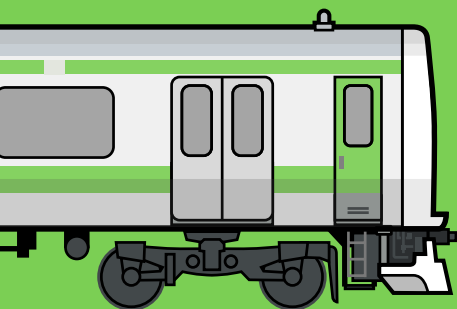


# 新宿

SHINJUKU



## COMPONENTS

1 map of Tokyo  
72 cards  
52 customer tokens

Per player:

- \* 3 dept stores
- \* 8 stores
- \* 16 track

 **2-4**

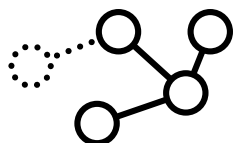
 **10+**

 **60min**

# SHINJUKU

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

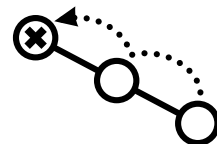
**Strategic Network building**



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)

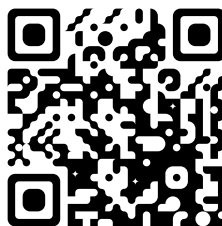
## EXPANSIONS



Hachiko



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