新宿

SHINJUKU

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Build a rail and shopping conglomerate in Tokyo

Strategic Network building
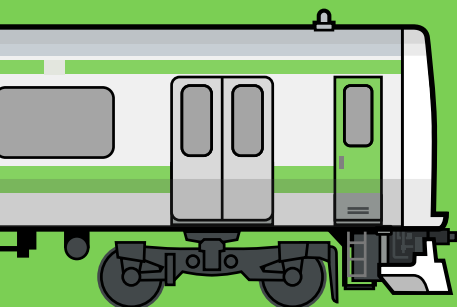Connect stores with rail

Pick up and deliver
Customers to your stores

COMPONENTS

1 map of Tokyo
72 cards
52 customer tokens
1 bag for customers

Per player (x4):
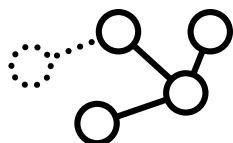3 dept stores
8 stores
16 track
1 player screen

2-4
10+
60min

Simple Rules
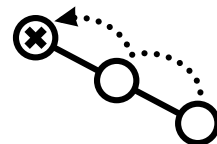No in-game text

Unique Move Action
Avoid opponents' stores to acquire customers

Streamlined Income
No currency to manage

Wildcards
Based on where you have built stores

GAMEPLAY

Each turn:
• Place random customer
• Take 2 actions

5 player actions:
• Build stores
• Expand rail network
• Upgrade to dept store
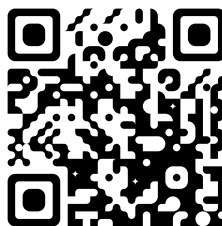• Move customers
• Draw cards (as income)

EXPANSIONS
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Kaiju

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