



Shinjuku

Quickstart Guide

Gary Kacmarcik

Revision 5

General setup

Place the map in center of table.

Place the 52 customer (white) tokens in the bag.

Shuffle the 72 ward cards.

Setup for each player

Each player chooses a color and takes the store tokens, department store tokens, track markers and player screen for that color.

Depending on the total number of players, you need to reduce the number of components for each player:

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)

Each player should draw 5 cards into their hand

Choose a starting player

Starting player is the player who was most recently in Tokyo. Or (if tied) in Japan. Or in Asia. Or anywhere outside of your home country. Or outside your house.

Gameplay

Each player turn is as follows:

Place new customer(s)

Draw a ward card and a customer at random and then place the new customer on the map at that location. The customer is placed in the middle of the ward and should not be on any particular station.

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

When multiple new customers are being placed, they are all placed in the same ward.

# 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. The store token can come from your pool of tokens, or you can move one of your existing stores.
- **EXPAND** : Build a new track segment on any empty connection on the board. Optionally, you may spend a wildcard to build 2 connected segments of track.
- **UPGRADE** : Spend a matching card and a matching customer to upgrade an existing store to a department store. The spent customer is added back to the customer bag and the old store is returned to the player. Note that stores can only be upgraded if they were built in a station marked with the department store icon.
- **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** : Discard any number of cards from your hand and then draw 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.

Wildcards

Wildcards make it easier for you to perform actions. There are no explicit wildcards in the game, but you can create them in two ways:

- *From stores*: After you have built a store, cards that match that station's ward become wildcards for you.
- *From cards*: You can use any three cards from your hand as a wildcard.

The MOVE action

The **MOVE** action is how you get customers, and customers are victory points at the

end of the game.

To perform a **Move** action:

- (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) Move the customers from station to station on the map, following the track connections that players have added.
 - If the station has a store that matches a customer, then the store *satisfies* the matching customer and it must be given to the player that owns the store.
 - A store can *satisfy* a single customer that matches the store type. A department store can *satisfy* a single customer of *any* type.
 - If more than one customer matches (e.g., with a department store; or if there are multiple customers of the same type), then the player taking the Move action chooses which single customer is given to the store owner.
 - No station may be visited more than once during this action.
 - The final station visited must *satisfy* a customer.
- (4) Any remaining customers are added to the ward that contains the final station, merging with any existing customers in that ward.
- (5) If any track segments owned by other players were used during the **Move** action, then those players may immediately take an **Income** action. Maximum one **Income** action per player, regardless of the number of track segments used. The player taking the **Move** action is not entitled to this **Income** bonus.

End of game

When the last customer is drawn from the bag, the player that drew the final customer finishes their turn and then everyone (including the player that drew the last customer) gets one final turn.

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, then they may choose any one of their tied good types to remove.

Each remaining customer is worth 1 point. The player with most points wins.

Your First Game

For your first game when you are learning the rules, consider applying the following rule adjustments:

Play a short game with no expansions

Randomly remove half of the customers (roughly 26) from the bag. This allows players to “reset” after making rule or strategy mistakes without having to wait until the end of a full game.

Think about strategy

Keep in mind the following strategy hints:

- Place your track where other players need to use it. This will give you additional **INCOME** actions whenever they use it. But the amount of track you have is limited, so spend it wisely.
- **BUILD** stores in different wards so that you get more wildcards. Note that some wards have more cards in the deck than others, so these are good places to build.
- Remember: you can move a store by building in a new location.
- **UPGRADE** to a department store early and make sure it's in a place that's hard for other players to avoid.