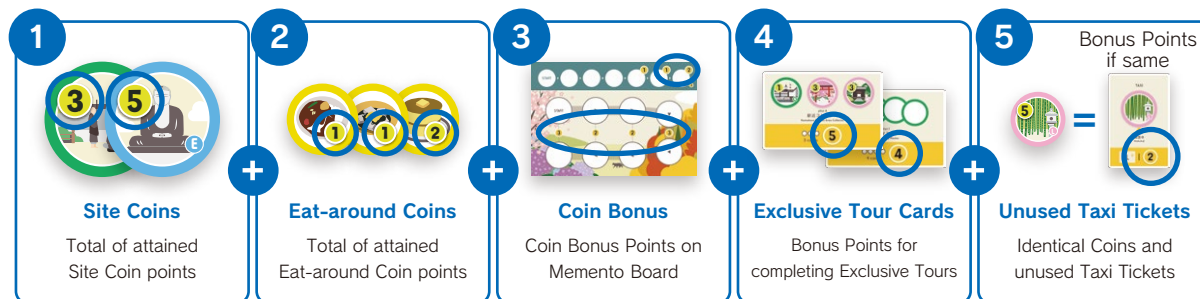
- If players are in possession of 'unused' Taxi Tickets at game's end that are identical in design to any of the Coins attained, bonus points are awarded.

Game's End

- When a player attains 8 Site Coins, the remaining players will get a turn each to end all turns. Total points are calculated thereafter.

Point Calculation and Determining the Winner

- Bonus Points, attainable through the 5 categories below, are added to the players' points attained during the game. The player with the highest total points is the winner!
- The winning feeling of a great Kamakura experience is shared in times of a tie in points.



Exclusive Tour Cards



Collection Bonus (8 kinds: A – H)

Bonus Points for attaining all the Site Coins represented on the Exclusive Tour Card.

Genre Bonus (3 kinds: I – K)

Bonus Points for attaining 4 Coins or more of the represented color on the Exclusive Tour Card.

Big Eater Bonus (1 kind: L)

Bonus Points to the player who attained the most number of Eat-around Coins. In the case of ties, both/all players each receive Bonus Points.

Rendezvous Bonus (1 kind: M)

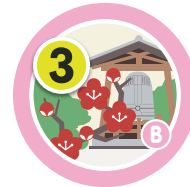
Bonus Points if players have both of their Player Pieces on the same Circle of either 'A' or 'N' when the game ends.

Point Tracker use

- The numbered tracks outlining the Main Board are used for Point Tracking.
- Keep track of points by advancing the players' designated Point Trackers on the outlining tracks.
- Announcing Bonus category points out loud may enhance the fun in the game.



Site Coins



Engakuji Temple
Temple bell & plum trees
Best time: Feb. – early March



Wakamiya Oji Street
Cherry blossoms
Best time: April



Anyouin Temple
Azalea
Best time: early May



Myohonji Temple
Moss
Best time: anytime



Hasedera Temple
Hydrangea
Best time: June



Houkokuji Temple
Bamboo grove
Best time: anytime



JR Kamakura station



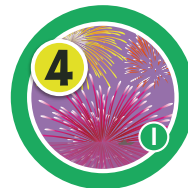
Kenchoji Temple
Zen meditation



Zeniarai Benzaiten Shrine



Hase station
Enoden line



Yuigahama
Underwater fireworks



Tenen Hiking Course



JR Kita-Kamakura station



Meigetsuin Temple
Window of enlightenment



Kamakuraguu Shrine
Shishigashira (Lion Head)



Inamuragasaki
Sunset



Komyoji Temple
Fuji mountain



Kotoku-in Temple
Buddha statue

To Kamakura, we go!

With numerous historical heritage sites from Shinto shrines and Buddhist temples to national cultural assets of tradition and nature, Kamakura offers plenty to see and experience. Different expressions of the town can be seen throughout the year with changing colors of nature and various seasonal attractions. Kamakura Collection hopes to offer its players a fun way to experience the beauty of Kamakura, along with the culture and tradition that surrounds the town.

2-player Game Rules

Rules when playing the game with 2 players:

- Place only 1 Site Coin, instead of 2 Coins (normal rule), per Circle on the Main Board.
- Implement 'Advanced Rules' . (below)

Advanced Rules

Advanced Rules provide varying ways to achieve Bonus Points.

Experienced players of the game may incorporate Advanced Rules to spice up the adventure.

- Number of Exclusive Tour Cards to be included in the game will be the number of players + 1. (if 3 players, then 4 cards).
- If a player completes an Exclusive Tour, the player receives the card the moment that it is completed.
- Thereafter, no other player may attain Bonus Points with the same Exclusive Tour Card. Bonus Points rewarded only once per Tour Card.
- 'Biggest Eater' [L] and 'Station Rendezvous' [M] Bonuses are awarded at game's end, as in the normal rules mode.



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For inquiries, information, and updates, please refer to the above webpage.

This game is a work of fiction. All characters, associations, names, and locations appearing in the game are imaginary and are in no way a depiction of what exists in reality.

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⚠ CAUTION

Keep away from infants under the age of 3 to protect from accidental ingestion.
Keep away from conditions of high temperature and high humidity. Keep away from fire.