

## METROMANIA

Build the best subway!

Description and Objective:

Each player represents a subway-building company, and will dig two subway tunnels across the city. The goal is to connect important destinations—residential areas, commercial areas, and entertainment facilities—and provide them with subway stations. You need to cooperate with other players (as stations are built wherever two lines meet), but not too much—it is also important to block off your opponents at the right time, to keep them from completing their lines!

At the end of the game, the city government will run seven “test trips” between player-designated destinations placed during the game. The fastest connection between the two points will be rewarded with Public Utility Points, and the player whose subways have the most points wins!

Game Board:

To set up the board, take the four border pieces and put them together. Take the six triangular “city” pieces, and arrange them randomly within the border. The map is made up of smaller triangles, which are either blank, have a destination symbol, or a lake/park. Along the edge of the city are white arrows indicating where a subway line starts, and black arrows indicating where they exit the city.

Counters:

Each player takes a set of counters of a particular color. Each has a score marker (showing a subway train), which is placed on the game board on the “0” space of the scoring track. Each player also has markers for two subway lines: One with a solid color, and another with a “striped” color. Each line should have a Start marker (white arrow), an End marker (black arrow), and eighteen triangular Tunnel markers.

There are also twelve Destination markers. Each is marked with a letter (A–F), and is paired with another Destination marker. These will be the destinations that will be “tested” after the building phase is complete. To begin a four–player game, take the destination markers and shuffle them letter–side–down. Each player then takes one Residential, one Commercial, and one Entertainment destination at random. That player then secretly looks at his markers. If two have the same letter, put one back and draw a new one until all three have different letters. Players keep these in front of them, letter–side–down.

Finally, there are thirty “station” markers, which are set by the side of the board, and are not controlled by any player.

The most urbane player begins!

## **THE COURSE OF A TURN**

Play goes clockwise starting with the first player. On one’s turn, the player **MUST** do one and only one of the following:

1. Dig three tunnels, or
2. Build an intermediate station

On the first turn, a player must do action 1, by beginning a new subway line (see below, under “Digging Tunnels.”)

Digging Tunnels:

Tunnels are placed in the triangular spaces of the city. Only one tunnel may be placed in a space, and must conform to the following:

1. A line must be built from its terminus; a line may not “branch off” (see fig. 2 on example page)
2. A line may not form an acute angle (fig. 3). **EXCEPTION:** When a line terminates at a station, it may be built out from that station at any angle (fig. 4)
3. A line may never make a loop or double back on itself (fig. 5)

If you choose to dig tunnels on your turn, you **MUST** place three tunnels (unless it is only possible to place fewer). If you have two lines, you may distribute your three tunnels between them.

Tunnel markers may **never** be placed on top of the **park or the lake**.

When a player places a tunnel counter on top of a destination spot, the player places one of his Destination counters on that tunnel piece (of the appropriate type, of course), letter-side up. If a player does not have the appropriate counter, the player may *not* place that tunnel piece on the destination. Furthermore, each player may only place one destination marker per turn, and two destinations of the same letter cannot touch, either on an angle or on the side.

Stations:

When digging tunnels, a station is immediately placed when:

1. The line being dug joins another line. In this case, a station is placed where the two meet up. (fig. 6)
2. The line, which was running alongside another line, splits off from it. In this case, a station is placed where the line split off. (fig. 7)

The player scores one point for each destination spot on the board that touches the station. The player continues to dig tunnels after placing a station, if he still has some left to build. (i.e., building a station like this does not stop your tunneling.)

Starting a Line:

Each player has two subway lines. To start a subway line, place the “start” marker by any empty white arrow along the edge of the city. Place the first tunnel in the triangle with the arrow, and place two more tunnels from there.

If you are starting your second subway line, it must start on one of the “opposite” edges from where your first line began (fig 1).

INTERMEDIATE STATIONS:

In lieu of digging tunnels, a player may place one station anywhere on one of his lines, **between two preexisting stations**. (A starting or ending marker counts as a station for this purpose.) Points are scored as for stations placed while digging tunnels. (Fig. 8.)

## ENDING LINES

A line ends on a space with a black arrow. The player places his last tunnel on that space, along with an “End Line” counter.

A line may not end on the same edge as it started, nor on an adjoining edge to that “start edge,” unless all the end spaces on the allowed sides are already taken. (Fig. 10)

When a line ends, that player may immediately place an intermediate station anywhere on the line. **However**, once a line is completed (with the bonus station), the player may never place an intermediate station on that line again.

## END OF THE BUILDING PHASE

Players continue building until one of the following occurs:

1. A player has completed both of his lines
2. A player places the last station available
3. Five lines are either completed, or blocked and unable to be completed

(A line is *blocked* if it can no longer be extended, typically because all the spaces at its end are already occupied, or has run out of tunnels. See fig. 11)

Once the building phase ends, scoring begins.

## SCORING

First, scores are adjusted as follows:

1. Players who completed both their lines lose no points.
2. Players who completed only one line lose half their points (rounded down)
3. Players who completed *none* of their lines lose *all* their points

Adjust the scoring marker accordingly.

Then follows the “Test Trip” scoring.

Each test trip runs between destination markers of the same letter: A to A, then B to B, and so on. For each trip, determine the shortest route. A trip takes **one minute** to go from one station to another (no matter how many tunnel pieces are in between) and **three minutes** to change from one line to another. A trip may have more than one fastest route.

All players who have a line making up part of the fastest route get points. A player gets **six points** if they placed the destination marker (i.e., if the marker is on a tunnel piece of the player’s color), **three points** otherwise. A player may only get points once for each test, even if the player is involved in more than one route.

Sometimes, a test run may be impossible. If that is the case, a city investigation takes place to determine the guilty party or parties:

- If the destination marker was never placed on the board, the guilty party is the player who didn’t place the marker.
- If the marker was placed but nobody put a station touching it, the guilty party is the player who placed the destination.
- If the markers were both placed, but no route exists between the two, both players who placed the markers are guilty.

The guilty party or parties **lose six points**.

FINAL TEST:

The last test run is between the park and the lake. Determine the fastest route, as always; each player involved in the fastest route gets five points. If there is no legal route, nobody loses any points.

At the end of the game, the player with the most points is crowned King of the Subway—i.e., wins. If there is a tie, the winner is the player who finished the most lines; if there is still a tie, the winner is the player who placed the most tunnels. If there is still a tie, litigation is the only possible solution.

## SPECIAL RULES

### TWO PLAYERS:

There are two ways for two to play—with “Regular” and “Advanced” rules.

#### Regular Rules:

Each player has 1 company and builds 2 lines (exactly as in a normal 3 or 4 player game). Each player gets 6 Destination markers: one player gets the Destinations A,B,C,D,E,F shown on the left of the gameboard Trip Summary, the other player uses the ones on the right.

Test Trips: when both players’ line(s) are used in the fastest trip(s), nobody gains points. When both players are at fault for the failure of a trip, nobody loses points.

All other rules are the same as in a 3–4 player game.

#### Advanced Rules:

Each player plays two companies—i.e., receives two colors—each of which is played independently. One company gets destination markers A, B, and C; the other gets D, E, and F (of different types, selected randomly).

Players play their companies one after the other as separate turns. Thus, Player A would play his first company, then his second company; then Player B would play *his* first company, then his second.

The building phase ends when one company has finished both lines (or when another endgame condition is fulfilled).

The final score for a player is equal to the sum of the final score of his two companies.

### Three Players:

Each player controls one company, but takes four destination markers (but only one pair, not two).

## **VARIANTS**

“Loyal Municipality”: Each player keeps his destination markers letter-side-up in front of them.

“No Corruption”: Each player takes the following destination markers:

Player One: “A” Residential, “B” Commercial, “C” Entertainment

Player Two: “D” Residential, “A” Commercial, “E” Entertainment

Player Three: “F” Residential, “E” Commercial, “B” Entertainment

Player Four: “C” Residential, “F” Commercial, “D” Entertainment