Busy Chairman

Shinjuku Expansion

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Revision 1

The **Busy Chairman** expansion introduces a new customer type: the Chairman. The Chairman can move around the map and gives you an extra wildcard. During the Lure action, the Chairman can be dropped off at a store instead of a customer.

Components

• 1 Chairman token for each player (4 colors)

Rules

Setup

At the start of the game, each player has their Chairman in front of them with their other tokens (stores, department stores and track).

Wildcards

Cards that match the ward where your Chairman is located act as a wildcard for you.

Moving your Chairman

Once per turn you may move your Chairman into a neighboring ward. If your Chairman is not currently on the map, then you may place your Chairman in any ward.

This move does not count as one of your 2 player actions. It may be done at any time during your turn: either before your first action, between your actions, or after your last action (as long as you haven't ended your turn by drawing Income).

Two wards are considered to be neighboring if they share a common edge (no matter how small) or are on opposite sides of a river (like Taito and Sumida). Minato, Chuo and Shinagawa are neighboring wards of Koto, but Ota is not.

Multiple Chairmen can peacefully coëxist in the same ward.

Luring a Chairman

Since the Chairman is a customer, Lure actions will move any Chairmen along with the other customers in the ward.

During a Lure action that includes a Chairman (of any player), the Chairman may be dropped off at any store along the way that would have taken a customer. The Chairman is dropped off *instead of* that customer. This effectively deprives the store owner of a customer that they would have gotten had the Chairmen not been present.

When a Chairman is dropped off at a store, it is immediately added to that ward.

Interaction with other expansions

Faithful Dog Hachiko: No special rules.

Angry Kaiju: No special rules. Chairmen are customers and run away just like everyone else.