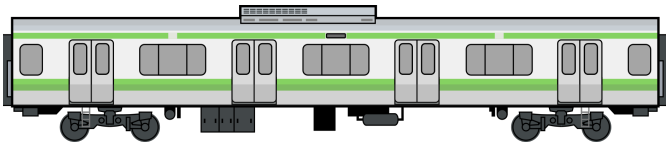
SHINJUKU



Build a rail and shopping empire in Tokyo

2-5

10+

60min

Pick up and deliver
Customers to your stores
Network building
Connect stores with rail

Streamlined income
No tedious micropayments
Wildcards
Based on where you have stores
Unique Move action

GAMEPLAY

Each turn:
* Place random customer
* Take 2 actions

5 player actions:
* Build stores
* Expand rail network
* Upgrade to dept store
* Draw cards (as income)
* Move customers

COMPONENTS

1 map of Tokyo
72 cards
60 customer tokens

Per player:
* 3 dept stores
* 8 stores
* 16 track

EXPANSIONS

Hachiko

Kaiju

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