

Shinjuku Expansions

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Revision 2

Shinjuku expansions modify the base game by adding new customer types or other components.

For your first game, you should not add any expansions, but once you've mastered the base game, you can randomly choose one or two expansions.

Small Actions

Some expansions give you additional **small actions** that you can take on your turn. These are simple actions that do not consume one of your 2 main actions.

Each small action can only be taken only once per turn.

If you choose to take a small action on your turn, it must be taken before one of your two main actions – either before your first action or between your two actions.

Adjacent Wards

Some expansions make reference to wards that are adjacent to a particular ward.

Two wards are considered to be **adjacent** if they share a common edge (no matter how small) or are on opposite sides of a river (like Taito and Sumida). Wards that meet at a corner are not considered to be adjacent.

Note that Minato, Chuo and Shinagawa are neighboring wards of Koto, but Ota is not. Only 4 wards (Ota, Shinagawa, Koto and Edogawa) are considered to be neighboring Tokyo Bay.

A table of adjacent wards is given at the end of this document.

Sneaky Thief

Thieves take what they want: some are desperate for food while others are after the latest electronics.

The **Sneaky Thief** expansion adds thief customers that partially offset legitimate customers during scoring.

Components

- 8 Thief tokens - 2 for each type of good

Setup

Add the 8 thief tokens to the bag of customers.

Gameplay

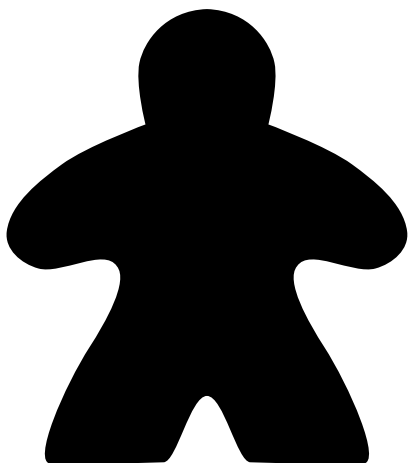
Thieves are customers that act like any other customer and can only be given to a store (or department store) that matches the good that the Thief wants.

When a Thief customer is drawn from the bag, an additional customer should be drawn from the bag and placed in the same location as the Thief. This may need to be repeated until a non-thief customer is drawn. When drawing multiple customers (e.g., after 3 department stores have been built), this process may need to be applied to each customer draw.

Thief customers can be used when Upgrading to a department store.

Scoring

In endgame scoring, each Thief customer counts as negative one-half VP ($-\frac{1}{2}$ VP).



Busy Chairman

The Chairman explores Tokyo and visits other stores to check out the competition.

The **Busy Chairman** expansion introduces a new customer type: the Chairman. The Chairman can move around the map into adjacent locations and gives you an extra wildcard opportunity. During the Move action, the Chairman can be dropped off at a store instead of a customer.

Components

- 1 Chairman token for each player (4 colors)

Setup

At the start of the game, each player has their Chairman in front of them with their other tokens (stores, department stores and track).

Small Action : Explore

Once per turn you may Explore with your Chairman:

- If your Chairman is not on the map, then you play place the Chairman in any ward.
- If your Chairman is already on the map, you may move the Chairman into an adjacent ward.

Multiple Chairmen can peacefully coexist in the same ward.

Action : Move

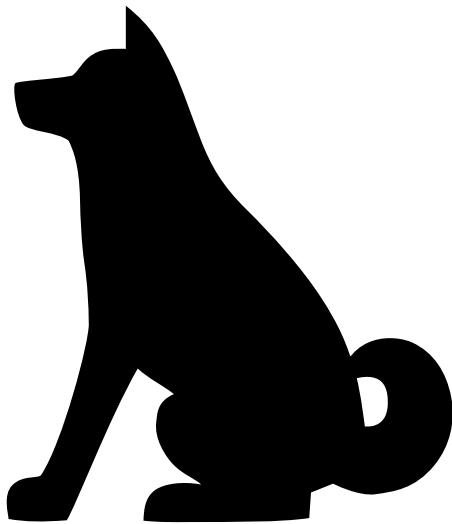
Since the Chairman is a customer, Move actions will move any Chairmen along with the other customers in the ward.

During a Move action that includes a Chairman (of any player), the Chairman may be dropped off at any store along the way that would have taken one of the customers being moved. The Chairman is dropped off *instead of* that customer. This effectively deprives the store owner of a customer that they would have gotten had the Chairmen not been present.

When a Chairman is dropped off at a store, it is immediately added to the ward that contains the store.

Wildcards

Cards that match the ward where your Chairman is located act as a wildcard for you.



Faithful Dog Hachiko

Hachiko was the Akita dog companion of Professor Ueno known for his loyalty. Every day Hachiko waited at Shibuya station for Ueno to return from work. After Professor Ueno died unexpectedly at work, Hachiko continued waiting at the station, returning each day for the next 9 years, 9 months and 15 days.

The **Faithful Dog Hachiko** expansion adds a new customer type: a dog traveler who can escort customers to stores as he makes his way to Shibuya to be reunited with his owner.

Components

- 1 Hachiko token
- 1 Hachiko station marker

Setup

As part of setup:

- Place the Hachiko station marker on Shibuya station (in Shibuya ward)
- Place Hachiko on the Hachiko station marker.

Placing Hachiko

With the Hachiko expansion, the following rule changes are in effect:

If you start your turn with Hachiko on the Hachiko station marker (in Shibuya), then move Hachiko to the same ward as the customer that you draw at the start of your turn. If you do not draw a customer (for example, during the last turns of the game when there are no customers), then Hachiko stays in Shibuya.

Action : Reunite

Hachiko adds a new Reunite action that you can choose to take on your turn. The Reunite action acts just like the Move action with the following modifications:

- You do not need to pay a card to take the Reunite action.
- You must end the Reunite action with Hachiko moving to Shibuya.

All other Move requirements apply to the Reunite action: you cannot visit a station more than once, using track triggers income for other players, and so on.

Any customers still with Hachiko when this action is completed are added to Shibuya ward.

After this action is taken and Hachiko is reunited back in Shibuya station, Hachiko is placed on the Hachiko station marker in Shibuya. Hachiko will be moved to a new location (sorry Hachiko!) at the start of the next player's turn.

Action : Move

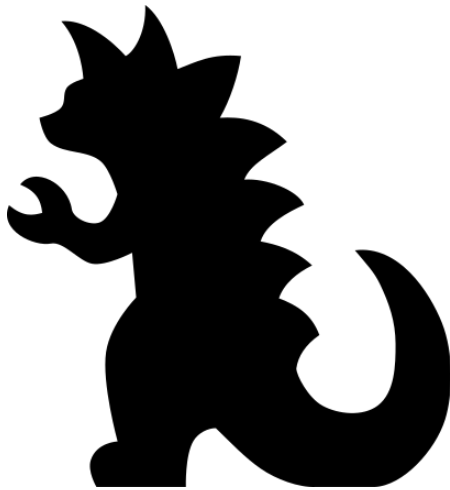
Hachiko is a customer – any Move actions from Hachiko's location must include Hachiko.

During the Move, Hachiko does not match any stores, but moves along with the customers and is added to the ward where the last customer was matched. If Hachiko ends up in a ward without any regular customers, then Hachiko should be placed on the Hachiko station marker in Shibuya.

Variant

While Shibuya station is the traditional home of Hachiko, you can choose any station on the map that meets the following conditions and use that as the target station:

- The station must not be the only station in that ward.
- The station should have at least as many connections as there are players.



Angry Kaiju

Tokyo has long been plagued by mysterious monsters known as Kaiju ("strange beast") that rise from the water to attack the city and frighten the population.

The **Angry Kaiju** expansion adds a Kaiju that wanders around the city scaring customers into neighboring wards.

Components

- 1 Kaiju token

Setup

At the start of the game, The Kaiju is placed in the water outside Tokyo (in Tokyo Bay).

Action : Kaiju

The Kaiju expansion adds a new Kaiju action available for players to choose.

To take the Kaiju action, you must spend a card that matches the Kaiju's current location. To move the Kaiju out of the water (which doesn't have a corresponding card), you need to play a wildcard.

When you take the Kaiju action, you move the Kaiju into an adjacent location. All of the customers in that location run away into an adjacent location (which can be the same location that the Kaiju came from). The player taking the Kaiju action chooses where the customers go, but they all must go to the same location.

Action : Move

When the Kaiju is in play, customers may not be Moved through stations in the ward where the Kaiju is located.

Placing Customers

When placing random customers at the start of your turn, if the customer would be placed in the Kaiju location, then the player must move the Kaiju into a neighboring location before placing the customer. This does not cost an action.

Note that the player must choose the Kaiju's new location before seeing the customer type that is going to be placed. So when the Kaiju expansion is in play, care must be taken to draw the location card before drawing the customer.

Interactions between expansions

Chairman + Kaiju : No special rules. Chairmen are customers and run away just like everyone else.

Hachiko + Kaiju : The Kaiju may not be moved into the ward where Hachiko is located. If Hachiko is randomly placed in the ward where the Kaiju is located, then the Kaiju is immediately returned to the water. Note that Move actions, even with Hachiko on board, may not pass through the ward where the Kaiju is located.

Acknowledgements

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Hachiko : Special thanks to Adam Blinkinsop and Jeff Bowden for providing valuable playtest feedback for early versions of this expansion.

Kaiju : Special thanks to Jeff Bowden for the original idea for this expansion and to Adam Blinkinsop for valuable playtest feedback and suggestions for improving the gameplay of this expansion.

Adjacent Wards

Since customers can only travel along track between stations, ward adjacency is not important in the base *Shinjuku* game. However, some expansions (e.g., *Busy Chairman* and *Angry Kaiju*) allow pieces to be moved into neighboring wards, so adjacency is important for those variants.

While it is typically clear on the map which wards share a common border, there are some areas (notably around water) where adjacency might not be obvious.

This table summarizes the adjacency between wards. A black circle indicates that the 2 wards are neighbors since they share a common border. There is also a "(Water)" entry to indicate wards that are adjacent to Tokyo Bay and its inlets.

	Adachi	Arakawa	Bunkyo	Chiyoda	Chuo	Edogawa	Itabashi	Katsushika	Kita	Koto	Meguro	Minato	Nakano	Nerima	Ota	Setagaya	Shibuya	Shinagawa	Shinjuku	Suginami	Sumida	Taito	Toshima	(Water)
Adachi	×	●	•	•	•	•	●	●	•	•	•	•	•	•	•	•	•	•	●	•	•	•	•	•
Arakawa	●	×	●	•	•	•	•	●	•	•	•	•	•	•	•	•	•	•	●	•	•	•	•	•
Bunkyo	•	●	×	●	•	•	•	●	•	•	•	•	•	•	•	•	•	●	•	•	•	●	•	•
Chiyoda	•	•	●	×	●	•	•	•	•	•	●	•	•	•	•	•	•	●	•	•	•	●	•	•
Chuo	•	•	•	●	×	•	•	•	•	●	•	●	•	•	•	•	•	•	•	●	•	●	•	•
Edogawa	•	•	•	•	•	×	•	●	•	●	•	•	•	•	•	•	•	•	•	●	•	•	•	●
Itabashi	•	•	•	•	•	•	×	•	●	•	•	•	•	●	•	•	•	•	•	•	•	●	•	•
Katsushika	●	•	•	•	•	●	•	×	•	•	•	•	•	•	•	•	•	•	•	●	•	•	•	•
Kita	●	●	●	•	•	•	●	•	×	•	•	•	•	•	•	•	•	•	•	•	•	●	•	•
Koto	•	•	•	•	●	●	•	•	•	×	•	●	•	•	•	•	•	●	•	•	●	•	•	●
Meguro	•	•	•	•	•	•	•	•	•	•	×	•	•	•	●	•	●	●	•	•	•	•	•	•
Minato	•	•	•	●	●	•	•	•	•	●	•	×	•	•	•	•	●	●	•	•	•	•	•	•
Nakano	•	•	•	•	•	•	•	•	•	•	•	•	×	●	•	•	●	•	•	●	•	•	●	•
Nerima	•	•	•	•	•	•	●	•	•	•	•	•	●	×	•	•	•	•	●	•	•	•	●	•
Ota	•	•	•	•	•	•	•	•	•	•	●	•	•	•	×	•	•	●	•	•	•	•	•	●
Setagaya	•	•	•	•	•	•	•	•	•	•	●	•	•	•	●	×	●	•	•	●	•	•	•	•
Shibuya	•	•	•	•	•	•	•	•	•	•	●	●	●	•	•	●	×	●	•	●	•	•	•	•
Shinagawa	•	•	•	•	•	•	•	•	•	●	●	●	•	•	•	•	●	×	•	•	•	•	•	●
Shinjuku	•	•	●	●	•	•	•	•	•	•	•	●	•	•	•	•	●	•	×	•	•	•	●	•
Suginami	•	•	•	•	•	•	•	•	•	•	•	•	●	●	•	•	●	•	•	×	•	•	•	•
Sumida	●	●	•	•	●	●	•	●	•	●	•	•	•	•	•	•	•	•	•	•	×	●	•	•
Taito	•	●	●	●	●	•	•	•	•	•	•	•	•	•	•	•	•	•	•	●	×	•	•	•
Toshima	•	•	●	•	•	•	●	•	●	•	•	•	●	●	•	•	•	•	•	•	•	×	•	•
(Water)	•	•	•	•	•	●	•	•	•	●	•	•	•	•	●	•	•	●	•	•	•	•	•	×