



Hanei

Each morning, Botan takes to the sea earlier than most, and each evening he comes back with a catch to feed dozens.

No one dares ask him for advice, though. While his talents are obvious to the naked eye, Botan is known as a bit of a boaster – and his excessive pride drives most villagers away.

But Botan never loses heart. Neither from his unpopularity, nor from the negligence of his parents, who left him and the Hanei behind when he was just a child. Some day, he will be the greatest fisherman Japan has ever known; then, they will hear his name, echoing far and wide through the land.



Yōkai

"Nonsense", snorted the stranger. "A ship that houses friendly monsters, captained by a little girl?" Unflinchingly, the innkeeper continued. "One night, the boat left the forest, and rode down the hill until it reached the sea. She left a great furrow in her wake, which still lies there to this day."

She filled another glass. "Sometimes, when you look up, you see her floating above the rooftops..."

"Fairy tales, inkeep! You won't get me that easy." Suddenly, he fell on his rear, his chair gone, and half a dozen invisible mocking voices snickered off in the night air.

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NAMSGUS01

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TOJADO
Namiji
THE
AQUAMARINE



This expansion requires the base game Namiji.

Overview

Each module detailed in this booklet can be played independently from the others. You may add any or all of them to Namiji for more complex game experiences. Happy fishing!

Front : 4 – 5 players

Back : 2 – 3 players



Components

- A** 1 Custom Whirlpool board (2-sided)
- B** 10 Special Crustacean tokens
- C** 8 Rainbowfish tokens
- D** 3 additional Sacred Rock cards
- E** 3 additional Dock cards
- F** 1 printed bag



Custom Whirlpool

Place the Custom Whirlpool centered on top of the regular game board **with the side appropriate for your player count face up** (2 – 3 players or 4 – 5 players).

When stopping at a Whirlpool station, you must place your Offering on the empty Whirlpool space farthest from the center.

When doing so, your offering will immediately trigger the effect depicted on that space.



You may move any Fish token from your Rack to any other available space. 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.

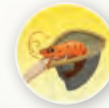


You may draw a Sacred Rock card, look at it, and choose to either keep it or discard it. If you choose to keep it, you must discard another Sacred Rock card in your possession. If you do not yet have any Sacred Rock cards, this effect does nothing.



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 a 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.

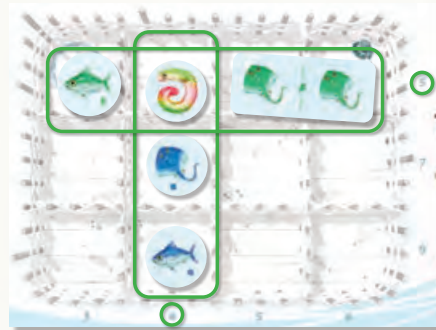


No bonus effect. You simply set your Offering afloat.

Rainbowfish

Add all 8 Rainbowfish tokens to the School of fish. When you draw a Rainbowfish from the School, flip 3 other fish face up instead of one.

Rainbowfish follow the same placement rules as regular Fish, but are considered blue, green, AND orange all at once. Therefore, they count as being any and all three colors when scoring.



The Rainbowfish is at the intersection of a row and a column and completes both.

The row is filled with green fish and is worth 5 points.

The column is filled with blue fish and is worth 4 points.

Special Crustaceans

Place the 10 Special Crustacean tokens in the bag, alongside the regular Crustacean tokens. These tokens can be drawn within the usual 5-token limit when landing on a Crustacean Trap station.



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



Gray Shrimp: Each pair of Gray Shrimp tokens in this haul is worth 5 victory points. A lone Gray Shrimp token is worth 0 points.



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.

Additional Dock cards

Add the 3 new cards to the Dock deck.

Additional Sacred Rock cards

During setup, add these 3 new cards to the Sacred Rock deck.

Printed bag

Instead of piling the Fish tokens on the board, place them all in the bag and take out 1 Fish token, placing face up on the School of Fish on the board. When you need to draw a face-down Fish token, take it from the bag. When you need to reveal a Fish token, draw it from the bag and place it on the School face up.

Boat stories



Tako

Books as ancient as mountains tell the tale of the giant octopus Akkorokamui, who bestows wisdom and good health to his followers. One day, the spirit is said to have left its abode in Uchiura Bay to escape brazen hunters.

Tadako, a young librarian girl, one day leaves her books behind and sets off, hoping the tentacled deity will heal her sister's pneumonia.



Buta

Few know the name of the old man at the helm of the small odorous ship that moors at the docks.

Even fewer can fathom why the old fool would take his entire litter of pigs sailing with him.

But the sound of his laughter and constant good mood warm the hearts of the villagers. And the piggies seem positively delighted when they come back from a day at sea!



Hakken

Nobuyuki has always been a better poet than fisherman. Once destined to a military career, he one day offered room and board to an old seaman, unbeknownst to his merciless daimyo father.

«Boy, I've a favor to ask ye. Beyond the coast, where the turquoise waters darken, lies me greatest treasure.... Take me boat and go find it for yerself. The rest, ye will have to find on yer own.»

The next day, the old man had gone without a trace, and Nobuyuki left his home, with a serene smile on his face.



Yurei

When the moon is full and the waters calm, a gloomy mist rises from the distant darkened waters.

Some claim to have seen a dim light, lost in the fog, and the shade of a shredded sail, which the mist would follow....

But woe betide the foolhardy sailors who would venture closer. Without fail, their blood-soaked nets always end up lapping back to the village, to tangle between the piers....



Koinobori

Everyone knows that old man Hajime is the angriest fellow around.

Every once in a while, one can hear his furious yells all the way from the edge of the forest, as he chases out the children playing on his boat.

"These kids will never let up," smiles the innkeeper. "You would think that if he really wanted the little rascals out of his hair, he'd stop crafting those paper carps. And that old helmet he restores every time they borrow it to play soldier, why d'you think he paints it so? One would surmise that he doesn't hate company as much as he lets on...."



Shinto

A masked ronin lives at the village outskirts, wrapped in loneliness and mystery. None remember the day he settled there – perhaps he was always there.

While his vigor might match his young countenance, his solitary lifestyle hints at a level of wisdom way beyond his appearance.

Some inquisitive folks sometimes try going up to his abode to learn more or to invite him to socialize, but they usually come back alone, blissfully looking at the sky until they are seemingly awoken from their beatitude. Some days, when the wind blows eastward, one can hear a faint melody coming from his boat....



Kamome

Everyone likes Daisuke. The old seamen at the bar prattle about how he must have saved 100 sailors from drowning at sea, while the size of his catch never wavered.

While humble and quiet, he is kind and generous when approached. His most striking characteristic by far, however, is his strength. Some say he left his clan following a severe disagreement, and chose to dedicate his strength to the sea.



Noh

One day, an ostentatiously-shaped boat broke the distant dawn. "Hail, fishermen!" the captain shouted as he approached the village, "I am Teruma, the greatest actor of the emperor's court! I shall bring beauty and grace to your humble hamlet. Be glad!"

Each evening since then, Teruma greets small crowds of villagers to his outrageous boat, where he gives plays he acts out alone, switching costumes and emotion in the blink of an eye to tell his stories. During the day, he sails alone at sea.

Why would an emperor's favorite settle among fishermen? What does he seek, all day, among the azure waves?