Metro-X

Objective: Players compete to get the most points by completing subway routes.

Setup

1. Collectively decide on the map that will be played.

   ● For a first game, it is recommended that players use the *Tokyo* map.

2. Each player takes a pencil, Summary card, and a copy of the map that was selected.

3. Shuffle the Indicator cards into a face-down deck.

   ● Place the deck in the centre of the table so that it is visible to all players.

4. Select one player to flip Indicator cards during the game.

End of Game

The game ends when all of the Indicator spaces on all players' maps have been filled in; since all players have an equal number of Indicator spaces on their map, all players should finish at the same time.

Each player adds up their score from the following sources:

Route Completion Bonus (*Comp.B*): The player adds up all the Route Completion Bonuses circled on their sheet (circled crowns - and circled diamonds -).

Intersection Bonus (*Cross.B*): The player adds up all the numbers written in Station spaces on their map; numbers written in Indicator spaces do not count towards the Intersection Bonus.

Empty Spaces Penalty (*Emp.P*): The player counts up the number of empty Station spaces on their map, finds the corresponding penalty on the table below, and then subtracts it from their final score:

Spaces	0 - 5	6	7	8	9 - 10	11 - 12	13 - 14	15 - 16	17 - 18	19 - 20	21+
Penalty	- 0	- 1	- 2	- 3	- 4	- 5	- 6	- 7	- 8	- 9	- 10

The player with the most points wins the game.

Tie-breaker: In the event of a tie, the player with the fewest empty Station spaces wins the game; if still tied, the tied players share the win.

Map Anatomy
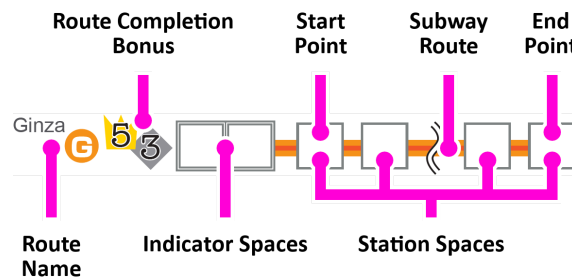
## Each map consists of the following elements:

- The boxes at the bottom of the map are used for end of game scoring.

Indicator Space: Each Subway Route has a fixed number of Indicator spaces that all need to be filled in to score the Route Completion Bonus at the end of the game.

Subway Route: Each route indicates a different subway line that can be distinguished by a unique colour and pattern.

Station Spaces: Each Subway Route is made up of a number of Station spaces.

- The Station space closest to the Indicator spaces is the Start Point and the Station space furthest from the Indicator spaces is the End Point.

- The End Points of Route P and Route Y on the *Osaka* map have a dotted line in the End point because they share a common End point; if this space is filled in, it is considered filled in for both routes.
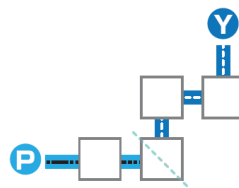
Route Completion Bonus: If a player fills in all the Indicator spaces on a Subway Route, they score the Route Completion Bonus.

- The player(s) that are first to complete a Subway Route score the larger number in the crown ( ), all subsequent players to complete that Subway Route score the smaller bonus in the diamond ( ).

Gameplay

The designated player draws the top card of the Indicator deck, placing it face-up for all players to see. All players take the corresponding action based on the card that was revealed.

- If the card with the Shuffle icon (↻) was drawn, after checking for route completion bonuses, gather all of the Indicator cards, shuffling them together to form a new deck.

- In the rare case that there is an empty Indicator space on a player's map but all of the Station spaces for that Subway Route are filled in, the player may still write the result of a card in the Indicator space and ignore the Station spaces *i.e. drawn nothing*.

Number Cards (*i.e.* 5): Each player chooses a Subway Route with an empty Indicator space, writes the number on the card in the Indicator space, and then fills in the first empty Station space (beginning from the Start Point on the route) with a circle; each player continues to draw circles until one of the following conditions is met.

  a) The number of circles drawn is equal to the number written in the Indicator space.

 b) The player reaches a Station space that is already filled in.
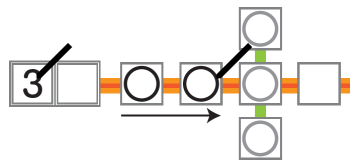
  c) The End Point of the Subway Route is reached.

Circled Number Cards (*i.e.* ③): Each player chooses a Subway Route with an empty Indicator space, writes the number on the card in the Indicator space, and then fills in the first empty Station space (beginning from the Start Point on the route) with a circle; each player continues to draw circles, skipping Station spaces that have already been filled in until one of the following conditions is met:

  a) The number of circles drawn is equal to the number written in the Indicator space.

 b) The End Point of the Subway Route is reached.
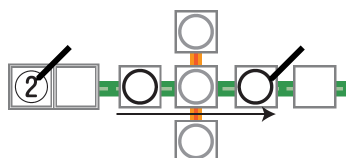
⭐ **Cards:** Each player chooses a Subway Route with an empty Indicator space, draws a star in the Indicator space, and then fills in the first empty Station space (beginning from the Start Point on the route) with a number equal to double the number of Subway Routes passing through that space (*i.e. 2 x 3 in the example below*).

- Players will score the corresponding number of points at the end of the game.
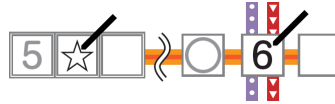
Free ⬭ **Card:** Each player fills in any empty Station space of their choosing on their map with a circle.

- The circle can be placed in absolutely any empty Station space; it does not need to be the first empty Station space on a Subway Route.

- Players do not fill in an Indicator space on their sheet.
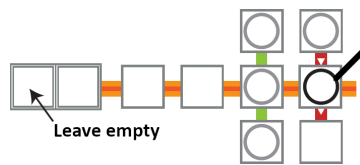
Route Completion Bonus: When all players have finished writing for the round, each player checks to see if they have completed any Subway Routes by filling in all of the Station squares on any routes. If a player has finished any Subway Routes, they should announce to the group, "*X route has been completed.*"

- The first player(s) to complete a Subway Route circle the Crown icon (👑) for that route; if multiple players are the first to complete the route at the same time, all players to do so circle the crown. All other players cross out the Crown icon.

- If a player completes a Subway Route on which they have crossed out the Crown icon, they circle the Diamond icon (🔷).

- If multiple Subway Routes are completed by filling in intersecting Station spaces, treat it as having completed multiple Subway Routes and resolve each route as per above.