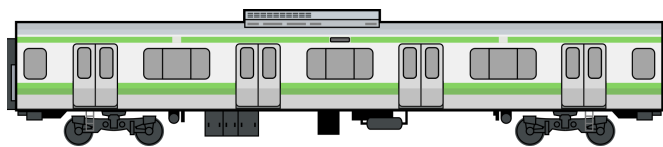


# SHINJUKU



Build a rail and shopping empire in Tokyo



**2-4**



**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 cards (as 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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