

Faithful Dog Hachiko

Setup

Place Station Marker on Shibuya.
Place Hachiko on the Station Marker.

At start of each turn

If you start your turn with Hachiko on the Station Marker, move Hachiko to same location as your next random customer placement.

Action : Reunite (new)

Similar to Move action except the Reunite must start in Hachiko's location and end in Shibuya. Does not cost a card.

Action : Move (modified)

The Move action may not be used on the ward where Hachiko is located..

Sneaky Thief

Setup

Add 8 thief tokens to customer bag.

Placing Customers

When you draw a Thief from the customer bag, draw an extra customer and place it in the same location. Repeat as needed.

Action : Move (modified)

Thieves move like regular customers and match stores just like their non-thief counterparts.

Gameplay

Thief customers act like regular customers. They may be used as payment to upgrade a store to a department store.

Endgame Scoring

Each Thief is worth -1/2 VP.

Wandering Princess

Setup

Place the Princess token in Chiyoda.

Wildcards

The location of the Princess is a wildcard for all players.

Action : Move

The Princess is not a customer and is not affected by the Move action.

Mini Action : Wander (new)

Once per turn, you may move the Princess into an adjacent location.

Busy Chairman

Setup

Each player starts with their own Chairman token in front of them.

Wildcards

The location of your Chairman is a wildcard for you.

Action : Move (modified)

The Chairman is a customer and moves with other customers. A Chairman can be matched with any store that would match one of the customers being moved and is used instead of that customer.

When matched, the Chairman is added to the ward where the match occurred.

Mini Action : Explore (new)

Once per turn, you may move your Chairman into an adjacent location. If your Chairman is not currently on the map, then it may be placed anywhere.

Angry Kaiju

Setup

Place Kaiju in Tokyo Bay.

Action : Kaiju (new)

Cost: Spend a card that matches the Kaiju's location. Use wildcard to move out of water.

Action: Move Kaiju into a neighboring location, scaring all customers in that location into a neighboring location. All scared customers must be moved to the same location.

Action : Move (modified)

Customers may not be Moved through any station in the Kaiju's location.

Placing Customers at start of turn

If you draw a customer that would be placed in the Kaiju's location, then you must move the Kaiju into a neighboring location before placing the customer (or looking at the customer type).