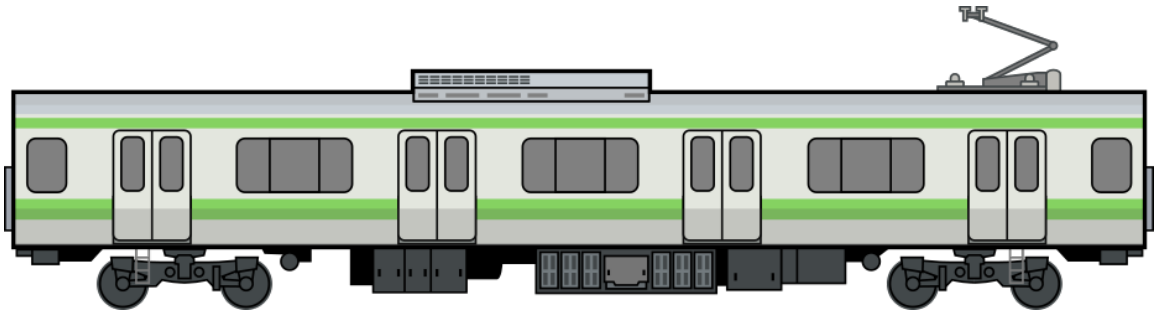


Shinjuku

Rules of Play

Gary Kacmarcik

Revision 7

Tokyo is a city of trains and Shinjuku is the busiest train station in Japan.

Unlike most passenger rail systems, Tokyo has dozens of companies running competing rail lines rather than having a single entity that manages rail for the entire city. Many of these companies are large conglomerates that own not only the rail, but also the major department stores at the rail stations.

In **Shinjuku**, you manage a rail conglomerate in Tokyo. You need to build stores for the customers to visit and also the rail lines to get them there.

Every turn, new customers will arrive looking to purchase one of 4 different goods. If you have a store that sells those goods, then you might be able to move them to your store and earn them as a customer (and gain victory points!).

2-4 players

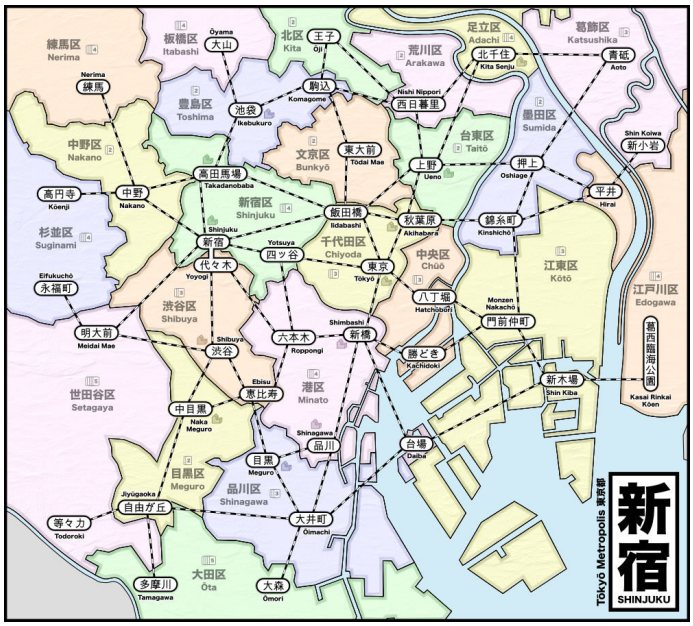
60 minutes

Ages 10+

Components

Summary

- Map of Tokyo with stations and connections
- 72 Ward cards
- 52 Customer tokens (white), each with a marking identifying the type of goods they want to purchase: ○, ×, △ or ☆.
- 1 Customer bag to hold all the customers.
- 32 Store tokens (4 colors): 2 for each store type per player color
- 12 Department store tokens (4 colors): 3 per player color
- 64 Track markers (4 colors): 16 per player color
- 4 Player screens (4 colors) for players to hide their customers during the game.



Map of Tokyo

The map lays out the 23 special wards in Tokyo and shows the train stations where stores can be built.

Each station is marked with a set of potential *connections* to other stations. These connections cannot be used until a player places track on them to turn them into a proper *rail connection*. Some stations have an icon next to them to indicate that stores in this location can be upgraded to a department store.

Useful things to note about the map:

- Shinjuku station (in Shinjuku ward) expands down into Yoyogi station in Shibuya ward. A direct connection exists between these 2 stations that can be used by any player.

The Ward Cards

The central core of Tokyo is divided into 23 wards (区 or *ku*) and there are cards representing each of these wards.

There are multiple copies of each ward card corresponding roughly to the population of that ward.

Card distribution:

- 2 cards: Arakawa, Bunkyo, Kita, Meguro, Nakano, Sumida, Taito, Toshima
- 3 cards: Chiyoda, Chuo, Katsushika, Koto, Shibuya, Shinagawa
- 4 cards: Adachi, Edogawa, Itabashi, Minato, Nerima, Shinjuku, Suginami
- 5 cards: Ota, Setagaya

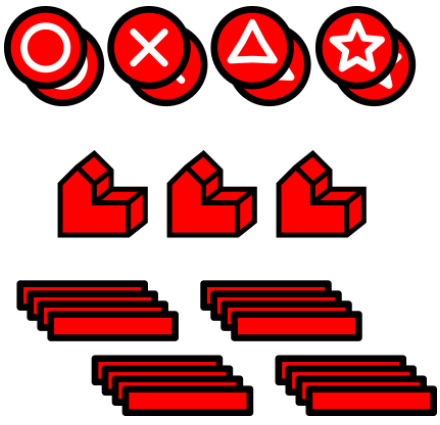
Customer Tokens

There are 52 customer tokens (all white), each with a marking identifying the type of goods that the customer wants to purchase.

Of the 52 customers:

- 17 customers want food (○)
- 14 customers want clothing (×)
- 12 customers want books (△)
- 9 customers want electronics (☆)

Player Pieces



Each player color has:

- 8 store tokens (2 for each good type)
- 3 department store tokens
- 16 track tokens
- 1 player screen (with rules summary)

There are 4 player colors: blue, green, yellow and red.

How to Play

Initial Setup

Map: Place map in middle of table.

Cards: Shuffle all of the ward cards into a **draw deck** and place this deck face-down within easy reach of all players.

Next to the draw deck, a face-up **discard pile** (initially empty) will be formed. When you spend cards or place customers, you will place the used cards in this pile. When the draw deck runs out during gameplay, the discard pile should be shuffled and added to the draw deck.

Place all the customer tokens in a **customer bag** so that they can be drawn at random.

Players: For each player, setup as follows:

- Draw 5 cards into your hand
- Select the correct starting number of stores, department stores and track based on the number of players:

Players	# Stores / player		# Department Stores / player		# Track / player	
2	**8** : ○○ ×× △△ ☆☆		**3**		**16**	
3	**7** : ○○ ×× △△ ☆	(remove ☆)	**2**	(remove 1)	**13**	(remove 3)
4	**6** : ○○ ×× △ ☆	(remove △☆)	**2**	(remove 1)	**10**	(remove 6)

Placing Customers

New customers are added randomly to the board at the start of each turn. To add a new customer:

- Draw (and then discard) a ward card to determine the location of the customer.
- Draw one (or more) customer tokens from the customer bag.
- Place the customer token(s) in the ward that matches the card.

Note that the customers are located in the ward, not in any particular station within that ward. Customers are not associated with a station until they are being **Moved**.

Gameplay

Each player turn is as follows:

Place New Customer(s)

Draw a card and a customer and then place the new customer on the map.

At the start of the game, only one customer will be added each turn, but as department stores are built, customers will begin arriving more quickly.

When multiple new customers are being placed, they should all be placed in the same location.

# Department stores on map	# New customers / turn
0 - 2	1
3+	2

Take Two Actions

During your turn, you can choose any two of the following actions. The same action may not be chosen twice in the same turn.

- **Build** : Spend a ward card and build a store at any empty station in that ward.
- **Expand** : Build new a track segment anywhere on the board. Optionally, you may spend a wildcard to build 2 connected segments of track.
- **Upgrade** : Spend a ward card and a matching customer to upgrade an existing store that you have in that ward.
- **Move** : Spend a ward card and move customers from that ward to stores on the map, following train tracks to connected stations. This triggers **Income** for other players if you use their track.
- **Income** : Draw hand back up to 5 cards, or draw a single card if you already have 5 or more cards in hand. Your turn ends immediately after taking this action, even if you had one more action available.

Player Actions

Build

The **Build** action allows you to build a new store in an empty station or move an existing store to a new location.

You must spend a card that matches the ward containing the station where you want to build and then place one of your store tokens on that station. The store token can come from your unused pool or you can take one of your existing stores on the map (to move a store to a new location).

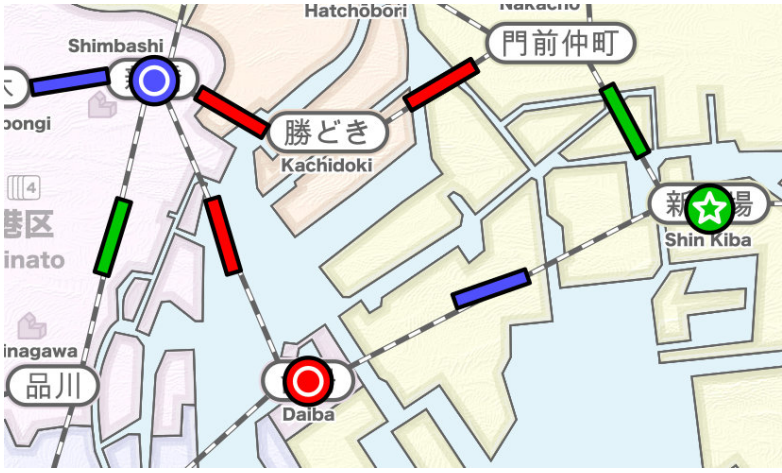
Once you have a store built in a station, you gain the following benefits:

- Any matching customers that pass through that station *must* visit your store.
- Cards in your hand that match the station's ward become **wildcards** that you can use to match *any* ward.

Expand

The **Expand** action allows you to expand your rail network to connect stations.

When you take this action, place one of your track tokens on an empty connection. This creates a new rail connection that can be used by any player when moving customers.



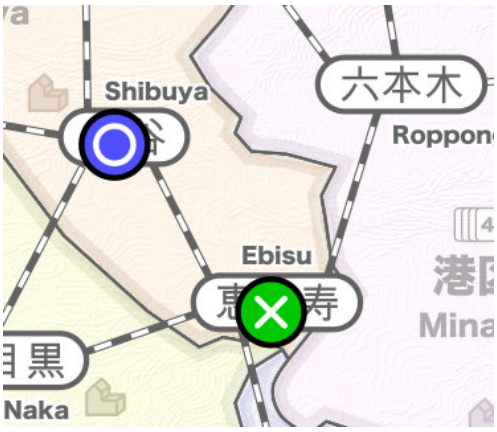
Note that only a single piece of track is required to activate a connection between two stations on the map.

Optionally, you may choose to spend a wildcard so that you can place 2 connected pieces of track (the 2 track segments must share a station as one of their endpoints).

Upgrade

After you've built a store, you can upgrade it to a department store by spending a card that matches the ward where the store is located *and* giving up a customer that matches the type of the store being upgraded.

Only stores located in a station with a department store icon can be upgraded to a department store.



On the map shown to the right, the **Blue** ○ store in Shibuya can be upgraded to department store if the **Blue** spends a Shibuya card and a ○ customer. The **Green** × store cannot be upgraded because Ebisu does not permit department store upgrades.

When upgrading, the store is replaced with a department store on the map and the original store returns to you so it can be used again.

The customer that is spent for the department store upgrade is added back to the customer bag.

Move

The **Move** action allows you to move customers on the map so that they can visit your stores. You must spend a card that matches the ward where the customers you want to move are located.

When customers are initially placed on the map, they are assigned to a ward but are not associated with any station. When you take the **Move** action, you take all the customers in the ward, choose their starting station (within that ward) and then move them along track that players have added to the map, visiting stores along the way.

When you **Move**, do the following:

(1) Gather *all* of the customers in the ward that matches the card you spent.

(2) Select their starting station within that ward – they must all start from the same station.

(3) Satisfy any customers that match the stores (if any) in that station:

- A store can satisfy a single customer that matches the store type
- A department store can satisfy a single customer that wants *any* good type.

(4) Optionally, move all remaining unsatisfied customers along track to a new station and then repeat steps 3 & 4.

- No station may be visited more than once during a **Move** action.

When a customer is satisfied, their token is given to the player who owns the store where they found satisfaction. These customer tokens are used in endgame scoring.

If a customer being **Move**d matches the store in a visited station, then that customer *must* be satisfied if possible. If multiple customers match the store (as might be the case with a department store), then the player who took the **Move** action chooses which customer is satisfied and which ones are not.

If there are no customers that match the store in the station, then they all may continue on to the next station. Note that the customer journey must end on a station with a store that satisfies at least one customer.

Any remaining unsatisfied customers are moved into the ward that contains the final station, merging with any existing customers in that ward.

Trigger Income: If the player that took the **Move** action made use of any track owned by other players, then those players may *immediately* take one free **Income** action. Each player gets at most one **Income** action regardless of how many sections of track were used. The player who took the **Move** action does not get a free **Income** action.

Income

When you take the **Income** action, you may discard any number of cards from your hand and then draw back up to 5 cards. If you have 5 or more cards (after discarding), then you may draw a single card.

Wildcards

There are two ways to get wildcards: from your stores on the map, and by playing multiple cards.

Wildcards from Stores

Once you've built a store (or department store) on a station, the cards for the ward that contains that station become wildcards for you. You can play one of your wildcards to match any ward.

Because the card frequency varies based on the population of that ward, some cards work better as wildcards (because you're more likely to encounter them). Each card indicates how many copies of it exist in the deck.

Wildcards from Cards

You can also spend any 3 cards in your hand as a single wildcard.

End of Game

When the last customer is drawn and placed on the map, that player completes their turn and then every player (including the player that drew final customer) gets one final turn before endgame scoring takes place.

Once the end game is triggered, then any customers placed back in the bag (e.g., from an **UPGRADE**) are ignored.

During the game, players are allowed to examine the outside of the bag to get an idea of how many customers remain. However, the exact number and the types of customers remaining should be kept hidden.

Endgame Scoring

At the end of the game, each player should sort their customers by type and then remove all customers matching the good type that they have the most of. If a player has a tie for the good type they have the most of, then any one of their tied good types can be chosen.

Each remaining customer is worth 1 VP. The player with most VPs wins.

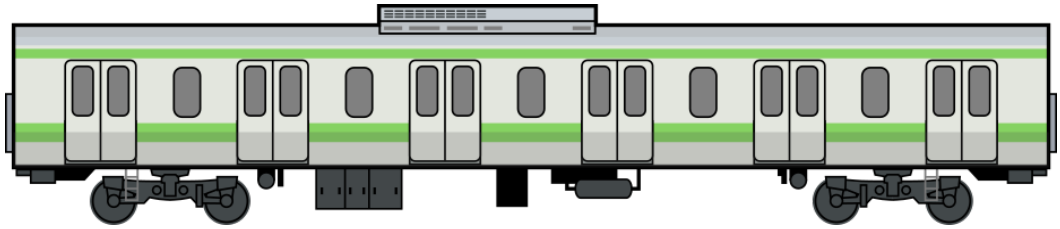
In the case of a tie, use the following tie-breakers (in order) for the tied players:

- Remove your top 2 good types. Score remaining customers.
- Remove your top 3 good types. Score remaining customers.
- Count your unused track and stores. Player with most unused components wins.

If there is still a tie, then the winner is determined by the order of the final turns of the game. The player who took the second-to-last turn wins over the player who took the last turn, and so on.

Acknowledgements

Special thanks to all the early playtesters for their feedback and suggestions, especially Adam Blinkinsop, Jeff Bowden, Sverre Rabbelier and Adrian Kacmarcik.



Scoring Examples

Example 1

Given 3 players with the following customers:

- **Red** : ○○ ××× △△ ☆☆☆ = 7 (remove ×)
- **Green** : ○○○ ×× △△ ☆☆ = 6 (remove ○)
- **Blue** : ○○○○ ××× △△△△ ☆ = 8 (remove ○ or △)

Red scores 7 after they remove the customer type that they have the most of – the 4 × customers. Likewise, **Green** removes their ○ customers to score 6. If there is a tie for the customer type (as is the case with **Blue**), then any one of the types that is tied for the maximum is removed before scoring.

Example 2

Given 3 players with the following customers:

- **Red** : ○○○ ×× △△ ☆☆ = 6 (remove ○)
- **Green** : ○○○○ ×××× △△ ☆ = 7 (remove ×)
- **Blue** : ○○○○ ×× △△△ ☆☆ = 7 (remove ○)

After each player removes the customer type they have the most of, the game is tied between **Green** and **Blue**, each with 7 VPs.

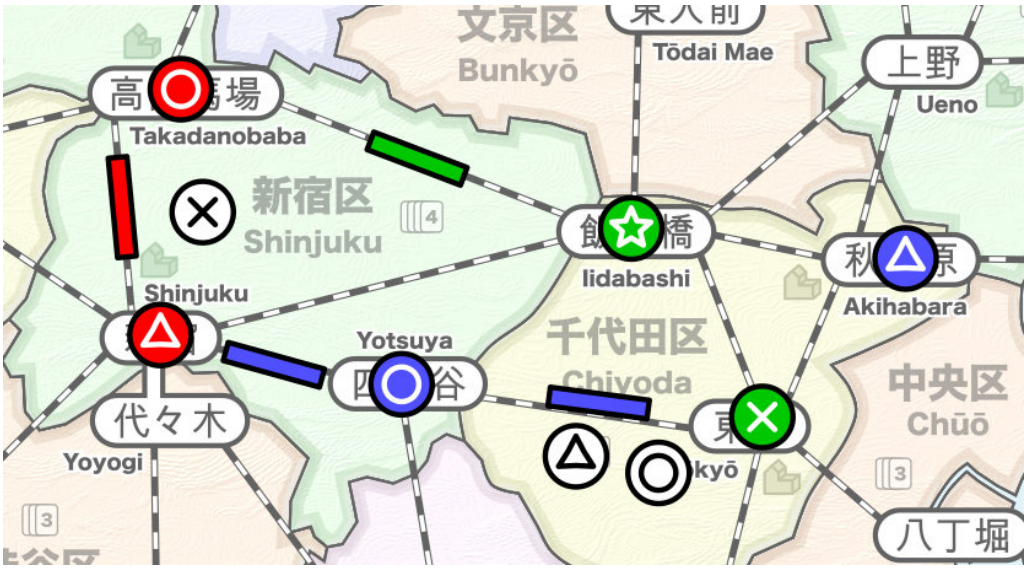
To resolve the tie, the tied players remove their second-most customer type: ○ for Green and △ for Blue. This leaves Green with 3 and Blue with 4, so **Blue** is the winner.

Moving Examples

Example 1

Scenario:

- One × customer in Shinjuku ward
- Two customers (△ and ○) in Chiyoda ward



Green player options:

- **Move** the × from Shinjuku ward starting in Yotsuya station. Go to Tokyo station to take the × customer. Since this travels over Blue track, Blue gains an **Income** action.
- Green could also start from Shinjuku station. This has the same result as the first option: Green gains a customer and Blue gains an **Income** action.
- Starting from Takadanobaba station would give the same result for Green (a single customer) but would give both Red and Blue an **Income** action.

Blue player options:

- **Move** the △ and ○ from Chiyoda ward starting in Akihabara station (and taking the △ customer). There are no rail connections, so the **Move** action ends and the remaining ○ customer is returned back to Chiyoda ward.
- **Move** from Chiyoda ward starting in Tokyo station. Go to Yotsuya station to take the ○ customer. Blue could then continue moving the customers on to Shinjuku station, but since that would only benefit Red (giving them a customer) it is more advantageous to stop here. The remaining △ customer is added to Shinjuku ward to join the existing × customer. Since only Blue track was used, this triggers no **Income** actions.

Red player options:

- **Move** the △ and ○ from Chiyoda ward starting in Iidabashi station. Go to

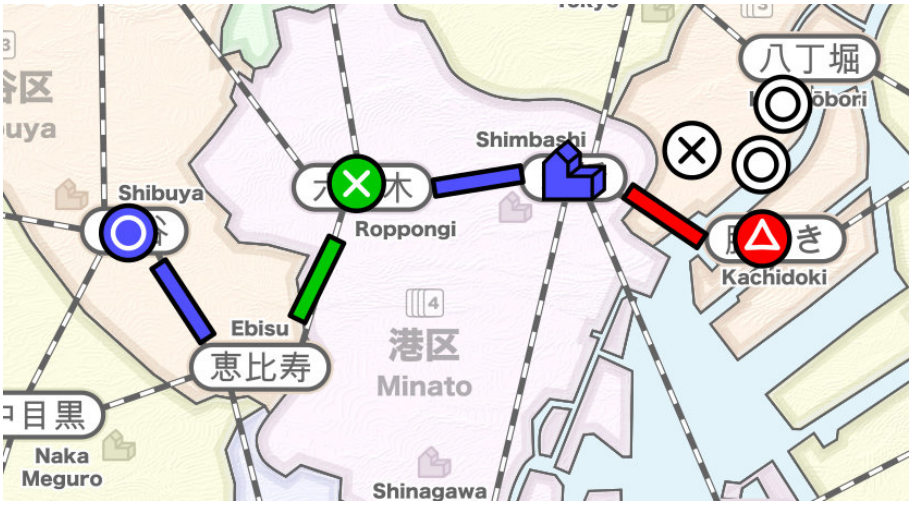
Takadanobaba station to take the ○ customer). Continue to Shinjuku station to take the △ customer. Red gains 2 customers and Green gains an **Income** action.

- **Move** from Chiyoda ward starting from Tokyo station. Go to Yotsuya station (giving Blue the ○ customer). Continue to Shinjuku station to take the △ customer. Blue gains an **Income** action. Overall, Red gains 1 customer, while Blue gains a customer and an **Income** action. This is strictly worse for Red than the first option.

Example 2

Scenario:

- Two ○ customers and one × customer in Chuo ward



Blue player options:

- **Move** from Chuo ward starting at Kachidoki and ending in Shibuya. At Blue's department store in Shimbashi, Blue can choose any one of the three customers:
  - Choosing × and letting the two ○ customers pass through deprives Green of the × when they pass through Roppongi. Blue would gain one × and one ○ customer and leave the remaining ○ customer in Shibuya ward.
  - Choosing one of the ○ customers would give the × customer to Green, but Blue would gain two ○ customers. This might be advantageous if Blue already has too many × customers and needs more ○ customers.

Green player options:

- **Move** from Chuo ward starting at Kachidoki and ending in Roppongi. Green can't avoid giving a customer to Blue in Shimbashi, but can choose to give one of the ○ customers so that Green gets the × customer. Ending in Roppongi drops off the remaining ○ customer in Minato ward.