

# SHINJUKU

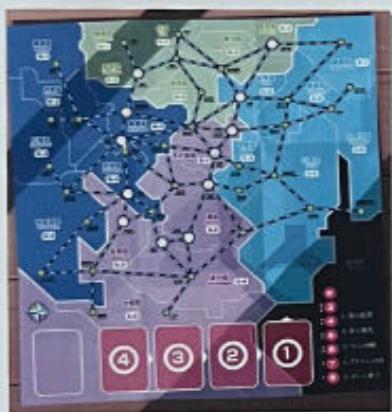
## Rulebook

English translation of Japanese Edition

Tokyo is a city of trains and Shinjuku is the busiest train station in the world. Unlike most passenger rail systems, Tokyo has dozens of companies that run 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 one of these conglomerates. You need to build Stores for the Customers to visit while also constructing the rail lines to get them there. Every turn, new Customers arrive looking to purchase a specific good. If you have a path to a Store that sells the goods they want, then you might be able to move those new Customers to one of your Stores and work toward acquiring the most diverse collection of Customers.

### Components



1 Game board



23 Food  
(22 single  
1 double)



20 Clothing  
(16 single  
4 double)



Food Store  
(2 per player color)



Clothing Store  
(2 per player color)



16 Books  
(8 single  
8 double)



13 Electronics  
(2 single  
11 double)



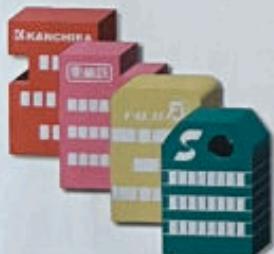
Book Store  
(2 per player color)



Electronics Store  
(2 per player color)

72 Customers

32 Specialty Stores  
Food, Clothing, Books, Electronics



12 Department stores  
(3 per player color)



64 Train tracks  
(16 per player color)



4 Player screens  
(1 per player color)



12 Department store  
bonus tokens



front  
back  
72 Tokyo ward cards



1 bag



1 Staca card  
(Starting player card)



1 Festival  
marker

### Extended Rules

When playing for the first time,  
or when playing without the  
Kaiju rules (see page 11),  
store it safely in the box.



1 Kaiju token

# Setup



## ボード上の名称と説明

**Regular station:** You may build a specialty store here.

**Big station:** After building a specialty store, you may upgrade it to a department store.

**Planned Railway:** This is a place where track will be placed in the future. In this state, the track is not yet open, so customers cannot be moved across.

**Railway:** Once a player adds track, the railway line is open and customers can move across.

**Shinjuku & Yoyogi:** As an exception, these 2 stations are considered to be connected at the start of the game (available to all players).

## カードの見方

Ward contains a big station

Ward name

Big station

Station names

Regular station

品川区  
Shinagawa  
S-4

Card count: Number of dots indicates the number of cards in the deck. In this example, there are 3 Shinagawa cards (out of 72).

Location hint: E, W, S, N plus number.



- 1** Place the game board in the center of the table.
- 2** Put all the customer tokens in the bag.
- 3** Place the gray Department Store Bonus tokens on the numbered spaces next to the Customer Queue – one token for each star next to the number.

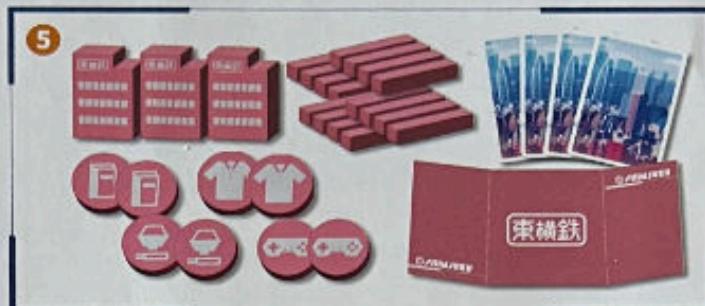
( **3** ) = 3 bonus tokens    ( **4** ~ **6** ) = 2 bonus tokens each    ( **7** , **8** ) = 1 bonus token each

- 4** Shuffle all of the Ward cards into a draw deck and place this deck face-down near the Customer Queue. Leave space next to this deck for a discard pile. When the draw deck runs out during gameplay, the discard pile should be shuffled and used to recreate the draw deck.

### **5 Player Setup**

Choose a color and take all of the matching playing pieces (3 department stores, 8 specialty stores, 16 track) and player screen.

Draw 4 Ward card to serve as your starting hand.



### **6 Seed the Map with Customers**

Draw 4 random cards from the Ward deck. If there are duplicates, then draw additional cards until there are 4 unique locations.

Draw 2 Customers from the bag for each location (8 total) and place them on the map.

Discard all of the Ward cards that you drew.



### **7 Determine the Festival location**

Draw a card from the Ward deck.

Place the Festival token in that location.

Discard the Ward card.

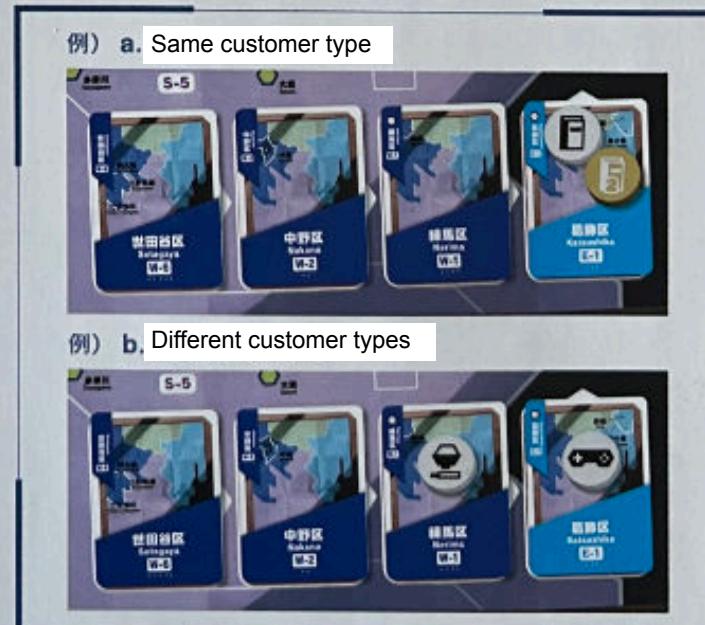


### **8 Initializing the Customer Queue**

Draw and place a face-up Ward card in each of the 4 spaces ( **4** , **3** , **2** , **1** ) in the Customer Queue.

Add 2 Customers (one at a time) from the bag to the Customer Queue, as detailed in the next section.

- a. If they are both the same type of customer, place them both on the rightmost card. (Note: Single and double-customers are the same type)
- b. If they are different types, then place the first on the rightmost card, and the second on the card to the left of it.



# Gameplay

## Turn

- 1. Add New Customers**
- 2. Refresh Queue**
- 3. Move Festival**
- 4. Take 2 Actions**
- 5. Finish Turn**

Choose a starting player at random and give them the Staca card.

Starting with this player, players take turns in clockwise order.

On your turn, perform steps 1 - 5 in order.

Then, play continues with the player to your left.

Repeat this until the game ends (see page 10).

※ The current player is called the “Turn Player”

※ Each player taking a turn is called a “Round”

### 1 Add New Customers to the Map from the Queue

Take all Customers on the Ward card in position 1 (right-most) of the Customer Queue and then place them on the board in the Ward corresponding to their card. Note that the Customers are placed in the middle of the Ward and are not associated with any particular station.

Take the Ward card from position 1 into your hand.



### 2 Refresh the Customer Queue

Replenish cards and slide → Replenish customers in order

#### Refill and slide cards

Slide the three remaining cards in the Queue to the right, along with the customer that are on them.

- Draw a new ward card and place it face-up on the left side of the Queue.
- After that, we need to replenish the customer pieces.

Replenishing the customers is explained in the next section.

Note: If the ward deck runs out during the game, shuffle the discard deck and rebuild the ward deck.

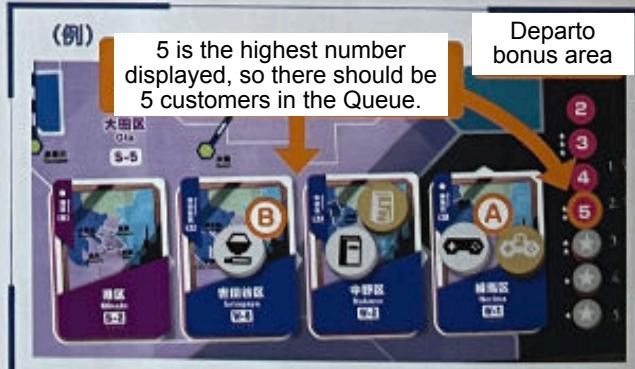


#### Replenishing customers

- Check the highest visible number in the Department Store bonus area. Add customers one at a time until the Queue contains this many customers.
- Draw customers one-by-one from the bag and place them in the Queue.

At this time, please follow the rules below:

- If there is already a matching customer in the Queue, place the new customer on the same card – see (A) in figure on right. In other words, customers of the same type are always placed on the same card.
- If there is no matching customer in the Queue, then place the customer on the rightmost card in the Queue that does not already have a customer - see (B) in figure on right.
- If you need to replenish multiple customers, be sure to draw them one at a time from the bag to add them to the Queue.



Example: Adding customers to the Queue. Since 5 is the largest visible number, but we only have 3 customers in queue, we need to add 2 new customers. First customer drawn is Electronics. Since we already have an Electronics customer in Queue on the Nerima card, we add the new customer (A) to the same card.

The second customer drawn is a Food customer, which does not exist in the Queue. Thus, it is placed on the next available card in the Queue: Setagaya (B).

Note: Since "2" is largest number visible in the Department bonus area at the start of the game, this is the number of customers that should start in the Queue. This matches the setup instructions in step (8).  
Note: Every time someone upgrades to a Department Store, the bonus tokens are claimed and the number of customers in the Queue increases. In other words, in the later part of the game the number of customers placed on the map will increase.

### 3 Move the Festival marker

Move the Festival marker to a ward that is adjacent to its current location. The Festival marker must be moved and cannot remain in the same place. Note that wards are considered adjacent if they share even the smallest edge.

You cannot move the Festival into Tokyo Bay. In the real world, there would often be fireworks over Tokyo Bay and it was very elegant. But in this game, you cannot do that.



### 4 Take 2 Actions (Choose 2 of the available 5 Actions)

On your turn, perform any 2 of the following 5 actions:

**Open**

**Expand**

**Income**

**Move**

**Depart**

You cannot choose the same action twice on the same turn.

The 5 action types are explained in detail in the next section.

### 5 Finish Turn

After you take your 2 actions, play proceeds clockwise (with the player to your left).

Repeat this until the game ends.

## 5 Action types

### Open Action

The Open action allows you to create a new Specialty Store in an empty station or move a Specialty Store already on the map to a new location.

- Discard a card that matches the Ward containing the station where you want to open the Store.
- Place one of your Specialty Store tokens on that station.
- The station can be a regular station or a big station.
- At this time, you can use one of your available Specialty Store tokens or move one already on the map.

A Specialty Store has now opened at that location.

### When you open a Specialty Store at a station, you will receive the following benefits:

- When Customers pass through this station during a Move action (including the start and the end of the movement), you will collect one customer of the same type of the store.
- If you have a ward card in your hand that matches the location of the store, that card can be used as a wild card (see p.10).

Note: Customer pieces can only be obtained as part of the Move action. You cannot acquire customer pieces just by placing a Specialty Store in a ward with customer pieces.



## 5 Action types (continued)

### Expand Action

The Expand action allows you to place track pieces (hereafter, simply "track") onto empty "planned railway" spaces. Without track, customer pieces cannot be moved.

- This action does not require you to spend a ward card.
- Place a single track piece on board. You may place it anywhere, as long as it is an empty "planned railway". It doesn't need to be connected to your existing track or stations. You may connect to other player's track or stations.
- Only 1 track may be placed on each "planned railway" site.

Note: Once track is placed, it may be used by any player, regardless of who placed the track.

### Double Expand Action (additional track placement)

When you Expand, you may optionally spend a matching ward card to place an additional track. This is not required, and you may choose to do this after placing your first track.

- Discard a ward card that matches the station on either end of the track you placed for your Expand action.
- After that, place a second piece of track that extends the first track from either direction.

Advice: The Expand action is easier to understand if you imagine it as: "If you don't use a card, you may place one track for free. If you use a card, you place 2 connect segments of track."



Example: The Red player places a track at (1) – note that there is no need to play a card at this point. Then, they decide they want to place a second track. The two ends of the first track are Kita Senju (in Adachi ward) and Ueno (in Taito ward). By discarding either an Adachi card or a Taito card, you can extend from either side of the first track placed. The Red player plays an Adachi card and places a track (2) between Ueno and Akihabara.

※ Even if you have the Adachi card, you can extend from either the Adachi side or the Taito side of the first track.

### Income Action

The Income action replenishes your hand with cards.

From the draw deck, refill your hand to 4 cards.

If you already have 4 or more cards in your hand, draw a single card.

Your turn ends immediately once you take this action, even if you had one more action available.

**Advice:** Avoid taking this as your first action.

Remember that you can take the Extend action (which requires no cards) and then follow that with an Income action.

## Move Action

The Move action allows you to move Customers on the map along track that players have built, so that they can visit your Stores.

\* In this section, Specialty Stores and Department Stores are collectively referred to as Stores.



\* The Move action is very important, so it will be explained in detail on the next page.

- Discard a card that matches the Ward where the Customers you want to move are located.
- Gather all of the Customers in the Ward that matches the card you discarded.
- Select the Starting Station within that Ward. All Customers must all start from the same station. Move the Customers from station to station on the map, following the track pieces that players have added (you may use other players' track pieces). You can end the Move whenever you want, you don't need to satisfy all the customers. All the customers must move together as a group. When finished moving, any remaining customers are placed in the ward that contains the final station visited.
- If there is a specialty store at station, the a single matching customer (if available) must be given. Place this customer on top of the store. This indicates that the customer has shopped at that store. Therefore, there will be many situations where you have to give a customer to another player's store. A department store is similar except that it matches all customer types, but still only a single customer must be given.
- The Move action ends when all the customers have been matches with stores, or when the player decides to end the Move action.
- When the Move action is done, players should take the customers that were placed on their stores and place them behind the player screen so they cannot be seen by other players.

### Using another player's track

If the player taking the Move action passes over any amount of track owned by other players, then those players may immediately take one free Income action. Each player gets a maximum of one Income action per Move regardless of how many sections of track were used. The player taking the Move action does not trigger an Income action for themselves.

### Notes on moving customer pieces

- You cannot visit a station more than once during a Move action. You also cannot cross the same track twice.
- You may only move across track pieces. The "planned railway" printed on the map cannot be moved across.
- When moving customers, they must be moved together as a single group. They may not be split during the move. All customers move together until the Move action ends.
- In situations where it is necessary to choose which customer to give to a store (for example, a department store, or if there are multiple customers of the same type), then the Turn Player chooses (Note: Not the store owner).
- Movement is from station-to-station, passing through railroad tracks. Movement is not from store-to-store. It is possible to move through a station without a store at the beginning, middle or end of the Move.
- It is also possible to start and end at the same station without visiting any other stations.

## Move Example



You are the Red player

- ① Start the Move using a Katsushika card (or a wildcard).  
Choose a starting station, either Aoto or Shin Koiwa (hidden behind the card overlay). Here we choose Aoto.  
Move all of the customers from station to station using the connecting track pieces.
- ② Visiting Kita Senju. There is a Red Food store here, but there no Food customers being moved, so none are placed.
- ③ Customers move to Nishi Nippori using the Green player's track. The Green player immediately takes an Income action (draws up to 4 cards in hand, or draw 1 if they already have at least 4). The Red player gives a double-Book customer to the Red Book store.
- ④ Continuing to Ueno, there is a matching customer, so Red must give the Clothing customer to the Green store.
- ⑤ At Akihabara, the Red player choose any customer for the department store, and chooses the double-Electronics customer. At this point, the Red player could continue onward to Iidabashi (and Todai Mae), but chooses not to. The remaining customer is added to Chiyoda because that's where the final station is located.

If there were customers already located in Chiyoda, then the leftover customers would be merged with the ones already in the ward. In subsequent Moves, they would move as a single group.

Once the Move is complete, the customers that were placed on top of the stores during the move are claimed by the players and placed behind their screen.



Example 2) Visiting a single station (starting and ending with the same station).

Orange player uses Chiyoda card (or wildcard) to begin the Move.

Even though there is no track leading out of Akihabara, you can still use it to start (and immediately end) your Move. Here the Red player would pick up both customers, start in Akihabara and give the double-Book customer to the store. The Move must end here (since there is no track leading out), and the remaining (double-Electronics) customer is placed (back) in Chiyoda.

### Departo (Department Store Upgrade) Action



By upgrading (replacing) a Specialty Store with a Department store, you can sell all types of products and acquire all types of customers.

To build a Department store, you need a Specialty Store on the map, a matching customer that you have previously obtained, and a Ward card that matches the location of the store being upgraded:

- Discard a ward card that matches the location of the Specialty Store being upgraded.
- Take one of your Customers (that you previously acquired) that matches the type of the Store being upgraded and add it to the Customer Queue, following the same rules for adding a new Customer to the Queue.
- Remove the Specialty Store token from the station and replace it with one of your unused Department Store tokens.
- Claim the next stack of Upgrade Bonus tokens, if any remain.

**Important:** Only specialty stores located in Big stations can be upgraded.

## Wildcards

A Wildcard can be used to match any Ward on the map whenever a card is required (for example, for Open, Expand, Move or Departo actions). There are no explicit Wildcards in the deck, but there are three ways to create Wildcards:



### Cards where you have a store are wild for you.

Example: Both the yellow and red player can use the Chiyoda card as a wildcard because they have stores there.



### Location of the Festival marker is wild for everyone.

Example: The Koto ward card is wild for everyone because that's where the Festival marker is located. Note that the Festival marker must be moved at the start of each turn.



### Any 3 cards.

You can discard any 3 cards from your hand as if they were a single wildcard.

Example: These 3 cards.

### Advice:

Build a department store as quickly as possible. The sooner you build one, the better off you will be.

There are wards (many on the outer periphery) with a large number of cards in the deck.

Building a store there will make it easier to obtain a wild card.

## Ending the Game

When the last customer is drawn from the bag, it is added to the Customer Queue as usual and play continues.

When the last Customer is placed on the map, the current player finishes their turn and then play continues until you reach the player with the Staca card. In this manner, all players take the same number of turns.

During these final turns, no new Customers will be placed on the map, but players will still draw a card from the Queue as usual.

Note: Any Customers that would be added to the Customer Queue during these final turns (for example, from a Departo upgrade action) are instead removed from the game.

## Scoring

You will earn VPs based on the sets of customers that you have collected. (Make sure to collect customers in as well-balanced a manner as possible)

• Set of 4 different	: 10VP
• Set of 3 different	: 6VP
• Set of 2 different	: 3VP
• Remaining singles	: 1VP

Customers with a "2" (gold colored) count as if they were 2 separate customers of that type.

The Department Store bonus token (with a star) is wild and can be used as if it were any of the 4 customer types.

To simplify calculating your score, make as many 4-sets as possible, then use the remaining pieces to create 3-sets, and then use any remaining to create 2-sets. Any leftover customers count as 1 VP each.

Single customer / double customer



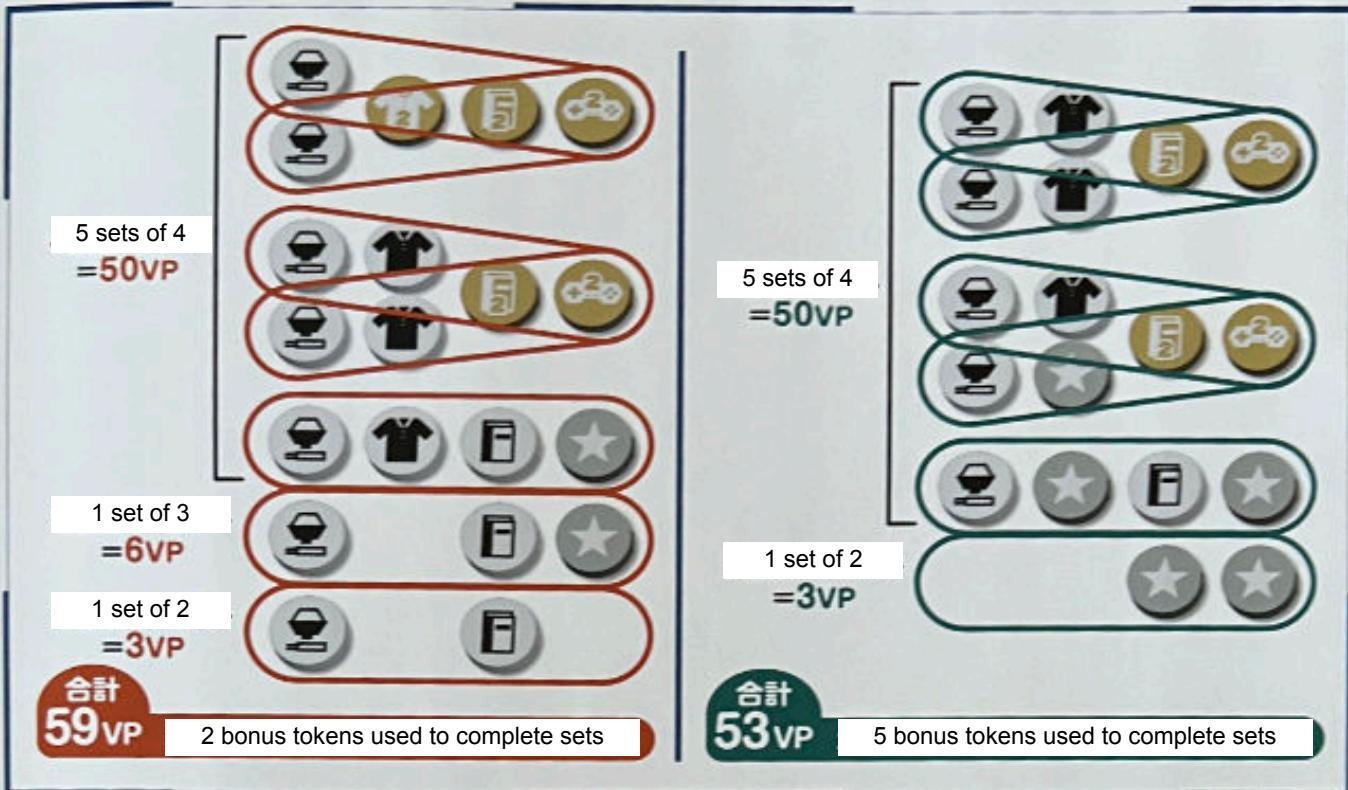
Department store bonus piece can be used as any customer type



### Tie-breaking

If the score is tied, then the player with the most 4-sets (amongst those tied) is the winner. If still tied, compare 3-sets, and then 2-sets, and then the total number of customers obtained. If players are still tied, then they should share the victory.

## Scoring Example



## Rule Variations

Once you're comfortable with the game, you might find it fun to try the following rule variations. The Kaiju in particular adds a alternate way to move customers, which can be combined with the Move action to score more points.

### Department Store bonus adjustment:

In setup (page 3), step ③ start the game with 0 Department Bonus tokens in the bonus area. Therefore, the game will start with 8 customers in the Customer Queue.

### Kaiju Attack:

Tokyoites will continue to shop in the city when the Kaiju appears, as they are traditionally accustomed to Kaiju disasters. In this variation, the Kaiju will force customers to move and prevent them from using some stations.

In page 3's setup, place the Kaiju marker next to the Ward deck.

During the game, when the Ward deck runs out, place the Kaiju marker in Tokyo Bay.

### Kaiju Movement:

Once the Kaiju is in play, then on every turn during step "3. Move Festival", the player must move the Kaiju into an adjacent ward. This should be done after the Festival marker has been moved.

### <Forced Customer Movement>

When the Kaiju moves into a location, all customers in that ward must be moved into an adjacent ward to escape the Kaiju. The current player chooses the location and all customers must go to the same ward.

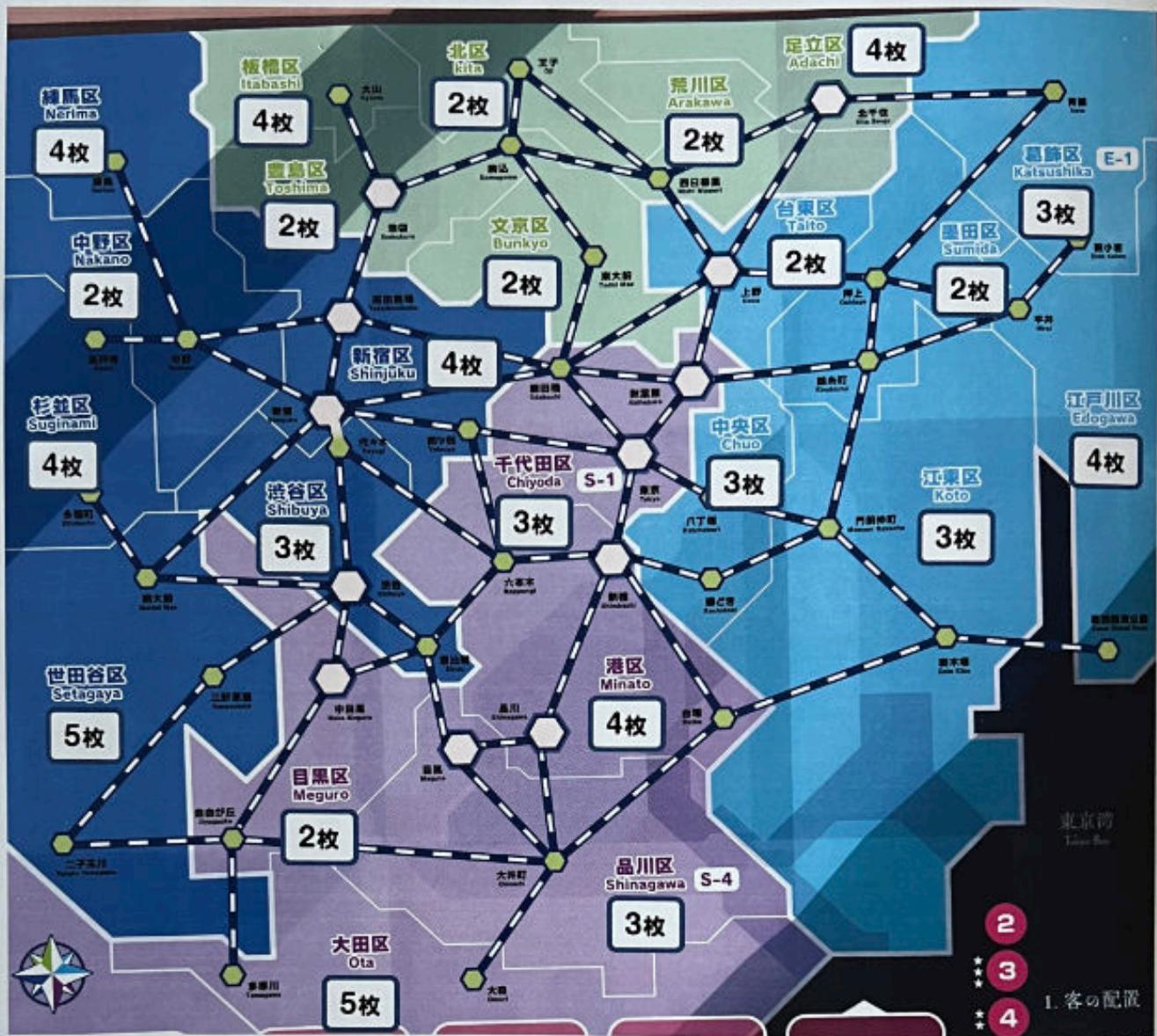
### <Kaiju Suspension of Service>

During the Move action, customers may not visit or pass through any station that is in the ward where the Kaiju is located.

Note: When the Kaiju leaves Tokyo Bay, it must go to an adjacent ward: Edogawa, Koto or Ota. Once the Kaiju has entered Tokyo, it can not return to Tokyo Bay.

During step "1. Add New Customers", new customers should be added to the ward as normal even if the Kaiju is already in that location. When the Kaiju is moved, only customers in the target location are moved – the customers hiding in the same ward as the Kaiju are not affected.

## Number of cards for each Ward in deck



### Game Advice

- Build a department store as quickly as possible. The sooner the better. It would be even better if you could build a network of track to lead customers to your department stores.
- You can use the Move action to transport customers to areas where they can't be accessed by other players.
- Because of the card distribution, it's likely that customers will appear in the outer periphery. Although it may seem inconvenient to build stores and track in the outer wards, it can be useful for moving customers and gaining wildcards.

### Credits

GameDesign: Gary Kacmarcik

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Special thanks to all the early play testers for their feedback and suggestions, especially Adam

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【開発&販売元】



## Choose 2 Actions. They cannot be the same.

### Open

Discard a card to build a specialty store in a station in that ward.

### Depart

Discard a card, return a customer to the Queue, and change a specialty store to a department store.

### Move

Discard a card and move all customers in that ward.

### Expand

(Free) Place a track.  
Optionally pay a card to place a second connected track.

### Income

(Free - Turn ends after this action)  
• Draw until you have 4 cards in your hand.  
• If you already had 4 cards, draw 1.

## Wildcards

- Card where you have a store
- Card matching Festival location
- Discard 3 cards

## End of Game

Game ends when you reach the end of a round when the Queue is empty.

## Score Calculation

Customer sets	Earned VP
Set of 4	<b>10VP</b>
Set of 3	<b>6VP</b>
Set of 2	<b>3VP</b>
Each remaining	<b>1VP</b>

- ※ Bonus (★) can be any type  
※ Double (2) count as 2 separate

For additional rule information, please see the original Print-n-Play rules:

[https://garykac.github.io/shinjuku/docs/shinjuku\\_rules.pdf](https://garykac.github.io/shinjuku/docs/shinjuku_rules.pdf)

The shinjuku\_rules.pdf document presents the same rules, but contains:

- Some rule clarifications (eg: placing double-track through Shinjuku)
- Additional examples for updating the Queue and performing the Move action
- A walkthrough for the first 7 turns of a sample game



shinjuku\_rules.pdf

Depending on how quickly you like to start, you might like the Quickstart Guide:

[https://garykac.github.io/shinjuku/docs/shinjuku\\_quickstart.pdf](https://garykac.github.io/shinjuku/docs/shinjuku_quickstart.pdf)



shinjuku\_quickstart.pdf

Keep in mind the following strategy hints when playing your first game:

- Place your track where other players need to use it. This will give you additional INCOME actions whenever they use it. But remember that the amount of track you have is limited, so spend it wisely.
  - If you have a matching card, building two track segments in the same action lets you build your rail network faster. Sometimes it's worth spending an wildcard to do this.
- OPEN stores in different wards so that you get more wildcards. Note that some wards have more cards in the deck than others, so these can be good places to build.
  - Remember: You can relocate a store by opening it in a new location.
- UPGRADE (aka: "DEPARTO") to a department store early and try to build it in a place that's hard for other players to avoid.
- You earn customers through the MOVE action and you only have (at most) one MOVE action per turn. Once you've created a basic network of stores, focus on getting 1 (or more) customers per turn.
- Pay attention to the Customer Queue:
  - You can see where customers will be arriving.
  - You can see the card you will draw next turn.
- Keep in mind how final scoring works:
  - Scoring is based solely on the customers you acquire – not on the number of stores or size of your rail network.