



# ARCHITECTS ALSO SHOP



**TIME:** 30 min

**PLAYERS:** 2-5

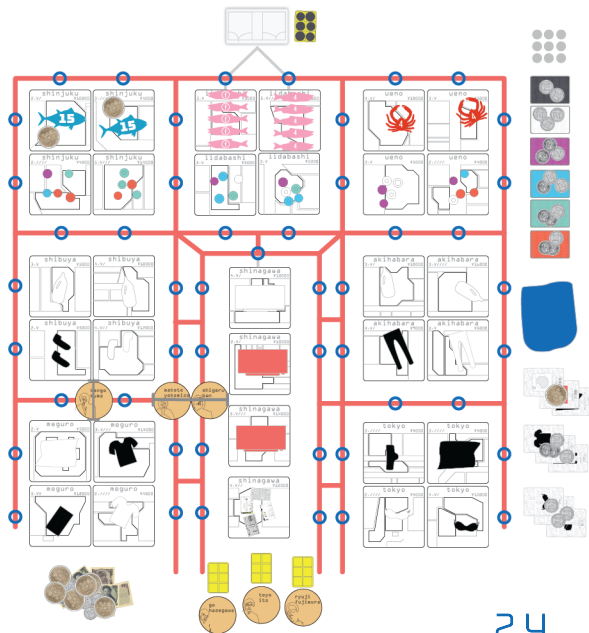
**DESIGNER:** Stefan Brakman, Jordan Draper

**GAME TYPE:** Pick-up & Deliver, Dexterity (Optional)

In this game you are a Japanese architect, on a shopping spree for a plethora of the most expensive items you can manage to grab!

**SETUP:** Take the Jutaku cards and create a grid as shown on page 24. Note the width of the pathways should be gauged by the architect tokens.

- 1) Place the vending machine, and one crate with all 6 black drinks next to it.
- 2) Pull the rest of the drinks randomly from a box lid, until there are 5 on each of the cards on the second to top row.
- 3) Place the 6 color drink cards out, with 300 yen on all but the black, which gets 200.
- 4) Give each player an empty crate, and an architect token, at the bottom of the map.
- 5) Place magazines/newspapers on the bottom middle card, 2 washing machines and a



- dryer on the top 3 center cards.
- 6) Place one clothing item on each of the lower outside 16 cards. Note that socks are a single item.
  - 7) Place a washer and dryer card in a stack with 500 yen.
  - 8) Place the bed sheet and pillow case card in a stack with 400 yen.
  - 9) Place the shirt and pants card in a stack with 300 yen.
  - 10) Place the bra, underwear, and socks card in a stack with 200 yen.
  - 11) Place two '15' tuna and 500 yen on the top left most cards, with the other tuna in the bag.
  - 12) Place 5 salmon on each of the top two middle cards.
  - 13) Place two '4' crabs on the top right most cards, with the other crabs in the bag.

- 14) Place mackerel barrels equal to 3x the number of players next to the cards.
- 15) Place yen as a general supply somewhere.

**GAMEPLAY:** There are two options for playing the game, with dexterity, or without. Decide as a group which version you would like to play. With the dexterity version, you will have to add items to your shopping basket, and once added, you may not touch them anymore and must push your basket using your architect token. If anything falls out, it is discarded as lost. With the strictly economic version, there is no penalty for items falling out and you may touch everything in your basket as you wish.

The player to last go shopping will go first, then play will follow in clockwise order. On your turn you must move between 1-3 spaces (shown by the blue dots on page 19), and then you may take 1 item from a card you are directly in front of (or use the vending machine if touching it). From a blue dot location, you may move to any other blue dot connected by a line with no other blue dots between as shown on page 19. This is 1 space. You may make a 180 degree U-turn as a movement, but you may not end your turn on the same space you started on.

Begin moving through the shopping center, grabbing as many items as you can manage,

and when you are ready, make your way back to the entrance at the bottom of the map. You may only exit out the double lanes in the center. You will exit the store with your lot of goods a total of two times. When you exit, take the items, a mackerel barrel, and a payout for each as shown by the market prices. Place the items in front of you. Then reduce yen on cards you were paid out for by 100 yen only, regardless of the number of items you took in that category. On your next turn, enter the store again at the middle double lanes.

EXAMPLE: You exit the store first with two shirts, a red drink, a salmon, and a crab pulled from the bag. Nice haul. You take 800 yen for the two shirts, removing 100 yen from that card stack. You take 300 yen for the red drink, and take 100 yen from the red card. You place the salmon with the 'f' side up in front of you and take 500 yen. You place the '6' crab you pulled from the bag in front of you, and take 600 yen. Your turn is now over and you will enter the store again on your next turn.

While most items have a direct payout price, some are special as follows:

**NEWSPAPERS/MAGAZINES:** These are used as tie-breakers, and the player with the most will break any end game ties.

**DETERGENT:** Each detergent you exit the store with will double the value of a single clothing item payout. EXAMPLE: You leave the store with 2 bras, 1 shirt, and 2 detergent.

You choose to apply the first detergent to the shirt, increasing the payout from 400 to 800, and the second to a bra, increasing the payout from 300 to 600. You may not apply multiple detergent to a single item.

**CRABS:** Instead of taking a crab from a card, you instead pull one from the bag randomly.

**TUNA:** First, you must have 500 yen and pay it to the bank, then pull a random tuna from the bag. Each tuna you purchase after the first will cost +500 yen.

**SALMON:** Take a salmon from the card, and if you are the first player out of the store, you will get 500 yen per salmon and place them with the 'f' side up. If any player (including yourself) has already left the store with any salmon, take 400 yen per salmon and place them with the '4' side up.

**VENDING MACHINE:** To use the vending machine, you must be at one of the two blue locations shown with grey lines touching the vending machine. Dump the entire crate of black drinks in the vending machine. Take all drinks that come out, and remove any stuck drinks and place them back in the crate next to the machine. If any drinks are paid out, or dropped from carts, add them to the vending machine crate (or next to it if full).

**GAME END:** When all but one player have 2 mackerel barrels from exiting the store 2 times, the game will end immediately. The player left in the store will not receive any payout for

current cart items.

Count up all of your yen, and the player with the most is the winner! If there is a tie, the player with the most magazines/newspapers wins. If there is still a tie, you are all consumers.