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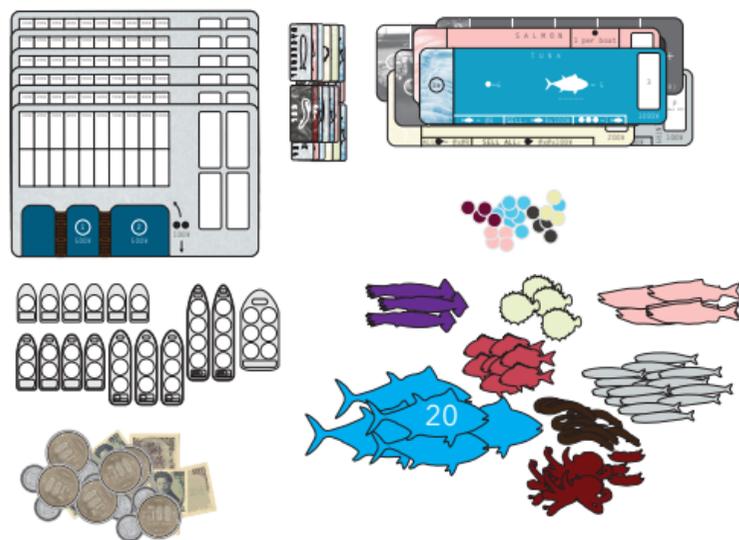
# TOKYO TSUKIJI MARKET

# 👤 TOKYO TSUKIJI MARKET

In TOKYO TSUKIJI MARKET you will play as a fishing company competing in an open economy, trying to gain more prestigious fishing resources and yen than your opponents. Utilizing a completely player-driven economy and shared market system, only the wisest and toughest fishers will rise to the occasion!

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25 Fish Licenses & 7 Extras Chits
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## SETTING UP

- 1 Take the mackerel market and ships market, and place them in the center of the table.
- 2 Separate the other market boards into two piles, one for the colorful fish markets and one for the external grey markets. Turn each pile face down, shuffle them amongst themselves, and have players randomly pick a number of markets equal to the chart below, based on player count:

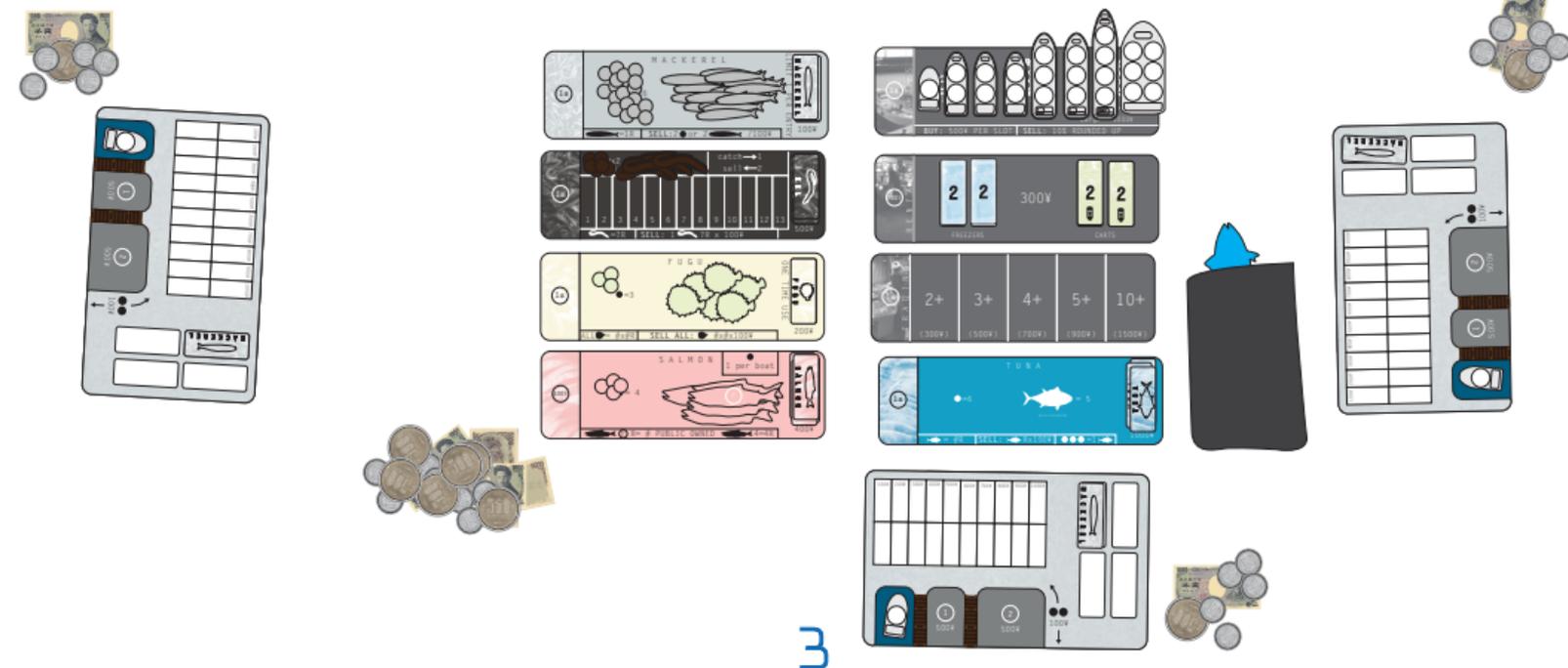
Player Count	Base Markets	Fish Markets	Extra Markets
2	Mackerel & Ships	+3	+2
3	Mackerel & Ships	+4	+2
4	Mackerel & Ships	+4	+3
5	Mackerel & Ships	+5	+3
6	Mackerel & Ships	+5	+4

\*Feel free to play with as many additional markets as your group is willing to try beyond the base setup shown here.

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3 Place all chosen markets face up on the table, and return the rest to the box. Add the correct number of licenses, fish barrels, fish resources, and required items on each of the central markets as indicated by the market. Note the P stands for player count.

4 Give each player 2,000 yen, a harbor with port coverings, a single one-slot ship, and a mackerel license. Place the remaining yen in a pile where everyone can reach.



In the 3-player set up shown on page three, each player has 2,000 yen, a harbor with both upgrade ports locked, and a single one-slot ship in port. There are 5 fish markets—including the mandatory mackerel market—and 3 external markets—including the mandatory ships market. Because there are 3 players, the following markets are stocked as follows:

**Mackerel:** 15 barrels / 30 fish / 6 licenses (that includes the players' starting licenses)

**Eel:** 6 barrels / 13 eel / 3 licenses

**Fugu:** 3 barrels / 7 fugu / 1 license

**Salmon:** 4 barrels / 10 fish / 4 licenses

**Tuna:** 6 barrels / 5 fish (placed in the tuna bag) / 3 licenses

**Ships:** 4 one-slot (including starting ships) / 3 two-slot / 2 three-slot / 1 four-slot / 1 barge

**Rentals:** 2 freezers / 2 carts

**Trading:** N/A

All components not used in the setup can be placed back in to the box.

**OBJECTIVE:** To have the most yen after endgame scoring. Your end score is a combination of your yen and the value of your resources.

# GAME PLAY

The player who last went fishing will start. If no one goes fishing, the last player to eat a fish. If no one eats fish, the last player who drank water. And if no one drinks water, well... :)

Beginning with the start player and continuing clockwise, each player performs 2 actions on their turn. Play then passes to the next player. Play continues until a player has either 5,000 yen or the value of their resources equals 50 at the beginning of their turn. However, if a player has the most of one condition, but the least in the other, the game continues. When this condition is met, all other players have one final turn before the game ends and scoring is calculated.

## TURN ACTIONS

On your turn, you always have exactly 2 actions, which can be performed in any combination of Fishing, Markets, or Purchases.

**FISHING:** When you perform a fishing action, each ship you own has the capability to perform one activity. It is always optional for individual ships to do an activity when performing a fishing action. Your ships may perform their single activity in any order, so it is possible to use licenses very efficiently.

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Some things a ship can do include:

**Undocking:** Move your ship from a port on your harbor card to the open sea.

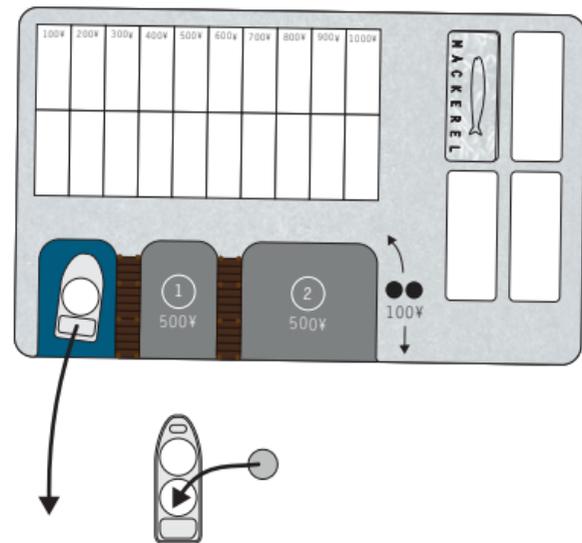
**Fishing:** If you have a license that is not currently being used for another ship, you may add a single fish barrel of that license type to your ship. If your ship already has a barrel on it, you may add one additional barrel of the same type.

**Docking:** if your ship is at sea, you may dock it at an empty harbor port (regardless of how many barrels have been fished). Immediately after docking, all fish barrels must be assigned a sale price in the top row of your harbor prices.

\*Example: Naomi takes a fishing action for one of her two ships. Because she has two ships, they will each do one activity. Her 2-slot ship is at sea, so she adds a mackerel barrel to it since she has a license. Her 1-slot ship is in port, so she decides to undock it.

If Naomi chooses to use her second action to also fish, she will have to decide between docking her 2-slot ship with only a single barrel in order to free up

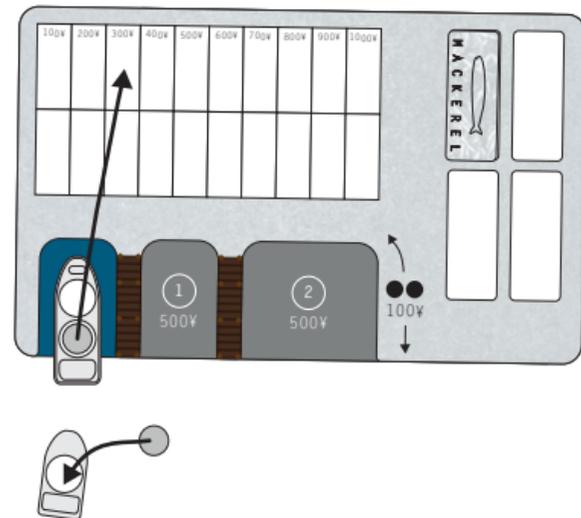
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her mackerel licence for the 1-slot ship to get a barrel, or only add a second barrel to her 2-slot ship, leaving her 1-slot ship with nothing to do. Only one ship may have a fish type for each license you hold, thus a single license is not enough for two ships to fish that barrel type at the same time.

She decides to take a second fishing action, and docks her 2-slot ship with only a single barrel on it. As soon as that ship is docked, she must remove all barrels off and assign them a price on her harbor card. Now that her license is no longer in use, she can add a mackerel barrel to her 1-slot ship, as it has not done anything for this second fishing action yet.

**Notes on harbors:** Your harbor card has a max capacity of 4 licenses. If you wish to acquire a 5th license, you must first return a license you hold, which is free. Barrel prices may be adjusted every time you take a fishing action, but only then. You can open up ports on your harbor by paying the cost shown, but they must be opened in order, 1 first then 2. The 2 port can house 2 ships at the same time, or a single barge.



If you manage to dock and unload 2/4/6/8 barrels during the same fishing action, you will receive a bonus of 100/200/300/400 yen from the bank.

**MARKETS:** The next option is to use your action(s) to visit the central markets. All markets have a cost to enter them, which is indicated by the marking on the left hand side. Markets may require spending actions, resources, or yen to enter. If you see this symbol (1a) the number inside indicates how many actions you must use to enter that particular market.

Once you have paid the entry fee to the market, **all players with any licenses of that market type receive 100 yen from the bank per matching license they own.** Note that you may only enter a market if you actually interact and do something while there.

After entering the market, you may interact and use that market in as many ways as you like. Each market tile is completely unique, containing their own special abilities and information:

**Mackerel:** Normally when purchasing a license, you may purchase as many as you like. When purchasing a mackerel license, you may only purchase a single license for 100 yen each time you enter the market.

Each mackerel fish resource is worth 1 resource value.

Selling mackerel to the market: you can also sell barrels of mackerel currently for sale on your harbor card, along with other mackerel fish resources. This means that you could enter the market and directly sell 2 of your own mackerel barrels you have for sale. You may only sell your barrels to other players, unless you are at the mackerel market.

**Squid:** Squid are worth 0 resources, but may be sold back to the squid market for 500 yen each. There is no limit to the number of squid that may be sold at the market. Note that you may enter the squid market by paying 2 actions or an actual squid resource, but not a barrel.

**Tuna:** There are only 5 tuna in the game, worth 15/15/15/20/25 resources (marked on the tuna themselves). You may sell tuna back to the tuna market at its resource value multiplied by 100 yen, which is paid by the bank to the seller. All unowned tuna will stay inside the tuna bag at all times, including tuna sold back to the market. When a player owns a tuna license, and manages to dock with 3 tuna barrels during the same fishing action (not over two consecutive fishing actions), a tuna auction will immediately be triggered. \*Note If a player returns with 2 or less barrels, they will be returned to the tuna market and nothing happens.

Now return all three barrels to the tuna market, and have the fishing player pull one random tuna out from the tuna bag. This tuna is now up for auction, all players will participate in a blind bid (including the fisher), by secretly placing an amount of yen in a closed fist and revealing simultaneously. The highest bidder pays their bid to the fisher, and then receives the tuna. If the fisher was the highest bidder, they instead pay their bid to the bank and keep the tuna. If there is a tie, the fisher decides the winner.

**Red Snapper:** The resource value of red snappers is equal to the number of red snapper resource fish left in the market, divided by three, and rounded up to the nearest whole number. This means that if 16 of the 18 red snappers are left in the market, the resource score of red snappers would be  $16/3 = 5.3$ , which rounds up to 6. As more red snappers are caught and sold, their value will decrease. If however, red snappers become overfished (see overfishing on page 15), they will be worth a flat value of 2 resource each.

**Salmon:** Salmon licenses only allow ships to carry a single salmon barrel on them at a time. This means it is only possible to carry a single salmon barrel at a time, regardless of your ship size. Once a salmon is purchased by another player, it will gain a resource status depending on if it was fresh or degraded (see fish degradation on page 15). If the salmon is sold fresh from the top harbor row, place it with the **f** face up by the purchaser.

If sold degraded from the bottom harbor row, place it with the 4 side face up by the purchaser. It is worth 4 resources. All **f** salmon have a resource value equal to the total number of player-owned salmon in the game (this does not include any salmon on market tiles).

**Octopus:** You may enter the octopus market by paying either 200 yen, 2 actions, or a tacoyaki resource (which may come from a seller's harbor or a purchased resource). Octopus resources are worth 3 each, and tacoyaki resources are worth 5 each. Once a player has octopus resources, they may trade for tacoyaki after entering at a rate of 1 octopus for 3 tacoyaki. As soon as this resource conversion is made, the tacoyaki must immediately be assigned for sale in that player's harbor at whatever price(s) they choose, and may only be adjusted later when taking a fishing action. If tacoyaki are not purchased by any other players by game end, they will be worth nothing to the seller.

**Eel:** Start the natural colored barrel marker on the 1 space at the beginning of the game. Eel have a fluctuating resource value (from 1 to 13), indicated by the marker in the market. Every time an eel is caught and put for sale on a harbor, advance the resource score marker one space, thus increasing the resource value of all eels. When a player wishes to sell any eels to the market however, they receive the resource value x 100 yen

for all eels being sold together, and then reduce the resource value track by 2 for each eel sold. For example, if the resource value marker was at 6 when a player sold two eels to the market, they would receive 1,200 yen from the bank, and move the resource value marker down to 2.

**Fugu:** There is only one fugu license, and it is a single-time use, meaning it will be returned to the fugu market as soon as the ship that used it docs. Fugu are worth a set amount as a group, depending on how many the owner has. To calculate this, multiply the number owned by itself, and this is the resource value for the group **as a whole**. You may sell an entire group of fugu back to the market at their resource score times 100 yen. For example, a player could sell a group of 4 fugu to the market and receive 1,600 yen from the bank.

**Spider Crab:** Start the spider crab resource track marker at 1 when the game begins. Spider crabs are worth the resource value on the market resource track. When sold, they will be sold for the resource value multiplied by 200 yen. Then, advance the track marker by one space per crab sold. If selling multiple crabs in a single market entry, they will all be sold for the same amount.

**Ships:** Seed the ship market with the appropriate number of each ship based on player count as shown on the ship market. To purchase a ship, enter the market and pay 500 yen to the bank per slot on the ship you wish to purchase. Thus a three-slot ship costs 1,500 yen. The barge is unique, as it costs only 1,000 yen, and may not fish on its own, but instead instantly transfers any fished barrels from other ships at sea and may hold any combination of barrel type. It may then dock as normal to the 2 slot dock. In order to purchase a ship, you must have an empty free port for the ship to be placed when purchasing. It does not matter how many ships you have at sea when this is done. If you wish to sell a ship, it must be docked and may be sold at 10% its original purchase value, rounded up to the nearest 100 yen.

**Rentals:** After entering the market for 200 yen, you may purchase as many rentals as you like for 300 yen each. Rentals take up a license slot on your harbor until used. Freezers have two uses, and are turned from the 2 side to the 1 one side when used, or returned from the 1 side to the market when used. When you use a freezer, it allows all of your fish for sale to stop from degrading at the start of that turn. Carts are worth 2 actions each, and may be used at any time on your turn, but may only be used as actions to enter markets. They may not be used for fishing actions. Spend carts in the same way as freezers, by turning the 2 side to the 1 side, or returning the 1 side to the market.

**Government:** The government market allows up to 10 total resource tokens to be given to charity at a rate of 100 yen per token (not per resource worth). You may also obtain a government subsidy for 200 yen. This takes up a license spot. At the start of your turn, every 2 barrels that are returning to the market from degradation give you 100 yen.

**Trading:** You may sell any combination of resources that total the amount shown or more, to receive the yen shown below. Leave the sold resources on the spot you sold to. Later, any player may enter the market and trade any combination of resources equal to or greater than the number shown for the previous resources that were sold there. Once resources have been sold for yen, players may only trade for other resources in that spot for the remainder of the game.

**Bank:** The bank has 3 loans and 2 shares. If a player owns one type, they may never own the other. Neither loans nor shares take up a license spot, and are kept off of your harbor card in your player area. When taking a loan, take a loan chit and 500 yen from the bank. It is possible to take more than one loan at a time. At the end of the game, loans must be paid back at 500 yen interest, so 1,000 yen per loan. Any players who purchased shares at 300 yen each during the game split all loan interest amongst themselves divided equally by the amount of shares owned, and rounded up to the nearest 100 yen.

**Aquarium:** After entering the aquarium for 2 actions, any number of wanted resources may be sold to the aquarium for the price shown. Each type of resource is only in demand as shown by the number on the market tile, and all sold resource will remain in the aquarium. Once a resource limit has been reached, no more of that type of resource may be sold. The price shown will be paid from the bank, and is the price given per resource sold.

**\*Overfishing:** If at any point, all of a market's barrels, or all of a market's resource pieces have been removed that market for any reason, that fish is now considered overfished and not sustainable. Immediately remove all barrels from that market and place them back in the box. Any barrels that are out will be placed in the box when they would normally be returned to the market. Note that octopus need only have octopus resources taken from the market for this to trigger, not tacoyaki.

**\*Fish Degradation:** At the beginning of your turn, move all of your fish barrels from the top harbor selling row to the bottom harbor selling row. If at the beginning of your turn any barrels occupy the bottom harbor selling row, return them to their appropriate market.

**PURCHASES:** The third action type you can perform on your turn is to purchase fish from other players' harbors.

By spending a single action, you may purchase as many fish from as many other players as you like. You must pay the players the amount their barrels are listed at, return those barrels to their appropriate markets, and take a fish resource token from the corresponding market. This new resource token will be kept in your player area and is worth the amount indicated by the market. \*Unless at the mackerel market, you may never purchase or sell barrels from your own harbor card.

## GAME END

At the beginning of each player's turn, make a check to see if they have 5,000 yen or a resource value of 50. If the player meets one of these conditions, but has the least amount in the other, play continues as usual. However, if they do not have the least in their lesser condition, this triggers the end game. All other players receive one more turn.

After all players have taken their final turn, compare all players' resource scores. The player with the highest resource score receives 1,000 additional yen from the bank. The player with the lowest value of resources must pay 500 yen to the bank.

Then all loans must be paid back, paying interest to any shareholders if applicable. If there are no shareholders, the bank will be paid the interest instead.

Finally, convert the value of your resources to yen, and then multiply by 100. Total up that outcome and the total amount of yen. The player with the most yen wins.

## SUMMARY

Thank you so much for play testing TOKYO TSUKIJI MARKET, coming to Kickstarter in January of 2019. Please send all feedback and contact to [talk@jordandraper.com](mailto:talk@jordandraper.com). I really appreciate your time and interest in the game, and I cannot wait to receive your very useful feedback.



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