☿ TOKYO JUTAKU

In TOKYO JUTAKU you take on the role of a famous or emerging Japanese architect with the goal of building small homes on a strangely-shaped or limited-sized property. In real-time dexterity, players will use geometric pieces to build these homes, all while meeting specific building requirements, such as floor count and quantity of building materials.
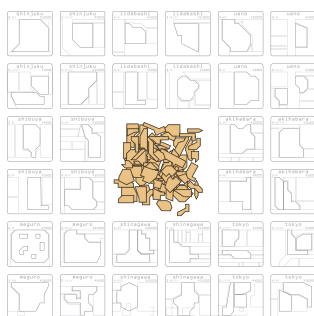
CONTENTS

36 - Square Site Cards
(The 4 Roppongi site cards are bonus advanced cards that can replace any other district)
68 - Unique Wooden Pieces
8 - Circular Architect Player Tokens

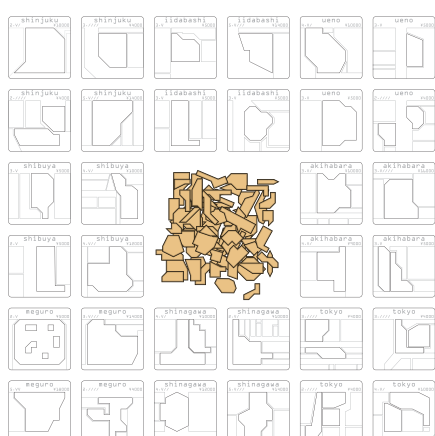toyo ito   makoto yokomizo
tadao ando   ryuji fujimura
shigeru ban   sou fujimoto
kengo kuma   go hasegawa

STARTING THE GAME

Each site card displays at the top a location in Tokyo City. Place the 32 site cards into a 6x6 grid, grouped by their locations. Place the wooden building pieces where the center 4 cards would be.

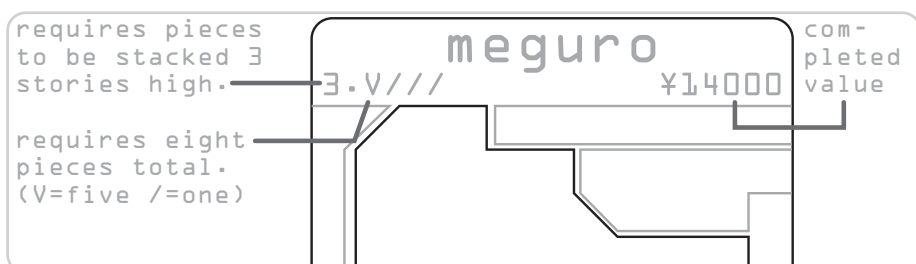Objective: to accumulate the most yen (¥) before the game ends.

Game End: when any player has completed 4 building sites.

Starting The Game: each player chooses one architect token and places it on one site card on the outer perimeter of the map.

Players take the site card beneath their architect token and place it in front of them, leaving the architect token where it is. Someone says 'begin' and all players start building!

Building Requirements: Each site card contains a number for the height requirement and a roman numeral value for the number of pieces that must be used.

requires pieces
to be stacked 3
stories high.

meguro

3.V///   ¥14000

com-
pleted
value

requires eight
pieces total.
(V=five /=one)

Building Sites: Building sites have a black border. This is the boundary that all levels of the building must stay within. If a site has two black borders, the player may choose which of the two to build on.

Building Rules: All at once, players select one piece at a time, and place it on their site card. Players may flip and rotate the piece however they like before placing.

example:

3: this building fulfills the requirement of three stories.

players are not allowed to build more or fewer stories than the requirement.
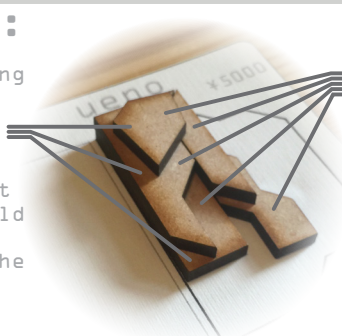
V: this building requires five pieces.

players are not allowed to use more or fewer pieces than the requirement.

Note: players do not need to entirely fill the building area on their site card, but must follow the building requirements while staying within the darkened border.

Instead of selecting and placing a new piece, players may return the recently-placed piece from their building back to the supply. All pieces may be returned to the supply one at a time if desired.

Pieces must be placed within the darkened site border. When building multiple pieces on the same floor, at least one side must touch another piece.

ok   not ok
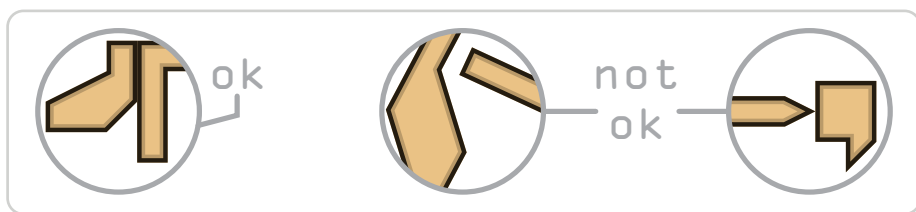
When stacking pieces, it is not allowed to place pieces outside of the boundaries of the previous level, or over any gaps.

ok   not ok
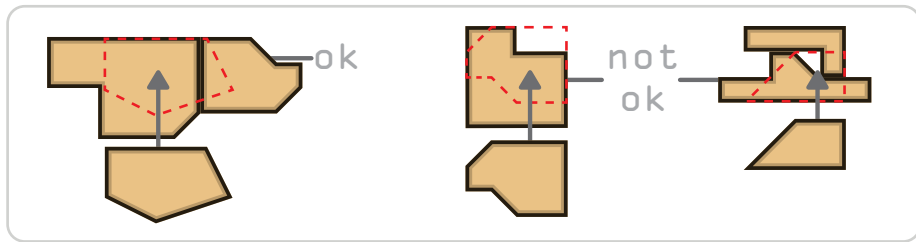
Building Completion: When any player thinks they have successfully completed a building, they say 'stop!' Everyone pauses their building and checks to see if all requirements were met, deconstructing it if necessary. If the player did not fulfill all requirements, everyone continues building until another player says 'stop!' If the requirements were met, that player keeps their site card for its yen value, and everyone returns all pieces on their site card to the center of the map. If multiple players say 'stop' at the same time, all successfully-built site cards are completed and kept for scoring.

MOVEMENT

The player who successfully completed their building moves their architect token up to two spaces away; diagonal movement is not allowed. If there is a gap, simply move through that space as if it did not exist. This continues clockwise until all players have moved. If a player did not complete a building, they may keep their same site card instead of moving. If multiple players successfully built site cards during the building round, the player with the most yen moves their architect first.

2   1   0
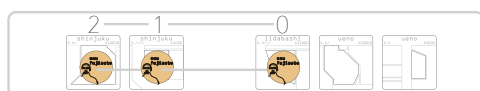
GAME END

Once a player finishes their fourth site card, the game ends. Everyone adds up their total yen (¥) from completed site cards and whoever has the most is the winner! If players tie, the victory is shared.

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