



Deluxe BigBox

A game by Dirk Henn

for 1 - 6 players aged 14 and above

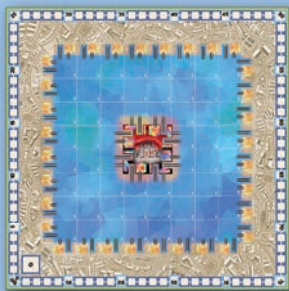
Rules and components for the six new Metro City expansions Paris, Stockholm, London, New York, St. Petersburg und Berlin will be explained from page 10 onward.

Base game concept

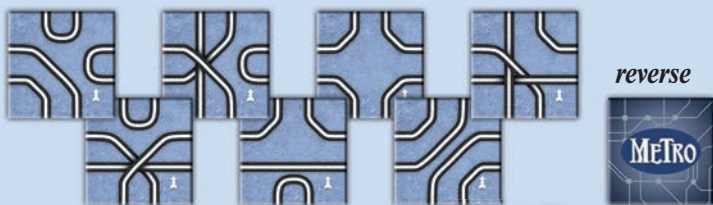
Each player owns several Metro lines of one color. The players try to create the longest possible Metro line on the game board. The longer a line the more valuable it is for the player. The players gain victory points according to how long the line is. The player with the most victory points is the winner of the game.

Base game components

- 1 Game board



- 60 track tiles



- 32 wagons



- 6 scoring markers



- 3 double-sided setup frames (4 pieces each) for 2/3, 3/4 and 5/6 players



- 1 Metro tower (assembled from five pieces)

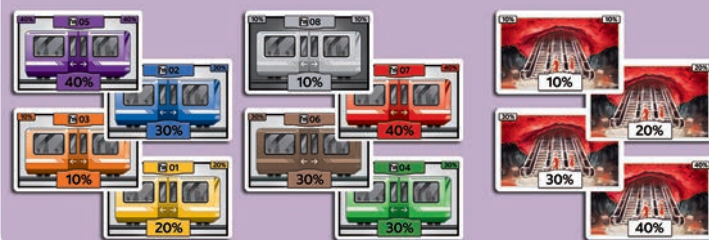
Expansion module 1 components – The Stock Corporations

- 8 scoring tiles for the stock corporations



- 1 shares board

- 32 share cards



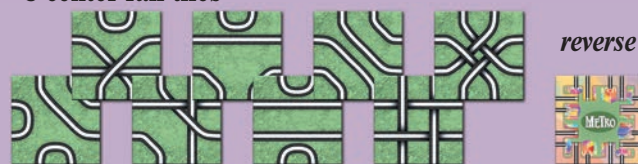
Expansion module 2 components – The Central Stations

- 8 central station tiles



Expansion module 3 components – The Center Rails

- 8 center rail tiles



Expansion module 4 components – The Solo Game

- 8 10%-shares (from Expansion 1)
- 8 scoring tiles (from Expansion 1)

Setup

- 1) Place the game board in the center of the playing area.

The game board shows:

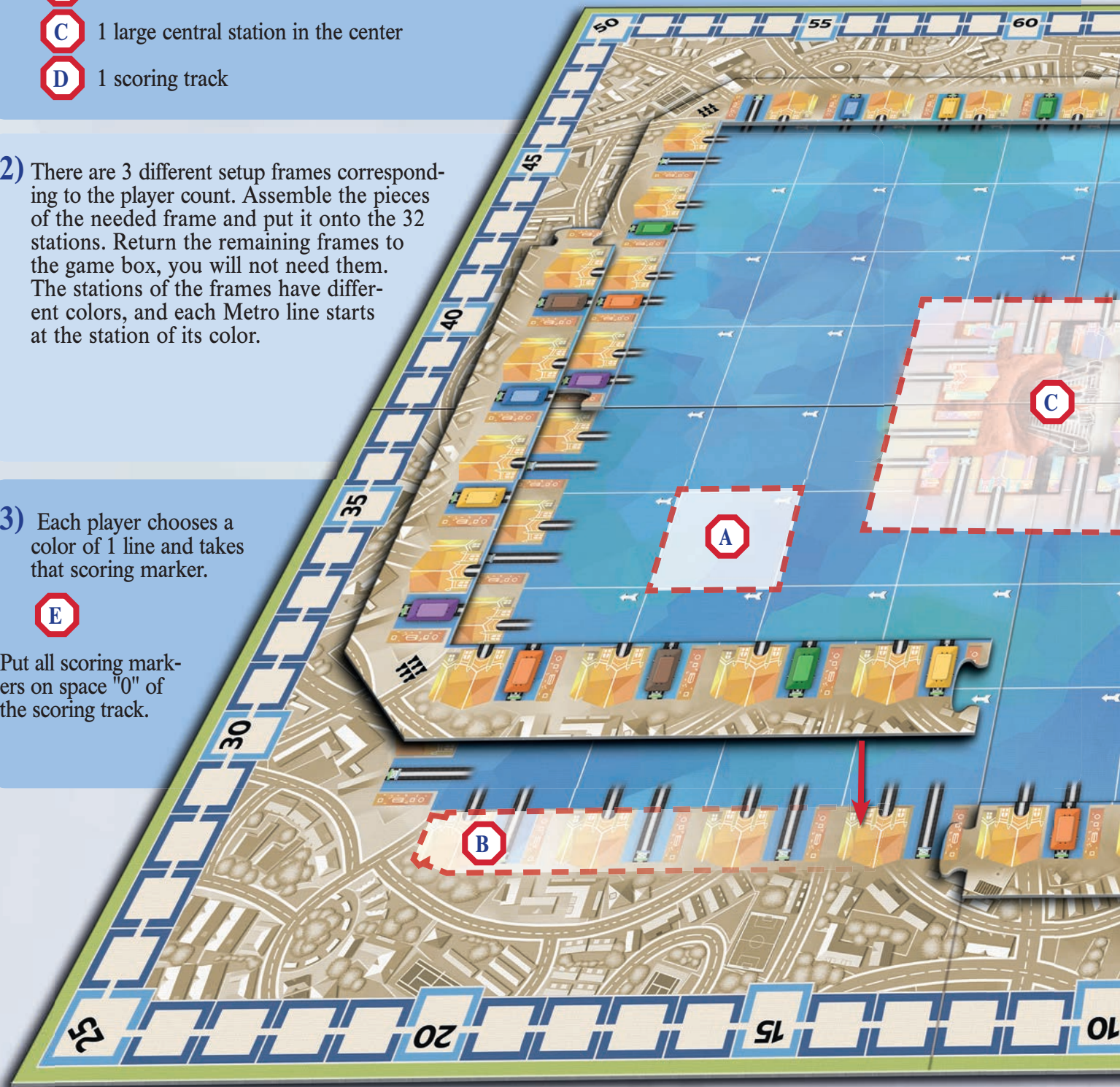
- A** 60 square spaces on which the track tiles are placed
- B** 32 Metro stations
- C** 1 large central station in the center
- D** 1 scoring track

- 2) There are 3 different setup frames corresponding to the player count. Assemble the pieces of the needed frame and put it onto the 32 stations. Return the remaining frames to the game box, you will not need them. The stations of the frames have different colors, and each Metro line starts at the station of its color.

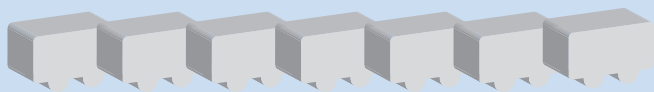
- 3) Each player chooses a color of 1 line and takes that scoring marker.

E

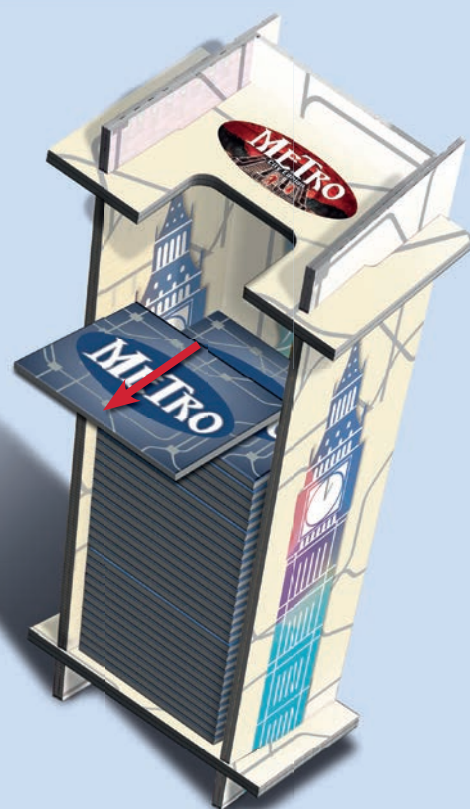
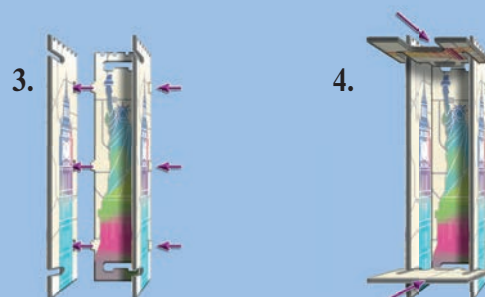
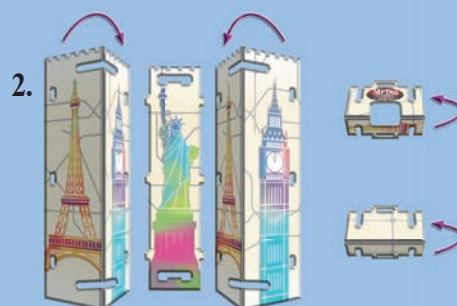
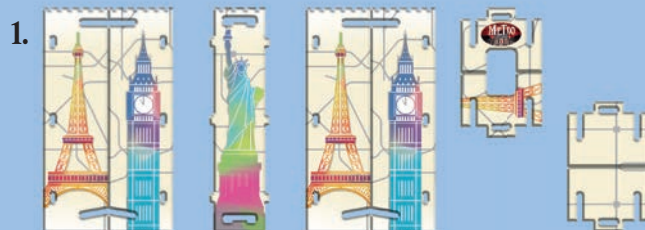
Put all scoring markers on space "0" of the scoring track.



- 4) Place the 32 wooden wagons next to the game board.



- 5) Before your first game, assemble the Metro tower. Place it next to the game board within reach of all players. A detailed instruction can be found on the back of the large supplement.



- 6) Shuffle the track tiles and stack them face down in the Metro tower. Each player takes the top tile from the tower as their hand tile and looks at it without showing it to the other players.

Sequence of play

The youngest player goes first, the others follow in a clockwise direction.

Place track tiles

The active player places their hand held tile on the game board. If they don't want to place this tile they may draw a new tile from the supply (if any remain). In this case they **must** place the tile just drawn, keeping their hand tile.

After placing their hand tile the player draws a new tile from the supply in the Metro tower (if any remain and they had placed their hand tile before).

***Note:** The track tiles have been designed in such a way that all lines are connected to some station at the end of the game. Sometimes loops are constructed which do not connect to any station. Such loops are of no relevance to the game.*



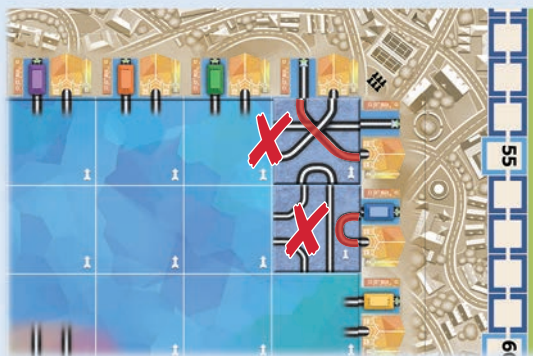
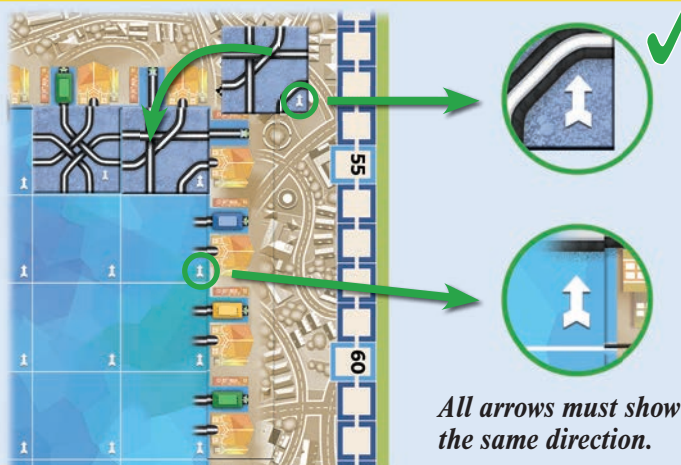
***Example:** Uwe does not want to place the track tile from his hand. He draws one from the supply and now has to place this tile on the board. Next turn he can decide to either place his hand tile or draw a new one from the supply (if any remain).*

Rules for placing tiles

- When placing track tiles they may connect to any line.
- A tile must always be placed on a free space. It must be placed adjacent (*edge to edge*) to at least one tile already on the game board or on a space at the edge of the game board.
- All tiles must have the same orientation, i. e. the arrows on the tiles must point at the same direction as the ones on the game board.
- A tile may not be placed in a way that a Metro line is connecting its departure station with a destination station passing only one tile.

***Exception:** There is no other way to place the tile.*

***Note:** A player who has connected all their lines to destination stations still keeps on placing tiles.*



Scoring Metro lines

A scoring takes place as soon as a Metro line has connected to a destination station. When scoring a line, only the player from whose station that line had started gains **victory points**, regardless who had finished that line.

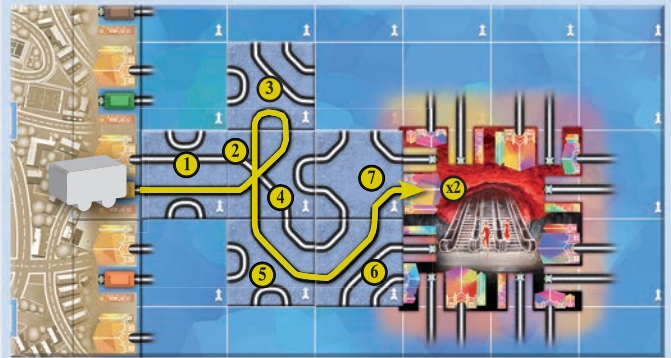
The player gains **1 victory point** for each track tile their line passes through. If the same tile is passed through more than once by this line, it generates another victory point each time.

If the line ends at the central station in the center of the game board the victory points total for this line is **doubled**.

Each player's victory points are recorded on the scoring track using the player's scoring marker. Place a wagon from the supply on that line's colored starting station, indicating that this line has been scored.

Notes:

- The scoring of a Metro line can be done at anytime, if it hasn't been done before by mistake.
- The printed tracks leading to the central station do not count for victory points when a line connects to it. Only those tiles actually placed on the game board by the players count for victory points



Example: After Russell's turn, Nina's yellow Metro line has reached a destination station. The line is built over 6 track tiles (one tile is crossed twice). Additionally the destination is at the central station. So Nina gets 14 victory points (7 for the track tiles, x2 for the central station). She then takes a wagon from the supply and places it on that line's yellow starting station.

End of the game

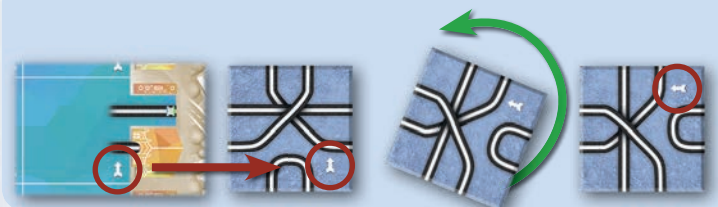
The game ends as soon as all lines have been scored and all tiles have been laid out. The player with the most victory points is the winner of the game.



Example: Ulrich (green) has won the game with 82 victory points.

Variants

- In order to have more variation, when placing tiles the players may agree upon abandoning the orientation rule. Using this variant means it doesn't matter where the arrow of a tile is pointing at.
- In order to have a better choice when placing tiles the players may agree upon allowing 2 or 3 hand tiles instead of only 1. Using this variant game play will last longer.

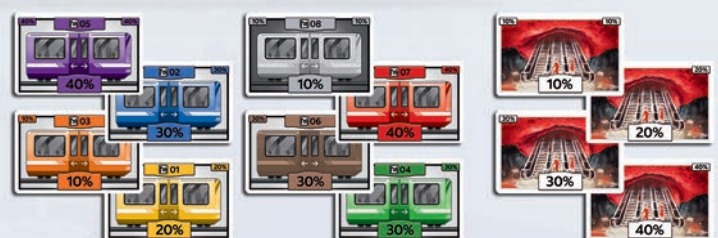


Expansion module 1 - The Stock Corporations

You may combine this expansion with Expansion 2 - The Central Stations or Expansion 3 - The Center Rails and any city expansion.

Game Concept

When playing with this expansion, the Metro lines are owned by stock corporations rather than by players. The players acquire shares of these corporations and are aiming to own as many shares as possible of the most valuable corporations at the end of the game. Regardless of player count all 8 companies are always used. The players acquire the shares by using the profit points of the lines and finally gain victory points for their shares.

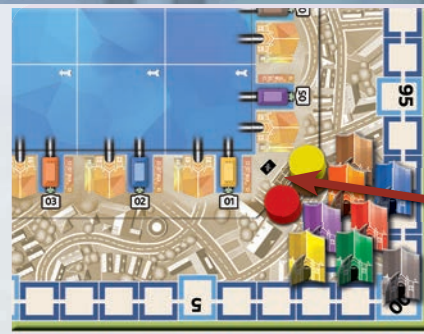


Stock shares with values from 10% to 40%

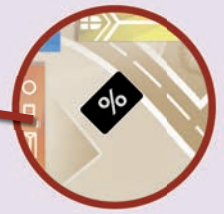
Reverse

Setup

- You need the setup frame "%". Assemble and place it as you did for the base game.
- Place all 8 scoring tiles on space "0" of the scoring track. They indicate the profit points of the stock corporations. Place the scoring markers of the players on space "0" as well for recording the players' victory points as in the base game.
- Place the shares board next to the game board.
- Sort the share cards by their percentages (10% - 40%). Mix each pile separately and place them face down on the corresponding spaces of the shares board. Give one card of each pile to each player, face down. Subsequently reveal the top card of each pile and place it face up on the space next to the pile.



Frame %



4 shares on hand

Shares board with shares,
by percentages 10% - 40%

Sequence of play

The active player chooses from two actions:

- Place track tiles (see base game)

or

- Exchange a share

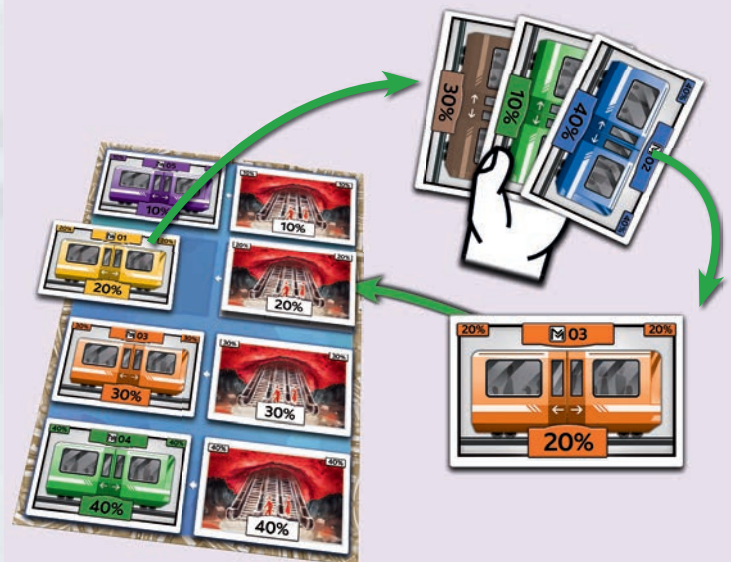
Action: Exchange a share

The player places one of their own shares face down at the bottom of the pile of the same percentage. Then they take either the face up share or the top face down share of this pile. If they take the face up share, they reveal the top face down share from the pile to be used as new face up share.

Important: Shares can be exchanged only until the first scoring tile of any stock corporation has reached or exceeded the 25 points space.

Scoring a Metro line

Scoring is done the same way as in the base game. However, points now count as profit points for the stock corporations instead of victory points for the players. Advance the corresponding scoring tile after a Metro line has been scored.



Example: Nina wants to get the yellow 20% share, lying face up on the shares board. She places her orange 20% share at the bottom of that pile and takes the yellow 20% share. Then, she reveals the top card of the 20% pile to replace the card she had taken.

End of the game and final scoring

After all tiles have been laid out and scoring has been done for all companies a final scoring takes place. First determine the value of each Metro line based on their profit points. The value of each line determines how many victory points (VPs) the players gain for their shares.

The players record their victory points on the scoring track.

The value of a stock corporation:

The corporation (or corporations) with the most profit points has the value "8", that or those with the least profit points the value "1". See the table below.

Stock corporation	Position 1	Position 2	Position 3	Position 4
Value per 10%-share	8	7	6	5
Stock corporation	Position 5	Position 6	Position 7	Position 8
Value per 10%-share	4	3	2	1

In case two or more corporations have the same number of profit points, they all take the better position and have the same better value. The respective subsequent positions/values are not applied.

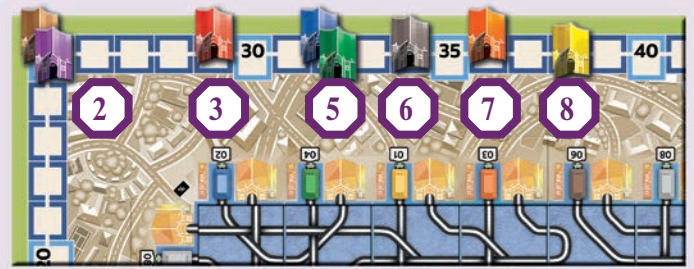
The value of shares

For players owning shares of a corporation this means: For a 10%-share they gain as many VPs as the basic value of that corporation. For a 20%-share they gain twice that corporation's basic value as VPs etc. Thus a player owning both the 30%- and 40%-share of a corporation gains as many VPs as that corporation's basic value times 7.

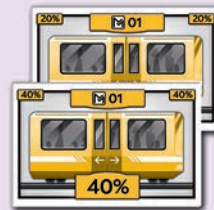
Bonus points for the majority shareholder

The player owning the percentage majority of a corporation gains bonus points. Divide that corporation's profit points by 10, rounded down. In case of a tie for the majority all tied players gain the full number of bonus points.

The player with the most VPs is the winner of the game!



Example: Stock corporation Yellow is in position 1 with 38 profit points, thus gaining the value "8". The following corporations are Orange in position 2 with 36 profit points (value "7") and Gray in position 3 with 34 profit points (value "6"). Green and Blue share position 4 with 32 profit points each, value "5". Therefore, position 5 and value "4" are not applied. Having 29 profit points, Red is in position 6, value "3". Finally, two corporations share a position again, Brown and Purple both getting value "2" for position 7. There is no position 8 with value "1".



Example: Nina owns the yellow 40%- and 20%-share (Yellow having value "8"), the green 30%-share (Green has value "5") and the blue 10%-share (value "5" as well). . She gains: $4 \times 8 + 2 \times 8 = 48$ VP for her yellow shares; $3 \times 5 = 15$ VP for her green shares plus $1 \times 5 = 5$ VP for the blue one. So she gains a total of $48 + 15 + 5 = 68$ VP from her shares, and records her victory points on the scoring track.



Alex



Uwe



Nina

Example: Both Alex and Uwe own shares of the corporation Orange. Alex has the 40%- and Uwe has the 30%- and 10%-share. So both own 40% of Orange. The 36 profit points of Orange are divided by 10, rounded down. Both players gain 3 VPs.

Nina has the majority of the Yellow corporation with her 40%- and 20%-share. That corporation has 38 profit points; Nina gains $38:10 = 3$ VPs.

Expansion module 2 – The Central Stations

You may combine this expansion with Expansion 1 – The Stock Corporations and any city expansion.

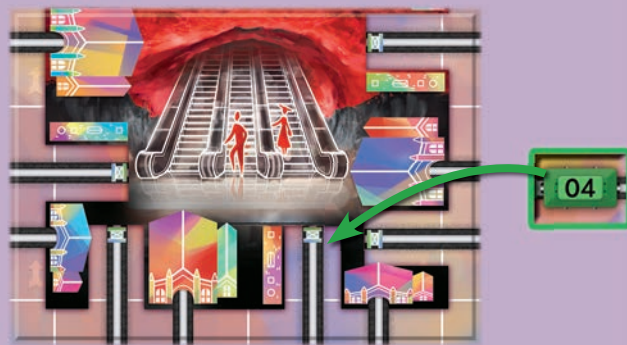
Setup

Give each player the central station tile of their color to keep it in front of them. Return any remaining tiles to the game box.

Sequence of play

Instead of placing a track tile the active player may place their central station tile on any of the 8 unoccupied central station spaces in the center of the game board. They may start another Metro line from there, scoring it the same way as any other of their lines.

- This Metro line must pass more than one tile before connecting to its destination station, like any other lines.
- Metro lines starting from the center do not score double victory points.



Example: Ulrich has the green Metro lines. During his turn he decides to place his green central station tile on an unoccupied central station space in the center of the game board instead of placing a track tile. Now he has the chance to score another green line.

In combination with stock corporations:

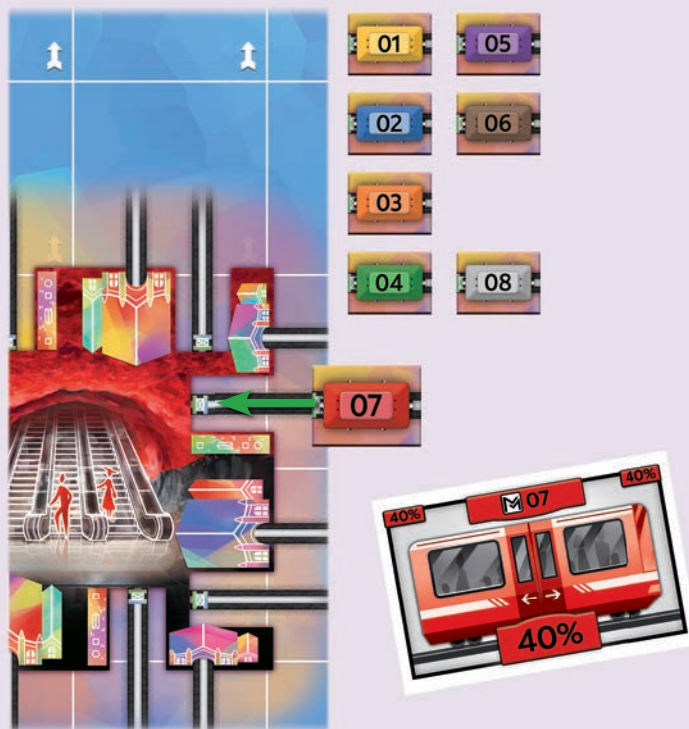
Setup

Place the 8 central station tiles next to the game board.

Sequence of play

Instead of placing a track tile or exchanging a share the active player may place one of the available central station tiles on any unoccupied central station space in the center of the game board. For that purpose the player must show 1 share of this corporation and place it face up in front of them. They may not exchange this share any longer. That corporation gains another Metro line.

Important: The placing rule that a track tile must be placed adjacent to an existing tile does NOT apply to the center station tiles. These can only be reached by building the line leading to it.



Example: Alex owns many shares of the stock corporation Red. During his turn he decides to place the red central station tile on an unoccupied central station space in the center of the game board instead of placing a track tile or exchanging a share. He then places one red share card in front of him. Now the corporation Red has the chance to gain more profit points, so Alex may gain more victory points.

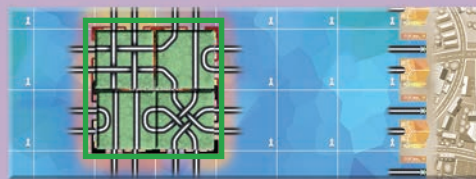
Expansion module 3 – The Center Rails

You may combine this expansion with Expansion 1 – The Stock Corporations and any city expansion.

Setup

Place any 4 of the 8 center rail tiles in the center of the game board, completely covering the central station. Return the remaining 4 tiles to the game box.

***Note:** The center rail tiles have no orientation arrows and therefore can be placed in any random orientation.*



Four center rails are placed on the central station

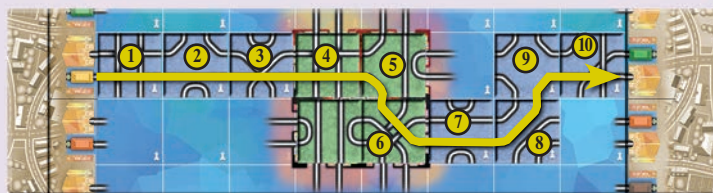


Four center rails are removed from the game

Sequence of play

There is no double scoring for Metro lines reaching the center of the game board anymore. They continue through the center rail tiles and automatically finish at a station on the edge of the game board.

***Important:** The placing rule that a track tile must be placed adjacent to an existing tile does NOT apply to the center track tiles. These can only be reached by building the line leading to it.*



The yellow line scores 10 VPs

Expansion module 4 – The Solo Game

Setup

You need the setup frame "%". Place all 8 scoring tiles on space "0" of the scoring track.

Shuffle the 10%-shares of all 8 corporations and stack them face down next to the game board.


Sequence of play

The player takes two track tiles from the tower, and places them face up in front of them.

Then, they reveal the top share card, placing it next to the stack. The player must expand one line of the revealed color with one of their two track tiles. Once the last share card has been revealed, the player shuffles the revealed cards and uses them as new draw pile.

***Important:** Until the draw pile is exhausted for the first time (i. e. all colors have been revealed once) the player **may** reject a tile of the type as shown here. They put it back at the middle of the tiles in the tower and draw a new one.*



The  placing rules of the basic game apply to the solo game as well.

Exception: A Metro line does not necessarily have to consist of two tiles.

Score the points for the Metro lines as usual and record them on the scoring track.

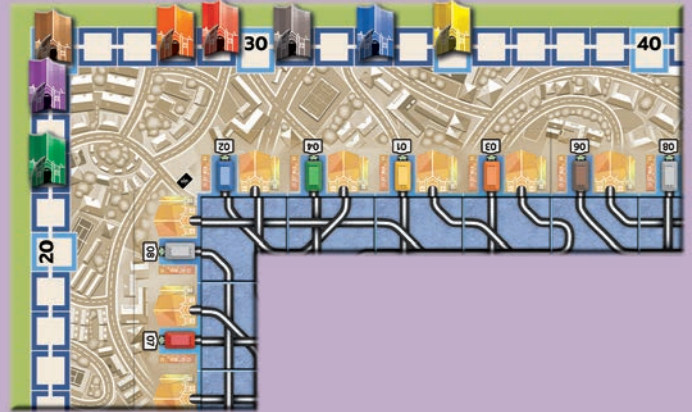
After all 4 lines of a corporation have been scored, remove the share card of that corporation from the game.

End of the game and scoring

The game ends as soon as all Metro lines have been scored. The player gains as many VPs as shown by the scoring tile of the last Metro line.

More challenging variant:

With this variant the player should aim to have the last Metro line as many points as possible. Also they should try to keep the difference between the first line and the last as low as possible. The player still gains as many VPs as shown by the scoring tile of the last Metro line, but deducted by the difference between first and last line.



Example and illustration: The yellow line is in first position with 35 points, the green line in last position with 22 points. The player gains 22 VPs for the green line, applying the normal scoring.

Applying the challenging scoring, the player gains only 9 VPs. The difference between the first and last position is 13 points. These points are deducted from the points of the green line: $22 - 13 = 9$ VPs.

The six Metro City expansions

The game follows the rules of the basic game for **all** the following city expansions. Any changes will be explained for the particular expansion. Victory points gained due to the special rules of an expansion are additional to those of the basic game and the players record them with their scoring markers on the scoring track as usual, either during the game or at the end of the game.

You may combine the city expansions with "Expansion 1 – The Stock Corporations" are the owners of the Metro lines in that case. Record the profit points of the corporations with their respective scoring tiles and the players' victory points with their scoring markers as usual. The final scoring is done the same way as for expansion 1.



Paris

Components:

- 12 Landmark tiles "Paris"



Place de la Concorde



Dôme des Invalides



Pont Alexandre III



Eiffel Tower



Sacré-Coeur



Versailles



Arc de Triomphe



Moulin Rouge



Notre Dame



Louvre



Fondation Louis-Vuitton



Panthéon

- 32 Tourists in eight colors



Setup

Deal the landmark tiles randomly and equally to all players. Depending on player count each player gets two to six landmarks. The players place their landmarks in a row in front of them.

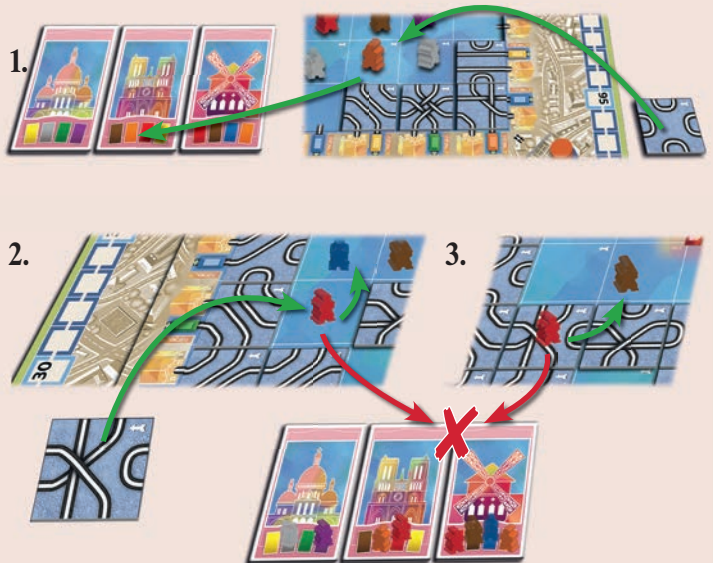
Spread the tourists randomly on the 32 inner spaces of the game board, one tourist per space, the outer spaces along the edges remain free.



Sequence of play

- When placing a track tile on a space containing a tourist, the player takes that tourist and places them on an unoccupied space of the same color on one of their landmarks.
- In case there is no suitable unoccupied space on the player's landmarks, the player **adds** that tourist to a tourist on an adjacent space of the game board.
- If there is no adjacent space with a tourist, the player adds the tourist to any other tourist of their choice.

If this is not possible because there are no tourists left on the board, that tourist is removed from the game. When placing a track tile on a space containing several tourists, the player takes them all (*placing them on their landmarks as described above*).



End of the game

Each player gains 2 VPs for each tourist of their longest continuous line of tourists on their landmarks (*no gaps*) regardless of on how many landmarks that line extends. Each other tourist scores -1 VP!

Furthermore, the players gain 3 bonus VPs for each of their landmarks with 4 occupied spaces.



Example: Nina has 2 tourists on Notre Dame. All 4 spaces of the Eiffel Tower are occupied and there is 1 tourist on the adjacent space of Moulin Rouge. For her line of 5 tourists Nina gains $2 \times 5 = 10$ VPs plus 3 bonus points for the Eiffel Tower. She must deduct 2 VPs for the 2 tourists on Notre Dame, so the total for her tourists is 11 VPs.

Stockholm

Components:

- 8 Tourist markers in eight colors



- 32 Tourists in eight colors



Setup

Place the landmark tiles in a row next to the game board in random order. Spread the tourists randomly on the 32 inner spaces of the game board, one tourist per space, the outer spaces along the edges remain free.

Mix the tourist markers and randomly deal them to the players face down:

Players	2	3	4	5	6
Markers	3	2	2	1	1

Return any unused markers to the game box. The players keep the color(s) of their marker(s) a secret. They will gain VPs for tourists of their color(s).

Sequence of play

When placing a track tile on a space containing a tourist, the player takes that tourist and places them on the leftmost unoccupied space in the row of landmarks

End of the game

Each player gains the VPs shown under the tourists of their own color(s).

Variant

Deal the tourist markers onto the landmarks instead of dealing them to the players.

When placing a track tile on a space containing a tourist, the player takes that tourist and places them on the leftmost unoccupied space of the landmark of that tourist's color. The player gains the shown VPs **immediately** and advances their scoring marker accordingly.

- 8 Landmark tiles "Stockholm"



With 4 players, everyone gets dealt two tourist markers.



Example: Nina has the red tourist marker and Alex the purple one. At the end of the game, Nina would gain 3 VP for the red tourist, and Alex would gain 4 VPs for the purple tourist.



For the variant deal the tourist markers randomly onto the landmarks.

London

Components:

- 1 "Taxi"
- 2 Direction tiles



- 32 Tourists in eight colors



Setup

Spread the tourists randomly on the 32 inner spaces of the game board, one tourist per space, the outer spaces along the edges remain free.

Place the landmark tiles in a row next to the game board in random order. Place one direction tile at each end of the row, creating a circuit in the direction of the arrows. Because the landmarks are in random order you will have a new circuit during each game. Place the taxi on one of the two arrows.

Sequence of play

When placing a track tile on a space containing a tourist, the taxi drives a **maximum of 4 spaces** to the next space of that tourist's color in the direction of the arrow. When the taxi arrives at that space, the player gains as many VPs as the number of spaces the taxi has driven.

If the taxi does not arrive at a space of the tourist's color within 4 spaces, the player gains nothing. The direction tiles do not count as spaces for the taxi. Put the tourist aside.

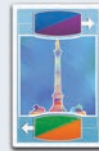
- 8 Landmark tiles "London"



Tower Bridge



Tower of London



Trafalgar Square



Place of Westminster



Big Ben



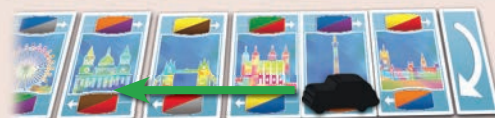
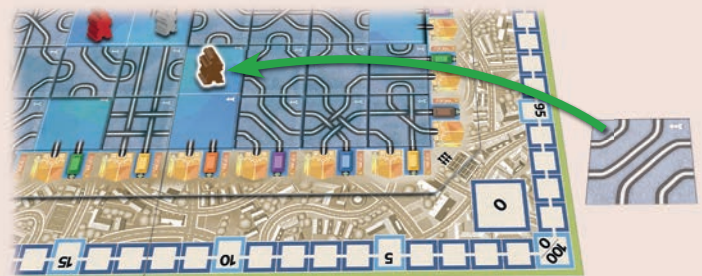
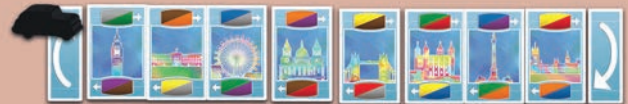
Buckingham Palace



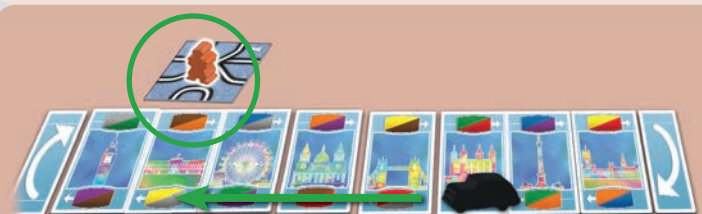
London Eye



St. Paul's Cathedral



Example: Martha places a track tile on a space containing a brown tourist. The taxi moves 3 spaces ahead to the next brown space on the row of landmarks, and Martha gains 3 VPs.



Example: Uwe places a track tile on a space containing an orange tourist. The taxi moves 4 spaces ahead without arriving at an orange space on the row of landmarks. Uwe does not gain any VPs.

New York

Components:

- 32 Tourists in eight colors



Setup

Give one landmark board to each player. The players keep their board in front of them. Spread the tourists randomly on the 32 colored stations of the game board (using the appropriate setup frame and putting the tourists on the railway buildings, see illustration).

Note: When playing with stock corporations the eight landmark boards are assigned to them.

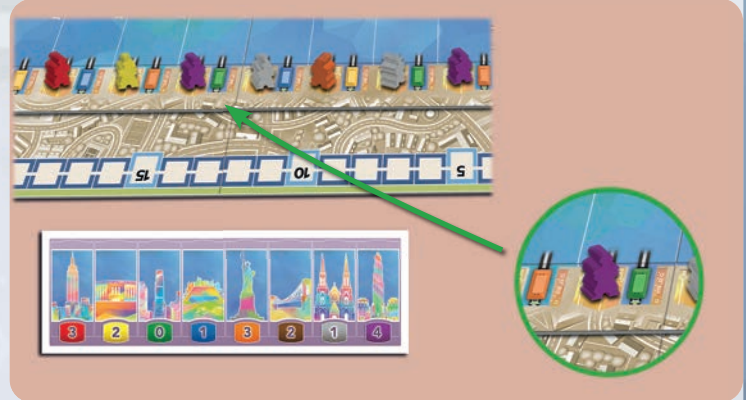
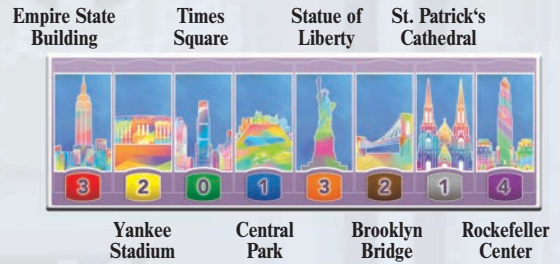
Sequence of play

When a player finishes their line at a destination station, the player takes the tourist waiting there and places them on the landmark above the space of that tourist's color on their landmark board. During the course of the game several tourists of the same color can be on the same landmark.

End of the game

At the end of the game the players gain VPs for the tourists on their landmark board. Each tourist is worth as many VPs as shown on the board for that color.

- 8 Boards each with 8 landmarks "New York"



Example: Martha has finished her Metro line at a station with a red tourist waiting. She places that tourist on the landmark above the red space of her landmark board.



Example: Alex has 2 red tourists (3 VPs each), 2 blue tourists (1 VP each) and 1 green one (0 VP). He gains $2 \times 3 + 2 \times 1 + 1 \times 0 = 8$ VPs.

St. Petersburg

Components:

- 8 x 4 VP tiles in eight colors



- 8 Tourists in eight colors



- 8 Landmark tiles "St. Petersburg"



Setup

Place the 8 landmark tiles on the 8 inner diagonal spaces extending from the central station (see illustration).

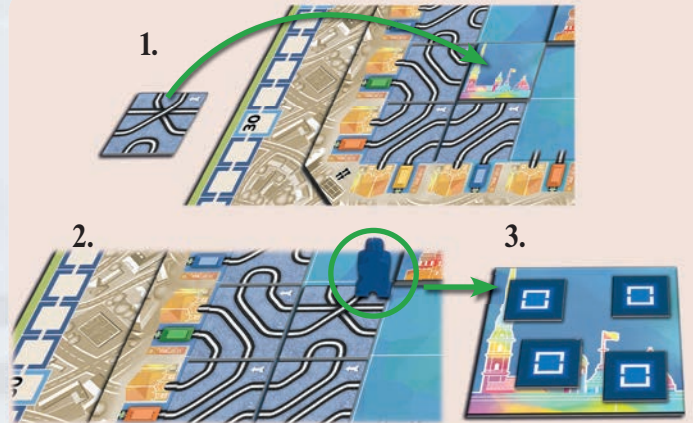
Sort the VP tiles by color, and keep them face up next to the game board. Put a tourist of the same color next to each group of tiles.



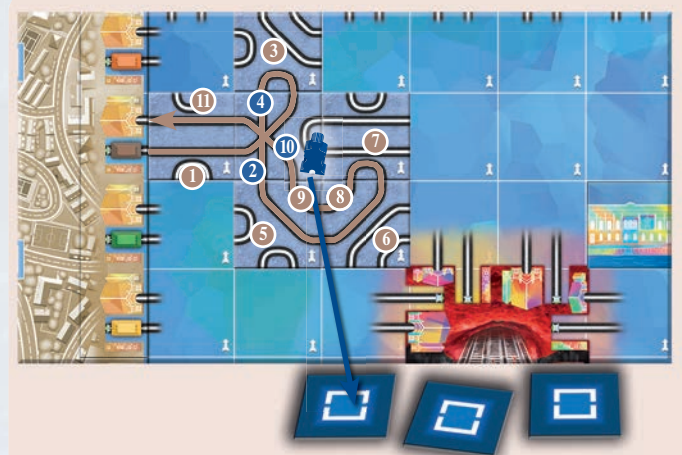
VP tiles with tourists

Sequence of play

1. When placing a track tile on a space containing a landmark tile, the player removes that tile.
2. The Player places one of the still available tourists of their color on the arrow of that track tile.
3. Then, shuffle that group of tiles face down and place them on the removed landmark tile.



When a player finishes a Metro line running through a track tile with a tourist on it the player owning that line gains one of the face down VP tiles of that color for each section of the line running through that track tile.



Example: Russell scores 11 VPs for her Metro line. The line crosses the tile with the blue tourist three times. So he gains 3 blue VP tiles, scoring additional VPs at the end of the game.

End of the game

The players reveal their VP tiles and record these VPs on the victory points track.

Berlin

Components:

- 64 Tickets in eight colors



- 24 Tourists in eight colors



- 8 Landmark tiles "Berlin"



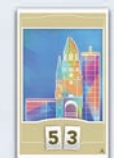
Alexanderplatz



Berlin Cathedral



Museum Island



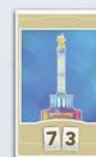
Kaiser Wilhelm Memorial Church



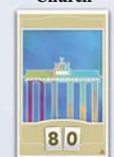
Rotes Rathaus (Red City Hall)



Reichstag



Victory Column



Brandenburg Gate

Setup

First, place the 8 landmark tiles in a row next to the game board. Then, place 16 tourists (2 of each color) in groups of 4 randomly on the spaces of the game board as shown in the illustration. Each group may not have 2 tourists of the same color.

Randomly assign 1 of the remaining 8 tourists to each landmark tile.

Keep the tickets nearby.

***Note:** Each landmark tile has two sides with different VPs. The VPs of the "B" sides have a wider range than those of the "A" sides. For your first game with this expansion we recommend to use the "A" sides. Later on you may use the "B" sides or any mix of both.*

A group of 4 tourists



Sequence of play

1. When placing a track tile on a space containing a tourist,
2. the player places that tourist on the arrow of that track tile.

When scoring a Metro line running through a track tile with a tourist on it the player owning that line gains one ticket of that color for each section of the line running through that track tile.

End of the game

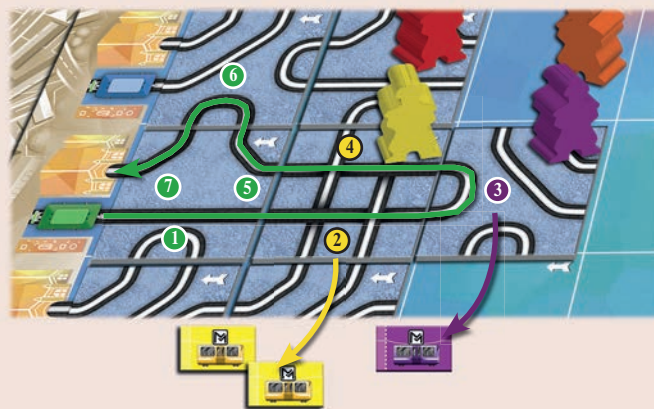
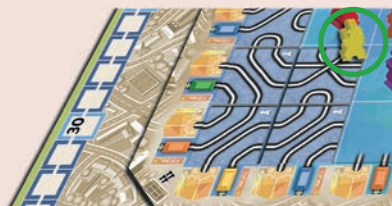
The player owning the most tickets of a color gains the higher number of VPs shown on the landmark tile with that color's tourist, the player with the second most tickets gains the lower number of VPs. In case these two players are tied, they add the VPs and share the total equally (rounded down).

***Note:** Some tickets will be left over at the end of the game, due to some lines with a closed circuit on the game board having neither a starting station nor a destination station. Assign these tickets to a virtual player who is considered during the final scoring.*

1.



2.



***Example:** Ulrich scores his green Metro line. That line runs through 4 track tiles. One tile is used twice, another one three times. He gains 7 VPs for his green line. Additionally he gains 2 yellow tickets and one purple ticket for crossing the tile with the yellow tourist twice and the tile with the purple tourist once. At the end of the game he may gain additional VPs for his tickets.*