



BEST DAY TRIPS IN

日本に行こう

JAPAN

EXPANSION

LET'S GO! TO JAPAN BASE GAME NEEDED TO PLAY

© 2023 Alderac Entertainment Group, 2505 Anthem Village Drive, Suite E-521, Henderson, NV 89052, USA. Let's Go! To Japan: Day Trip and all related marks are ™ or ® and © where indicated Alderac Entertainment Group, Inc. or Josh Wood; All Rights Reserved. Printed in China.

Imported and distributed in the UK by: Esdevium Games Ltd – trading as Asmodee UK 6 Waterbrook Road; Alton, Hampshire, GU34 2UD Tel 01420 593 593

Imported and distributed in the EU by: Kaissa SA 45th Street, VIOPA; 13341, Ano Liosia, Attika; Greece Tel: +302108328511



Warning. Choking Hazard! Small parts. Not for use by children under 3 years of age



45'



1 to 5



10+

AEG 1025



UK
CA CE

Questions? alderac.com/customer-service - alderac.com/lets-go-to-japan

It's difficult to see all the cities you want to go to in a single trip. Sometimes taking a day trip can be an amazing way to see a nearby city without complicating your itinerary. *Let's Go! To Japan: Day Trip* allows players to visit one of 11 other cities in Japan. Will you eat amazing street food in Osaka, visit the Castle ruins of Fukuoka, or will you feed the bowing deer of Nara?

Let's Go! To Japan: Day Trip expansion allows for even more strategic decisions and expands the game to a seventh day.

CONTENTS: 12 City cards, 5 Sunday Board Extensions, 5 Day Trip Favorable Condition tokens, 5 Location tokens.

SETUP

Setup for the game remains the same with these exceptions:

In step 1, also give each player a matching Sunday Board Extension and Day Trip Favorable condition token. Each player places the Sunday Board Extension to the left of Monday next to their board.

During step 4 use all seven favorable condition tokens placing one on each day including Sunday.

After all setup is complete (including the Grab Your Passport Expansion setup if being used), shuffle the 10 City cards and deal 2 out to each player. At this time each player may swap the two of their

Favorable Condition Tokens on their player board. Finally, each player simultaneously chooses one of the City cards and places on the day with the Day Trip Favorable Condition Token. Remove the other City cards from the game.



RULES



No additional cards may be placed on the day with the day trip card. At any point during the game, before final scoring players may move Sunday to the opposite side of their board after Saturday. When moving Sunday take all cards beneath it and the favorable condition token with it.


Day Trip cards have the tag Near Tokyo or Near Kyoto listed on the card. You do not need a train token traveling From Kyoto to a Near Kyoto City or from a Near Kyoto City to a Kyoto card. The same is true for Tokyo and Near Tokyo cards.

City cards allow players to score additional points or rewards based on the abilities listed. During the Final Round when players go on their trips and score, when they reach their City card they will take their Location token and place it next to one of the two options on the card. If the selected choice gives icons or tokens, players will resolve it immediately. Otherwise they will score the card after scoring all other days in their itinerary. City cards have an option to score based on icons on the top nearby Activity cards (See next page.)

3 new icons are added to this expansion:



  The previous 2 days



  The next 2 days

   The day before and the day after

EXAMPLE



After all other scoring is complete, Kenroken scores 3 points for each  on the top of each Activity card in the previous 2 days. All  gained through wild tokens or “Highlight of the Day” bonuses do not count.


If the player chose Higashi Chaya District, they would instead immediately move up their  and their  on the Experience track 2 spaces each.



SOLO MODE




If playing the solo mode, place the unselected city on the Travel Agent’s Wednesday. During scoring the travel agent receives points equal to the number of spaces their highest Experience token has moved.


CARD CLARIFICATIONS


Osaka | Namba: Count both  and  when scoring.

Osaka | Osaka Castle: Score 1 point for each  earned throughout the game including from other sources such as Wild tokens and “Highlight of the Day” bonuses.

Hiroshima and Miyajima | Itsukushima Shrine: Count both  and  when scoring.

Hiroshima and Miyajima | Peace Park: Score 2 points for each  and , and lose 2 points for each  earned throughout the game including from other sources such as Wild tokens and “Highlight of the Day” bonuses.

Nara | Feed Deer: Double the Experience Track points for .

Kamakura | See the Great Buddha: Double the Experience Track points for .

Sapporo | Yuki Matsuri: Gain 2 Wild tokens from the supply.

NEAR TOKYO | Does not count as a day spent in those cities
NEAR KYOTO for **Kyoto Imperial Palace** or **Meiji Jongo Shrine**.

Game Design: Josh Wood

Artwork: Erica Ward

Director of Projects: Nicolas Bongiu

Development: Josh Wood, Mark Wootton

Graphic Design: Brigitte Indelicato

Writing: Andre Chautard, Josh Wood

Editing: Andre Chautard

Production: David Lepore, Adelheid Zimmerman

Cultural Consultants: Machiko Kobayashi, Mandy Tong

Playtesters: John Goodenough, Neil Kimball, Kirk Buckendorf, Chris Backe, Nicolas Bongiu, Eric Buckendorf, Thomas Covert, Theodore Coyer, Jeremy Follin, John Hall, Justin Harris, Ashwin Kamath, Christopher LeBanca, Dave Lepore, Mario Listiawan, Joe Livingston, Andy McGuire, Zane Messina, Kyle Nunn, Kaz Nyborg-Andersen, Vlad Orellana, Luke Pickles, Matthew Ransom, Alex Reichline, Francisco "Paco" Rojas, Todd Rowland, Taylor Shuss, TJ Spalty, Michael Jared Tarver, Karan Tolani, Dan Varrette, Chris Venuti, Amanda Wong, Adelheid Zimmerman, John Zinser

