Angry Kaiju

Shinjuku Expansion

Revision 1

The **Angry Kaiju** expansion adds a Kaiju that wanders around the city scaring customers into neighboring wards.

Background

Tokyo has long been plagued by mysterious monsters known as Kaiju ("strange beast") that rise from the water to attack the city and frighten the population.

Components

• 1 Kaiju token

Rules

Setup

At the start of the game, The Kaiju is placed in the water outside Tokyo.

New Action: Kaiju

With the Kaiju expansion, there is a new "**Kaiju**" action available for players to choose.

To take the Kaiju action, you must spend a card that matches the Kaiju's current location. To move the Kaiju out of the water (which doesn't have a corresponding card), you need to play a wildcard.

When you take the Kaiju action, you move the Kaiju into a neighboring location. All of the customers in that location run away into a neighboring location (which can be the same location that the Kaiju came from). The player taking the Kaiju action chooses where the customers go, but they all must go to the same location.

Two wards are considered to be "neighboring" if they share a common edge (no

matter how small) or are on opposite sides of a river (like Taito and Sumida). Minato, Chuo and Shinagawa are neighboring wards of Koto, but Ota is not.

Only 4 wards (Ota, Shinagawa, Koto and Edogawa) are considered to be neighboring the water.

Moving Customers

When the Kaiju is in play, customers may not be Moved through stations in the ward where the Kaiju is located.

Interaction with other expansions

Faithful Dog Hachiko: The Kaiju may not enter the ward where Hachiko is located. If Hachiko is randomly placed in the ward where the Kaiju is located, then the Kaiju is returned to the water. Note that Move actions, even with Hachiko on board, may not pass through the ward where the Kaiju is located.

Busy Chairman: No special rules. The Chairmen run away from the Kaiju just like any customer.

Acknowledgements

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