Shinjuku Mod Pack I

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Version 1 r3

Shinjuku mods add new components (such as new customer types) or rule variations that can be layered on top of the base rule set.

For your first game of **Shinjuku** when you're still learning the rules, you should add only the **Wandering Princess** mod, but for later games you should randomly choose one or two mods.

Mini Actions

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

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

If you choose to take a *mini 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.

Adjacent Wards

Some mods make reference to wards that are adjacent to a particular ward.

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

Mod Interactions

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).

Mini Action : Wander

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

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

• 8 Thief tokens - 2 for each type of good

Setup

Add the 8 thief tokens to the bag of customers.

Gameplay

Thieves are customers that act like any other customer and can only be given to a store (or department store) that matches the good that the Thief wants.

When a Thief customer is drawn from the bag, an additional customer should be drawn from the bag and placed in the same location as the Thief. This may need to be repeated until a non-thief customer is drawn. When drawing multiple customers (e.g., after 3 department stores have been built), this process may need to be applied to each customer draw.

Thief customers can be used when Upgrading to a department store.

Scoring

In endgame scoring, each Thief customer counts as negative one-half VP (-½ VP).

Busy Chairman

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

The **Busy Chairman** mod introduces a new customer type: the Chairman. The Chairman can move around the map into adjacent locations and gives you an extra wildcard opportunity. During the Move action, the Chairman can be dropped off at a store instead of a customer.

Components

•   1 Chairman token for each player (4 colors)

Setup

At the start of the game, each player has their Chairman in front of them with their other tokens (stores, department stores and track).

Mini Action : Explore

Once per turn you may Explore with your Chairman:

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

•   If your Chairman is already on the map, you may move the Chairman into an adjacent ward.

Multiple Chairmen can peacefully coëxist in the same ward.

Action : Move

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

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

When a Chairman 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 Chairman 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

At the start of the game, The Kaiju is placed in the water outside Tokyo (in Tokyo Bay).

Action : Kaiju

The Kaiju mod 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. To move the Kaiju out of the water (which doesn't have a corresponding card), you need to play a wildcard.

When you take the Kaiju action, you move the Kaiju into an adjacent location. All of the customers in that location run away into an adjacent 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 random customers at the start of your turn, if the customer would be placed in the Kaiju location, then the player must move the Kaiju into a neighboring location before placing the customer. This does not cost an action.

Note that the player must choose the Kaiju's new location before seeing the customer type that is going to be placed. So when the Kaiju mod is in play, care must be taken to draw the location card before drawing the customer.

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 owner.

Components

- 1 Hachiko token
- 1 Hachiko station marker

Setup

As part of setup:

- Place the Hachiko station marker on Shibuya station (in Shibuya ward)
- Place Hachiko on the Hachiko station marker.

Placing Hachiko

With the Hachiko mod, the following rule changes are in effect:

If you start your turn with Hachiko on the Hachiko station marker (in Shibuya), then move Hachiko to the same ward as the customer that you draw at the start of your turn. If the customer draw would place Hachiko in Shibuya, then Hachiko remains on the station marker. If you do not draw a customer (for example, during the last turns of the game when there are no customers), then Hachiko stays on the Hachiko station marker.

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.

After this action is taken and Hachiko is reunited with Professor Ueno, Hachiko is again placed on the Hachiko station marker in Shibuya. Hachiko will be moved to a new location (sorry Hachiko!) at the start of the next player's turn.

Action : Move

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

Note that if Hachiko is on the Hachiko station marker, then he is not considered to be in that ward, so Move actions are allowed.

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