Shinjuku Mods

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Shinjuku Mods add new components and rules that can be layered on top of the base rule set.

Free Actions

Some Mods give you additional free actions that you can take on your turn. These are simple actions that do not consume one of your 2 main actions.

Each *free action* can only be taken only once per turn.

If you choose to take a *free action* on your turn, it must be taken **before** one of your two main actions – either before your first action or between your two actions. If you only have one action (because you take Income), then it must be before that action.

Neighboring Wards

Some Mods make reference to neighboring wards. These are wards that are adjacent on the map

Two wards are considered to be **neighboring** if they share a common edge, no matter how small.. Wards that meet at a corner are not considered to be neighboring.

Interactions Between Mods

Most Mods can be mixed together without interfering with each other, but a few require special notes:

- Chairman + Kaiju : No special rules. Chairmen are customers and run away along with everyone else.

- Hachiko + Kaiju : The Kaiju may not be moved into the ward where Hachiko is located. *Rarf rarff! Good dog Hachiko.* Note that the Reunite action, like the Move action, does not allow customers to pass through stations in the ward where the Kaiju is located. If the Kaiju is in Shibuya, then the Reunite action may not be taken.

- Princess + Kaiju : The Princess runs away from the Kaiju just like everyone else, but does not need to go to the same location as the other customers. The Princess may not be moved into the Kaiju location.

Wandering Princess

The Princess wanders around Tokyo spreading that good princess vibe. She doesn't use public transit and relies on her chauffeur to get around town, but we don't hold that against her.

The **Wandering Princess** Mod adds a Princess token that wanders around the map.

Components

- 1 Princess token

Setup

Place the Princess token in Chiyoda (since that is where the Imperial Palace is located).

Free Action : Wander

Once per turn you may have the Princess move to an neighboring ward.

Action : Move

Since the Princess is not a regular customer, Move actions do not affect her.

Wildcards

Cards that match the ward where the Princess is located act as a wildcard for all players.

When playing your first game, it is recommended to start the game with the Princess Mod in play.

Sneaky Thief

Thieves simply take what they want: some are desperate for food while others are after the latest electronics.

The **Sneaky Thief** Mod adds Thief customers that partially offset legitimate customers during scoring.

Components

- 4 Thief tokens - 1 for each type of good

Setup

When this Mod is introduced, place the 4 Thief tokens in a "holding area" near the Customer Queue.

Gameplay

Whenever there is a Thief in the holding area that matches a customer already in the Queue, it should immediately be placed on the same card as the matching customer.

Action : Move

Thieves move like regular customers and match stores just like any other customer. They can only be given to a store (or department store) that matches the good that the Thief wants.

When a Thief is matched with a store, it is placed back in the holding area instead of being given to the store owner.

Busy Kaicho

The Kaicho explores Tokyo and visits other stores to check out the competition.

The **Busy Kaicho** Mod introduces a new customer type: the Kaicho (or Chairperson). The Kaicho can move around the map into neighboring locations and gives you an extra wildcard opportunity. During the Move action, the Kaicho can be dropped off at a store instead of a customer.

Components

• 1 Kaicho token for each player (4 colors)

Setup

When this Mod is introduced, each player should take the Kaicho token of their color and place it in front of them with their other tokens (stores, department stores and track).

Free Action : Explore

Once per turn you may Explore with your Kaicho:

• If your Kaicho is not on the map, then you play place the Kaicho in any ward.

• If your Kaicho is already on the map, you may move the Kaicho into a neighboring ward.

Multiple Kaicho can peacefully coëxist in the same ward.

Action : Move

Since the Kaicho is a customer, Move actions will move any Kaicho along with the other customers in the ward.

During a Move action that includes a Kaicho (of any player), the Kaicho may be dropped off at any store along the way that would have taken one of the customers being moved. The Kaicho is dropped off **instead of** that customer. This effectively deprives the store owner of a customer that they would have gotten had the Kaicho not been present.

When a Kaicho is dropped off at a store, it is immediately added to the ward that contains the store.

Wildcards

Cards that match the ward where your Kaicho is located act as a wildcard for you.

Angry Kaiju

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.

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

Components

• 1 Kaiju token

Setup

When this Mod is introduced, draw a card to determine where the Kaiju appears.

Action : Kaiju

The Kaiju expansion adds 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.

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.

Action : Move

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

Placing Customers

When placing customers from the Queue onto the map at the start of your turn, if the customer would be placed in the Kaiju location, then you must move the Kaiju into a neighboring location before placing the customer. This does not cost an action.

Faithful Dog Hachiko

Hachiko was the Akita dog companion of Professor Ueno known for his loyalty. Every day Hachiko waited at Shibuya station for Ueno to return from work. After Professor Ueno died unexpectedly at work, Hachiko continued waiting at the station, returning each day for the next 9 years, 9 months and 15 days.

The **Faithful Dog Hachiko** Mod adds a new customer type: a dog traveler who can escort customers to stores as he makes his way to Shibuya to be reunited with his caretaker.

Components

- 1 Hachiko token
- 1 Hachiko station marker

Setup

When this Mod is introduced::

- Place the Hachiko station marker on Shibuya station (in Shibuya ward). This serves as an indicator of Hachiko's home. It does not interfere any store that may already be there, nor does it prevent a new store from being opened.

- Place Hachiko on the card in the ① position in the Customer Queue.

Placing Hachiko on the Map

When Hachiko is in the Customer Queue, he is placed on the map along with the other customers on the same card.

If Hachiko would be placed in Shibuya, then Hachiko stays in the Queue and moves to the next card.

Action : Reunite

Hachiko adds a new Reunite action that you can choose to take on your turn. The Reunite action acts just like the Move action with the following modifications:

- You do not need to pay a card to take the Reunite action.

- You must end the Reunite action with Hachiko moving to the Hachiko station marker in Shibuya.

All other Move requirements apply to the Reunite action: you cannot visit a station more than once, using track triggers income for other players, and so on.

Any customers still with Hachiko when this action is completed are added to Shibuya ward. If there is a store in Shibuya station, then it can accept a matching customer.

After this action is taken and Hachiko is reunited with Professor Ueno in Shibuya, Hachiko is returned to the ① position of the Customer Queue. (sorry Hachiko!) If the Queue is empty, then Hachiko is removed from the game.

Action : Move

You may not use the Move action on the ward where Hachiko is located.

Variant

While Shibuya station is the traditional home of Hachiko, you can choose any station on the map and use that as the target station.

Acknowledgements