



# 新宿

# Shinjuku

## Print and Play Instructions

Version 2 r6

*These files and instructions are provided for non-commercial use only.*

To create your own copy of Shinjuku, you'll need the following:

- 1 Rules of Play document ([Letter](#), [A4](#))
- 1 Quickstart Guide ([Letter](#), [A4](#))
- 1 Map of Tokyo
- 1 Deck of 72 Ward Cards
- 72 Customer tokens
- 11 Upgrade Bonus tokens
- 32 Store tokens (8 stores x 4 player colors)
- 12 Department Store tokens (3 department stores x 4 player colors)
- 64 Track pieces (16 pieces x 4 player colors)
- 1 Bag (for drawing customer tokens)
- 4 Player Screens (1 screen x 4 player colors)
- 1 Matsuri token
- 1 Starting Player marker

## 1 Map of Tokyo

The map is 20"x22" (508mm x 559mm). You can print this out as a single large image:

- Shinjuku Map - [single large image](#)

## 1 Deck of 72 Ward Cards

There are 72 cards and each card identifies a single ward on the map.

- Shinjuku Cards - 8 pages, 9 cards per page - ([Letter](#), [A4](#))

## 72 Customers

Each customer is a white 15mm x 4mm cylinder. This size works well because the 15mm diameter easily accepts the 1/2" (or 13mm) stickers to mark each customer.

- 15x15x4mm wood discs - [PrintPlayGames](#), [BoardGamesMaker](#), [TheGameCrafter](#)

Alternately, you can use any 72 pieces that are all the same size and can be marked with the 4 customer symbols.

If you're marking the pieces yourself (rather than using printed round stickers), the distribution of customers is as follows:

- 23 customers who want **food** (marked with ○)
  - **22 regular** food customers and **1 double** food customers
- 20 customers who want **clothing** (marked with ×)
  - **16 regular** clothing customers and **4 double** clothing customers
- 16 customers who want **books** (marked with △)
  - **8 regular** book customers and **8 double** book customers
- 13 customers who want **electronics** (marked with ☆)
  - **2 regular** electronics customers and **11 double** electronics customers

The "double" customers should be marked with a small "2" to distinguish them from the regular customers.

## 32 Stores

*8 stores per player x 4 player colors*

Each store is a 15mm x 10mm disk in one of 4 colors: red, blue, green and yellow. This size works well for stores because the customers can rest on top of them during the Move action and the diameter easily accepts the 1/2" stickers to mark each store.

- 15x15x10mm Cylinders - [PrintPlayGames](#)

Alternately, you can use any 32 pieces that are all the same size and can be marked with the 4 customer symbols.

If you're marking the pieces yourself (rather than using round 1/2" stickers), there should be 2 stores of each type (○, ×, △, ☆) for each player.

## 12 Department Stores

*3 department stores per player x 4 player colors*

The can be basically any large token that matches the player color.

The pieces used in the current prototypes are:

- 15x15x30mm tall cylinder - [TheGameCrafter](#)

## 64 track

*16 track segments per player x 4 player colors*

These are standard 25mm x 4mm prisms (or "sticks"), 16 for each of the 4 player colors. Borrow these from your Settlers of Catan game (you'll be 1 short per color, but that shouldn't be a problem) or you can get them here:

- Wood Roads / Sticks - [PrintPlayGames](#), [TheGameCrafter](#)

Alternately, you can use any stick-like piece that is 25mm or shorter in length. Longer pieces might work, but you may have trouble fitting the track between some stations on the board.

## 1 bag

The bag is used to hold all the customers so that they can be drawn at random. Use any bag you feel like.

- Cloth bag - [PrintPlayGames](#)



## 4 player screens

1 screen per player x 4 player colors

These player screens have the rules summarized on the inside.

- Player Screens - 4 double-sided pages - ([Letter](#), [A4](#))

## 11 Upgrade Bonus Tokens

These should be the same size as the customer tokens, but it's convenient to make them a different color (gray) to make them easier to sort.

## 1 Matsuri (Festival) token

This can be anything that can serve as a token that is used on the map. For example, a tall cylinder (like a department store) could be used.

## 1 Starting Player marker

This can be anything (e.g., a card or token) that can be given to the player who takes the first turn. This is used at the game end to ensure that each player has the same number of turns.

# Customer and Store Stickers

The Customer tokens and the Store tokens need to have matching symbols. You can write them manually (using ○, ×, △, ☆), or you can print out these stickers to apply to the tokens listed above.

### 1 sticker sheet

The stores and customers are each labeled with a 1/2" round sticker:

- [Blank sheet of 154 round stickers 1/2" \(Avery - Letter\)](#)
- [Image to print on sticker sheet \(Letter\)](#)

For A4, there are typically 216 13mm round stickers, packed more tightly on the page:

- [Image to print on sticker sheet \(A4\)](#)

The sticker sheet include stickers that can be used to mark the Upgrade Bonus tokens and the Matsuri token.

Note that these sheets contain some extra symbols that are not part of the base game. These are intended to use with game variants.

