

NYAKUZA

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GAME OVERVIEW

Nyakuza is a competitive game for 2-4 players where you are trying to establish your fishing empire. As the Top Cat of your Nyakuza Clan, you are tasked to swiftly establish your seafood stalls before your rivals. Bid Kōban (coins) for Boats, send your Boats out to net the freshest catch, and establish seafood Stalls all across Oki-Yo Bay. Conquer the fishing industry by being the first Clan to build the Grand Market Stall and bring glory to your Nyakuza Clan!

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4 Nyakuza
Clan Screens

1 Game Board



60 Resource
Tiles



1 Amulet Token
(first player token)



160 Boat Tokens
(40 in each
player color)



48 Kōban
Tokens



1 Resource
Bag



20 Stall
Standees

1 Grand Market
Stall Standee

- Step 1:** Punch out Stall
- Step 2:** Fold along the lines
- Step 3:** Clasp the back panels together and fasten with a clear sticker



**You're ready
to sell your catch!**

CREDITS

Game Design & Development: Reiner Knizia. **VP of Game Design:** Guilherme Goulart. **Lead Producer:** Gregory Varghese. **Production:** Thiago Aranha, Daryl Choo, Marcela Fabreti, Rebecca Ho, Isadora Leite, Erwann Le Torrivellec, Nicholas Sia, and Kenneth Tan. **Art Direction:** Max Duarte and Mathieu Harlaut. **Graphic Design:** Marc Brouillon, Louise Combal, and Stephane Gantiez. **Illustration:** Saeed Jalabi. **Board Illustration:** Nicolas Fructus. **Proofreading:** Jason Koepp. **Publisher:** David Preti. Reiner Knizia expresses his gratitude to all playtesters that contributed to the development of this game, in particular Iain Adams, Sebastian Bleasdale, Chris Bowyer, Martin Butcher, Chris Dearlove, Drak, Gavin Hamilton, Ross Inglis, Kevin Jacklin, Simon Kane, Chris Lawson, and Dave Spring. Special thanks to Claudia Maki Watanabe for the inspiration behind the title 'Nyakuza' and the CMON Japan team for their support.

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GAME SETUP

- Place the game board within reach of all players.
- Put all 60 Resource tiles into the Resource bag and place it beside the game board. Each Resource tile has a corresponding numbered Resource space on the board. When picked, place it on that corresponding space.



- Each player receives:**
- 1 Nyakuza Clan screen, placed in front of them
 - 40 Boat tokens matching their Clan's color, placed beside their Clan screen
- Then, based on the player count, each player takes the following components:

2 Players	24	10	
3 Players	16	6*	
4 Players	12	5	

*In a 3-player game, return the 2 remaining Stall standees to the box.

- Players place their Kōban tokens behind their Clan screen, hidden from the other Clans. They place their Stall standees in front of their Clan screen.
- Place the Grand Market Stall standee on the side of the board.



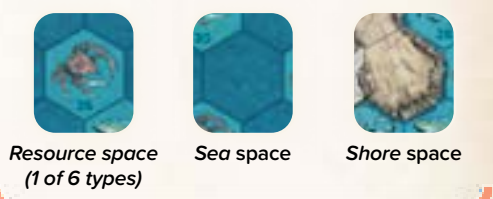
The oldest player takes the Amulet token and places it in front of their Clan screen. They start as the first player.

GAMEPLAY

The game is played over several rounds. Each round proceeds in the following order:

1. Place Resources
2. Bid for Boats
- 3A. Net Resources
- 3B. Build Stalls

TYPES OF SPACES



1. PLACE RESOURCES

The first player randomly draws Resource tiles from the Resource bag and places them onto the corresponding numbered spaces on the board. The number of Resource tiles placed each round varies according to the player count and the round of play:

	First Round, Draw and Place	All Consecutive Rounds, Draw and Place
2-3 Players	6 Resource tiles	3 Resource tiles
4 Players	8 Resource tiles	4 Resource tiles



2. BID FOR BOATS

To bid, each player takes any number of Kōbans (including zero, if declining to bid) from behind their screen and places them into a closed fist. Then, simultaneously, all players open their hands to reveal their bids.

TYPES OF BIDS

Player with highest bid: Places all their Kōbans into the Wharf. Then, they place 3 Boats from their personal supply in front of their Clan screen.



The Wharf

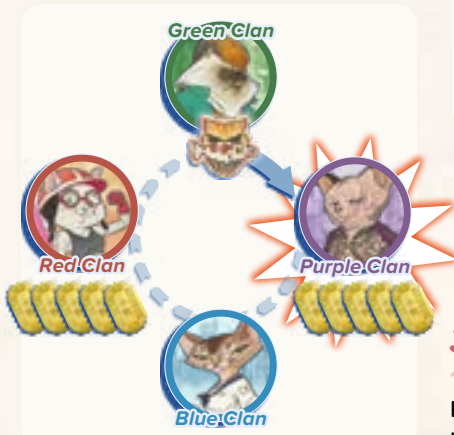
Player with the 2nd highest bid: Returns their Kōbans back behind their Clan screen. Then, they place 2 Boats from their personal supply in front of their Clan screen.

All other players that bid at least 1 Kōban: Return their Kōbans back behind their Clan screen. Then, they place 1 Boat from their personal supply in front of their Clan screen.

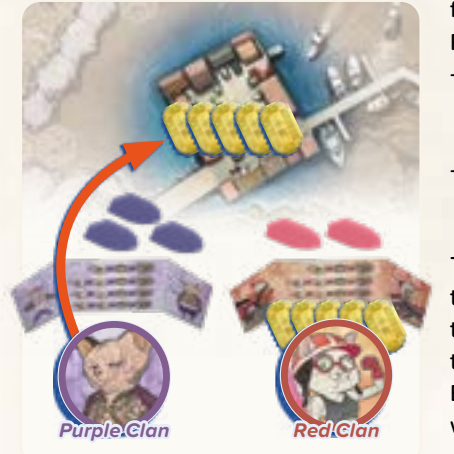
Players with no bid (0 Kōbans in hand): Retrieve all the Kōbans from the Wharf and place them behind their Clan screen. They do not get to place any Boats this turn. If more than 1 player bid 0 Kōbans, the pool of Kōbans in the Wharf is split equally among them. Any remaining Kōbans remain in the Wharf.

TIED BIDS

If players bid the same number of Kōbans, the ties are broken in favor of the player holding the Amulet, then continuing in clockwise order.



EXAMPLE: The Purple and Red Clans both bid 5 Kōbans. The Blue and Green Clans both bid 0 Kōbans. Since Green Clan is holding the Amulet, Purple Clan wins the bid.



Purple Clan place their 5 Kōbans into the Wharf and place 3 Boats in front of their screen. Red Clan is the second-highest bidder and returns their Kōbans behind their screen and places 2 Boats in front of it.



The Blue and Green Clans placed 0 bids and retrieve 2 Kōbans each from the Wharf, splitting 5 Kōbans equally with 1 Kōban remaining in the Wharf.

3A. NET RESOURCES

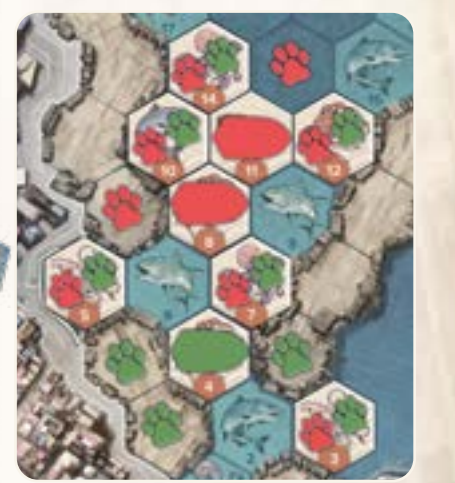
Players take turns placing their Boats in order of the player with the most Boats in front of their Clan screen. Boats are used to claim Resource tiles and Sea or Shore spaces.

When placing Boats in the bay, the following rules apply. Players may place Boats on any:

- Unoccupied Resource tile on a Resource space
- OR
- Unoccupied Shore or Sea space adjacent to their own Boats

The player who won the bid receives the Amulet and goes first, placing their 3 Boats. Then, the player with the second-highest bid places their 2 Boats. Finally, the remaining players who earned 1 Boat, place them.

NOTE: In case two players have 1 Boat each, the player closest to the Amulet holder, in clockwise order, goes first.



EXAMPLE: The red paws in the diagram indicate where the Red Clan can place their Boats. The green paws indicate where the Green Clan can place theirs.

3B. BUILD STALLS

GROUP OF BOATS

A group of Boats consists of 2 or more Boats of the same color. To be a group, every Boat must be connected to any other Boat in the group through adjacent spaces occupied by Boats of the same color.





A player must **immediately** build a Stall if **both** of the following conditions are met:

I) A player has a group of Boats which occupy the following Resource tiles:

1 Driftwood



OR

1 Salmon and 1 Tuna



OR

1 Octopus and 1 Squid



OR

2 Spider Crabs



II) Furthermore, an additional Boat within the same group occupies an empty Shore space.

If both conditions are met, the player **must immediately** place one of their Stalls on the empty Shore space, shifting the Boat on top of the Stall. Then, they cover each Resource tile used to build that Stall with a Kōban from behind their Clan screen to ensure that these Resources are used only once per game.

However, used Resource tiles and Shore spaces with Stalls still remain part of the player's group. If more suitable spaces are occupied within the group, a player may build several Stalls via the same group.

ATTENTION: A player **MUST** have enough Kōbans before attempting to place a Boat to satisfy the condition to build a Stall. Otherwise, they may not yet build a Stall and must place their Boat(s) elsewhere, losing the opportunity to build a Stall on that turn.



EXAMPLE: Red Clan has 3 Boat tokens. They place their first Boat on a Shore space in a group of Boats already occupying 2 Spider Crab tiles (4 & 8).



They immediately place 2 Kōbans on the 2 Spider Crab tiles and build a Stall on the Shore space. They shift their Boat of that Shore space on top of their newly built Stall to show it belongs to them.



Then, they place their 2 remaining Boats on a Squid tile (5) and an adjacent Shore space.



Since the player's group now occupies a Squid tile (5), an Octopus tile (1), and another Shore space, they **immediately** place Kōbans on the Squid and Octopus tiles and build another Stall on the Shore space.

GAME END

Once a player has placed all their Stalls, they may build their Grand Market Stall on the board in accordance with the same conditions to build a Stall. The first player to build the Grand Market Stall immediately wins the game and brings glory to their Nyakuza Clan!

If there are no Resource tiles left, then a final round takes place, without placing new Resource tiles. If no player can build the Grand Market Stall this round, the winner is the player who built the most Stalls. If there is a tie between players with the most Stalls, the player among them with the most Kōbans behind their Clan screen is the winner. If there is still a tie, the tied Clans merge together and become one, making them all winners!



GAMEPLAY VARIANT

At the beginning of the game, all players draw a random Resource tile from the Resource bag and place it behind their screens. This is their Secret Resource tile that they must keep hidden from other players. If a Driftwood Resource tile is drawn, place it back into the bag and redraw a new Resource tile until a different one is drawn.

A player may place this Secret Resource tile, together with an additional Boat, during their **NET RESOURCE** Phase. Thus, even if a player has bid 0 Kōbans during the **BID FOR BOATS** Phase, they may still place their Secret Resource tile, together with a Boat from behind their Clan screen on their turn.

NOTE: In case multiple players have bid 0 Kōbans, the ties are broken in favor of the player holding the Amulet, then continuing in clockwise order.