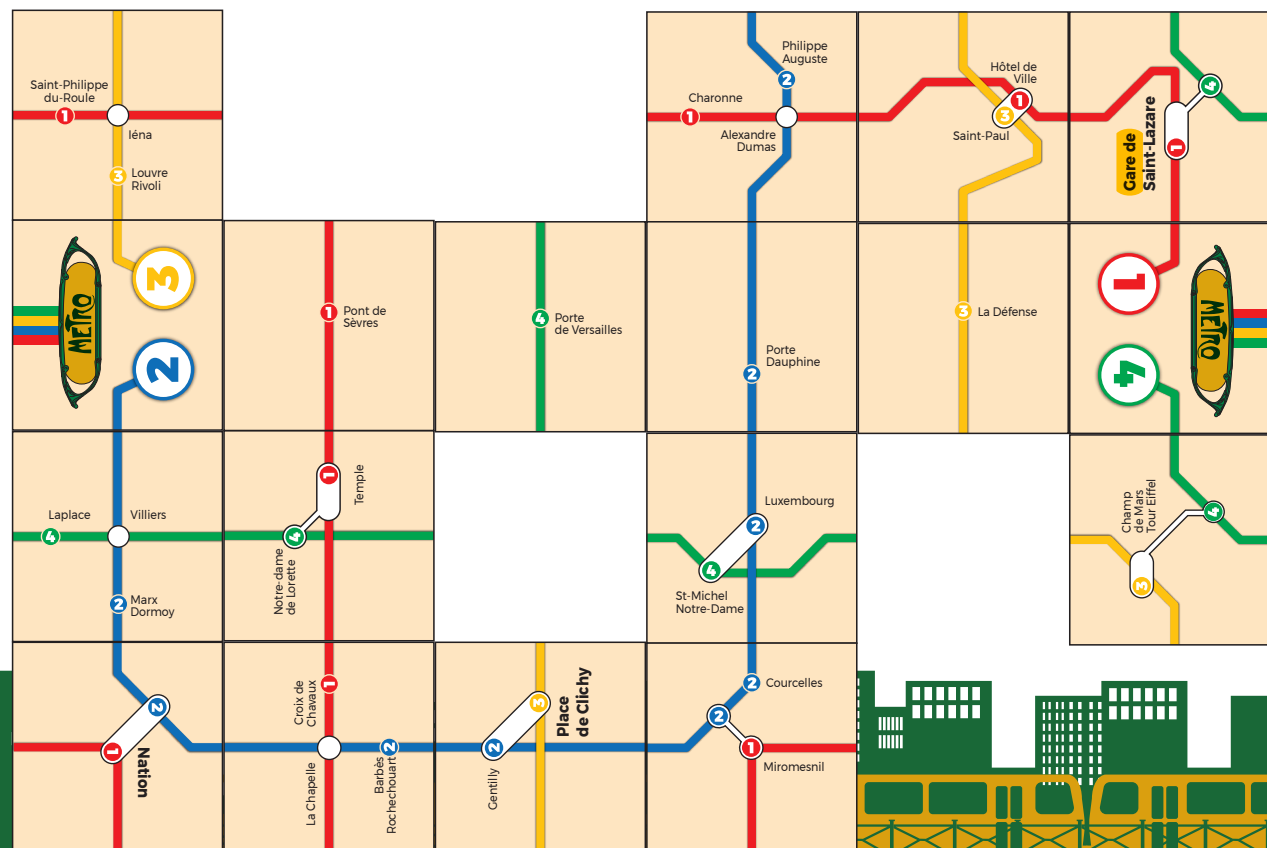




6, rue des Francs Tireurs
74000 Annecy
info@jeuxdulac.com
www.jeuxdulac.com



EN

2 to 4 players - 15 min - +6 yr

Object

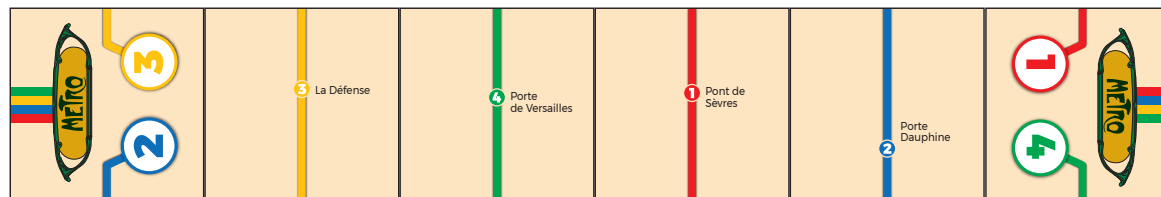
The object of the game is to join your starting point to your point of arrival by assembling line sections of the metro system with as few line changes as possible.

Contents

- 4 "line number" tiles (1, 2, 3 and 4)
- 4 "straight line" tiles
- 2 "start/arrival" tiles
- 48 "section" tiles

Setup

2 "start/arrival" tiles and 4 "straight line" tiles are set up as follows:



The order of the "straight line" tiles displayed here is just given as an example and may be changed. Only the "start/arrival" tiles must be placed at each end.

Each of the "line number" tiles is placed face down.

Also, a pile is made with the "section" tiles and placed on the side of the table, face down.

How to play the game

The game takes place over several rounds.

How to play a round

Each player draws a "line number" tile (without revealing it), which corresponds to his assigned line. If there are less than four players, one or more "line number" tiles will remain undrawn. In this case, they will be put aside, face down. The line numbers are kept secret throughout the round.



The youngest player goes first. Then, in turns, clockwise, each player takes a "section" tile and places it so that the colours of the lines fit together.



The players who have drawn the yellow and blue lines must assemble "section" tiles in order to form a route that ends at one of the three "points of arrival" of the tile located at the other end. Conversely, players who have drawn the green and red lines must reach one of three "ends" of the tile at the other end.

If a player manages to reach the tile at the other end, he will have to finish his journey in the corresponding colour of the finishing point (here, red for line 1, green for line 4), or in the colour of his choice if he reaches point (M).

Winning the game

The winner of the game is the first to get a total of at least 10 points in as many rounds as necessary.

A round ends when one or more players finish their journey or when the pile of "section" tiles is exhausted. At the end of each turn, the player, if any, who has managed to complete his journey receives 5 points minus 1 point for each line change.

In the example on the back of **this notice**, the player with the blue line left the starting point of line 2, combined 8 sections of his line with the drawn tiles, then changed onto the red line and eventually reached point (1).

He thus scores 5 points minus 1 line change, that is, 4 points.

A point is also awarded to the player who built the longest line of the same colour (without any line changes) from his starting point.

example of game part on the other side

In our example, the blue line player also managed to make the longest line from his starting point and therefore scores 1 extra point.

As a reminder, the winner is the first to obtain a total of at least 10 points, in as many rounds as necessary.

Particular situations

It can happen that by laying a tile a player finishes both his journey and that of one or more other players. In this case, all players win their points.

When a player completes his journey through several routes, the highest route value will be retained (route with the fewest line changes).

When several players score 10 or more points at the same time, the player with the highest total wins the game.

When two players complete the longest route with the same number of tiles, none of them scores any extra point.

Once a player reaches his point of arrival, he scores at least 1 point, even if he had to change lines more than 4 times.