

- ANTOINE BAUZA -
- NAÏADE -



Naïmiji

波路

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Object of the game

In Namiji, you are anglers from the Japan of yesteryear—you will set sail south of the Japanese archipelago, a few miles away from the famous Tokaido road. To win the game, you must aim for the most fruitful experience on your sea journey.

In that regard, you will encounter many opportunities to contemplate magnificent marine species, fill your racks by angling and netting colorful fish, and haul in rich clusters of crustaceans from the shallows.

You will enhance your fishing gear at faraway ports of call, and set afloat paper offerings to please the deities of the sea. Each step of the way will further your personal journey and allow you to progress on the Score track—at the end of your respective journeys at sea, the fisherman with the most points wins the game!

Game setup

- 1 Place the game board in the center of the table on the correct side for the player count (1-3 or 4-5). The player count is visible near the end of the Score track.
- 2 Shuffle the Dock cards and form a face-down deck on the matching board space.
- 3 Do the same with the Sacred Rock cards.
- 4 Shuffle the 12 Net tokens and place them in a face-down deck on the matching board space.
- 5 Put all the Fish tokens face down on the assigned board space and scramble them to form the School of Fish. Flip one random Fish token face up.
- 6 Put all the Crustacean tokens in the bag.
- 7 Sort the Panorama cards by type (Dolphin, Octopus, Whale) and value (value 1 cards on top, followed by value 2 cards right under, then value 3, etc.), then place them on their respective board spaces.
- 8 Stack the Panorama Bonus cards next to the board.

Contents

- 1 game board
- 5 Boat mats
- 5 Boat tokens
- 5 Score counters
- 60 Panorama cards
- 3 Panorama Bonus cards
- 23 Dock cards
- 23 Sacred Rock cards
- 20 Offering tokens
- 60 Crustacean tokens
- 56 Fish tokens
- 12 Net tokens
- 5 Early Bird tokens
- 5 reference cards
- 1 cloth bag
- 1 rulebook



- 9 Each player gains a Boat mat, their matching Boat token and Score counter, as well as 4 Offering tokens.

OPTIONAL: To begin the game with a small asymmetric boost, each player draws 1 Dock card.



- A Fish rack (3x4 grid)
- B Crustacean trap
- C Offering tokens (4 at game start)

- 10 Each player places their 4 Offering tokens on their Boat mat.
- 11 Place everyone's Score counters on the Score track, at 0.
- 12 Place as many Early Bird tokens as there are players next to the board (using the highest-value tokens).

In Namiji, your collection is made up of all the cards (Panorama, Dock, Sacred Rock, Panorama Bonus) and tokens (Fish, Net, Crustaceans, Early Bird) that you earn during the game.



Sacred Rock cards



Dock cards



Early Bird tokens



Net tokens



Crustacean tokens



Fish tokens



Panorama cards



Panorama Bonus cards

Pick the direction you will all follow on the Sea Route (clockwise or counterclockwise), then randomly place Boat tokens on the Port (in a 2-player game, include a 'Neutral Boat'; see page 8 for details). Whichever direction you choose, the Port will also be your destination—the game ends when all players have gone around the board once.



The green Boat (G) is farthest behind on the Sea Route, making it their turn to play.

Playing the game

In Namiji, the player whose Boat is the farthest behind on the Sea Route always gets the next move.

If your Boat token is the furthest behind on the Sea Route, move it forward to the open space of your choice (but not beyond the next Dock), passing over any open spaces.

There are only three limitations to this rule:

- There can only be one Boat per slot.
- You **cannot** go backwards.
- You must always stop at Dock stations.

Once you have moved your Boat to a space, you gain its corresponding benefits (see 'Station effects', page 5).

In most cases, moving your Boat will result in another Boat being left behind in last place—but sometimes, even after moving once (and gaining the benefit), you will still be last on the Sea Route. In those instances, take another turn, and so on until you are no longer last in line.

This means that if you choose to skip spaces to secure a particular spot, you might allow the players who remain behind you to take multiple turns before it is your turn to move again!



The pink Boat (P) is considered further behind on the Sea Route than the green Boat (G) (see "Double-slot stations"). It is the pink Boat's turn to move.

Double-slot stations

On the 4-5 player side of the board there are second slots, slightly off the Sea Route. (These slots aren't available in 1-3 player games.)

The first Boat to land on a Double-slot station **must** occupy the slot that is directly on the Sea Route. A second player can then move to that space and occupy the slot, which is always considered to be behind the first on the Sea Route—meaning that the player who gets to the station second will be first to leave it.



The green Boat (G) moves ahead of the pink Boat (P). It is now the pink Boat's turn to move.

If Green had remained behind Pink while moving, it would have been their turn to move again.

Station effects

When you land on a space, immediately apply its effects.



Crustacean Trap station



Draw 1 random Crustacean token from the bag. You may either stop or draw another. Be careful, however: If you draw 2 tokens with Crabs in a single haul, you lose your entire catch and must put all the tokens you drew this turn back in the bag! (37% of the tokens feature Crabs.)

Once you stop drawing (or have reached 5 successful draws in a single haul), put all the tokens you drew on the bottom-right corner of your boat mat. Each Crustacean token added to your collection immediately scores points as printed on the token (see page 8 for details). Although a player's collection of Crustacean tokens is public information, it is not intended for constant analysis of each others' tokens.



Whirlpool station



When the game starts, each player has 4 Offering tokens on their board, which will amount to a 15-point penalty at the end of the game (as shown on their Boat mat).

To get rid of that penalty, you will need to set these Offerings afloat.

When landing on a Whirlpool station, take the topmost Offering from your Boat mat and place it on the Whirlpool area at the center of the game board **farthest from the center**. Immediately trigger the effect depicted on that space (see page 8 for details).



1-3 player Whirlpool area

Your end-game penalty gets smaller with each Offering you make; it becomes completely negated if you manage to get rid of all your Offerings before the end.

At the **end of the game**, subtract from your total score the number shown above the **topmost space** of your Boat mat that still contains an Offering token (e.g., if you have placed one offering, subtract 10 from your total score).

Dual-coded icons: 🐟 for blue fish, ⭐ for orange fish, and 🌿 for green fish.



Angling station



Gain any 1 Fish token from the School, then flip 1 face-down Fish token in the School face up.



If the fish you take from the School is a Rainbowfish, flip 3 face-down fish tokens (instead of 1). Rainbowfish are blue, green, and orange at all times.



Afterwards, you may choose to either keep your catch by placing it in your rack (see 'Placement rules') or release it back in the water by returning the Fish token you took **face up** to the rest of the School.



Net Casting station



Reveal the topmost Net token from the Net token deck. Then you may place it in your rack horizontally or vertically (see 'Placement rules').

Net tokens occupy 2 adjacent spaces and cannot protrude from the rack.

If you do not want to keep your catch (or if you do not have enough space in your rack), release it by returning the token face down to the bottom of the Net deck.

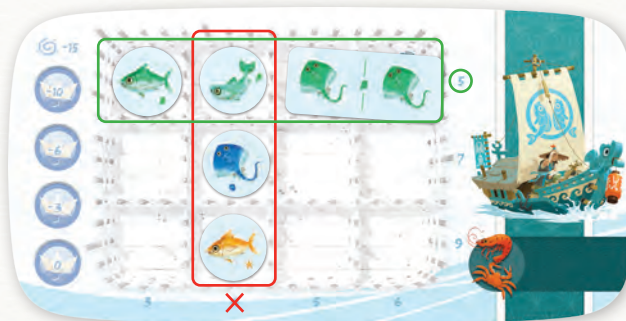
Placement rules

You must place your very first Fish (or Net) token in the upper-left corner of your rack. Place any subsequent tokens you gain adjacent (orthogonally) to at least one other token.

Fish and Net tokens do not yield points individually; instead, you earn the number of points depicted next to a line (vertical or horizontal) only once that line gets filled with fish of either the same color or type (both, though you only score shapes or colors).

NOTE: You do not need to complete a row or column before starting a new one. If you complete your rack, you can no longer stop at Angling and Net Casting stations.

Once placed in your rack, you can no longer move or discard your Fish and Net tokens.



The top row contains same-colored fish (green) and is therefore worth 5 points.

The second column is filled up, but its fish are neither of the same type nor of the same color, so that line yields no points.



Panorama station



Panoramas are made of 3, 4, or 5 sections, depending on their type (Dolphin, Octopus, or Whale, respectively).

When stopping at a Panorama station, if you do not yet own any sections of that Panorama type, take the number 1 section from the matching stack, and place it next to your Boat mat with its panorama side face up.

Otherwise, take its next section (in ascending order) to reveal the panorama bit by bit (it does not need to be on top of its stack).

In any case, immediately score points equal to the number depicted on the section you drew (1, 2, 3, 4, or 5).



Example: Musubi visited 3 Whale Panorama stations during his journey and has added Whale Panorama cards 1, 2, and 3 to his collection worth 6 points (1 + 2 + 3). He lands on a 4th Whale Panorama station, finds one of the Whale Panorama cards labeled "4" from the stack, gains it, and adds 4 points to his score.

NOTE: The Dolphin Panorama is composed of 3 sections, the Octopus Panorama of 4 sections, and the Whale Panorama of 5 sections.

IMPORTANT: Each player can only make one Panorama of each type (Dolphin, Octopus or Whale), but having multiple different in-progress Panorama types is allowed.

If you complete a Panorama, you can no longer stop at stations matching its type.

Panorama Bonus: If you are the first player to complete a Panorama of any type, add its corresponding Panorama Bonus card to your collection and immediately score 3 extra points (in addition to the points you gained from the final section of the Panorama).



Sacred Rock station



Draw 2 Sacred Rock cards and look at them without revealing them to the other players. Add 1 to your collection face down and place the other back under the deck.

Sacred Rock cards show secret objectives that award you bonus points if you meet their scoring conditions. At the end of the game, reveal your Sacred Rock cards and gain the depicted number of points for each fulfilled condition.



Dock station



Docks are mandatory stops for all Boats, thus acting as checkpoints which divide the Sea Route in four parts. They are opportunities for the fishermen to get a little rest, and to enhance their gear.

Arriving at a Dock station

Every player must stop at each Dock and wait for the others to catch up before all players can set sail again.

The order in which you reach Docks is important. When landing on a Dock station, place your Boat on any of the available empty slots there.

Dock cards

Once all the Boats have reached the Dock, **the player whose Boat is closest to the Sea Route** draws a number of cards from the Dock deck equal to the number of players +1. So, for example, in a 3-player game, they will draw 4 cards.

That player studies them in secret, then picks one and adds it to their collection face up. They hand the remaining Dock cards to the player next in line on the Dock, who also picks one and adds it to their collection, and so on until everyone has claimed a card. Put the remaining Dock card back under the deck.

There are two types of Dock cards:

- **Meals** are flat point cards. Immediately earn the depicted number of points when obtained.
- **Upgrades** grant you permanent abilities for the rest of the game. Their effect is triggered when landing on their corresponding station (depicted in the upper-left corner) and **can only be used once per station.**

NOTE: You may use multiple Dock cards at a single station, as long as the station matches the icon in the upper-left corner of each card.

Resuming the journey

Once everyone has claimed their Dock card, the journey continues. The player whose Boat is farthest from the Sea Route goes first, as usual.

In other words, the player who picks the Dock slot closest to the Sea Route will have more cards to pick from than the ones further from it, but will leave the Dock station last. On the other hand, the player who is placed behind everyone will have more movement options when leaving the Dock station, since they will go first.

Scoring Summary

In-Game Scoring:

- Fish Rack
- Crustacean tokens
- Panorama cards
- Dock cards (Meals)

End-game Scoring:

- Early Bird token
- Sacred Rock cards
- Offerings (negative points)

Scoring example

Example: Musubi gets back to the Port with his catch of the day.

Since he arrived back at the Port third, he grabs the third highest Early Bird token worth 3 points.

While riding the tides, he picked up 4 Sacred Rock cards. He managed to complete 3 of them but missed the “Skilled Fisherman” objective, which awards him no points. He earns 11 points from his other Sacred Rock cards (3 + 4 + 4).

He managed to set 2 Offerings afloat while on his journey, so he will only subtract 6 points from his total.

During his voyage he had **already scored** the following items:

In his Fish Rack he completed one valid row worth 5 points and one valid column worth 3 points. (His second column was incomplete and worth no points).

His Crustacean Trap contains 2 crabs and 4 shrimps which earned him 6 points.

Musubi collected 3 Whale Panorama cards, worth 6 points (1 + 2 + 3), as well as 2 Dolphin Panorama cards, worth 3 points (1 + 2).

He also ate delicious maki rolls at a Dock station, which earned him 5 additional points.

Musubi’s final score is:

- | | |
|--|-------------------|
| <ul style="list-style-type: none"> • Early Bird token: 3 points • Sacred Rock cards: 11 points • Offerings: -6 points | — End-game points |
| <ul style="list-style-type: none"> • Fish Rack: 8 points • Crustacean tokens: 6 points • Panorama cards: 9 points • Dock cards: 5 points | — In-game points |

Total score: 36 points

Ending the journey

The game ends once all Boats have returned to the Port.

Each player grabs the highest-value Early Bird token available as they arrive: So, the first player to get to the end gets 7 points, while second place gets 5 points, third place gets 3 points, etc.

Everyone reveals their Sacred Rock cards and adds these points to their total (if applicable).

Then, subtract a number of points from your total equal to the number shown on your highest occupied Offering space.

The player with the most points wins the game and is named Best Angler of the Season! If there is a tie for first place, the tied players share the victory.

NOTE: In *Namiji*, players keep track of their score by advancing their Score counter on the Score track. If you think you have made a counting error, you can always review your collection and tally your score again at any point.



Special rules for 2-player games

2-player games are subject to a few special rules.

During setup, place a third Boat, the “Neutral Boat”, on the Port. All Boats’ places are randomized as usual.

As with the human players’ Boats, the Neutral Boat must move when it is last in line on the Sea Route. The player who is the farthest ahead chooses how far to move it.

NOTE: *Strategically picking where the Neutral Boat goes next is a key to victory in 2-player games.*

*For solo and 2-player variant rules, please read the **Automa rulebook**.*

The Neutral Boat’s moves have no effect on the Dock and Finish Port stations. It does not draw cards or take tokens and does not score any points.

Once all 3 Boats have stopped on a Dock space, there will be 4 Dock cards in the initial selection. When it is the Neutral Boat’s turn to pick a Dock card, select a card at random and discard it face down.

When the Neutral Boat reaches the Port, the player who moved it last discards the highest unclaimed Early Bird token.

Apart from these changes, gameplay follows the usual rules.

Crustacean tokens



Shrimp: Worth 1 point.



Crab: Worth 1 point but you cannot have more than one crab in each scoring catch.



Shrimp + Crab: This token both counts as a Shrimp and a Crab, and is therefore worth 2 points. However, it may nullify your catch if you’ve already drawn a Crab this turn!



Gray Shrimp: Each pair of Gray Shrimp in the same haul is worth 5 points; a lone Gray Shrimp is worth 0 points. Gray Shrimp count towards the Sacred Rock card, Agile Fingers.



Sea Urchin: When you draw a Sea Urchin, end your draw immediately, but add all the tokens you drew this turn to your Trap and earn points as usual.



Rock: When your draw is over, place the Rock in your Trap alongside the other tokens. It is worth no points.

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Whirlpool spaces



You may move any Fish token from any space on your Rack to any other available space on your Rack. If this completes a row or column with all fish of the same color or type, score it; likewise, if it breaks a previously scored row or column, lose those points. This may form a ‘hole’ that can be filled again later on in the game.



You may draw any level-1 Panorama card that you don’t already own. If you already own all three, this effect does nothing.



You may draw a Sacred Rock card, look at it, and choose to either keep it or discard it. If you choose to keep it, you must discard another Sacred Rock card in your possession. If you do not yet have any Sacred Rock cards, this effect does nothing.



You may draw a Net token. Look at it, then choose to either place it in your Rack or release it back under the pile.

If you choose to keep it, the token must replace two adjacent Fish tokens or one Net token already in your Rack. Release Fish tokens back into the School, face up. Return Net tokens to the bottom of the Net token deck.



You may draw one Crustacean token and add it to your Trap. Score it immediately as usual.



No bonus effect. You simply set your Offering afloat.