

Shinjuku

Rules of Play

Gary Kacmarcik

Version 2 r1

Tokyo is a city of trains and Shinjuku is the busiest train station in the world.

Unlike most passenger rail systems, Tokyo has dozens of companies running competing rail lines rather than having a single entity that manages rail for the entire city. Many of these companies are large conglomerates that own not only the rail, but also the major department stores at the rail stations.

In **Shinjuku**, you manage a rail conglomerate in Tokyo. You need to build stores for the customers to visit and also the rail lines to get them there.

Every turn, new customers will arrive looking to purchase one of 4 different goods. If you have a store that sells those goods, then you might be able to move them to your store and earn them as a customer (and gain victory points!).

2-4 players

60 minutes

Ages 10+



Components

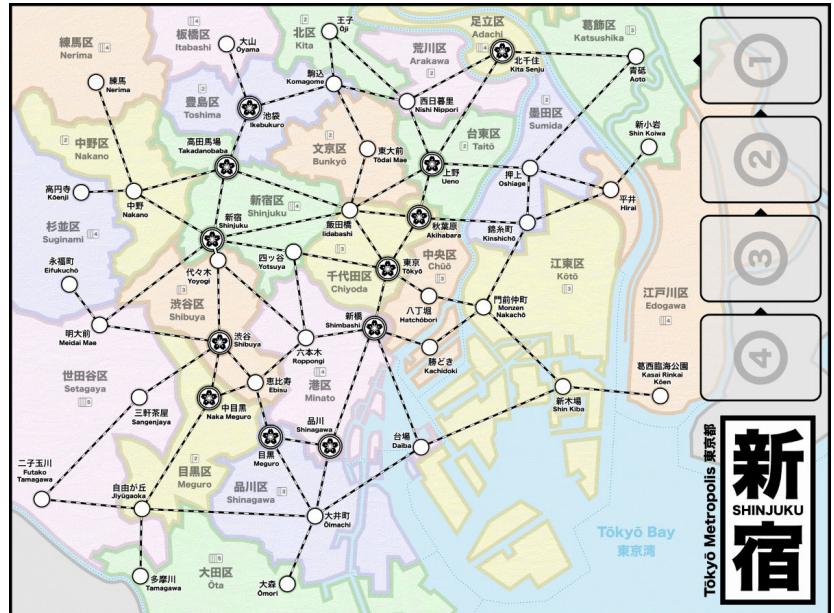
Summary

- Map of Tokyo with stations and connections
- 72 Ward cards
- 72 Customer tokens (white), each with a marking identifying the type of goods they want to purchase: *FOOD*, *CLOTHING*, *BOOKS* OR *ELECTRONICS*.
- 1 Customer bag to hold all the customers.
- 32 Store tokens (4 colors): 2 for each store type per player color
- 12 Department store tokens (4 colors): 3 per player color
- 64 Track markers (4 colors): 16 per player color
- 4 Player screens (4 colors) for players to hide their customers during the game
- 6 Upgrade Bonus tokens (gray) to award when department stores are created.

Map of Tokyo

The map lays out the 23 special wards in Tokyo and shows the train stations (as circles) where stores can be opened.

Each station is marked with a set of potential *connections* to other stations. These connections cannot be used until a player places track on them to turn them into a proper *rail connection*. Some stations have an icon in the circle to indicate that stores opened in this location can be upgraded to a department store.



Useful things to note about the map:

- On the right side of the map (labeled ④ ③ ② ①) is the Customer Queue. This area identifies where the next few customers will be arriving.
- Shinjuku station (in Shinjuku ward) expands down into Yoyogi station in Shibuya ward. A direct rail connection exists between these 2 stations that can be used by any player.

The Ward Cards

The central core of Tokyo is divided into 23 wards (known as 区 or *ku*) and there are cards representing each of these wards.

There are multiple copies of each ward card corresponding roughly to the population of that ward.

Card distribution:

- 2 cards: Arakawa, Bunkyo, Kita, Meguro, Nakano, Sumida, Taito, Toshima
- 3 cards: Chiyoda, Chuo, Katsushika, Koto, Shibuya, Shinagawa
- 4 cards: Adachi, Edogawa, Itabashi, Minato, Nerima, Shinjuku, Suginami
- 5 cards: Ota, Setagaya

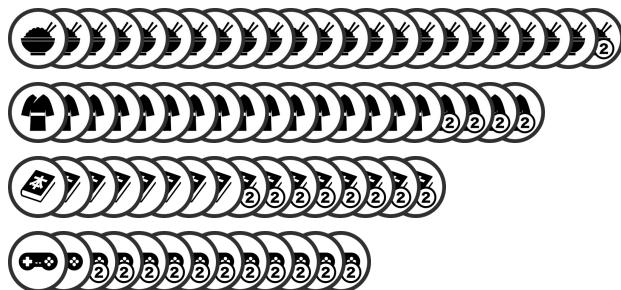


Customer Tokens

There are 72 customer tokens (all white), each with an icon identifying the type of goods that the customer wants to purchase.

Of the 72 customers:

- 23 customers want *FOOD*
- 20 customers want *CLOTHING*
- 16 customers want *BOOKS*
- 13 customers want *ELECTRONICS*

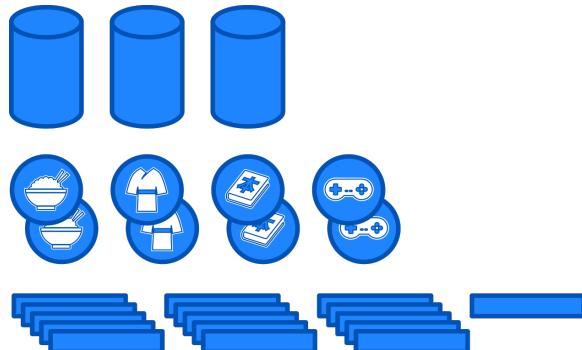


Some customer tokens are marked with a “2” in a circle. These count as 2 separate customers during endgame scoring.

Player Pieces

Each player color has:

- 3 department store tokens
- 8 store tokens (2 for each good type)
- 16 track tokens
- 1 player screen (with rules summary)



There are 4 player colors: red, green, blue and yellow.

How to Play

Initial Setup

Map: Place map in middle of table.

Cards: Shuffle all of the ward cards into a **draw deck** and place this deck face-down within easy reach of all players.

Next to the draw deck, a face-up **discard pile** (initially empty) will be formed. When you spend cards or place customers, you will place the used cards in this pile. When the draw deck runs out during gameplay, the discard pile should be shuffled and added to the draw deck.

Place all the customer tokens in a **customer bag** so that they can be drawn at random.

Place the 6 gray Upgrade Tokens next to the map for easy access.

Players: For each player, setup as follows:

- Choose a color and take all the tokens of that color.
- Draw 4 cards into your hand

The Customer Queue

New customers arrive on the map via the Customer Queue.

How to Initialize the Queue (at the Start of the Game)

Draw 4 ward cards and place them on the 4 queue spaces: ④ ③ ② ①

Add 2 customers to the queue.

How to Add a Customer to the Queue

- Draw a customer from the bag.
- Is there already a customer of the same type in the queue?
 - If so, place the new customer on the same card as the matching customer.
- Otherwise, place the new customer on the next available (empty) card.

The *next available card* in the queue is the lowest numbered card that does not already have a customer on it. At the start of the game, this will be ①, but higher numbered spots will be filled if all lower numbered spots are occupied with customers that don't match the customer being added.

How to Refresh the Queue (after Customers are Placed)

- Slide the existing cards (with customers) down one position
 - ② → ①, ③ → ②, then ④ → ③
- Draw a new card and place it on ④
- Add customers to the queue equal to the number that were just placed on the map.

Gameplay

Each player turn is as follows:

Place New Customers from the Queue

Take all the customers from the head ① of the queue and then place them in the location indicated by the card they were sitting on. The customers are placed in the middle of the ward and are not associated with any particular station.

Take the card from the queue (where the customers were taken) into your hand.

Refresh the customer queue.

- Note: To help speed the game along, the task of refreshing the queue can be done by the next player so that the current player can focus on their turn.

Take Two Actions

During your turn, you can choose any two of the following actions. The same action may not be chosen twice in the same turn.

- **OPEN** : Spend a ward card and open a store at any empty station in that ward.
- **EXPAND** : Build new a track segment on an unoccupied connection anywhere on the board. Optionally, you may spend a card that matches either end of the newly placed track to build a second segment of track that is connected to the first.
- **UPGRADE** : Spend a matching ward card and a matching customer to upgrade an existing store that you have in that ward.
- **INCOME** : Draw your hand back up to 4 cards, or draw a single card if you already have 4 or more cards in hand. Your turn ends immediately after taking this action.
- **MOVE** : Spend a ward card and move the customers in that ward to stores on the map, following train tracks to connected stations. This triggers **INCOME** for other players if you use their track.

Player Actions

OPEN

The **OPEN** action allows you to create a new store in an empty station or relocate an existing store to a new location.

You must spend a card that matches the ward containing the station where you want to open the store and then place one of your store tokens on that station. The store token can come from your unused pool or you can take one of your existing stores on the map (to relocate a store to a new location).

Once you have a store open in a station, you gain the following benefits:

- Any matching customers that pass through that station *must* visit your store.
- Cards in your hand that match the station's ward become **wildcards** that you can use to match *any* ward.

EXPAND

The **EXPAND** action allows you to expand your rail network by connecting stations.

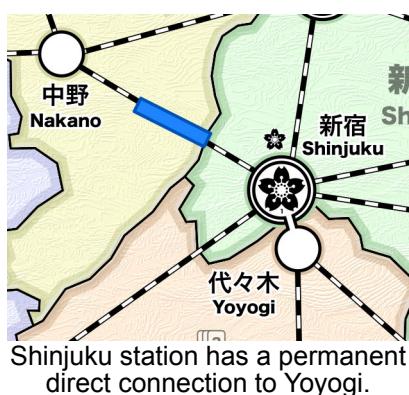
When you take this action, place one of your track tokens on an empty connection anywhere on the map. This creates a new rail connection that can be used by any player when moving customers.

Note that only a single piece of track is required to enable a connection between two stations on the map regardless of how far apart the two stations are.

Double Track

Optionally, you may choose to spend a card that matches either of the two stations connected by your first piece of track so that you play a second piece of track that expands from the first.

In the example on the right, the **Red** player has placed a piece of track that connects Tokyo (in Chiyoda) to Hatchobori (in Chuo). The Red player now has the option to spend either a Chiyoda or Chuo card to build a second piece of track. The second track segment can extend from either end, regardless of which card was played, so a Chiyoda card could be spent to allow the player to extend from Hatchobori over to Monzen Nakacho.



Note that Shinjuku station (in Shinjuku ward) is a special case when laying double-track because it has a permanent direct connection to Yoyogi (in Shibuya ward). When playing a segment of track that connects to Shinjuku you can connect the second track out through Yoyogi (and vice versa). However, the card you need to play still needs to match one of the two stations that you connected with your first piece of track.

For example, if the **Blue** player takes the **EXPAND** action and places track between Nakano (in Nakano ward) and Shinjuku, then they would have to play a Shinjuku card or a Nakano card in order to place a second segment of track. The second track could then extend from Nakano, Shinjuku or Yoyogi.

UPGRADE

After you've opened a store, you can upgrade it to a department store by spending a card that matches the ward where the store is located *and* giving up a customer that matches the type of the store being upgraded.



Department Store Icon

Important: Only stores located in a station with a department store icon (like Shibuya or Naka Meguro) can be upgraded to a department store.

On the map shown to the right, the **Blue FOOD** store in Shibuya can be upgraded to department store if **Blue** spends a Shibuya card and a **FOOD** customer. The **Green CLOTHING** store cannot be upgraded because Ebisu does not permit department store upgrades.

When upgrading, the store is replaced with a department store on the map and the original store returns to you so it can be used again.



Only stations with a Sakura icon (like Shibuya or Naka Meguro) may be upgraded.

The customer that is spent for the department store upgrade must be one that the player has earned previously in the game (from a **MOVE** action). The spent customer is added to the Customer Queue.

After upgrading to a department store, you may claim the next Upgrade Bonus token (if any remain). These tokens are used in endgame scoring.

MOVE

The **MOVE** action allows you to move customers on the map so that they can visit your stores. You must spend a card that matches the ward where the customers you want to move are located.

When customers are initially placed on the map from the Queue, they are assigned to a ward but are not associated with any particular station in that ward. When you take the **MOVE** action, you take all the customers in the ward, choose their starting station (within that ward) and then move them along track that players have added to the map, visiting stores along the way.

When you **MOVE** customers, do the following:

- (1) Gather *all* of the customers in the ward that matches the card you spent.
- (2) Select their starting station within that ward – they must all start from the same station.
- (3) Move the customers from station to station on the map, following the track connections that players have added.
 - If the station has a store that matches a customer, then the store satisfies the matching customer and the customer must be given to the player that owns the store.

- A store can satisfy a single customer that matches the store type. A department store can satisfy a single customer of *any* type.
- If more than one customer matches (e.g., with a department store; or if there are multiple customers of the same type), then you may choose which single customer is given to the store owner.
- No station may be visited more than once during this action.
- If there are 2 or more customers, then you must cross at least one track segment.

You are not required to satisfy all of the customers that are moved. You may stop at any point, or continue as far as you wish (subject to the limitations outlined above). Any remaining (unsatisfied) customers are added to the ward that contains the final station visited, merging with any existing customers in that ward.

Trigger Income: If the player that took the **MOVE** action made use of any track owned by other players, then those players may *immediately* take one free **INCOME** action. Each player gets at most one **INCOME** action regardless of how many sections of track were used. The player taking the **MOVE** action is not entitled to a free **INCOME** action.

INCOME

Taking the **INCOME** action replenishes your hand with cards. Draw your hand back up to 4 cards, or draw a single card if you already have 4 or more cards in your hand.

Your turn ends immediately once you take this action, even if you had one more action available. *Pro Tip:* Don't take **INCOME** as your first action.

Wildcards

A wildcard can be used to match any ward on the map whenever a card is required (for example, for **OPEN**, **EXPAND**, **UPGRADE** or **MOVE** actions). There are no explicit wildcards in the deck, but there are two ways to create wildcards: from your stores on the map, and by playing multiple cards.

Wildcards from Stores

Once you've opened a store (or department store) on a station, the cards for the ward that contains that station become wildcards for you.

Because the card frequency varies based on the population of that ward, some cards work better as wildcards (because you're more likely to encounter them). Each card indicates how many copies of it exist in the deck.

Wildcards from Cards

You can spend any 3 cards from your hand as a single wildcard.

End of Game

When the last customer is drawn from the bag, play continues until the customer queue is emptied. The player that places the final customers from the queue finishes their turn and then the Final Round begins.

For the Final Round, everyone discards all of their cards and then everyone takes one final turn, continuing the game where it left off so that the player who placed the last customer takes the final turn of the game. During the Final Round, players take two different actions (as usual), but cards do not need to be spent to perform **OPEN**, **EXPAND**, **UPGRADE** or **MOVE** actions.

During the game, you are allowed to examine the outside of the bag to get an idea of how many customers remain. However, the exact number and the types of customers remaining should be kept hidden.

Endgame Scoring

Customers are scored using set collection:

- 10 pts for each set of 4 different customers
- 6 pts for each set of 3 different customers
- 3 pts for each set of 2 different customers
- 1 pt for each remaining customer

When scoring, first construct as many 4-sets as possible, then create 3-sets from the remaining customers, and then 2-sets. After creating as many 4/3/2 sets as possible, all leftover customers are worth 1 point each.

Customers marked with a “2” count as if they were separate 2 customers.

Each Upgrade Bonus Token acts as a single customer type (your choice) and counts as a number of customers equal to the number of stars on the token.

Tiebreaking

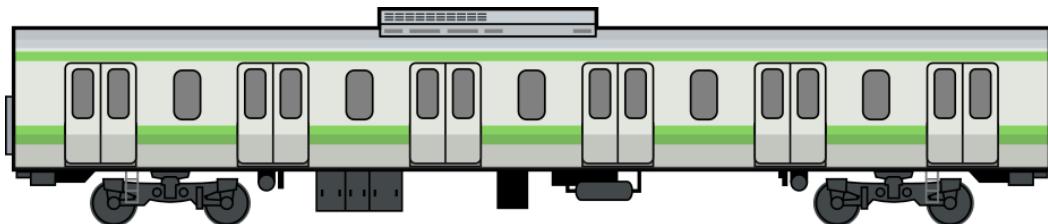
If there is a tie for points, then the player who first claimed an Upgrade Token between the tied players is the winner.

Credits & Acknowledgements

Game Design: Gary Kacmarcik

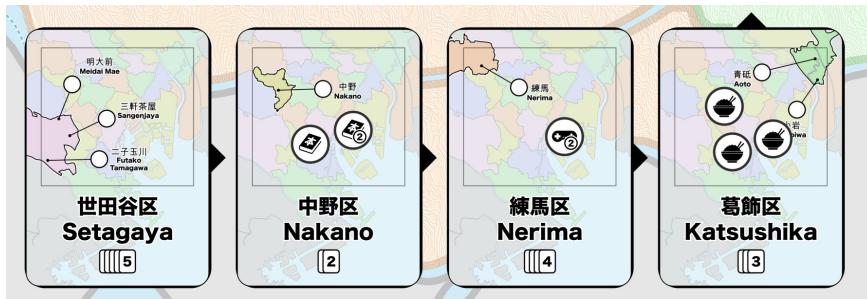
Game Development: Gary Kacmarcik and Adam Blinkinsop

Special thanks to all the early playtesters for their feedback and suggestions, especially Adam Blinkinsop, Jeff Bowden, Sverre Rabbelier and Adrian Kacmarcik.

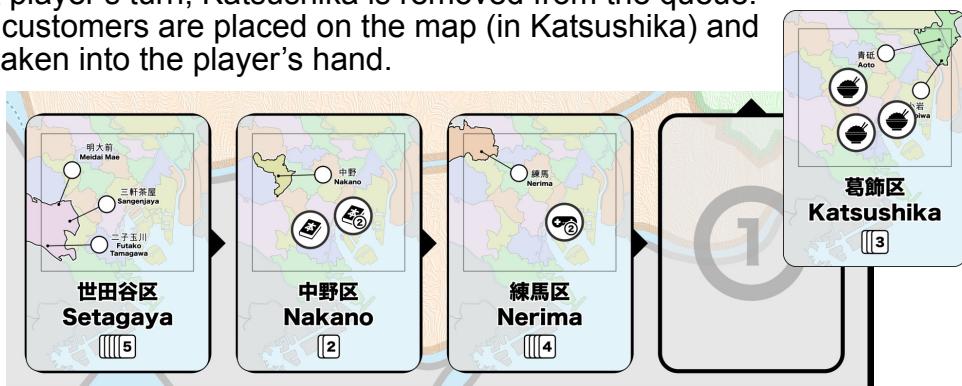


Customer Queue Example

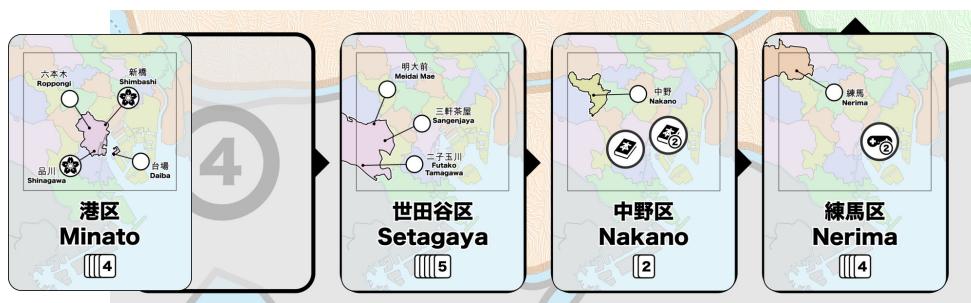
In this example, there are 6 customers in the queue.



On the next player's turn, Katsushika is removed from the queue. The 3 *FOOD* customers are placed on the map (in Katsushika) and the card is taken into the player's hand.

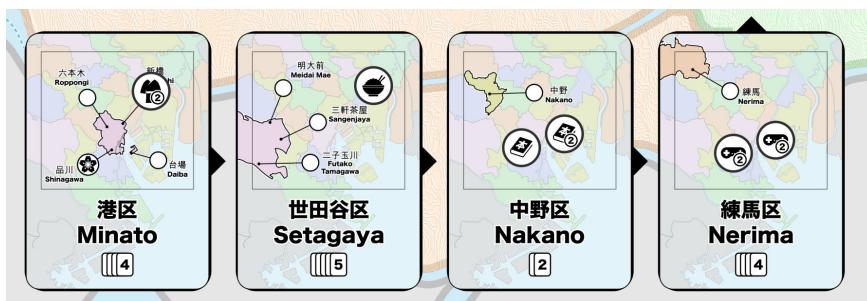


The 3 cards remaining in the queue (with their customers) are shifted over and a new card (Minato) is added to the queue.



Because 3 customers were removed from the queue, 3 new customers must be added.

First, a *FOOD* customer is drawn and, because there are currently no *FOOD* customers in the queue, it is added to Setagaya (the next empty position). Then an *ELECTRONICS* customer is added with the existing customer in Nerima. And finally a *CLOTHING* customer is added to Minato.

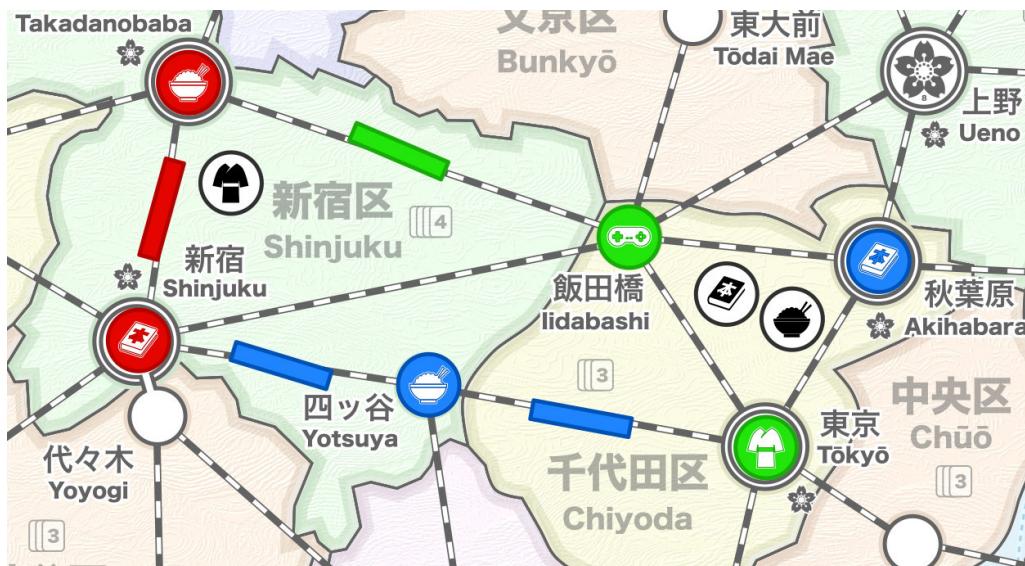


Moving Examples

Example 1

Scenario:

- One *CLOTHING* customer in Shinjuku ward
- Two customers (*FOOD* and *BOOKS*) in Chiyoda ward



Green player options:

- **Move** the *CLOTHING* customer from Shinjuku ward starting in Yotsuya station. Go to Tokyo station to take the *CLOTHING* customer. Since this travels over Blue track, Blue gains an **INCOME** action.
- Green could also start from Shinjuku station. This has the same result as the first option: Green gains a customer and Blue gains a single **INCOME** action (even though 2 Blue tracks were used).
- Starting from Takadanobaba station would give the same result for Green (a single customer) but would give both Red and Blue an **INCOME** action.

Blue player options:

- **Move** from Chiyoda ward starting in Tokyo station. Go to Yotsuya station to take the *FOOD* customer. Blue could then continue moving the customers on to Shinjuku station, but since that would only benefit Red (giving them a customer) it is more advantageous to stop here. The remaining *BOOKS* customer is added to Shinjuku ward to join the existing *CLOTHING* customer. Since only Blue track was used, this triggers no **INCOME** actions.
- Because there are 2 customers and there is no track connecting Akihabara to another station, Blue cannot **Move** the customers there. However, if there was only a single *BOOKS* customer in Chiyoda, then this would be permitted.

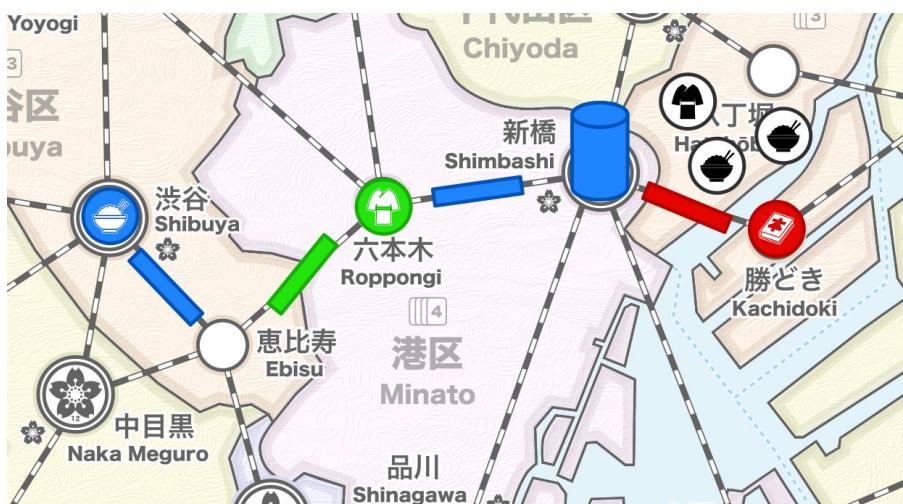
Red player options:

- **Move** the *FOOD* and *BOOKS* customers from Chiyoda ward starting in Iidabashi station. Go to Takadanobaba station to take the *FOOD* customer). Continue to Shinjuku station to take the *BOOKS* customer. Red gains 2 customers and Green gains an **INCOME** action.
- **Move** from Chiyoda ward starting from Tokyo station. Go to Yotsuya station (giving Blue the *FOOD* customer). Continue to Shinjuku station to take the *BOOKS* customer. Blue gains an **INCOME** action. Overall, Red gains 1 customer, while Blue gains a customer and an **INCOME** action. This is strictly worse for Red than the first option.

Example 2

Scenario:

- Two *FOOD* customers and one *CLOTHING* customer in Chuo ward



Blue player options:

- **Move** from Chuo ward starting at Kachidoki and ending in Shibuya. At Blue's department store in Shimbashi, Blue can choose any one of the three customers:
 - Choosing *CLOTHING* and letting the two *FOOD* customers pass through deprives Green of the *CLOTHING* when the customers pass through Roppongi. Blue would gain one *FOOD* and one *CLOTHING* customer and leave the remaining *FOOD* customer in Shibuya ward.
 - Choosing one of the *FOOD* customers would give the *CLOTHING* customer to Green, but Blue would gain two *FOOD* customers. This might be advantageous if Blue already has too many *CLOTHING* customers and needs more *FOOD* customers.

Green player options:

- **Move** from Chuo ward starting at Kachidoki and ending in Roppongi. Green can't avoid giving a customer to Blue in Shimbashi, but can choose to give one of the *FOOD* customers so that Green gets the *CLOTHING* customer. Ending in Roppongi drops off the remaining *FOOD* customer in Minato ward.

Scoring Examples

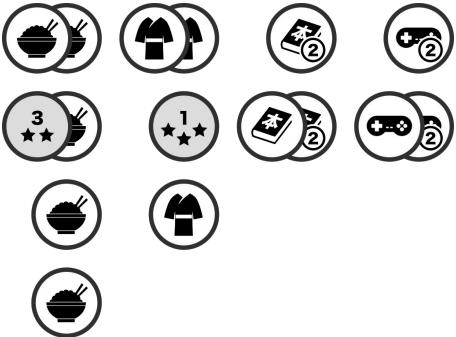
Example 1

	20 pts = 4-set x2
	20 pts = 4-set x2
	16 pts = 4-set & 3-set
	3 pts = 2-set

Bonus Token #2 selected as *ELECTRONICS* customers, counts as 2.

5 4-sets, worth 10 points each, for 50 points
1 3-sets, worth 6 points each, for 6 points
1 2-sets, worth 3 points each, for 3 points
0 1-set, worth 1 points each, for 0 points
Total 59 points

Example 2

	20 pts = 4-set x2
	30 pts = 4-set x3
	3 pts = 2-set
	1 pt = 1-set

Bonus Token #1 and #3 selected as *CLOTHING* and *FOOD*, respectively.

5 4-sets, worth 10 points each, for 50 points
0 3-sets, worth 6 points each, for 0 points
1 2-sets, worth 3 points each, for 3 points
1 1-set, worth 1 points each, for 1 points
Total 54 points