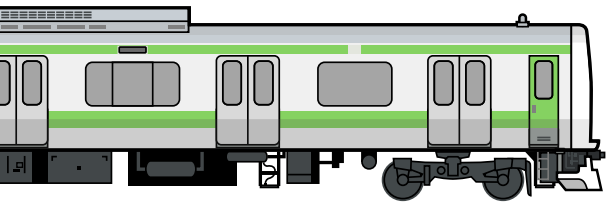

SHINJUKU

墨田区
Sumida
2

大田区
Ōta
5

江戸川区
Edogawa
4

新宿区
Shinjuku
4

Queue of upcoming customers / locations

The number of customers in the queue increases as Department Stores are built to accelerate the game.

Build a rail and shopping conglomerate in Tokyo

Strategic Network building
Connect stores with rail

Pick up and deliver
Customers to your stores

Each turn...

Place customers on map

Take 2 actions:

Open store

Expand rail

Upgrade to Department Store

Department stores match all customer types

Ignore stores that don't match customers

and one here too

Draw **Income** (more cards)

Move customers

When you move through others' track, they gain income (cards).

Give 1 customer to store owner if it matches

Pass through empty stations

Select starting station

Take all customers in region

CARD-BASED ECONOMY

Each card is a region of Tokyo with multiple stations
Card distribution based on Tokyo population

Draw cards as Income
Play matching card to perform action in location
Build store in location to make those cards Wild for you

Scoring based on collecting sets of all 4 customer types

TOKYO FUN FACTS

Tokyo's rail system is not managed by a single entity.

Private companies run different portions of Tokyo's rail network.

Many rail companies also own large department stores throughout Tokyo.

2-4

10+

60min

COMPONENTS

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

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