

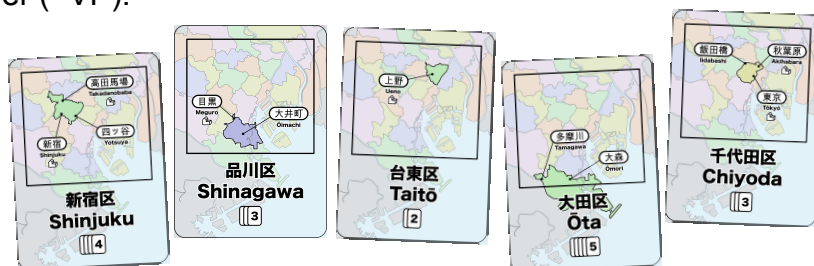
Game Title : **Shinjuku**

Game Designer: Gary Kacmarcik

Summary: 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).

The Cards: The central core of Tokyo is divided into 23 wards and each card identifies one of these wards. There are multiple copies of each ward card corresponding roughly to the population of that ward.

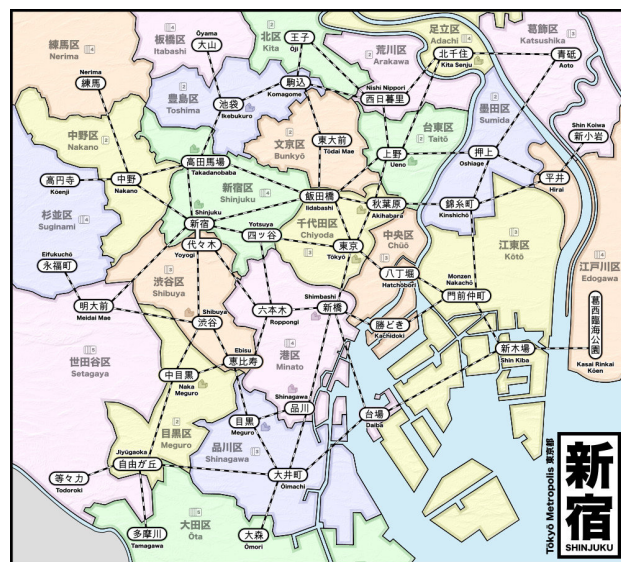


The Map: The map shows the stations and the potential connections between them.

Building Stores: You can build a new store in an empty station by spending a card that matches the ward where that station is located. Stores provide two benefits:

- (1) Any matching customers that pass through that station must visit your store.
- (2) Once you have a store in a ward, matching ward cards become wildcards that you can use to match any ward.

Some stations are marked with an icon indicating that stores there can be upgraded to a department store. Department stores can match any customer that visits that station.



Building Track: You can build track by spending a card (any card), or build 2 connected track by spending 3 cards. When your track is used by other players, you gain income (by drawing new cards).

Luring Customers: When customers are 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 connections, visiting stores (and gaining VPs) along the way.

Game Economy: The economy of the game is managed by your cards: you need to spend cards to build stores/track and to lure customers, and you gain cards as income when other players use your track. At the beginning of the game, you will be “cash poor” because you will have few wildcards and few income opportunities. As the game progresses and you build out your business empire, your card draws will become more frequent and more valuable.