

# Metr○mania

Boardgame

## Interactivity, reflexion, fun

A real dream (or nightmare) of subway  
for 2 to 4 players aged from 9 !

**Metromania** is a placement and connection game which simulate the building of a subway network.

**The game board** show a city with housing, work, and leisure places. Their disposition is different with each new game.

**The player** who will connect these places with the quickest and efficient lines will earn many points... and win !

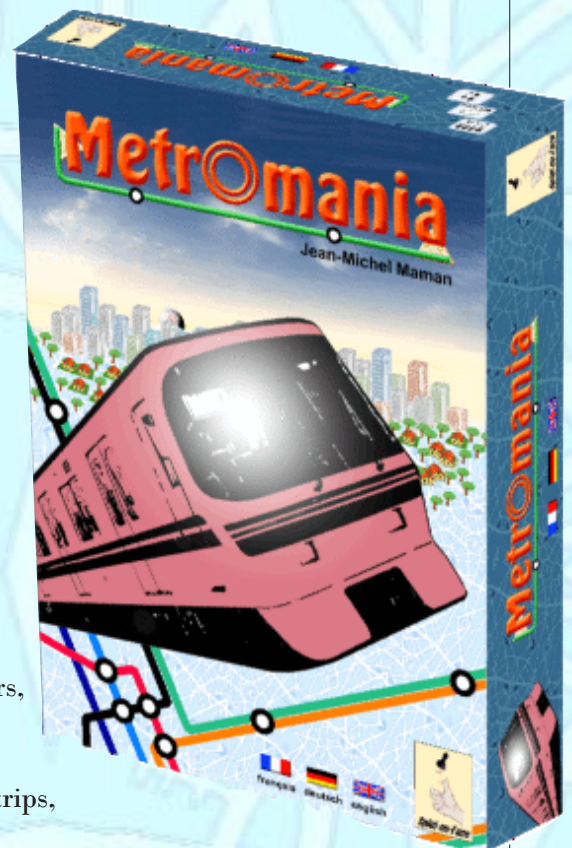
**The rules** are easy and natural. Metromania combine strategy and reflexion while offering very lively games.

Beware of the closing doors !

## Winning points

- The pleasure to trace a REAL subway network.
- The fun and fear to survive in the jungle of lines.

- Always new challenges in always new cities.
- Triangular grid and counters, for very sharp questions of placement...
- Full interaction : stations, trips, blocking, competitors play always shoulder to shoulder.
- Quick turns : you don't wait !
- Less than one hour for a game : what about a revenge ?
- Suspens : the winner is only known at the last minute !
- And the best strategy still to be found...



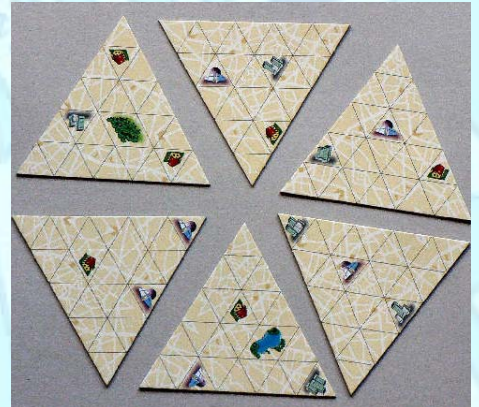
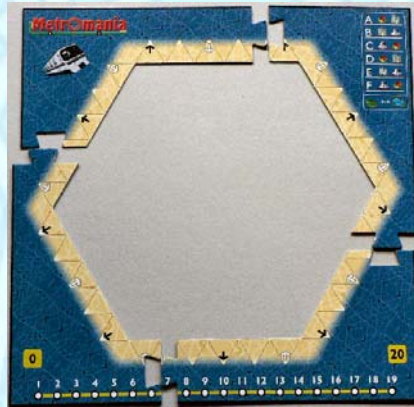
## Game publisher since... january 2006 !

Spiel-ou-Face is a very new french company to create and publish boardgames. It is also the meeting of impassioned gamers and specialists in the edition whose experiment is much older. Their ambition is evident : to develop a range of games which combine fun and reflexion. Without market research, nor calculation of modes, nor easy licences : just games as rich, intelligent, and amusing as possible, with always a maximum of interaction. In brief, games they like and hope players will like too !

Metromania is the first game by Spiel-ou-Face. Jean-Michel Maman, its designer, is well-known in the games area, as inventor or as journalist in TV or paper specialized media. He's also a big collector of boardgames (more than 2000 boxes) and a fanatic gamer...



# In the box...



▽ Metromania was made by Ludo Fact, the german specialist of boardgames fabrication (Settlers of Catan, Niagara...)

▽ The turn of the game board is formed by 4 pieces to join. In the upper right corner, a table resume the Trip-tests which will designate the winner.

▽ The city is made with 6 districts, randomly placed at the start of the game. This way, each game use a different city. Players must conquer the "spots" - houses, work places, and leasures.



▽ The subway lines are built with triangular counters. Each player uses 2 distinct lines with 18 tunnels each..



▽ At the crossing of lines, a station is built. Stations give points to players if they finish their lines.



▽ The 12 Destination counters fix the final Trip-tests which will designate the winner. They are placed by the players when building on a Spot.



▽ All the rules of the game are in french, german, and english. Because Metromania hopes to become an international success !

## Events

**July, 5.** Spiel-ou-Face has a partnership with FLIP'06, the Game Festival of Parthenay (France, near Poitiers) from 5 to 16 next july. You will discover and play Metromania in the Boardgames Village.

**October, 19** Spiel-ou-Face & Metromania will have their booth at the International Spieltage in Essen (Germany), the greatest european show for boardgames, from 19 to 22 next october.

## Contacts

**If you need commercial information, documentation, or specimen of test :**

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**To download the press kit and pictures of Metromania :**

[www.spiel-ou-face.com/contactsproc.html](http://www.spiel-ou-face.com/contactsproc.html)

Spiel-ou-Face, Entreprise Individuelle, N° registre du commerce 342 128 089 00022

**In France, Metromania is now sold by [www.spiel-ou-face.com](http://www.spiel-ou-face.com) and the online shops. Also distributed by Oya in all specialized shops.**