

# METRO MAPS



Build, Match, Win

## QUICK START

The object of the game is to win points by completing routes on the Metro Map. The more routes you complete the more points you gain.

Players are dealt 4 Resource cards and 1 Route card at the beginning of the game. Players also receive 10 line tokens and 10 station tokens.

Players may perform only one of two actions on their turn, either “build” or “collect”.

If players choose to “collect”, they can do so in one of three ways.

**Swap.** Players may swap one card from their hand by placing it in the discard pile and picking one up from the Resource card deck.

**Blind Pick-up.** Players may pick up one card from the top of the Resource card deck.

**Revealed Pick-up.** Players may pick up one card from the top of the discard pile.

If players choose to “build”, they can do so in one of two ways.

Players may build a line by spending 2 Rail Resource cards, or they may build a station by spending 2 Locomotive Resource cards.

Players may only build in permitted positions on the board.

Players must build the shape exactly as it is shown on their Route card. The shape may be rotated but not flipped.

The game ends when any player uses either their last line token or station token.



## SETTING UP THE GAME



Each player chooses a colour and takes 10 line tokens and 10 station tokens.



Shuffle the blue Resource cards and the black Terminus cards together, and deal 4 cards to each player.

Place the remaining Resource cards face down on the board.

Shuffle the red Route cards and deal 1 to each player.

Place the remaining Route cards face down on the board.

Use your preferred method to select the order of play.



Each player then places one of their station tokens in the middle of the play area creating a stack of stations. This is your starting point.

## PLAYING THE GAME



Players may take one action per turn, starting with the player selected to go first.



Players may perform only one of two actions on their turn, either “build” or “collect”.

Players will spend Resource cards during play. Once spent, Resource cards are placed in a discard pile.

When the Resource card deck is depleted during gameplay, the discard pile should be shuffled and then used to replace the Resource card deck.



The game ends when any player uses either their last line token or station token.



Remember, play starts on the centre circle. This means most players first move will be to build a line out of the centre station.



# COLLECT



Players may collect Resource cards in one of three ways.

**Swap.** Players may swap one card from their hand by placing it in the discard pile and picking one up from the Resource card deck.

**Blind Pick-up.** Players may pick up one card from the top of the Resource card deck.

**Revealed Pick-up.** Players may pick up one card from the top of the discard pile.

Players may only hold a total of 6 Resource cards at any one time.

Players may hold as many Route cards as they wish but any incomplete or incorrect Route cards receive a penalty, at the end of the game.



Players may not “build” on the same turn that they pick up a Resource card.

## BUILD



Players may build either a station or a line on their turn, by placing a line or station token in one of the designated locations on the board.

To build either a station or line players must “spend” the relevant Resource cards.

Station	= 2 X Locomotive	
Line	= 2 X Rails	

No more that two lines may be built between the same two stations.

Players may only build lines if they are connected to one of their own stations.

Players may build a station at the end of one of their own lines or on top of another players station to form a stack.



Players may only “build” once per turn and may not pick up any Resource cards.



## SCORING

Players score points by creating routes that exactly match the shape depicted on the Route card.

Stations are represented by the 'O' symbol and lines represented by the 'I' symbol.

 = **Station**. If the player chooses to build another station on this location the shape will be incorrect. If another player builds on this location it does not affect the players shape.

 = **Line**. If the player chooses to build two lines on this location the shape will be incorrect. Another players line does not affect the players shape.

 = **Double Line**. Another players line may not be used to create the shape. Both lines must belong to the player.

 Routes must be built exactly as shown on the Route card, with all lines and stations in the correct place.

The route may be rotated in any direction, but may not be flipped or mirrored.

Players must keep their completed Route cards to calculate their points at the end of the game.

Bonus points may be won by building stations in the correct zone. For every station built for that route in the zone shown on the Route card, the player receives one extra point. No bonus points are scored for incorrect routes.

If a player has any incomplete Route cards at the end of the game, 2 points are deducted from the players score for each incomplete route.

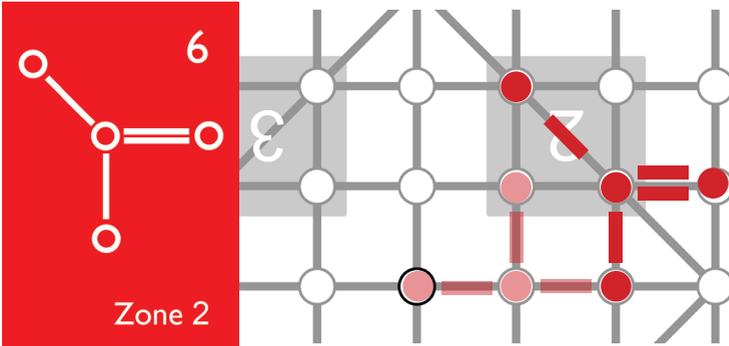
Players must add up the total of the points shown in the top right hand corner of their Route cards, plus any bonus points from stations built in the right zone.





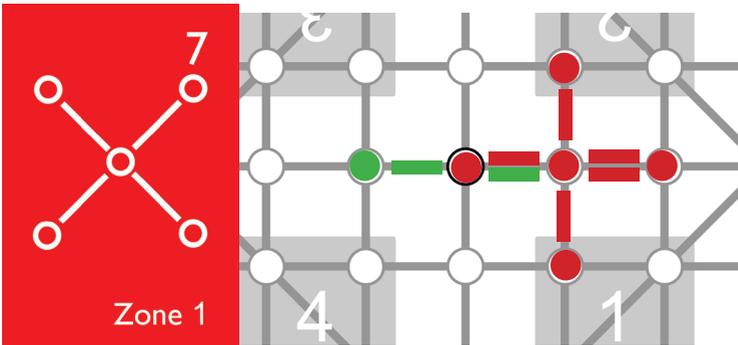
## SCORING EXAMPLES

### Example 1



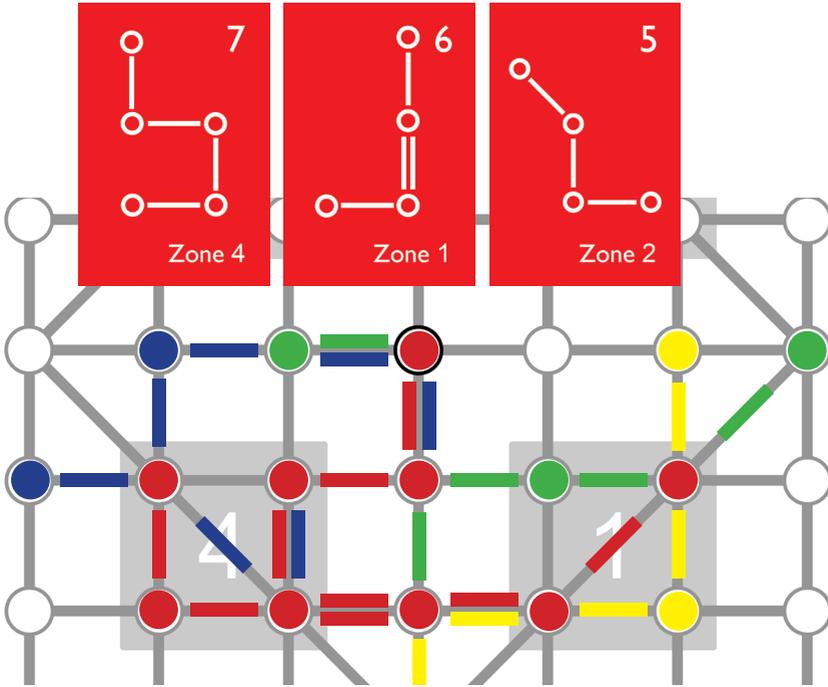
In this example the red player has correctly placed the relevant tokens on the board and scores 6 points for this route. In addition to the 6 points two stations are in Zone 2 granting an additional 2 points for a total of 8. The route is unaffected by the addition of another red route.

### Example 2



In this example the red player has correctly rotated their shape, however they have included an extra line on one side of their shape making it incorrect. They score no points and deduct 2 points from their final total. No bonus points are scored because the Route card has not been completed correctly. The green player does not affect the red players shape.

### Example 3



In this example the red player has correctly rotated and built the 7 point route and gains an additional 4 points for building four stations in Zone 4. The red player has also correctly rotated and built their 6 point route with one station in the correct zone for an additional point. Their total is 18 points.

However they did not complete their 5 point route and so 2 points are deducted for a new total of 16 points.

None of the routes are affected by the other players.

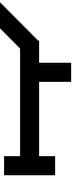
### QUICK REFERENCE

<b>Build Costs</b>	$\times 2$	$\times 3$	$\times 1$
Station = 2 X Locomotive Cards		Terminus = 3 X Ticket Cards 1 X Terminus Card	
Line = 2 X Rail Cards	$\times 2$	Route = 2 X Ticket Cards	$\times 2$
			

## SPECIAL MOVES



The Ticket Resource cards can be spent by purchasing new routes or building a terminus.



Players may purchase a new Route card by placing 2 Ticket Resource cards in the discard pile and picking up a new Route card from the deck.

This counts as a “collect” action and ends the players turn.



**A Terminus card allows a player to block any line or station from being built on, there can be no more lines or stations connected to the terminus.**

To use a Terminus card the player must discard 3 Ticket Resource cards and a Terminus card.

The Ticket Resource cards must be placed on the discard pile and the Terminus card must be removed from the game and placed back in the box.

A terminus does not affect the tokens already placed.

When a player uses a Terminus card they must place a black terminus token in the desired location on the board.

Terminus cards count as a Resource card when held by a player.



Using a Terminus card counts as a “build” action and ends the players turn.



There are only 4 Terminus cards available in the game. They prevent all players from connecting any further lines or stations to the terminus. Used tactically they are a powerful piece.

## END OF PLAY



The game ends when any player builds either their last line or station. The game ends immediately with no further turns.



If a player has any incomplete Route cards at the end of the game, 2 points are deducted from the players score for each incomplete route.



Players must add up the total of the points shown on their Route cards.

# METRO MAPS



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