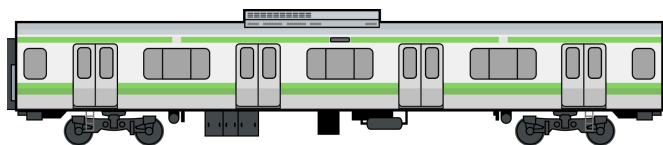


SHINJUKU



Build a rail and shopping empire in Tokyo



2-5



10+



60min



Pick up and deliver
Customers to your stores
Network building
Connect stores with rail

Streamlined income
No tedious micropayments

Wildcards

Based on where you have stores

Unique Move action

GAMEPLAY

Each turn:

- * Place random customer
- * Take 2 actions

5 player actions:

- * Build stores
- * Expand rail network
- * Upgrade to dept store
- * Draw income
- * Move customers

COMPONENTS

1 map of Tokyo
72 cards
60 customer tokens

Per player:

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

EXPANSIONS



Hachiko



Kaiju

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