

OBJECT OF THE GAME

Score as many points as you can by optimizing the routes of the 4 Underground lines on your map of London.



SETUP

- Each player takes one Map of London sheet and one colored pencil and places this in front of them.
- In a 3 player game, place the remaining pencil on the table between two of the players. This pencil will be used later in the game.
- In a 2 player game, place one each of the 2 remaining pencils to the left of both players. These pencils will be used later in the game.
- For the solo game, follow the instructions found at the end of these rules in the section titled *Solo Mode*.
- When playing your first game, it is recommended to leave the 5 Shared Objective cards and the 4 Pencil Power cards in the box. They can be added in the future for a more advanced game after playing several rounds without them.
- See *Advanced Modules*.
- The last player to have taken the Underground is the controller for the first round.

GAME OVERVIEW

The game is played over 4 rounds. In each round, all the players draw the specific Underground line that matches their pencil color on their Map sheet. At the end of the game, everyone will have drawn their own network of 4 Underground lines in the city of London, one line of each color.



MAP OF LONDON

Each sheet shows the city of London where you will draw your Underground lines and a scoring zone where you will note your points.

DISTRICTS

The city of London is split into 13 districts:

- 9 "Main" districts, each containing several Underground stations.
- 4 "Secondary" districts, found on the four corners of the city and each containing a single Underground station.

STATIONS

There are 4 kinds of station, each represented by a symbol:



HOW TO PLAY

In each of the 4 rounds of the game carry out the 4 following phases in order:

- 1 Identify your departure station
- 2 Build your Underground line
- 3 Score points for your line
- 4 Get ready to build the next Underground line

1 Identify your departure station

Look at your map of London and find where your departure station (where your line will begin) is marked. This station is the same color as the pencil you are using in this round. Each player has one departure station that is theirs for the round.

- Departure station for the player using the green pencil for this round.
- Departure station for the player using the blue pencil, for this round, and so on...

2 Build your Underground line

This construction phase comprises of several turns (between 5 and 10) according to the Station cards that are flipped over. On each turn, players can draw a line to complete a section of their Underground line with their colored pencil to gradually build their Underground line.

SECTIONS OF THE UNDERGROUND

An Underground line is made up of several sections joined together. A section is a line directly joining two stations together.



- The controller for the round shuffles the 11 Station cards together and places these face down in a pile in the center of the table.
- Each turn, the controller flips over the Station card at the top of the pile so it is face up. They place it in the middle of the playing area so that it and all previously drawn cards are visible. All the players then draw a section at the same time, respecting the **Construction rules** (see pages 7 and 8).
- When the controller flips over the 5th Underground card (pink and yellow background) it signals the end of this round. Players can draw one last section on their Underground line to link their line to a station with the symbol shown on this final card.

3 Score points for your line

Each Underground line scores points based on the 3 following features: **the route it takes, how many times it crosses under the Thames and the tourist sites it stops at.** Write the number of points you score for each feature in your Underground line in your score zone (see pages 11 and 12).

4 Get ready to build the next Underground line

(Skip this phase at the end of the 4th round!)

- After you have added up all your points for your line, you will change pencils.
- Pass your pencil to the player on your left, and the player on your right will give you their pencil.

- In a 2 or 3 player game, if there is unused pencil to your right, take it instead. The player to your right places the pencil they just used on the table between the two of you.
- In a solo game, simply take the next pencil in order (see *Solo Mode*).
- Play the new round with the pencil you have just taken to draw a new Underground line in this color. The person sitting to the left of the controller for the previous round becomes the controller for this round.

END OF THE GAME

The game ends at the end of the fourth round when all players have drawn their network of 4 Underground lines in different colors.

Count up the points scored by your Underground network as follows:

Points for the 4 lines: add all the points scored from your 4 Underground lines and write this total in the last pink square found on the far right of your score line.

Tourist site points: on your tourist site score track, find the leftmost uncrossed circle and write this number in the corresponding symbol on your score line.

Interchange station points: count the points scored for all of your interchange stations. There are 3 types of Interchange stations: those connecting 2, 3 or 4 Underground lines.

Count the number of interchange stations of each type you have across your whole network and write these numbers in their corresponding squares.

For each type, multiply the corresponding number by the number of points scored for each type:

- each Interchange station connecting 2 lines scores 2 points,
- each Interchange station connecting 3 lines scores 5 points,
- each Interchange station connecting 4 lines scores 9 points.

Add together the points scored by each type of Interchange station and write this total in the corresponding green square on your score line.

Work out your final score by adding together the points for your 4 Underground lines, the points for your tourist sites and the points for your Interchange stations. Write this total in the space found on the bottom right of your scoring zone.

Example: John's network passes 7 times through tourist sites. On his tourist site score track, the leftmost uncrossed circle shows 14 points. He writes this number in the matching symbol on his score line. He has nine Interchange stations connecting 2 underground lines, and no Interchange stations connecting 3 or 4 lines. John scores a total of 18 points for all his Interchange stations. At the end of the game, John has a final score of 119 (87 + 14 + 18) points for his entire London Underground network.

##	6	4	5	5	9	18			
○	3	4	5	4	5	4	5	4	5
■	2	1	4	2	3	2	3	2	3
●	20	16	29	22	87	14	18	119	

The player with the highest score wins the game and is named the best metro planner in London.

In the event of a tie, the player with the highest score for a single Underground line is declared the winner. If a tie persists, the players involved share the victory for their brilliant planning!

CONSTRUCTION RULES

- Drawing a section is always optional. If you cannot or do not want to draw a section during a turn, ignore the Station card that has just been flipped over and wait for the next card.
- Each section that you draw must be a single straight line going horizontally, vertically or diagonally following the grey potential lines laid out on the map.

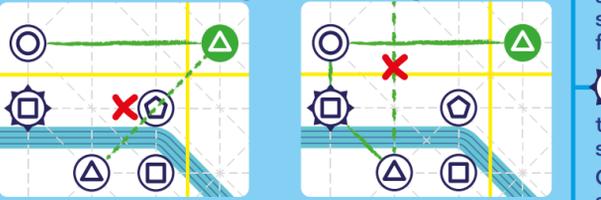


The first section of an Underground line must always be drawn starting from the departure station and must be connected to a station with the same symbol as shown on the card flipped over by the controller.

Each section after this must be drawn from one end of your Underground line and must connect to a station with the same symbol as shown on the card flipped over by the controller. Exception: see *Special station cards - Railroad Switch*.

Example: John is playing his first round with the green pencil. His departure station is the one with the green Triangle. The Station card flipped over by the controller shows a Circle. John chooses to draw a section of his Underground line going from his departure station to the Circle symbol to the left.

Each of your sections must always link two stations together without crossing through another station or crossing over a section that has already been drawn, whether for this Underground line or any other lines.

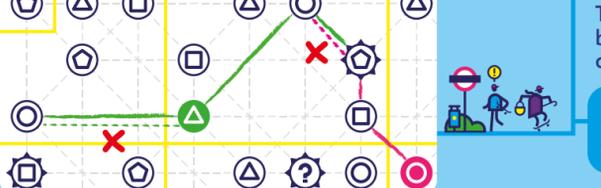


Departure stations: as well as being the starting points for the different Underground lines at the beginning of each round, the 4 stations below are also used like normal stations. This means that it is possible to connect other Underground lines to these stations if a card with the corresponding symbol is flipped over.



You cannot go back through a station that is already part of the same Underground line.

You cannot draw more than one section going between the same two stations.



SPECIAL STATIONS

Central Station: this station, found in the center of London, is represented by the question mark symbol. This means that each player can draw a section of their Underground line that links to this station regardless of the symbol shown on the card flipped over by the controller.

Tourist sites: five stations in the city are located at tourist sites. Each site can be distinguished by the compass points surrounding their Underground station symbol.

Connecting one or more Underground lines to tourist sites will score you extra points at the end of the game. See *Tourist Site Points*.

Take note: the Central Station symbol is surrounded by compass points and is one of the 5 tourist sites in the city.

Joker card: if this symbol appears on the card flipped over during a turn then each player can pick any station symbol they like for the new section of their Underground.

Railroad Switch symbol: during a turn where the Railroad Switch card is flipped over, the controller immediately flips over the next Station card in the pile. The Railroad Switch card allows all the players to draw their new section starting from any of the stations already on their line. This card allows players to create an additional branch of their Underground line onto which players can add future sections until the end of the round.

Special circumstance: if the Railroad Switch card is flipped over by the controller on the first or second turn of the round then it is ignored.

Example: the controller flips over the Railroad Switch card and then immediately flips over the next Station card in the pile. This card shows the Square symbol. John could add a new section of his Underground line going from the circle on the bottom of the map to either of the Square stations just below and to the right of this, as shown by the arrows. However, he would rather take advantage of the Railroad Switch. He can use his Triangle station as an intermediate station and draw a section linking it to the square station found below it, as shown by the dotted line.

Interchange stations: from the second round to the end of the game, it is possible to link several Underground lines to the same station. This is called an Interchange station.

Each Interchange station in your rail network will score you extra points at the end of the game depending on the number of Underground lines connected to it. See *Interchange station Points*.

Example: during a round, John links his pink Underground line to the Pentagon station he had passed through with his green Underground line in a previous round.