新宿

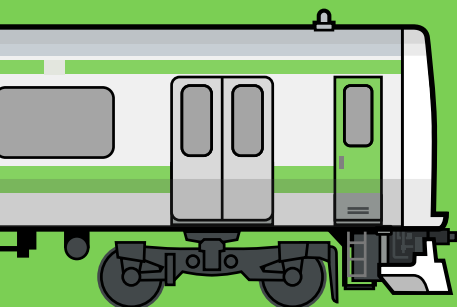## SHINJUKU

COMPONENTS

1 map of Tokyo
72 cards
72 customer tokens
1 bag for customers
6 upgrade tokens

Per player (x4):
  3 dept stores (12)
  8 stores (32)
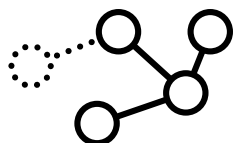16 track (64)
  1 player screen (4)

👥 **2-4**
🧍 **10+**
🕐 **60min**

SHINJUKU
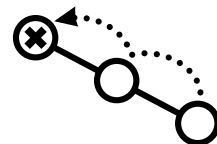
Build a rail and shopping conglomerate in Tokyo

Strategic Network building
Connect stores with rail

Pick up and deliver
Customers to your stores

Simple Rules
  No in-game text
Unique Move Action
  Avoid opponents' stores
  to acquire customers
Streamlined Income
  No currency to manage
Wildcards
  Based on where you
  have built stores

GAMEPLAY

Each turn:
 • Place random customer
 • Take 2 actions

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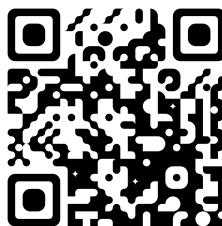 • Move customers
 • Draw cards (as income)

EXPANSIONS
🐕 Hachiko
🦖 Kaiju

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