Shinjuku

Quickstart Guide

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General setup

Place the map board in the center of the table.

Place the 72 customer (white) tokens in the bag.

Shuffle the 72 ward cards and place the deck next to the map.

Place the 6 department store Upgrade Bonus (gray) tokens next to the map.

Place the Princess token (from the Princess Mod) in Chiyoda.

Initialize the Customer Queue

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

Add 2 customers to the queue.

Setup for each player

Choose a color and then take the 8 store tokens, 3 department store tokens, 16 track markers and the player screen for that color.

Draw 4 cards into your hand.

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

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To add a new 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 card with the matching customer.

Otherwise, place the new customer on the next available (empty) card.

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middle of the ward and should not be on any particular station.

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

Refresh the customer queue.

Take two actions

You can choose any two of the following actions. The same action may not be chosen twice in the same turn.

To refresh the customer queue

Slide the existing cards (with customers) down

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.

- OPEN : Spend a ward card to open a store at any empty station in that ward. The store token can come from your pool of tokens, or you can relocate one of your existing stores.

- UPGRADE : Spend a matching card and a matching customer to upgrade an existing store to a department store. Add the spent customer to the customer queue and the take the old store back. You may now claim the next department store Upgrade Bonus Token (if any remain). Note that stores can only be upgraded if they were built in a station marked with the department store (Sakura) icon.

Department Store Icon

- EXPAND : Build a new track segment on any empty connection 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.

- 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, even if you had one more action available.

- MOVE : Spend a ward card to 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.

The MOVE action

The MOVE action is how you gain customers, and customers become victory points at the end of the game.

To perform a MOVE action:

(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 it 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.

Any remaining customers are added to the ward that contains the final station visited, merging with any existing customers in that ward.

If any track segments owned by other players were used during the **Move** action, then those players may immediately take an **Income** action. Maximum one **Income** action per player, regardless of the number of track segments used. You (the player taking the **Move** action) are not entitled to this **Income** bonus.

> ### Wildcards
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> Wildcards make it easier for you to perform actions. There are no explicit wildcards in the game, but you can create them in two ways:
>
> - *From cards*: You can use any three cards from your hand as a wildcard.
>
> - *From stores*: After you have opened a store, cards that match that station's ward become wildcards for you.

Phase 2 - City Growth

The second phase of the game is triggered when the third department store is built. At this time, a new Mod is added to the game which will change some of the rules. These rule changes are described on the Mod card.

The player with the most track on the map chooses which new Mod is added to the game. The chosen Mod is then set up following the instructions on the card, and gameplay continues as normal.

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 customer 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 paid to perform **Open**, **Upgrade**, **Expand** or **Move** actions.

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

Customers marked with a "2" count as 2 separate customers. Each Upgrade Bonus Token counts as a number of individual customers (of any type) equal to the number of stars on the token.

Your First Game

Keep in mind the following strategy hints when playing your first game:

- Place your track where other players need to use it. This will give you additional **INCOME** actions whenever they use it. But remember that the amount of track you have is limited, so spend it wisely.

  - If you have a matching card, building two track segments in the same action lets you build your rail network faster. Sometimes it's worth spending an wildcard to do this.

- **OPEN** stores in different wards so that you get more wildcards. Note that some wards have more cards in the deck than others, so these can be good places to build.

  - Remember: You can relocate a store by opening it in a new location.

- **UPGRADE** to a department store early and try to build it in a place that's hard for other players to avoid.

- You earn customers through the **MOVE** action and you only have (at most) one **MOVE** action per turn. Once you've created a basic network of stores, focus on getting 1 (or more) customers per turn.

- Keep in mind how final scoring works:

  - Scoring is based solely on the customers you acquire – not on the number of stores or size of your rail network.