



# 新宿

# Shinjuku

## Variants

Version 2 r2

A Shinjuku *variant* adds new components and rules that can be layered on top of the base rule set.

### Free Actions

Some variants 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 variants make reference to neighboring wards. These are wards that are adjacent on the map (ignoring rail connections).

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.

# Wandering Princess

*The Princess wanders around Tokyo spreading that genki princess vibe. She doesn't use public transit (for security reasons) and relies on her chauffeur to get around town, but we don't hold that against her.*

The **Wandering Princess** variant 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 a 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.

The Princess variant is a good choice for your first game using rule variants. It is also a good choice for first-time players.

# Busy Kaicho

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

The **Busy Kaicho** variant 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

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 coexist 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** variant adds a Kaiju that wanders around the city scaring customers into neighboring wards.

## Components

- 1 Kaiju token
- 1 Kaiju card

## Setup

Shuffle the Kaiju card into the bottom third of the deck.

When this card is drawn, it is revealed and another card is drawn to replace it. The Kaiju is then placed in Tokyo Bay, but it will immediately move into one of the 3 wards adjacent to Tokyo Bay: Ota, Koto, or Edogawa.

If the Kaiju card was drawn as part of Income, then the player taking Income chooses where the Kaiju goes once the current action is complete.

If the Kaiju card was drawn as part of refreshing the Queue, then the current player must choose where the Kaiju goes before taking their first action.

## Action : Kaiju

The Kaiju variant adds a new Kaiju action available for players to choose.

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.



## Interactions Between Variants

Most variants 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.
- 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.

## Credits & Acknowledgements

Kaicho : Special thanks to Adam Blinkinsop for the original idea and design for this variant.

Kaiju : Special thanks to Jeff Bowden for the original idea for this variant and to Adam Blinkinsop for the core design.

