



新宿

Shinjuku

Print and Play Instructions

Version 2 r3

These files and instructions are provided for non-commercial use only.

To create your own copy of Shinjuku, you'll need the following:

- 1 Rules of Play document ([Letter](#), [A4](#))
- 1 Quickstart Guide ([Letter](#), [A4](#))
- 1 Map of Tokyo
- 1 Deck of 72 Ward Cards
- 60 Customer tokens
- 11 Upgrade Bonus tokens
- 32 Store tokens (8 stores x 4 player colors)
- 12 Department Store tokens (3 department stores x 4 player colors)
- 64 Track pieces (16 pieces x 4 player colors)
- 1 Bag (for drawing customer tokens)
- 4 Player Screens (1 screen x 4 player colors)

1 Map of Tokyo

The map is 20"x22" (508mm x 559mm). You can print this out as a single large image, or as split across 6 pages:

- Shinjuku Map - [single large image](#)

1 Deck of 72 Ward Cards

There are 72 cards and each card identifies a single ward on the map.

- Shinjuku Cards - 8 pages, 9 cards per page - ([Letter](#), [A4](#))

60 Customers

Each customer is a white 15mm x 4mm cylinder. This size works well because the 15mm diameter easily accepts the 1/2" (or 13mm) stickers to mark each customer.

- 15x15x4mm wood discs - [PrintPlayGames](#), [BoardGamesMaker](#), [TheGameCrafter](#)

Alternately, you can use any 60 pieces that are all the same size and can be marked with the 4 customer symbols.

If you're marking the pieces yourself (rather than using printed round stickers), the distribution of customers is as follows:

- 20 customers who want **food** (marked with ○)
 - **20 regular** food customers and 0 double food customers
- 17 customers who want **clothing** (marked with ×)
 - **14 regular** clothing customers and **3 double** clothing customers
- 13 customers who want **books** (marked with △)
 - **6 regular** book customers and **7 double** book customers
- 10 customers who want **electronics** (marked with ☆)
 - 0 regular electronics customers and **10 double** electronics customers

The "double" customers should be marked with a small "2" to distinguish them from the regular customers.

11 Upgrade Bonus Tokens

These should be the same size as the customer tokens, but it's convenient to make them a different color (gray) to make them easier to sort.

32 Stores

8 stores per player x 4 player colors

Each store is a 15mm x 4mm disk in one of 4 colors: red, blue, green and yellow. This size works well for stores because the customers can rest on top of them during the Move action and the diameter easily accepts the 1/2" stickers to mark each store.

These are fairly easy to find:

- 15x10mm Cylinders - [PrintPlayGames](#)
- 14x10mm Cylinder - [TheGameCrafter](#) - smaller than 15mm, but still should work with 1/2" stickers

Alternately, you can use any 32 pieces that are all the same size and can be marked with the 4 customer symbols.

If you're marking the pieces yourself (rather than using round 1/2" stickers), there should be 2 stores of each type (○, ×, △, ☆) for each player.

12 Department Stores

3 department stores per player x 4 player colors

The can be basically any large token that matches the player color.

The pieces used in the current prototypes are:

- 15mm x 30mm tall cylinder - [TheGameCrafter](#)

64 track

16 track segments per player x 4 player colors

These are standard 25mm x 4mm prisms (or "sticks"), 16 for each of the 4 player colors. Borrow these from your Settlers of Catan game (you'll be 1 short per color, but that shouldn't be a problem) or you can get them here:

- Wood Roads / Sticks - [PrintPlayGames](#), [TheGameCrafter](#)

Alternately, you can use any stick-like piece that is 25mm or shorter in length. Longer pieces might work, but you may have trouble fitting the track between some stations on the board.

1 bag



The bag is used to hold all the customers so that they can be drawn at random. Use any bag you feel like.

- Cloth bag - [PrintPlayGames](#)

4 player screens

1 screen per player x 4 player colors

These player screens have the rules summarized on the inside.

- Player Screens - 4 double-sided pages - ([Letter](#), [A4](#))

Customer and Store Stickers

The Customer tokens and the Store tokens need to have matching symbols. You can write them manually (using ○, ×, △, ☆), or you can print out these stickers to apply to the tokens listed above.

1 sticker sheet

The stores and customers are each labeled with a 1/2" round sticker:

- [Blank sheet of 154 round stickers 1/2" \(Avery - Letter\)](#)
- [Image to print on sticker sheet \(Letter\)](#)

For A4, there are typically 216 13mm round stickers, packed more tightly on the page:

- [Image to print on sticker sheet \(A4\)](#)

Note that these sheets contain some extra symbols that are not part of the base game. These are intended to use with game variants.

