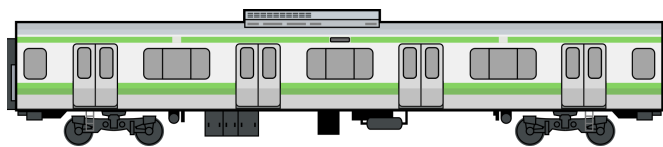# SHINJUKU

Build a rail and shopping empire in Tokyo

👥 2-4
🧒 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

COMPONENTS

1 map of Tokyo
72 cards
52 customer tokens

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

EXPANSIONS

Hachiko

Kaiju

Gary Kacmarcik
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github.com/garykac/shinjuku

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