

Game Title : **Shinjuku**

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# **Shinjuku**

## **Rules of Play**

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 5 different goods. If you have a store that sells those goods, then you might be able to lure them to your store and earn them as a customer (=VP).

2-5 players (recommended 3-4)

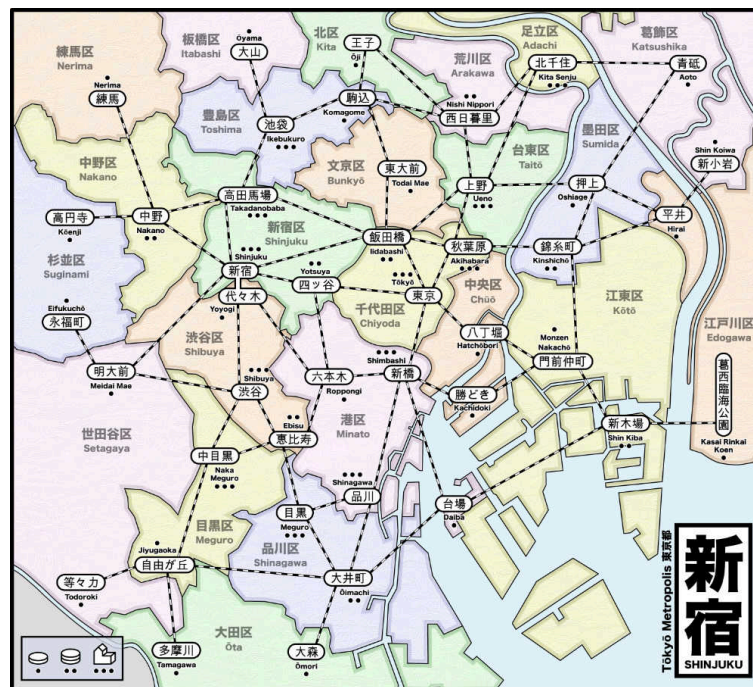
60 minutes

Ages 10+

# Components

## Summary

- Map of Tokyo with stations and connections
- 72 Ward cards
- 45 Customer tokens (white), each with a marking identifying the type of goods they want to purchase: ○, ×, △, □ or ☆.
- 75 Store tokens (5 colors): 3 for each store type per player color
- 10 Department store tokens (5 colors): 2 per player color
- 75 Track markers (5 colors): 15 per player color



## 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 *connections* to other stations. These connections cannot be used until a player places track on them. Each station is also marked with the maximum build height for stores (with 1, 2, or 3 dots).

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.
- Shinjuku, Shibuya, Nakano and Nerima stations are located in the ward with the same name. However, Shinagawa station is located in Minato ward and Meguro station is located in Shinagawa ward (not in Meguro ward).

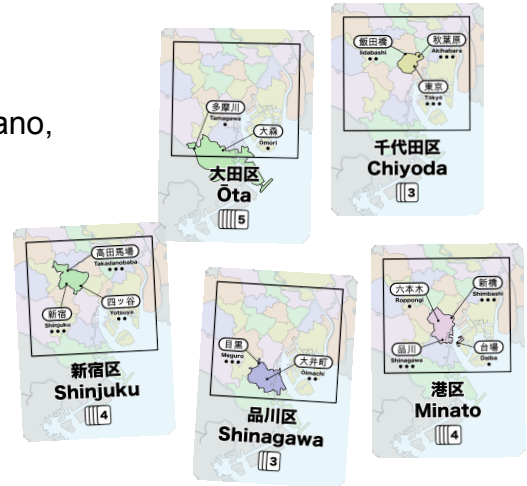
## The Ward Cards

The central core of Tokyo is divided into 23 wards (区 or *ku*) and there is a card 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, Sugiyama
- 5 cards: Ota, Setagaya

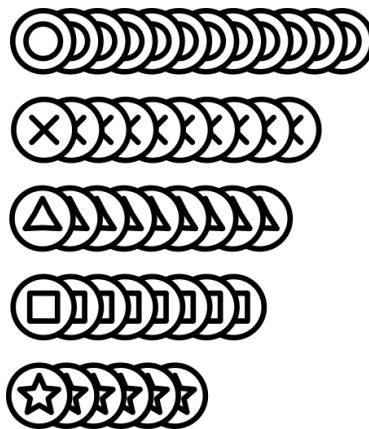


## Customer Tokens

There are 45 customer tokens (all white), each with a marking identifying the type of goods that the customer wants to purchase.

Of the 45 customers:

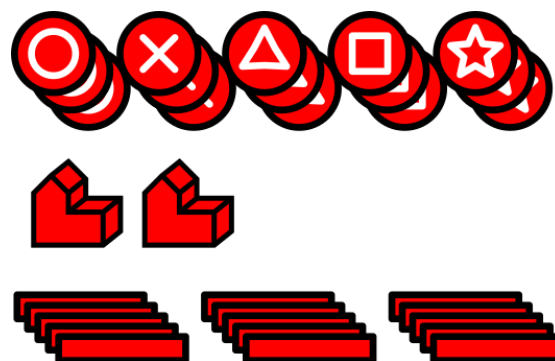
- 12 customers want food (○)
- 10 customers want clothing (×)
- 9 customers want books (△)
- 8 customers want toys (□)
- 6 customers want electronics (☆)



## Player Pieces

Each player color has:

- 15 store tokens (3 of each good type)
- 2 department store tokens
- 15 Track tokens



There are 5 player colors: blue, green, red, orange and yellow.

# 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.

**Customers:** If there is an even number of players, then take one customer token at random and remove from the game (without revealing). This is to ensure that every player has the same number of turns.

Place the remaining customer tokens in a bag or cup so that they can be drawn at random.

**Players:** For each player:

- Draw 5 cards into your hand
- Place initial customers on the board (see "Placing Customers" below)
  - In a 2- or 3-player game, place 2 customers.
  - In a 4- or 5-player game, place 1 customer.
- Place one of your stores (any kind) onto *any* empty station. Note: This is the only time you don't need to play a card to place a station.

Players	# Customers to Remove at Start	# Customers to Add During Setup Round	# of Turns per Player
2	1	2	20
3	0	2	13
4	1	1	10
5	0	1	8

## Placing Customers

New customers are added randomly to the board at the start of the game and at the end of each turn. To do this:

- Draw (and then discard) a ward card to determine the location of the customer.
- Draw a customer token to determine what the customer desires.
- Place the customer token in the ward that matches the card.

Note that the customer is located in the ward, not in any particular station within that ward. Customers are not associated with a station until they are being Lured.

## Gameplay

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.
- **Upgrade** : Spend a ward card and upgrade an existing store that you have in that ward.
- **Expand** : Spend a single card (for any ward) and build new track that directly connects to one of your stores or to your existing track. Optionally, you may spend 3 cards to build 2 connected segments of track.
- **Lure** : Spend a ward card and lure 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.

### ***End of Turn***

After taking your 2 actions:

- Place 1 customer on the board as a signal to the next player that they can take their turn.

## Player Actions

### ***Build***

The Build action allows you to build a new store in an empty station.

You must spend a card that matches the ward containing the station and then place one of your store tokens on that station.

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.

Once a store has been built, it cannot be moved or destroyed. It can only be modified by upgrading it.

### ***Upgrade***

After you've built a store, you can upgrade it by spending a card that matches the ward where the store is located.

Store upgrades are subject to the following restrictions:

- Stations marked with a single dot (•) cannot be upgraded beyond the basic,

**single store.** Single stores can serve only one matching customer during a Lure action.

- Stations marked with two dots (• •) can be upgraded once to create a **double store**. Double stores can serve 2 matching customers during a Lure action.
  - Double stores can only be upgraded from single stores.
  - When upgrading to a double store, a second store token must be placed on top of the existing single store token. The token for the double store must be for a **different** good type than the single store it replaces.
- Stations marked with three dots (• • •) can be upgraded twice to create a **department store**. Department stores can serve 2 customers of *any* two different types during a Lure action.
  - Department stores can only be upgraded from double stores.
  - When upgrading to a department store, remove the two store tokens on the station and replace them with a department store token. The two removed tokens are placed back in your pool of tokens and can be reused.

### ***Expand***

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

You must spend a card (for any ward) and then place one of your track tokens on a available connection to turn it into one that can be used by customers.

An available connection is one which:

- Is empty. Only one track token is allowed per connection.
- Is connected to one of your stores OR to a station that you are already connected to.

Optionally, you may choose to spend 3 cards (again, for any ward) so that you can place 2 connected pieces of track. The second piece of track must continue from the first one that was added for this action.

### ***Lure***

The Lure 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 Lure 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 Lure, 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:
  1. A single store can satisfy a single customer that matches the store type
  2. A double store can satisfy two customers that match the store type
  3. A department store can satisfy two customers that match any 2 different good types.
4. Optionally, move all remaining unsatisfied customers along track to a new station and then repeat steps 3 & 4.
  1. No station may be visited more than once during a Lure 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 matches the shop 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 Lure action chooses which ones are satisfied and which are not.

If there are no customers that match the store in the station, then they all just 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 Lure 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 Lure 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.

## **End of Game**

When the last customer is drawn and placed on the map, every player gets one final turn (with 2 actions) before endgame scoring takes place.

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

In case of ties, tie-breakers are: (1) most track on map, (2) most stores on map.

## Scoring Example

Given 3 players with the following customers:

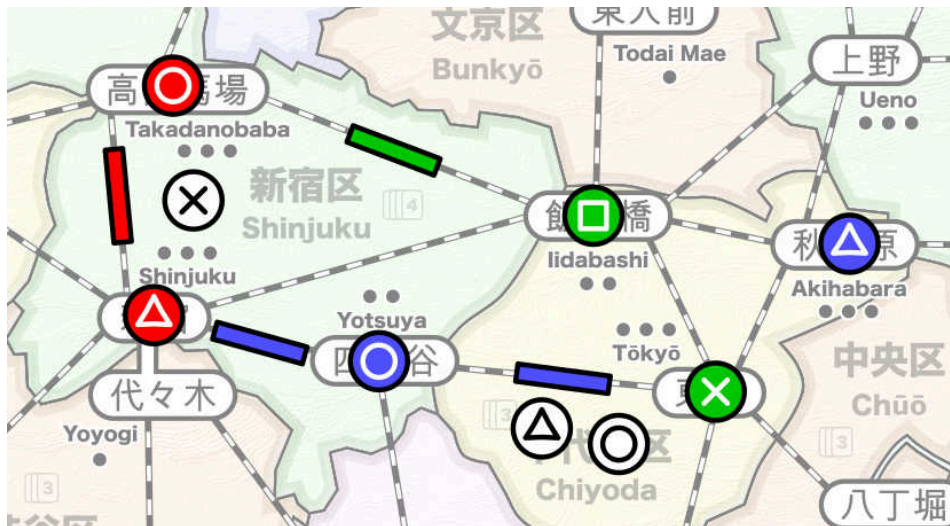
- (A) : ○○ ××× △△ □□□□ ☆☆☆ = 10 (remove □)
- (B) : ○○○ ×× △△ □□ = 6 (remove ○)
- (C) : ○○○○ ×××× △△△△ □ = 9 (remove ○, × or △)

Player A scores 10 after they remove the customer type that they have the most of – the 4  $\square$  customers. Likewise, Player B removes their  $\bigcirc$  customers to score 6. If there is a tie (as with Player C), then any one of the types that is tied for the maximum is removed before scoring.

# Luring Example

Scenario:

- One  $\times$  customer in Shinjuku ward
- Two customers ( $\triangle$  and  $\circ$ ) in Chiyoda ward



Green player options:

- Lure from Shinjuku ward starting in Yotsuya station. Move 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:

- Lure from Chiyoda ward starting in Akihabara station (and taking the  $\Delta$  customer). There are no connections, so the Lure action ends and the remaining  $\circ$  customer is returned back to Chiyoda ward.



- Lure from Chiyoda ward starting in Tokyo station. Move 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:

- Lure from Chiyoda ward starting in Iidabashi station. Move to Takadanobaba station to take the ○ customer). Move to Shinjuku station to take the △ customer. Red gains 2 customers and Green gains an Income action.
- Lure from Chiyoda ward starting from Tokyo station. Move to Yotsuya station (giving Blue the ○ customer). Move 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.

## Acknowledgements

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# Faithful Dog Hachiko Expansion

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

## Background

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.

## Components

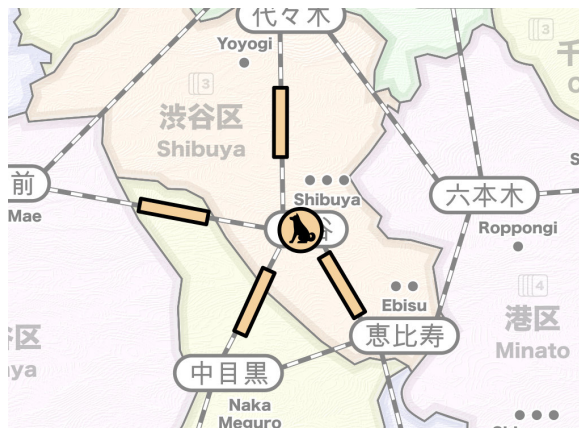
- 1 Hachiko token
- 1 Hachiko station marker
- 4 neutral track tokens



## Setup

As part of setup:

- Place the Hachiko station marker on Shibuya station
- Place the 4 neutral track tokens on the 4 connections that connect to Shibuya station.



- Place Hachiko randomly on the map by drawing a ward card and placing the Hachiko token at that location.

## Gameplay

### Player Actions

With the Hachiko expansion, there is an additional player action available:

- **Reunite** : Move Hachiko to Shibuya station

This action can only be taken if there is a complete route connecting Hachiko's location to Shibuya station.

Note that a ward card is not required to perform this action.

When the Reunite action is taken, the player moves Hachiko and all customers at Hachiko's starting location along the rail connections. Note that Hachiko is quite capable of riding the trains on his own, and does not need customers to be present for his journey.

As with the Lure action, stations may not be visited more than once and customers will stop at stores that match the goods they're looking for. Players owning track that Hachiko uses gain one free Income action, but, unlike the Lure action, the player performing the Reunite action is also entitled to this free Income reward. The neutral track around Shibuya is not owned by anyone and thus does not pay Income.

This action is completed once Hachiko reaches Shibuya station. Any customers still with Hachiko at that point are added to Shibuya ward.

After this action is taken and Hachiko is reunited back in Shibuya station, a new location card is immediately drawn and Hachiko is placed there (sorry Hachiko!).

### **Variant**

While Shibuya station is the traditional home of Hachiko, you can choose any station on the map with 4 connections and use that as the target station.