# Shinjuku

# **Print and Play Instructions**

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Version 1 r3

These files and instructions are provided for non-commercial use.

# **Summary**

To create your own copy of **Shinjuku**, you'll need the following for the base game:

- 1 Rules of Play document (<u>Letter</u>, <u>A4</u>)
- 1 Quickstart Guide (<u>Letter</u>, <u>A4</u>)
- 1 Map of Tokyo
- 72 Ward Cards
- 52 Customer tokens
- 32 Store tokens (8 stores x 4 player colors)
- 12 Department Store tokens (3 department stores x 4 player colors)
- 64 Track pieces (16 pieces x 4 player colors)
- 1 Bag (for drawing customer tokens)
- 4 Player Screens (1 screen x 4 player colors)

For the mods (mini-expansions and variants), you'll need:

- 1 Mod Pack I rules document (<u>Letter</u>, <u>A4</u>)
- 5 Mod cards (1 for each Mod)
- Princess: 1 Princess token
- Thief: 8 thief tokens (must match the Customer tokens)
- Chairman: 4 Chairman tokens (1 for each player color)
- Hachiko: 1 Hachiko station (should match the Store tokens) + Hachiko token
- Kaiju: 1 Kaiju token

The latest version of these print-and-play instructions is available in Letter or A4.

# **Component Info**

#### 1 Map of Tokyo

The map is 18"x20" (457mm x 508mm). The print and play version of the map is in Black and White and uses patterns to differentiate the wards. You can print this out as a single large image, or as split across 6 pages:

- Shinjuku Map (B&W) Single large image
- Shinjuku Map (B&W) Split across 6 pages (<u>Letter</u>, <u>A4</u>)

#### 72 Ward Cards

There are 72 cards and each card identifies a single ward on the map.

Shinjuku Cards (B&W) - 8 pages, 9 cards per page (<u>Letter</u>, <u>A4</u>)

#### **52 Customers**

Each customer is a white 15mm x 10mm cylinder. This size works well because the pieces are easy to pick up and move around on the board, and the 15mm diameter easily accepts the 1/2" stickers to mark each customer.

- 15x10mm Cylinders PrintPlayGames
- 14x10mm Cylinder <u>TheGameCrafter</u> smaller than 15mm, but still should work with 1/2" stickers

Alternately, you can use any 52 pieces that are all the same size and can be marked with the 4 customer symbols.

If you're marking the pieces yourself (rather than using printed 1/2" stickers), the distribution of customers is as follows:

- 17 customers who want food (marked with a ○)
  - 11 regular food customers and 6 double food customers
- 14 customers who want clothing (marked with a x)
  - 9 regular clothing customers and 5 double clothing customers
- 12 customers who want books (marked with a △)
  - 8 regular book customers and 4 double book customers
- 9 customers who want electronics (marked with a ☆)
  - 6 regular electronics customers and 3 double electronics customers

The "double" customers should be marked with a small "2" to distinguish them from the regular customers.

#### 32 Stores (8 stores x 4 player colors)

Each store is a 15mm x 4mm disk in one of 4 colors: red, blue, green and yellow. This size works well for stores because the customers can rest on top of them during the Move action and the diameter easily accepts the 1/2" stickers to mark each store.

These are fairly easy to find:

15x15x4mm wood discs - <u>PrintPlayGames</u>, <u>BoardGamesMaker</u>, <u>TheGameCrafter</u>

Alternately, you can use any 32 pieces that are all the same size and can be marked with the 4 customer symbols.

If you're marking the pieces yourself (rather than using printed 1/2" stickers), there should be 2 stores of each type  $(\bigcirc, \times, \triangle, \Leftrightarrow)$  for each player.

## 12 department stores (3 department stores x 4 player colors)

The can be basically any piece that matches the player color.

The pieces used in the prototypes are:

City Pieces - <u>PrintPlayGames</u>

#### 64 track (16 track x 4 player colors)

These are standard 25mm x 4mm prisms (or "sticks"), 16 in each of the 4 player colors. Borrow these from your *Settlers of Catan* game (you'll be 1 short per color, but that's only needed for 2p) or you can get them here:

Wood Roads/Sticks - PrintPlayGames, TheGameCrafter

Alternately, you can use any stick-like piece that is 25mm or shorter in length. Longer pieces might work, but you may have trouble fitting the track between some stations on the board.

#### 1 bag

The bag is used to hold all the customers so that they can be drawn at random. Use any bag you feel like.

Cloth bag - <u>PrintPlayGames</u>

# 4 player screens (1 screen x 4 player colors)

These don't need to be anything fancy, but should be large enough to hide roughly 20 customers.

# **Customer and Store Stickers**

The Customer tokens and the Store tokens need to have matching symbols. You can write them manually (using  $\bigcirc$ ,  $\times$ ,  $\triangle$ ,  $\Leftrightarrow$ ), or you can print out these stickers to apply to the tokens listed above.

#### 1 sticker sheet

The stores and customers are each labeled with a 1/2" round sticker:

- Blank sheet of 154 round stickers 1/2" (Avery Letter)
- Image to print on sticker sheet (Letter)

For A4, there are typically 216 13mm round stickers, packed more tightly on the page:

Image to print on sticker sheet (A4)

Note that there is 1 sticker for each customer token and 2 stickers for each store token (to label the front and back). Labelling both sides of the stores is optional, but it helps speed up the initial setup a bit by eliminating the need to flip over the stores that land upside-down.

## Mods

For the Mods, there are 5 mod cards to print out. These allow you to randomly select mods for play and also summarize the mod rules.

Shinjuku Mod Pack I Cards - 1 page, 5 cards (<u>Letter</u>, <u>A4</u>)

#### **Wandering Princess**

The Princess marker can be any token you like as long as it is easily distinguishable from other tokens in the game.

## **Sneaky Thief**

Because the Thief tokens are placed in the bag with the rest of the Customer tokens, they need to exactly match the 15x10mm tokens.

On the sticker sheet, the Thief tokens have a red 'x' on them. If you are labeling them yourself, then add a red '.' or 'x' to mark the thieves.

#### **Busy Chairman**

The four Chairman tokens can be any shape/size as long as there is one for each player color. For the prototype, mini meeples were used:

• Mini Meeples: PrintPlayGames, TheGameCrafter

# Faithful Dog Hachiko

The Hachiko Station Marker should match the Store tokens, although this isn't absolutely necessary.

The Hachiko marker can be any token you have that Is vaguely dog-like. If you have access to a laser cutter, you can create your own using the following vector file:

Hachiko outline (svg)

# **Angry Kaiju**

The Kaiju marker can be any token you have that is somewhat monstrous. If you have access to a laser cutter, you can create your own using the following vector outline file:

Kaiju outline (svg)