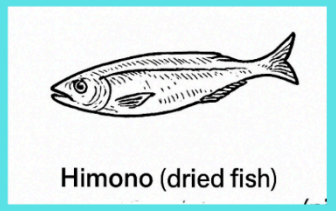
GOKAIDO FOOD & SURVIVAL GAME



. Tsukemono
(pickled vegetables)

GOKAIDO FOOD & SURVIVAL GAME



Himono (dried fish)

EDO JAPAN: GOKAIDO FOOD & SURVIVAL CHALLENGE (1715)

THIS EDUCATIONAL RESOURCE WAS CREATED BY SHAUN MARSH, LORAIN COUNTY COMMUNITY COLLEGE AS PART OF THE TOKAIDO, ORIGAMI, TEMPLES AND SHRINES (TOTS) JAPAN PROJECT IN THE "VIRTUAL JAPAN EXPERIENCE" CURRICULUM SERIES.

TSUKEMONO (PICKLED VEGETABLES)

DETAILS

Vitamins, electrolytes; improves digestion; not filling enough alone

POINTS: +4

HIMONO (DRIED FISH)

DETAILS

High protein, salty, lasts several days even in heat

POINTS: +7

(one of the best survival foods)

SPONSORS

THIS PROJECT IS COORDINATED BY THE EAST ASIAN STUDIES CENTER AT THE OHIO STATE UNIVERSITY AND FUNDED BY A FREEMAN FOUNDATION GRANT TO THE UNIVERSITY OF PITTSBURGH NATIONAL COORDINATING SITE FOR THE NATIONAL CONSORTIUM FOR TEACHING ABOUT ASIA (NCTA) ASIAN STUDIES CENTER, UNIVERSITY CENTER FOR INTERNATIONAL STUDIES AND A PREVIOUS U.S. DEPARTMENT OF EDUCATION TITLE VI GRANT TO THE EAST ASIAN STUDIES CENTER AT THE OHIO STATE UNIVERSITY.

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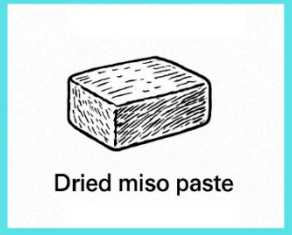
SAKE

DETAILS

Calories, sterilization, morale... but heavy and risky at checkpoints

POINTS: +2

GOKAIDO FOOD & SURVIVAL GAME



DRIED MISO PASTE

DETAILS

Long shelf life; full of salt, probiotics, and protein; just add hot water

POINTS: +5

GOKAIDO FOOD & SURVIVAL GAME



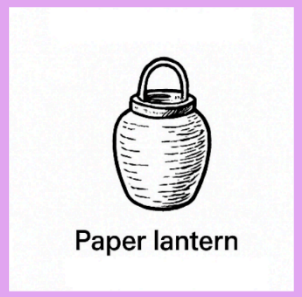
FRESH MOCHI

DETAILS

High-energy, portable, but spoils quickly in summer and can harden

POINTS: +3

GOKAIDO FOOD & SURVIVAL GAME



Paper lantern

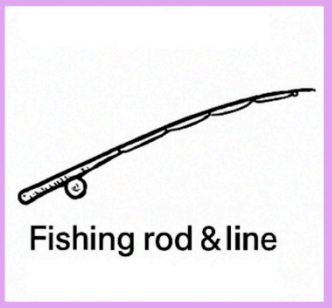
PAPER LANTERN

DETAILS

Essential for night travel and safety; but fragile and short-lived

POINTS: +3

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Fishing rod & line

FISHING ROD & LINE

DETAILS

Provides sustainable food... if you have time and good conditions

POINTS: +6

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Straw raincoat (mino)

STRAW RAINCOAT

DETAILS

Critical in rain; lightweight; classic Edo travel gear

POINTS: +5

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SOCIAL/TRAVEL EVENTS

Helpful Villager

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Medicine pouch (herbal remedies)

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Short blade (tantō)

HELPFUL VILLAGER

POINTS

If carrying tsukemono or onigiri, you share = +3 points. Otherwise 0.

MEDICINE POUCH (HERBAL REMEDIES)

DETAILS

Useful for stomach issues, fatigue, and minor illness

POINTS: +4

SHORT BLADE (TANTO)

DETAILS

Minor protection; extremely suspicious at checkpoints; could reduce points

POINTS: +1

(may incur penalties in event cards)

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CHECKPOINT (SEKISHO) EVENTS

Bag Inspection

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SOCIAL/TRAVEL EVENTS

Samurai Procession Passing

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SOCIAL/TRAVEL EVENTS

BAG INSPECTION

POINTS

Sake = –1 point (questioned); tantō = –3 points; medicine pouch = +1 (seen as responsible).

SAMURAI PROCESSION PASSING

POINTS

If holding a tantō = –4 points (suspicion). If not = safe (0 points).

POINTS

GOKAIDO FOOD & SURVIVAL GAME

FOOD SPOILAGE / FORAGING EVENTS

Food Spoils in Heat

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CHECKPOINT (SEKISHO) EVENTS

Questioning Travelers

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CHECKPOINT (SEKISHO) EVENTS

Permit Verification

FOOD SPOILS IN HEAT

POINTS

Mochi spoils = −2 points; dried fish, miso, onigiri survive = +1

QUESTIONING TRAVELERS

POINTS

Good provisions (onigiri, miso, dried fish) = +1; suspicious items (tantō, too much sake) = −2.

PERMIT VERIFICATION

POINTS

No direct penalty (students always have permit), but if carrying suspicious item= −1 point.

GOKAIDO FOOD & SURVIVAL GAME

DANGER EVENTS

Bandits on the Road

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FOOD SPOILAGE / FORAGING EVENTS

Dropped food

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FOOD SPOILAGE / FORAGING EVENTS

Successful Fishing Stop

BANDITS ON THE ROAD

POINTS

Lose one random food item (teacher decides). If you lose miso = −2 points extra.

DROPPED FOOD

POINTS

Lose one random food item (teacher decides). If you lose miso = −2 points extra.

SUCCESSFUL FISHING STOP

POINTS

Only if carrying fishing rod = +5 points (fresh meal). Otherwise 0

GOKAIDO FOOD & SURVIVAL GAME

FORTUNE EVENTS

Unexpected Host Offering Lodging

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DANGER EVENTS

Night Travel Mishap

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DANGER EVENTS

Wild Animal Encounter

UNEXPECTED HOST OFFERING LODGING

POINTS

If you have sake to offer = +4 points; otherwise +2

NIGHT TRAVEL MISHAP

POINTS

Paper lantern = +3 points (avoid accident); without lantern = −3 points.

WILD ANIMAL ENCOUNTER

POINTS

Food smell increases risk: carrying dried fish or sake = −1; carrying mino to hide scent = +1.

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Other Item

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Food Item

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FORTUNE EVENTS

Clear Skies & Good Roads

OTHER ITEM

DETAILS

POINTS:

FOOD ITEM

DETAILS

POINTS:

CLEAR SKIES & GOOD ROADS

POINTS

Everyone gains +1 point.

GOKAIDO FOOD & SURVIVAL GAME

FOOD SPOILAGE / FORAGING EVENTS



GOKAIDO FOOD & SURVIVAL GAME

CHECKPOINT (SEKISHO) EVENTS



GOKAIDO FOOD & SURVIVAL GAME

SOCIAL/TRAVEL EVENTS



ITEM:

POINTS

ITEM:

POINTS

SOCIAL/TRAVEL EVENTS

POINTS

GOKAIDO FOOD &
SURVIVAL GAME

FORTUNE EVENTS



GOKAIDO FOOD &
SURVIVAL GAME

DANGER EVENTS



ITEM:

POINTS

ITEM:

POINTS