



IZAKAYA is a game about building a city with corner shops that mixes together JUTAKU, JIDOHANBAIKI, and METRO.

Time: 30 min

Players: 2-5

Setup: Shuffle the Jutaku cards and create a grid based on the number of players. Use the more difficult white side.

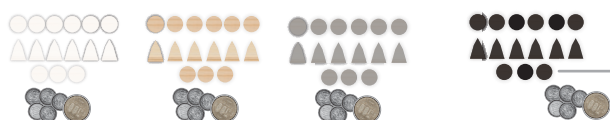
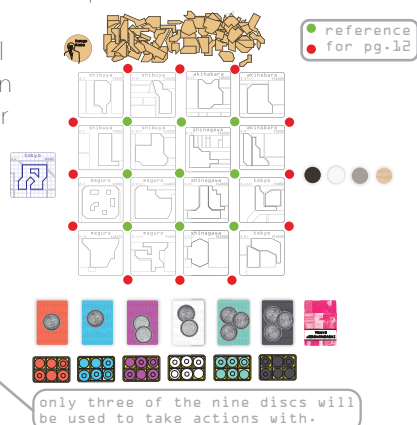
2-3 Players: Create a 3x3 grid. flip the center card to the blue side - it cannot be used.

4 Players: Create a 4x4 grid

5 Players: Create a 5x5 grid

Place one site card on its easy blue side to the left of the grid. Place all Jutaku pieces above the grid, and one architect token to the side of them. Take all 6 of the color stock cards from JIDOHANBAIKI, and place them in a row below the grid. Then, place a crate below each stock card, filled with all 6 drinks of that specific color.

Place one of the shape stock cards from JIDOHANBAIKI face down to the right of the row. Place 100 yen coins on the left two color cards, 200 yen on the middle two color cards, and 300 yen on the right two color cards. Give each player 6 pyramids and 9 matching discs of the same color from METRO, and 1,000 yen. Using players' remaining disc, randomly draw them 1 at a time, and create a turn order row next to the grid.



Gameplay: The game consists of two phases: bidding for turn order and taking actions.

Bidding for turn order: Decide the amount of yen you wish to bid and secretly place it in a closed fist. All reveal simultaneously. Whoever bid highest goes first, next-highest second, etc... Adjust the turn order track, and place all yen used to bid into a separate pile. Players who tied with their bids swap positions in turn order.

Action phase: In turn order, players will place 1 of their 3 discs on an action spot:

Colored bottle spot: Place your disc on a color stock card, take one of the drinks in that crate, and place it at a corner intersection between cards. Only one disc may be placed on each color per action phase. All 4 card intersection spots (shown in green on pg.11) must have drinks before any 2 card intersection spots (shown in red) may be chosen. It is never possible to place drinks on a single outside card corner that is not shared with another card.

Price adjustment spot: Place your disc on the face-down JIDOHANBAIKI card, then move a single 100 yen coin from a color stock card to a different color stock card. Only one disc may be placed on this action spot per action phase.

Site claiming: Place your disc on the blue site card. Then, place one of your six discs in the space between the edges of two site cards.

Finally, place one of your pyramids on a site card sharing a side with the previously-placed disc. Only one player may occupy each site card. There is no limit to the number of players that can use the site claiming action each action phase. If a player manages to get a straight line of 3 action discs (only possible in the 4 or 5 player games), they get to take a building piece from the supply and place it immediately anywhere they wish for free, following the normal building rules of JUTAKU.

Build action: Place your disc on the architect token, then take a single building piece (it is not allowed to test the piece out; it must be chosen first), and place it onto any site card that you wish, following the normal building rules of JUTAKU. If there are two dark site borders on a card, they may both be used as separate buildings. There is no limit to the number of build actions that can be taken each action phase.

Action round end: After all players have placed their 3 action discs and performed actions, return the action discs to their owners and begin a new auction round.

Game End: The game end is triggered when a certain amount of yen is met or exceeded while bidding for turn order. After the designated amount is reached, players take one more action phase. The game ends when the total amount of yen meets or exceeds: 1,500 yen for 2 players / 2,300 yen for 3 players / 3,000 yen for 4 players / 4,000 yen for 5 players.

Scoring: Each player scores points based off of their buildings and the values of the drinks directly adjacent to them. Sum the total yen amount of each bottle touching your building. Multiply that total with the number of floors built on your building.

Example: The grey colored player has a building with 3 floors and 3 drinks on the corners of the site card. They count up the sum total of all of the drinks touching the site card, and then multiply that by the number of floors (3). So if there were 2 white drinks (at market value of 200), and 1 blue drink (at market value of 300), the player multiplies their 3 story building by 700 yen, taking a payment of 2,100 yen. After players score all of their buildings, they add their total yen amounts as their score.

The player with the most yen is declared the winner! If there is a tie, the player who kept the most of their starting yen wins.

Design and artwork by: Jordan Draper

Rulebook Editing: Travis D. Hill

