



Faithful Dog Hachiko

Shinjuku Expansion

Revision 1

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.

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

Setup

As part of setup:

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

Gameplay

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.

Moving Hachiko

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

When Hachiko is one of the customers being Moved, the following modifications are applied to the Move action:

- The Move action with Hachiko does not cost a card to initiate.
- The Move action with Hachiko must end in Shibuya.

Note that moving Hachiko is only possible if there is a complete route connecting Hachiko's current location to Shibuya station.

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, 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.

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.

Interaction with other expansions

Busy Chairman: No special rules.

Angry 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.

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