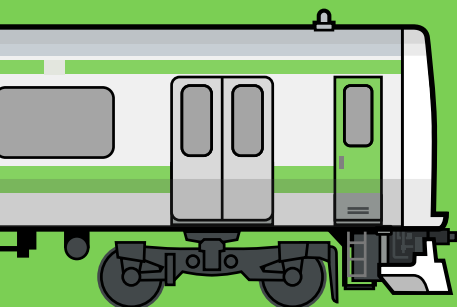


# 新宿

SHINJUKU



## COMPONENTS

1 map of Tokyo  
72 cards  
52 customer tokens  
1 bag for customers

Per player (x4):  
3 dept stores (12)  
8 stores (32)  
16 track (64)  
1 player screen (4)



**2-4**



**10+**

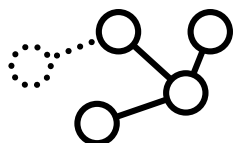


**60min**

# SHINJUKU

**Build a rail and shopping conglomerate in Tokyo**

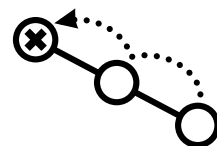
**Strategic Network building**



Connect stores with rail

**Pick up and deliver**

Customers to your stores



## Simple Rules

No in-game text

### Unique Move Action

Avoid opponents' stores  
to acquire customers

### Streamlined Income

No currency to manage

### Wildcards

Based on where you  
have built stores

## GAMEPLAY

Each turn:

- Place random customer
- Take 2 actions

5 player actions:

- Build stores
- Expand rail network
- Upgrade to dept store
- Move customers
- Draw cards (as income)

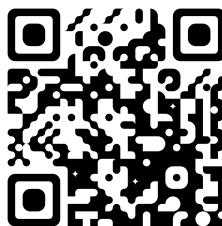
## EXPANSIONS



Hachiko



Kaiju



**Gary Kacmarcik**

[garykac@gmail.com](mailto:garykac@gmail.com)

[github.com/garykac/shinjuku](https://github.com/garykac/shinjuku)