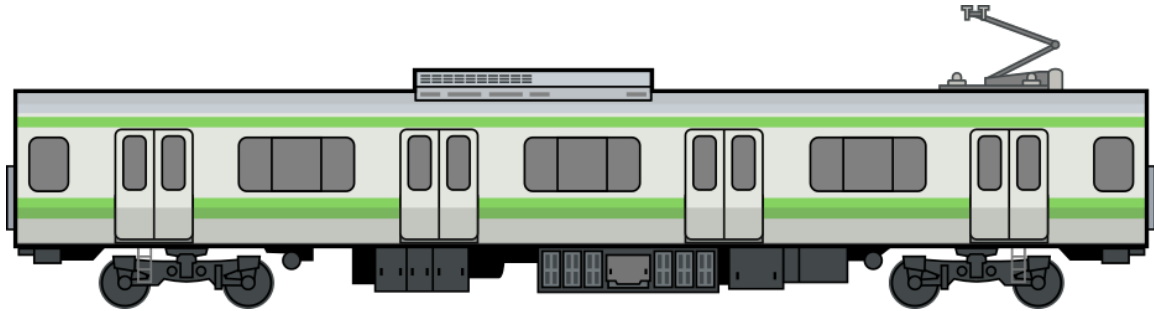Game Title : **Shinjuku**

Game Designer: Gary Kacmarcik

Shinjuku

Rules of Play

Revision 1

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 4 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).

2-4 players

60 minutes

Ages 10+

Also includes rules for the "5-Player" expansion and the "Faithful Dog Hachiko" expansion.

Components

Summary

- Map of Tokyo with stations and connections

- 72 Ward cards

- 60 Customer tokens (white), each with a marking identifying the type of goods they want to purchase: ○, ×, △ or ☆.

- 32 Store tokens (4 colors): 2 for each store type per player color

- 12 Department store tokens (4 colors): 3 per player color

- 64 Track markers (4 colors): 16 per player color

- 4 Player screens (4 colors) for players to hide their customers during the game.
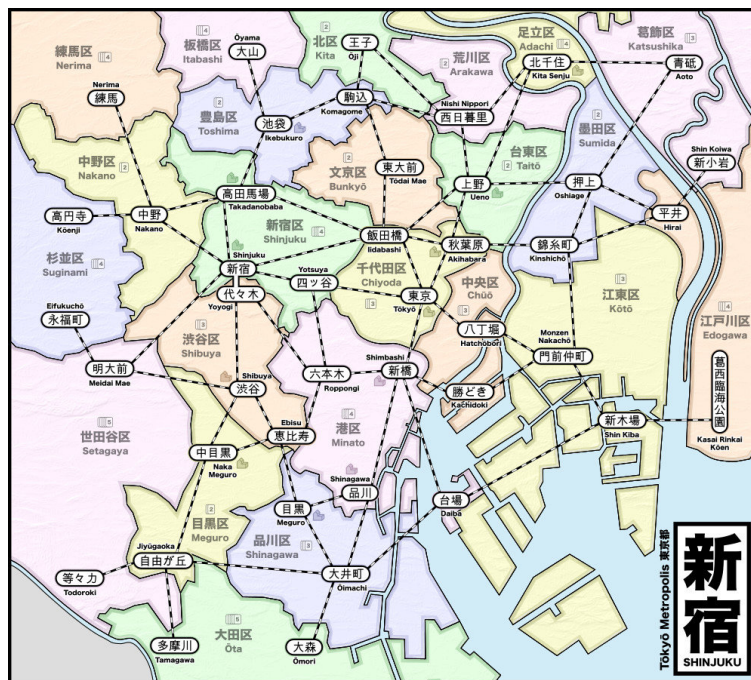
Map of Tokyo

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 potential *connections* to other stations. These connections cannot be used until a player places track on them to turn them into a proper *rail connection*. Some stations have an icon next to them to indicate that stores in this location can be upgraded to a department store.

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 that can be used by any player.

The Ward Cards

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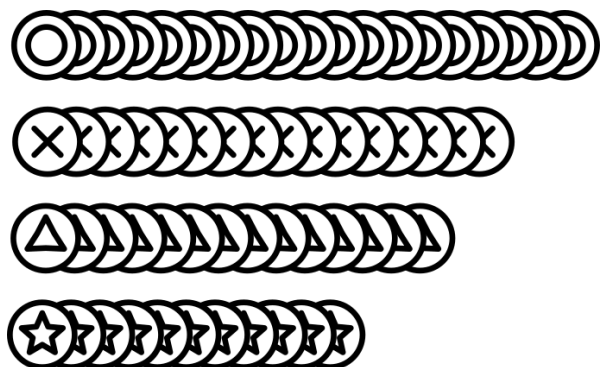
*   5 cards: Ota, Setagaya

Customer Tokens

There are 60 customer tokens (all white), each with a marking identifying the type of goods that the customer wants to purchase.
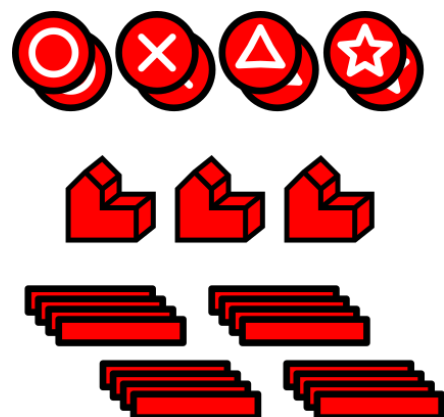
Of the 60 customers:

*   19 customers want food (○)

*   16 customers want clothing (×)

*   14 customers want books (△)

*   11 customers want electronics (☆)

Player Pieces

Each player color has:

*   8 store tokens (2 of each good type)

*   3 department store tokens

*   16 track tokens

*   1 player screen (with rules summary)

There are 4 player colors: blue, green, red 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.

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

Players: For each player:

• Draw 5 cards into your hand

• Select the correct starting number of stores, department stores and track based on the number of players:

Players	# Stores / player	# Department Stores / player	# Track / player
2	8 : ○○ ✕✕ △△ ☆☆	3	16
3	7 : ○○ ✕✕ △△ ☆	2	13
4	6 : ○○ ✕✕ △ ☆	2	10

Placing Customers

New customers are added randomly to the board at the start of each turn and whenever department stores are built. 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

Each player turn is as follows:

Place a Customer

Draw a card and a customer and then place the new customer on the map.

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.

- **Upgrade** : Spend a ward card and a matching customer to 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.

Player Actions

Build

The Build action allows you to build a new store in an empty station or move an existing store to a new location.

You must spend a card that matches the ward containing the station and then place one of your store tokens on that station. The store token can come from your unused pool or you can take one of your existing stores on the map.

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.

Upgrade

After you've built a store, you can upgrade it to a department store by spending a card that matches the ward where the store is located *and* giving up a customer that matches the type of the store being upgraded.

Only stores located in a station with a department store icon can be upgraded to a department store.

On the map shown to the right, the **Blue** ○ store in Shibuya can be upgraded to department store if the **Blue** spends a Shibuya card and a ○ customer. The **Green** × store cannot be upgraded because Ebisu does not permit department store upgrades.

The customer that is spent for the department store upgrade is placed back in the bag so that it can be drawn again later in the game.

Add customers: Whenever a new department store is created, it triggers a burst of new customers. All these new customers are placed randomly on the map and appear immediately (before the player takes their next action, if any).

Players	# of Customers to add when department store is built
2	4
3	4
4	3

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 an available connection to turn it into a rail connection 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 a station with one of your stores OR to a station that you are already connected to with your track.

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.

For example, **Green** can expand from Shimbashi (because of the × store) or from Roppongi (because of the Green rail connection), but not from Kachidoki.

Likewise, **Blue** can expand from Kachidoki and Shimbashi, but not from Roppongi.
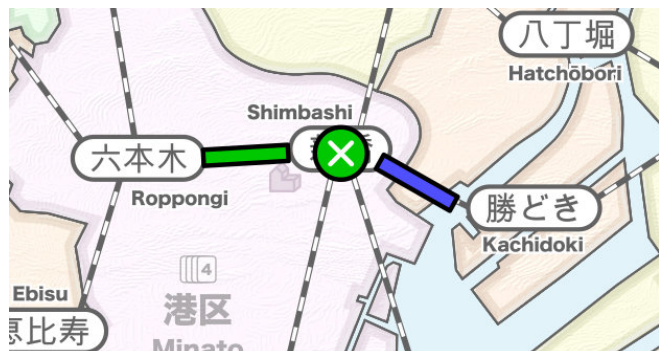
Lure

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:

- A store can satisfy a customer that matches the store type

- A department store can satisfy a customer that wants *any* good type.

(4) Optionally, move all remaining unsatisfied customers along track to a new station and then repeat steps 3 & 4.

- 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 store 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 one is satisfied and which ones 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.

Wildcards

Once you build a store on a station, the cards for the ward that contains that station become wildcards for you. You can play one of your wildcards to match any ward.

Because the card frequency varies based on the population of that ward, some cards work better as wildcards (because you're more likely to encounter them). Each card indicates how many copies of it exist in the deck.

End of Game

When the last customer is drawn and placed on the map, that player completes their turn and then every player (including the player that drew final customer) gets one final turn 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.

If there is a tie, then all players (including those that did not participate in the tie) should remove the top *two* customer types that they have the most of, and then count the remaining customers as VP. This process is repeated until a winner is determined, or until no player has any customers remaining.

If there still is no clear winner, then all players that survived until the last tie-breaking round with at least 1 customer declared to have tied for the win.

Scoring Examples

Example 1

Given 3 players with the following customers:

- **Red** : ○○ ×××× △△ ☆☆☆ = 7 (remove ×)

- **Green** : ○○○ ×× △△ ☆☆ = 6 (remove ○)

- **Blue** : ○○○○ ××× △△△△ ☆ = 8 (remove ○ or △)

Red scores 7 after they remove the customer type that they have the most of – the 4 × customers. Likewise, **Green** removes their ○ customers to score 6. If there is a tie for the customer type (as is the case with **Blue**), then any one of the types that is tied for the maximum is removed before scoring.

Example 2

Given 3 players with the following customers:

- **Red** : ○○○ ×× △△ ☆☆ = 6 (remove ○)

- **Green** : ○○○○ ××××× △△ ☆ = 7 (remove ×)

- **Blue** : ○○○○ × △△△△ ☆☆ = 7 (remove ○ or △)

After each player removes the customer type they have the most of, the game is tied between **Green** and **Blue**, each with 7 VPs.

To resolve the tie, all players now remove their top 2 most common customer types. **Red** removes ○ and any one of the others for a score of 4; **Green** removes × and ○ for a score of 3; and **Blue** removes ○ and △ for a score of 3. **Red** wins with 4 VPs.

Luring Example

Scenario:

- One × customer in Shinjuku ward
- Two customers (△ and ○) in Chiyoda ward
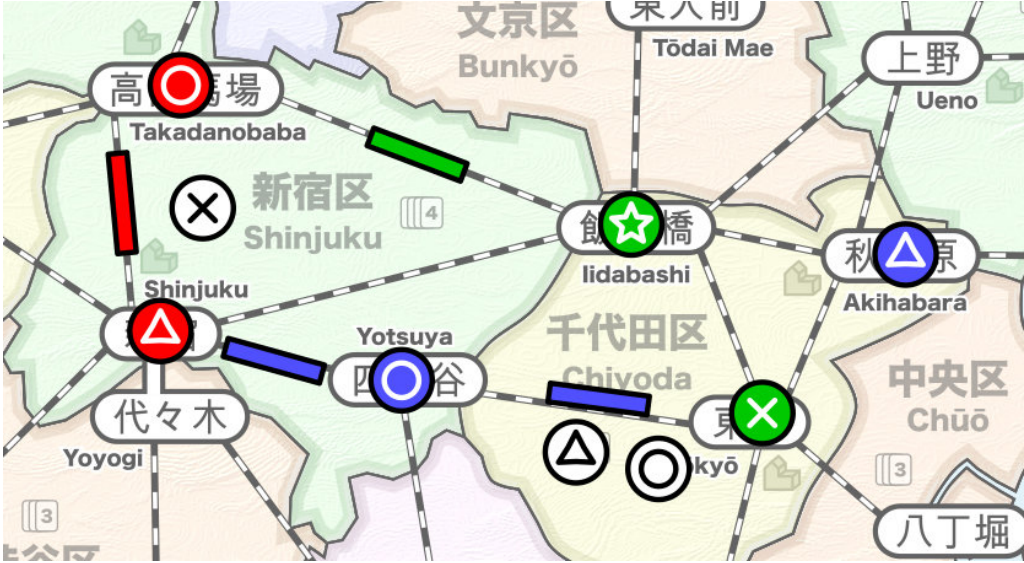
Green player options:

- Lure the × 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 the △ and ○ from Chiyoda ward starting in Akihabara station (and taking the △ customer). There are no rail connections, so the Lure action ends and the remaining ○ 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 the △ and ○ 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.

Glossary

connection - A line on the map between 2 stations. A *connection* cannot be used by customers until it is turned into a *rail connection*.

department store - A large *store* where customers can find any type of good. A department store must be upgraded from a regular *store*.

rail connection - A *connection* with track. A *rail connection* can be used by customers to travel between the two connected stations. Rail connections can be created using the Expand action.

station - A location on the map with a set of connections to other stations.

store - A place where a customer can find a particular good. Stores can be built on stations by using the Build action.

Acknowledgements
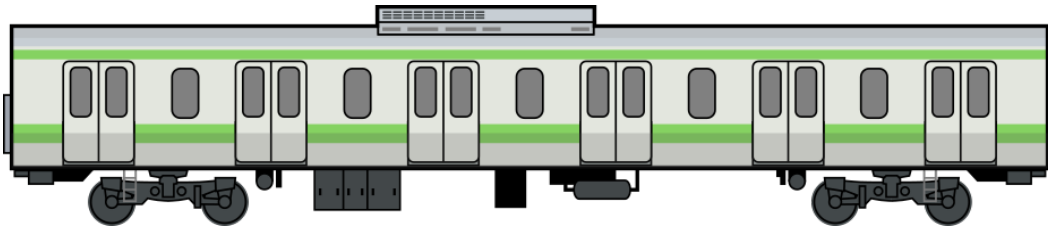
Five Player Expansion

Shinjuku plays best with 2-4 players, but the ***Five Player*** expansion provides the components necessary so you can squeeze in a 5th player. Other than the number of starting components for each player, the rules are the same as for the 4-player version.

Players	# Stores / player	# Department Stores / player	# Track / player
2	8 : ○○ ×× △△ ☆☆	3	16
3	7 : ○○ ×× △△ ☆	2	13
4	6 : ○○ ×× △ ☆	2	10
5	5 : ○○ × △ ☆	2	9

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.
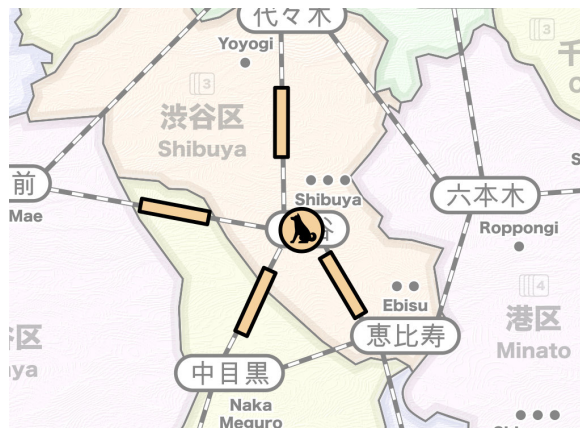
Components

*   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 that meets the following conditions and use that as the target station:

• The station must have 4 (or fewer) connections

• The station must not be the only station in that ward.