



DESIGN &  
ARTWORK: JORDAN DRAPER

# TOKYO METRO



# 👤 TOKYO METRO

In TOKYO METRO, you are a Japanese investor, speculator, station builder, and bicyclist! The goal of the game is to plan the most efficient income system through the placement of action discs and station development. The map is based on the real world metro system in Tokyo, giving an educational insight into the Tokyo area, with a Euro-style economic twist!

## CONTENTS

1 - Map of the Tokyo Metro

1 - Income track

90 - Mini sized cards

36 Stock cards / 54 Action cards

4 - Large player aid cards

2 English / 2 Japanese

70 - Yen tokens

35 100 Yen / 10 500 Yen / 15 1000 Yen / 10 5000 Yen

24 - White tokens

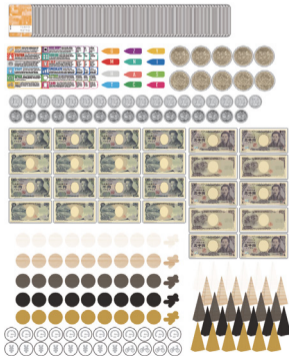
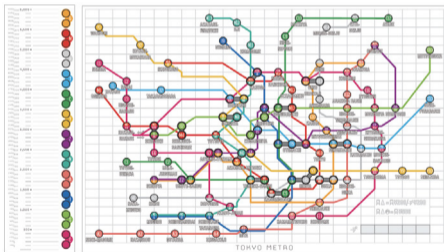
12 Speed tokens / 8 Loan tokens / 4 Bicycle tokens

80 - Player pieces

16 In each of the 5 player colors / 9 Player discs / 1 Meeple / 6 Station pyramids

12 - Income markers

12 - Train markers

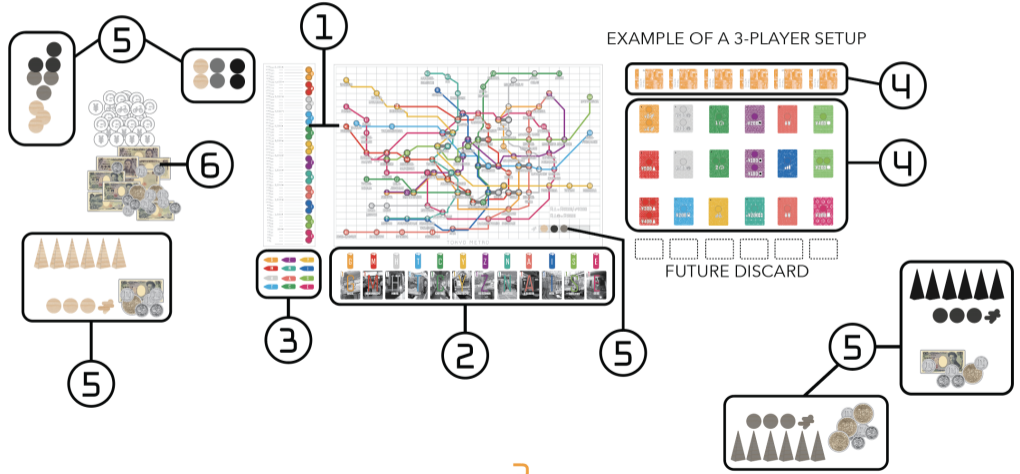


# SETUP

- 1 - Place the Map and Income track in the center left of the play area.
- 2 - Following the order of Train Lines on the right side of the Income track, starting with the G Line and working downwards, place the corresponding Train markers and Stock cards in sequence below the Map. Stack the Stock cards in ascending order with the number 1 Stock on top, followed by the 2, and then the 3 underneath.
- 3 - Place the Income markers at the bottom of the Income track (which represents zero income), with the sides showing just the Lines' letters face up.
- 4 - Divide the 54 Action cards into 6 sets of 9 cards each, sorted by colors according to pairs of Lines from the Train Line sequence on the Income track (G/M, H/T, C/Y, Z/N, A/I, and S/E). Turn the first set face down and sub-divide it based on the numbers of dots on the back of each card. Shuffle each of these subsets separately, and make a face down stack by placing the cards with 3 dots on the bottom, 2 dots in the middle, and 1 dot on top. Repeat this for the other 5 colored sets, to form a row of face down stacks in the top right of the play area. Draw cards from each stack equal to the number of players, and place them face up in columns below their stacks, placing the cards from bottom to top in each column.
- 5 - Each player chooses a player color and takes ¥2,000 and the Player pieces in their color, keeping their 6 Station pyramids, 1 Meeple, and 3 of their Player discs in front of them (these are now "Action discs"). Place a further 2 of each player's discs next to the Income track

("Speculation discs") and 1 next to the Turn Order track ("Turn Order disc") at the bottom right of the Map, leaving the remaining 3 Player discs of each color in a general supply to the side of the play area.

6 - Place the White tokens, and all remaining Yen tokens ("the bank"), in the general supply.



# KEY CONCEPTS

**VALUE:** The **Value** of a Train Line is tracked on the Income track with the corresponding Income marker. During the game, a Line's Value will go up primarily when its Train moves into Stations, and also as a result of certain player actions. When the movement of a Train or a player's action increases the value of a Train Line, move the Line's marker up on the Income track by the corresponding amount. At the end of the game, the Value of each Train Line will determine how much is paid out to players who have speculated on or invested in it.

**Note:** if the Train Line's Value would exceed ¥6,000, flip its Income marker to show the side with +6,000 and continue advancing the marker from the bottom of the Income track.

**MAP ELEMENTS:** The Map is divided into rectangular **spaces** and shows the paths of the 12 Train **Lines**, their **stops** (the circles along the Lines), and the location and names of **Stations** (each being served by 1 or more Lines, and containing 1 to 3 stops). Meeples move between **spaces**, while Trains move between **stops** along their Lines.

# PHASES OF PLAY

The game takes place over a number of rounds (5 in a 5-player game, 6 in a 4-player game, and so on). Each round, play progresses through the following phases, until there are no new Action cards to draw during the Action Card Refresh Phase. Then, the game ends immediately.

▶ **ACTION CARD REFRESH PHASE:** Move the bottom Action card of each column to the top of its discard pile. Shift the remaining cards down, and draw 1 new card for each column.

**TURN ORDER PHASE:** Players secretly bid their Yen to determine turn order.

**MOVEMENT PHASE:** In turn order, players move their Meeples up to 2 spaces on the Map (or 3 with a Bicycle).

**ACTION PHASE:** In turn order, players place their Action discs on Action cards and perform the associated actions until they have no more discs or choose to pass. Then, return all discs from Action cards to players.

**TRAIN PHASE:** All Trains on the Map move 5 stops (and possibly more) along their Lines, triggering Station Payouts. ▶

# ACTION CARD REFRESH PHASE

The card at the bottom of each Action card column is turned sideways and moved into a discard pile for that column underneath. All remaining face-up cards shift down one space, and a new card from each draw pile is placed into the empty space at the top of its column. Players may not examine the discard piles. **Note:** Skip this phase during the first round.



## DISCARD OLD CARDS:

Move the bottom card from each row into the discard.



## SHIFT CARDS DOWN:

Shift all cards down one row to make room for new cards.



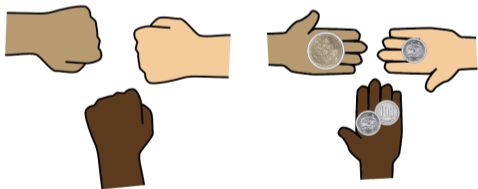
## DRAW:

Add 6 new cards. The game will end if there are no new cards to add.

# TURN ORDER PHASE

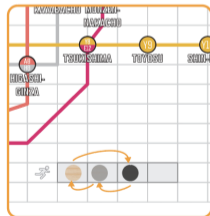
Each player secretly decides the amount of Yen they wish to bid, placing it in a closed fist. You are allowed to bid ¥0. When all players are ready, reveal bids simultaneously. If a player chose the Bidding action in the previous Action Phase, add their bonus Yen to their bid total. The player with the highest bid total moves to first in turn order on the left of the Turn Order track, then second highest, and so on. If there are any tied bids in the first round, randomly determine turn order among tied players. In the second and subsequent rounds, reverse the relative turn order positions between tied players. All bids are paid to the bank.

**BLIND BID:** Players take the Yen they wish to bid and keep it in a fist. All players then reveal their bid, adjust player order, and then pay their bid to the bank.



1

2



3



2-WAY TIE



3-WAY TIE



4-WAY TIE

7

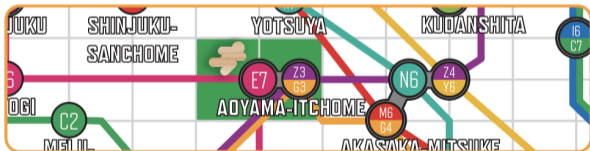


# MOVEMENT PHASE

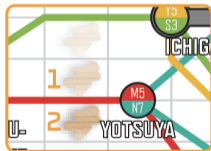
**IN THE FIRST ROUND:** In turn order, each player places their Meeple onto the Map, into any empty rectangular space of their choice in the marked grid.

**IN SECOND AND SUBSEQUENT ROUNDS:** In turn order, players may move their Meeples up to 2 spaces on the Map (or 3 with a Bicycle; see Bike action below).

**RULES FOR MOVEMENT:** Meeple movement uses the gray rectangular grid on the Map, ignoring the colored Train Lines. A Meeple moves via orthogonally adjacent spaces (diagonal movement is not permitted), and can never enter a space with another Meeple. In order to interact with a stop on a Line (to build a Station or ride a Train), the player's Meeple must be next to it (i.e. must occupy a rectangular space that touches the stop's circle).



EXAMPLE: ONLY THE SPACES MARKED IN GREEN ARE VALID FOR INTERACTING WITH THE AOYAMA-ITCHOME STATION.



WITHOUT A BICYCLE, ALL PLAYERS MOVE UP TO 2 SPACES IN TURN ORDER. DIAGONAL MOVEMENT IS NOT ALLOWED.



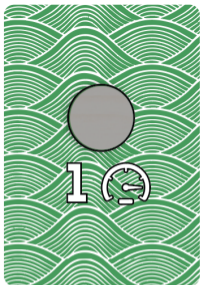
WITH A BICYCLE, A PLAYER MAY MOVE UP TO 3 SPACES. DIAGONAL MOVEMENT IS NOT ALLOWED.

# ACTION PHASE

In turn order, players either pass, or choose an available action on an Action card and perform that action. Each Action card depicts either one or two actions, and each action consists of 1 to 3 spots and a symbol denoting which type of action it is. An action is available if its spots are empty. To perform an action, you must place an Action disc from in front of you on each spot on the action. Therefore, if you only have 2 Action discs remaining, you cannot choose an action that has 3 spots.

If a card has 2 actions on it, those actions are completely independent of each other; another player (or even the same player) may choose the other action on a card, and the actions may be performed in any order.

**Note:** While the colors on the Action cards match the colors of the Train Lines, these are used only to enable separation into the stacks required during setup, and as a way to distinguish between the different types of action. The actions themselves are not restricted to any specific Train Lines.



A CARD WITH ONE ACTION ON IT THAT REQUIRES 1 ACTION DISC TO USE



A CARD WITH ONE ACTION ON IT THAT REQUIRES 2 ACTION DISCS TO USE



A CARD WITH TWO ACTIONS ON IT. THE TOP ACTION REQUIRES 1 ACTION DISC; THE BOTTOM ACTION REQUIRES 1 ACTION DISC.

After a player performs an action, proceed to the next player in turn order, skipping over players who have passed earlier in the round. You may pass before you place all of your available Action discs, and must pass if you have no discs remaining. When passing, take ¥100 from the bank for each Action disc remaining in front of you.

At the end of the Action Phase, **return all discs** from Action cards to players. Descriptions of all the possible actions and the symbols which denote them can be found on the following pages.



# MOVE

Immediately move your Meeple up to the number of spaces indicated by the action (+1 if you have a Bicycle). Follow the same rules for movement as in the Movement Phase.



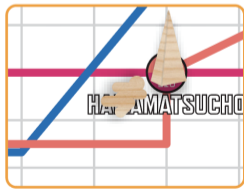
# STATION

Pay the cost shown on the action to the bank; you may use Discount discs (see below) if you have them. Indicate you have built a Station by placing one of your pyramids on a stop next to your Meeple.

In case of a multi-stop Station (shown by circles connected with a gray outline; all part of the same Station), pay the cost shown on the action (less any discount) multiplied by the total number of stop circles, and place the pyramid between/near the circles; your Station is considered to cover all of these stops. Only 1 pyramid may be placed at each Station, whether single or multi-stop.



PAY THE COST SHOWN ON THE ACTION CARD



PLACE A PYRAMID ON A STATION YOUR MEEPLE IS TOUCHING

$$¥500 \times \begin{matrix} \text{A7} \\ \text{G6} \\ \text{SHIMBASHI} \end{matrix} = ¥500$$

$$¥500 \times \begin{matrix} \text{MB} \\ \text{WB} \\ \text{C5} \\ \text{KASUMIGASEMI} \end{matrix} = ¥1,000$$

$$¥500 \times \begin{matrix} \text{Y7} \\ \text{IS} \\ \text{OS} \\ \text{HC} \\ \text{HIBIMA} \end{matrix} = ¥1,500$$

MULTIPLY THE YEN COST BY THE NUMBER OF CIRCLES IN THE STATION



APPLY ANY DISCOUNTS BEFORE MULTIPLYING THE YEN COST



**STATION TRADING:** This action allows you to build a Station by returning one of your Speed or Bicycle tokens to the general supply instead of paying Yen to do so. Your Meeple must still be touching the Station you build with this action. When trading to build a multi-stop Station in this way, you still only return 1 token. All other Station rules apply.



## INVEST

Pay the cost shown on the action to the bank, and take the top Stock card of a Line of your choice, subject to the restrictions that you may not buy Stock in a Line you

already own Stock in, or in one you have speculated on (see the Speculate action). If you have any discs on a Discount action (see below), you may remove those discs to get a discount on this action.

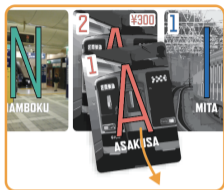
To purchase the number 2 or 3 Stock of a Train Line, you must pay an extra ¥300 or ¥600 respectively, as shown on the card. This extra cost cannot be discounted. After buying Stock, increase the corresponding Line's Value by the total amount **actually paid** for the Stock (i.e. taking into account any discounts, and including the extra Yen paid for a number 2 or 3 Stock).

If the corresponding Train marker is not already on the Map, place it on the Line's

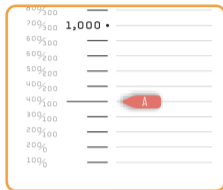
starting stop (the "1" stop of its letter), with the arrow on top pointing towards the "2" stop. The Train will now stay on the Map until the end of the game.



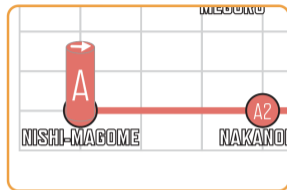
PAY THE COST SHOWN ON THE ACTION CARD TO THE BANK (APPLY ANY DISCOUNTS)



TAKE THE TOPMOST STOCK FROM YOUR CHOSEN LINE AND PAY EXTRA IF IT IS A 2 OR 3



INCREASE THE TRAIN LINE'S VALUE BY THE TOTAL AMOUNT PAID



IF NOT ALREADY ON THE MAP, PLACE THE TRAIN MARKER ON ITS STARTING STOP



## START

Choose a Train marker which is not already on the Map and place it on the "1" stop of its Line, with the arrow on top pointing towards the "2" stop. Increase the corresponding Line's Value by the amount shown on the Action card.

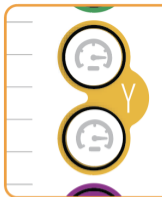
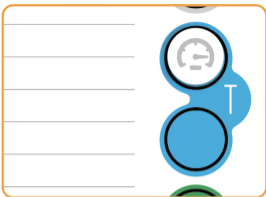
This Train will move during the Train Phase each round while it is on the Map. If no player owns Stock in its Line when it returns to its "1" stop, it will be removed from the Map (see Train Phase). **Note:** This action is free to perform.



## SPEED

Take the number of Speed tokens shown from the general supply (or, if there are fewer in the supply than shown on the Action card, take as many as are available) and place them in front of you. On a future turn, before you perform an action, you may assign them to any Train Lines with empty disc spots on the Income track (even if their Trains are not on the Map). You may assign more than one Speed token in the same turn. You may not assign them on a turn when you pass. During the Train Phase, a Train will move 1 extra stop for each Speed token assigned to its Line. Each Train Line can have more than 1 Speed token assigned to it; note however that the spots for each Train Line on the Income track are shared between Speed tokens and Speculation discs (see Speculate action). If there are no empty disc spots on a Line, no token may be placed there.

**Note:** Speed tokens assigned to Lines will stay there for the rest of the game. A Speed token that you have not yet assigned to a Line can be returned to the general supply as the cost of performing one type of Station action instead (see Station Trading, under the Station action).



IF THERE ARE NO LONGER SPOTS AVAILABLE, YOU CANNOT PLACE A SPEED TOKEN ON THAT TRAIN LINE



## BIKE

Take 1 Bicycle token from the general supply (if available) and place it in front of you. You may only hold 1 Bicycle at a time. If you have a Bicycle token, you may move up to 1 space more than normal when moving your Meeple with the Move action or in the Movement Phase.

**Note:** Bicycle tokens can also be returned as the cost for some Station actions (see Station Trading, under the Station action).



## DISCOUNT

Place an Action disc on the disc spot to gain a discount on a future action in the current round. When taking an action later in the round, you may remove your Action disc(s) from the Discount action spots and place them on top of one of the discs on the newly-chosen Action to receive the indicated discount to the

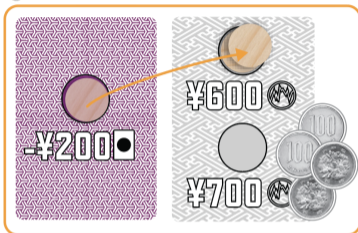


Yen cost printed on your current action's card.

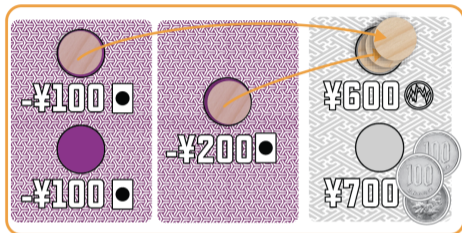
You may remove and use multiple Discount discs at once, but may not discount a cost below ¥0. Removing the disc(s) from a Discount action makes that action available to be performed again in the same round.



PLACE AN ACTION DISC ON A DISCOUNT SPOT



ON A FUTURE TURN, WHEN TAKING ANOTHER ACTION, MOVE YOUR DISCOUNT DISC TO PAY LESS FOR THE NEW ACTION





IT IS POSSIBLE TO APPLY MULTIPLE DISCOUNTS AT THE SAME TIME. REMOVING A DISCOUNT DISC MAKES THE ACTION AVAILABLE FOR USE AGAIN IN THE SAME ROUND.

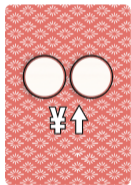
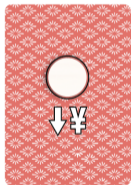


## BIDDING

Take Yen equal to the amount shown from the bank and place it next to your Turn Order disc. In the next round, your bid for turn order is increased by that amount.

# ¥ LOAN

Use the  action to take a Loan token from the general supply and place it in front of you, as well as ¥1,000 from the bank. You may take multiple loans during the game; however if there are no Loan tokens available in the general supply, you may not perform this action. You can repay a single loan without interest by using the  action to pay ¥1,000 to the bank and return a Loan token to the general supply. Loan repayments cannot be discounted. Each Loan token you still hold at the end of the game will cost ¥1,500 in end game scoring.



AT GAME END EACH LOAN WILL COST ¥1,500 TO PAY OFF. THIS HIGH RATE OF INTEREST MAY STILL BE WORTH THE EXTRA LEVERAGING POWER DURING THE GAME.

# ○○○ SPECULATE

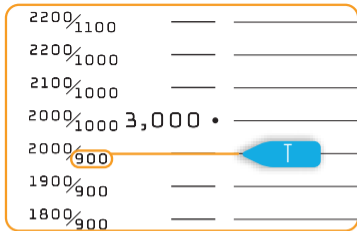
Place 1 of your available Speculation discs from next to the Income track onto an empty disc spot for the Train Line you wish to

speculate on. You may choose any Train Line provided you do not own Stock in it, and provided the corresponding Income marker has reached at least ¥100 on the Income track. Displayed next to its Income marker are two numbers; the lower amount is the minimum Yen you must commit to speculate (this cannot be discounted). Take at least this amount of Yen (the indicated amount is the minimum but you may commit more provided you have it) from your personal supply and place it next to your Speculation disc. This will pay out at the end of the game; see Speculation Payouts.

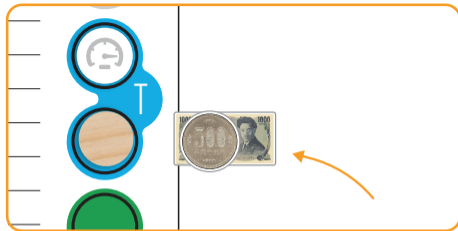
- Note that the spots for each Train Line on the Income track are shared between Speed tokens and Speculation discs. If there are no empty spots on a Line, it cannot be speculated on.
- Each player is limited to 2 speculations per game, but may speculate on the same Line twice (with two separate Speculate actions) if spots are available.
- Players may not add to or remove money committed to speculate on a Train Line after the action is completed.
- Players are not allowed to speculate on a Train Line they own Stock in. Furthermore, they are not allowed to buy Stock in a Line on which they have already speculated.



PLACE 1 OF YOUR SPECULATION DISCS ONTO A SPOT ON THE INCOME TRACK



CHECK THE LINE'S INCOME MARKER TO FIND THE MINIMUM AMOUNT YOU MUST SPECULATE WITH



ADD ANY AMOUNT OF YEN (SUBJECT TO THAT MINIMUM AMOUNT) NEXT TO YOUR SPECULATION DISC. THIS YEN WILL STAY THERE UNTIL THE END OF THE GAME



## ACTION

Pay the cost shown on the action to the bank to take 1 of your Player discs from the general supply and place it in front of you (you may apply any available discounts from Discount actions when doing so). This gives you an extra Action disc to use for the rest of the game, and which may be used later in the current round. Each player can have a maximum of 6 Action discs (the 3 they started with plus up to 3 from this action).



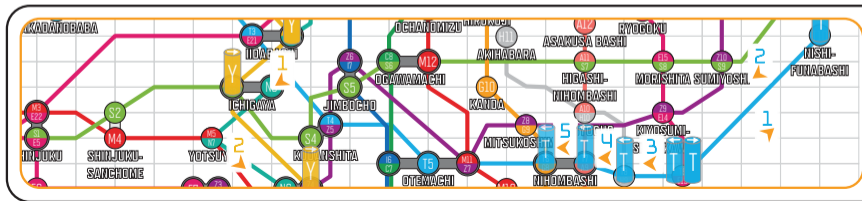
## CARD

Pay the cost shown on the action to the bank to take the top Action card from any discard pile and place it face up in front of you (you may apply any available discounts from Discount actions when doing so). For the remainder of the game (including later in the current round), you (and only you) may use this Action card during the Action Phase. There is no limit to the number of such cards that you may gain during the game. Players are not allowed to examine the contents of any discard pile; only the top card of each pile is visible at any one time.

# TRAIN PHASE

During this phase, Trains on the Map move along their Lines. If they pass into or through player-owned Stations, payouts occur. It is also possible for players' Meeples to board or exit Trains during this phase.

Each Train on the Map moves 5 stops, plus 1 extra stop for each Speed token assigned to its Line on the Income track, between consecutive circles containing its color and letter in its direction of travel (according to the arrow on top of the Train). Trains move in the order shown on the right side of the Income track, beginning with the G Line and ending with the E Line. If a train reaches an end stop on its route, turn it around (reversing the direction of the arrow on top of the Train to indicate this), and continue back in the other direction with any remaining movement. Where two Train Lines intersect, it is possible for both Trains to occupy the same stop at the same time. Trains not on the Map do not move.



ALL TRAINS ON THE MAP MOVE 5 STOPS PLUS 1 EXTRA STOP PER SPEED TOKEN

If any players own Stock in a Train Line, its Train will stay on the Map and move in each Train Phase for the rest of the game. A Train placed on the Map with a Start action will also move in each Train Phase, but if it returns to its "1" stop and no Stock in its Line has yet been taken, it is removed from the Map and placed next to its corresponding Stock cards.

## STATION PAYOUTS

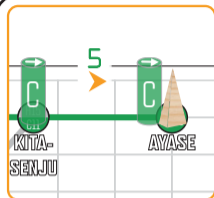
As soon as a Train moves to a stop with a Station pyramid, a Station Payout is triggered. In the case of a multi-stop Station which has a pyramid, a payout is triggered when a Train reaches any of its stops.

Special case: Where a Train Line has multiple stops in the same Station (such as H6-H7 and T6-T7), and there is a pyramid on it, a Station Payout is triggered for each such stop the Train reaches, even in the same Train Phase.

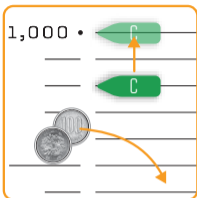
When a Station Payout is triggered, there are two possible outcomes, depending on whether or not the owner of the Station also owns Stock in the Train's Line:

**STATION OWNER DOES NOT OWN STOCK:** Increase the Train Line's Value by ¥200. The player who owns the Station receives ¥200 from the bank.

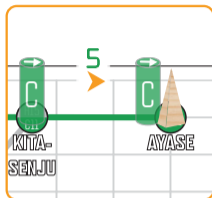
**STATION OWNER ALSO OWNS STOCK:** Increase the Train Line's Value by ¥500. The player receives nothing.



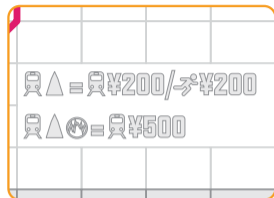
IF THE STATION OWNER OWNS NO STOCK IN THE TRAIN LINE, THE LINE'S VALUE GOES UP BY ¥200, AND ¥200 IS PAID TO THE STATION OWNER



1,000 •



IF THE STATION OWNER DOES OWN STOCK IN THE TRAIN LINE, THE LINE'S VALUE GOES UP BY ¥500



▲ = ¥200 / △ = ¥200

▲ = ¥500

## RIDING TRAINS

As a Train moves, players can board and/or exit the Train. Riding Trains allows Meeples to travel around the Map. Move the Train one stop at a time, and at each stop (including where the Train started), if there is a Meeple touching the Station, that player may board the Train, placing their Meeple next to the Train Line's spots on the Income track to show it is now on the Train. Multiple Meeples can ride the same Train at the same time.



If you own Stock in a Train Line, riding its Train is free. If you do not own its Stock, you must pay ¥100 to the Train Line, by paying ¥100 to the bank and increasing that Line's Value by ¥100.

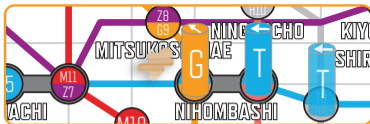
At each stop the Train arrives at, anyone riding the Train may exit the Train. To do so, remove your Meeple from next to the Line on the Income track, and place it on an empty space touching the Station. You may stay on a Train between rounds, and may exit the Train at any time (even during another phase).

At multi-stop Stations, you may board a Train from, or exit a Train to, spaces touching any of the circles in that Station (not just the stop the Train is on). If multiple players are able to board or exit a Train at the same stop, the decisions whether or not to do so are made in turn order.

It is possible to ride multiple Trains in the same round. You cannot exit a Train until the Train has moved at least 1 stop after you boarded it. However, once you have exited a Train, you may re-board it in the following Train Phase at the same Station where you exited.



IF YOUR MEEPLE IS TOUCHING A STATION THAT A TRAIN MOVES THROUGH, OR IS AT WHEN THE TRAIN PHASE BEGINS, YOU MAY RIDE THAT TRAIN BY PAYING ¥100 TO THE LINE (FREE IF YOU OWN STOCK IN THE LINE)



AT ANY TIME (EVEN DURING ANOTHER PHASE), FREELY EXIT THE TRAIN TO ANY EMPTY SPACE TOUCHING THE STATION THE TRAIN RESIDES AT OR IS PASSING THROUGH.



IF, LATER IN THE TRAIN PHASE, ANOTHER TRAIN PASSES THROUGH THE STATION YOU ARE TOUCHING, YOU CAN RIDE THAT TOO.

## GAME END

During the Action Card Refresh Phase, if there are no more Action cards to draw, the game ends immediately. This is 5 total rounds in a 5-player game, 6 rounds in a 4-player game, 7 rounds in a 3-player game and 8 rounds in a 2-player game.

After the game ends, payouts commence by first paying for all speculations, and then paying stockholders based on each Train Line's Value. Remaining loans must then be paid back with ¥500 interest: each player pays ¥1,500 to the bank for each Loan token they are holding at the end of the game.

It is important to remember that a player who speculates on a Line may not own Stock in it, and vice versa. If this rule is broken, any such speculation and Stock in the same Line are worth ¥0 to offending players, and they do not receive Speculation Payouts or Stock Payouts for them.

## SPECULATION PAYOUTS

Speculation Payouts are made to players before Stock owners get paid. To determine how much a Train Line pays out for speculations, look at the lower of the two values shown to the left of the Line's ending Value on the Income track. For each speculation on that Train Line (even if the Line has 2 Speculation discs on it from the same player), the speculating player receives from the bank up to 2x the amount they speculated, capped at that lower amount to the left of the Income track.

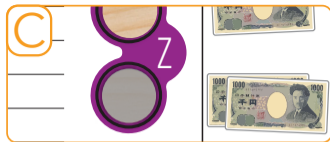
After all Speculation Payouts have been made for a Train Line, decrease the Line's Value by the total amount paid, moving the Line's marker down on the Income track accordingly. In addition, return the initial speculation amounts to their respective players.



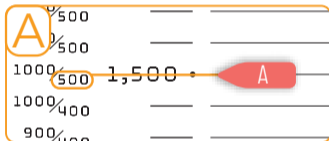
P1 HAS SPECULATED ¥300 ONTO THE A LINE, COVERING THEM FOR A PAYOUT FROM THE LINE OF UP TO ¥600



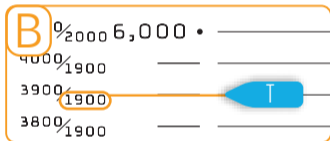
P2 HAS SPECULATED ¥700 ONTO THE T LINE, COVERING THEM FOR A PAYOUT FROM THE LINE OF UP TO ¥1,400



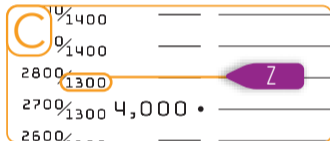
P1 HAS SPECULATED ¥1,000 AND P3 ¥2,000 ONTO THE Z LINE, COVERING THEM FOR PAYOUTS OF UP TO ¥2,000 AND ¥4,000 RESPECTIVELY



THE A LINE ENDED AT ¥1,500; P1 WILL BE PAID ¥500 FROM THE A LINE



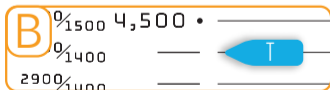
THE T LINE ENDED AT ¥5,800; P2 WILL BE PAID ¥1,400 FROM THE T LINE



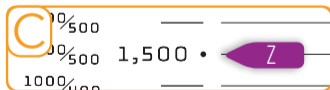
THE Z LINE ENDED AT ¥4,100; P1 AND P3 WILL EACH BE PAID ¥1,300 FROM THE Z LINE



LOWER THE A LINE BY ¥500 AND GIVE P1 THEIR INITIAL ¥300 BACK



LOWER THE T LINE BY ¥1,400 AND GIVE P2 THEIR INITIAL ¥700 BACK



LOWER THE Z LINE BY ¥2,600 AND GIVE P1 AND P3 THEIR INITIAL ¥1,000 AND ¥2,000 BACK

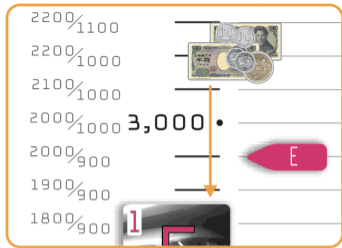
# STOCK PAYOUTS

Stock Payouts are made using the Income track, after it has been adjusted for Speculation Payouts. They are paid for each Line, one by one, starting with the G Line and moving down the order on the right side of the Income track.

**IF ONLY ONE PLAYER OWNS STOCK IN A TRAIN LINE:** They receive the full amount of that Line's Value on the Income track.

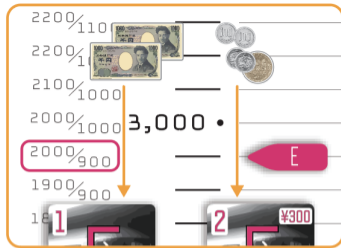
**IF TWO PLAYERS OWN STOCK IN A TRAIN LINE:** The number 1 Stock is paid the higher of the two values shown to the left of the Income track. The number 2 Stock is paid the lower of the two values.

**IF ALL 3 STOCKS IN A LINE ARE OWNED:** The number 1 Stock owner receives 50% of that Line's Value, rounded up to the nearest ¥100. Move the Income marker down on the Income track by the amount paid. Then, the remaining amount is split between the number 2 and 3 Stock owners as described above, using the two values shown to the left of the Income track.



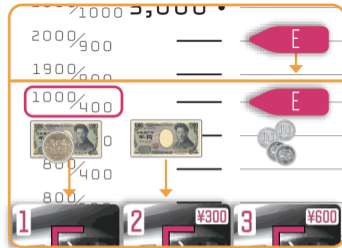
### SINGLE STOCK OWNER:

¥2,900 is paid to the owner of Stock 1.



### TWO STOCK OWNERS:

¥2,000 is paid for Stock 1 and ¥900 for Stock 2.



### THREE STOCK OWNERS:

¥1,500 for Stock 1, ¥1,000 for Stock 2 and ¥400 for Stock 3.

**Note:** where the Train Line's Value is greater than ¥6,000, determine Speculation and Stock Payouts in the same way as described above, but add the equivalent numbers from the top, 6,000 line of the Income track to the relevant numbers beside its Income marker before making payouts.

## ADD UP TOTALS

Players now add up their total Yen, and the player with the most is declared the winner! If there is a tie, the player furthest to the left on the Turn Order track is the winner.

# 👤 OSAKA METRO EXPANSION

This expansion builds on the base game, and with a brand new map and different numbers of stocks available across the new train lines, there is now more possibility for player interaction. The new set of action cards spice up the game, shortening it by one round and offering new and exciting actions to perform, along with new trams and buses to discover!

## CONTENTS

1 - Map of the Osaka Metro  
with Income track

68 - Mini sized cards

28 Stock cards / 40 Action cards

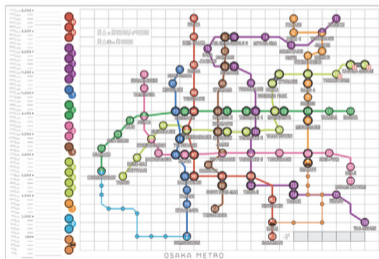
2 - Large player aid cards

10 - Income markers

8 - Train markers

2 - Tram markers

2 - Bus markers




# SETUP

Set up as for a normal game of TOKYO METRO, but using all of the OSAKA METRO EXPANSION components in place of their TOKYO METRO counterparts. Leave the Map, Income track, Stock cards, Action cards, Player Aid cards, Income markers, and Train markers from TOKYO METRO in the box.

Make the following changes to the setup steps:

**2** - Following the order of Lines on the right side of the Income track, starting with the M Line and working downwards, place the Train/Tram/Bus markers and Stock cards in sequence below the Map. Stack the Stock cards in ascending order with the number 1 Stock on top, and, where present, followed by the 2, 3, and then the 4 underneath.


**3** - Divide the 40 Action cards into 5 sets of 8 cards each, sorted by colors according to pairs of Lines (M/ , T/Y, C/I, S/N, and K/P). Turn the first set face down and sub-divide it based on the numbers of dots on the back of each card. Shuffle each of these subsets separately, and make a face down stack by placing the cards with 2 dots on the bottom, and 1 dot on top. Repeat this for the other 4 colored sets, to form a row of face down stacks in the top right of the play area. Draw cards from each stack equal to the number of players, and place them face up in columns below their stacks, placing the cards from bottom to top in each column.





# GAMEPLAY

Use all of the regular rules of TOKYO METRO, with the following changes:

## NEW LINES: TRAMS AND BUSES

There are now two Lines which have two cylindrical tokens each: the P Line (which has 2 Tram tokens) and the  Line (which has 2 Bus tokens). These work in the same way as normal Train Lines, with the following changes:

- The Lines on the Map for these do not have numbered stops, instead having 2 end stops marked with P or  (as applicable), joined by a series of smaller circle stops. The end stops for each line form part of Stations as normal, but the smaller circle stops are not Stations and Station pyramids may not be placed on them. The smaller circle stops work in the same way as usual for the purposes of the Train movement and Riding Trains rules.
- Whenever an action would require you to place a P or  Train on the Map, place both of the Line's Tram or Bus tokens respectively, with one at each end of its Line on the Map.

# INCOME TRACK DISC SPOTS

Note that Lines now have 1-4 disc spots on the Income track to be shared between Speed tokens and Speculation discs. These spots can hold Speed tokens and Speculation discs in any combination, subject to the normal placement rules for these.

# STOCKS

There are now some Lines with a total of 1, 2, or 4 Stocks as well as some with 3 as for the TOKYO METRO Map. Investing in the number 2, 3, or 4 Stock of a Line costs a fixed extra ¥300 in each case; this extra amount does not increase for the number 3 (or 4) Stock. You may still only own at most 1 Stock in each Line, and may not buy Stock in a Line you have speculated on.

# NEW ACTION CARDS

Since the new Action cards are divided into stacks of 8 cards during setup, rather than stacks of 9, there is one round fewer in a game for each player count; a game now takes place over 4 rounds with 5 players, 5 rounds with 4 players, and so on. The OSAKA METRO EXPANSION Action cards are also made up of a different mix of actions. While the majority of the actions are the same in both versions, the Start, Bidding, and Card actions from TOKYO METRO do not

appear on any OSAKA METRO EXPANSION Action cards, there is an additional type of Invest action, and two brand new actions have been added (Sell and Copy; see Action Phase below).

## ACTION PHASE

Refer to the TOKYO METRO rules for the Move, Station, Speed, Bike, Discount, Loan, Speculate, and Action actions.



### INVEST

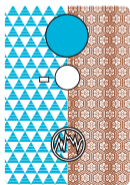
There is one new type of Invest action as follows:

This action allows you to take a Stock card by spending an Action disc instead of paying Yen. Return an Action disc

from your personal supply to the box; this must be a different disc to the one you placed on the card as normal in order to perform the action.

Then take the top Stock card of a Line of your choice, subject to the normal restrictions of the Invest action in TOKYO METRO. You must still pay the extra Yen if you take a number 2, 3, or 4 Stock. Increase the Line's Value for any extra Yen paid. If the corresponding Train marker is not already on the Map, place it on the Line's starting stop as usual.

All other Invest actions work in the same way as those in TOKYO METRO.





## SELL

Choose a Stock that you own, then determine the amount you (and only you) would receive from a Stock Payout for the corresponding Line as if the game had ended. In

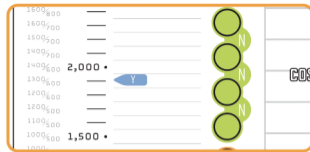
determining this amount, ignore speculations and take into account Stocks in this Line owned by other players, but do not calculate payouts for any other stockholders. Take that amount of Yen from the bank and place it to the side of your player area, separate from the rest of your money; it will be added to your total Yen at the end of the game, but it is not available for you to spend during play. Decrease the Line's Value by the same amount, moving the Line's marker down on the Income track accordingly. Then, if necessary, redistribute Stock cards among any other players owning Stock in the corresponding Line so that they hold the lowest-numbered Stock cards between them, preserving their relative order, and return the spare (highest-numbered among those purchased) Stock card to the supply below the Map, after which it is available for purchase again (including by you). For example, if you have sold the number 1 Stock, and other players own numbers 2 and 3, then the player with the number 2 Stock takes the 1, the player with the 3 takes the 2, and the number 3 gets returned to the supply.



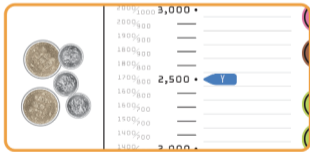
P3 DECIDES TO SELL THE NUMBER 2 STOCK THEY HOLD IN THE Y LINE. THE CURRENT VALUE OF THE Y LINE IS ¥3,800 AND 3 STOCKS IN TOTAL ARE CURRENTLY OWNED BY PLAYERS. P3 MUST NOW DETERMINE HOW MUCH THEY WOULD RECEIVE FOR A STOCK PAYOUT.



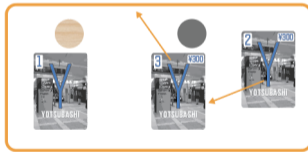
ANOTHER PLAYER (P4) HAS SPECULATED ON THE Y LINE, BUT SPECULATIONS ARE IGNORED FOR THIS CALCULATION.



THEY FIRST IMAGINE DEDUCTING THE HYPOTHETICAL 50% (¥1,900) PAYOUT FOR THE NUMBER 1 STOCK (BUT DO NOT ACTUALLY MOVE THE MARKER); THIS SHOWS THAT P3'S PAYOUT FOR THE NUMBER 2 STOCK IS ¥1,300.



P3 TAKES ¥1,300 FROM THE BANK AND SETS IT ASIDE, TO BE ADDED TO THEIR TOTAL YEN AT THE END OF THE GAME. THE VALUE OF THE Y LINE IS DECREASED BY THIS ¥1,300, TO ¥2,500.




STOCK CARDS ARE NOW REDISTRIBUTED. P2 HOLDS THE NUMBER 1 STOCK, AND KEEPS IT. P1 HAS THE NUMBER 3 STOCK, SO TAKES THE NUMBER 2 STOCK FROM P3 AND RETURNS THE NUMBER 3 STOCK TO THE SUPPLY.



## COPY

Pay the cost shown on the action to the bank (you may apply any available discounts from Discount actions when doing so). On a later turn in the current round, you may perform an action that has already been performed this round (either by you or another player), by placing the required number of your Action discs on top of the Action discs already there. When you do so, remove your disc from the Copy action spot and place it on top of one of your discs on the action you have copied.

## TRAIN PHASE

Trams and Buses move when Trains do and trigger Station Payouts in the same way, following the normal rules. Each pair moves simultaneously (if they are on the Map, both Trams move together, and then both Buses move together). Any Speed tokens on the P or  Lines apply to both vehicles on that Line. If multiple players are able to board or exit Trams or Buses at the same time (which might involve different vehicles and different stops), the decisions whether or not to do so are made in turn order. It is possible for the 2 Buses to occupy the same stop simultaneously.

**Note:** In OSAKA METRO EXPANSION, once Trains, Trams, or Buses have been placed on

the Map, they will stay on the Map for the rest of the game, even if no Stock in their Lines are owned by any players when they return to their starting stops. This is always the case for the OSAKA METRO EXPANSION, even if you are playing with the Action card set from TOKYO METRO (see Modular Action Card Sets variant).

## GAME END

After making Speculation and Stock Payouts, but before paying back any remaining loans, players add any money set aside when taking Sell actions to their total Yen.

## STOCK PAYOUTS

If all 4 Stocks in a Line are owned at the end of the game, Stock Payouts are made as follows (after adjusting for Speculation Payouts as normal). The number 1 Stock owner receives 50% of that Line's Value, rounded up to the nearest ¥100. Move the Income marker down on the Income track by the amount paid. Repeat this process for the number 2 and 3 Stock owners, paying them 50% of the updated Value and moving the Income marker down by the amount paid each time. Finally, the number 4 Stock owner receives the Line's remaining Value.

For example, if the T Line's Value at the end of the game is ¥2,000, the number 1 Stock

owner receives ¥1,000, the number 2 Stock owner receives ¥500, the number 3 Stock owner receives ¥300, and the number 4 Stock owner receives the remaining ¥200.

## VARIANTS

These variants can be played separately or in any combination to provide new twists to TOKYO METRO or OSAKA METRO EXPANSION!

## MODULAR ACTION CARD SETS

It is possible to play TOKYO METRO with the new OSAKA METRO EXPANSION action card set, and vice versa. You can even do this with the METRO DRINKS variant too! This adds a unique way to think about how you approach the game as the cards differ in their strategic possibilities.

Set up and play according to the rules for the Map you are playing with (i.e. Tokyo or Osaka Metro systems) as well as the respective rules for the Action card set you are using. The following changes apply:



### WHEN PLAYING WITH THE TOKYO METRO MAP AND THE OSAKA METRO CARDS:

All Trains placed on the Map will stay on the Map for the rest of the game, even if no player owns any corresponding Stock (which is possible as a result of the Sell action) when they return to their starting stops in the Train Phase.

### WHEN PLAYING WITH THE OSAKA METRO MAP AND THE TOKYO METRO CARDS:

Remember that in OSAKA METRO EXPANSION, all Trains/Trams/Buses placed on the Map will stay on the Map for the rest of the game. This applies even if they were added with the Start action and no player owns any corresponding Stock when they return to their starting stops in the Train Phase.

## ☺ SINGLE PLAYER

To play the Single Player variant, set up for a normal two-player game, but play with only one set of Player pieces. Play using the regular rules. At the end of the game, record your total score in Yen. The next time you play through, try to be more efficient and beat your score!



# METRO DRINKS



TOKYO JIDOHANBAIKI can be used as an expansion to TOKYO METRO or OSAKA METRO EXPANSION, creating a new experience titled METRO DRINKS. By adding the Stock cards from JIDOHANBAIKI as a new Action card column, as well as the ability to build Vending Machines at Stations for extra income, METRO DRINKS gives TOKYO METRO a new layer of depth, strategy, and fun!

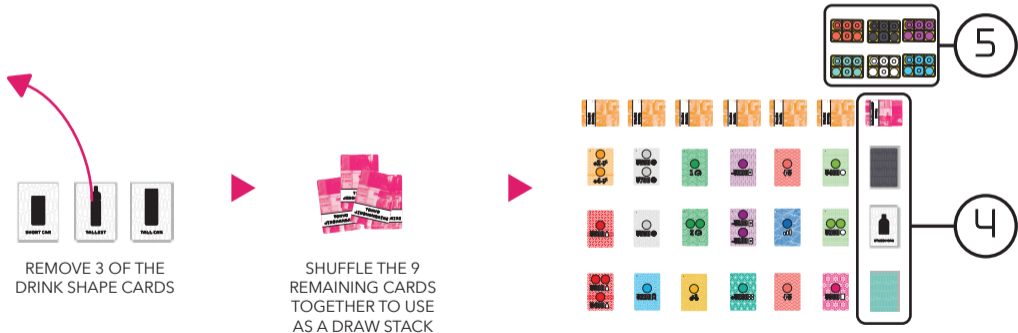
Use all of the regular rules of TOKYO METRO (and OSAKA METRO EXPANSION, if applicable), with the following additions:

## SETUP

**4** - Take the 12 Stock cards from TOKYO JIDOHANBAIKI, remove any 3 of the Drink Shape cards (it does not matter which ones), shuffle the remaining 9 cards (6 Drink Color and 3 Drink Shape) together, and place them face down as a 7th stack of Action cards. Draw cards equal to the number of players, and place them face up in a column below this stack, placing the cards from bottom to top.

**Note:** If you are playing with the OSAKA METRO EXPANSION Action cards, remove any 4 instead of any 3 of the Drink Shape cards, and shuffle the remaining 8 cards to form a 6th stack of Action cards. The rest of the rules are the same whether you use the TOKYO METRO or OSAKA METRO EXPANSION Action cards.

5 - Place the 6 Crates above the JIDOHANBAIKI Stock cards, filling each one with a set of Drinks from a single color.



# ACTION CARD REFRESH PHASE

Treat the column of TOKYO JIDOHANBAIKI Action cards like the other columns, i.e. discard the card from the bottom row, shift the others down and draw a new one for the top row. If there are gaps in the display as a result of players taking Drink Color cards (see additional Action Phase rules below), treat any such gaps as if they still held cards, for the purposes of this phase. That is: if there is a gap on the bottom row then no card is discarded from this column; preserve any gaps when shifting cards down; and only deal 1 new card, in the top row.

# ACTION PHASE

The new column of Action cards offers 3 new actions:

**DRINK COLOR CARDS:** These cards allow for a set of 6 same-colored Drinks to be taken, in exchange for the permanent removal of 1 of your Action discs for the remainder of the game. To perform this action, place your Action disc back into the box, and take an available Drink Color card along with the matching Drink Crate, placing them in your personal supply. There is no limit to how many Drink colors a player may own.

**BUILD A VENDING MACHINE AT A STATION:** Place your Action disc on top of the JIDOHANBAIKI draw stack, then place a Drink from your personal supply at a Station your Meeple is touching that already has a pyramid on it, and no other Drink. This Action disc will be returned to you at the end of the Action Phase as normal. There is no limit to the number of times this action may be performed each Action Phase. If you build at a Station you do not own, you must pay the owner ¥100 the first time you build at one of that player's Stations, ¥200 for the 2nd time you build at one of that same player's Stations, ¥300 for the 3rd, and so on. (You can always check how many times you have built Vending Machines at a given player's Stations by counting the number of Drinks in your Drink color(s) placed at Stations with that player's pyramids.)

**DRINK SHAPE CARDS:** A Drink Shape card is treated as if it has a single disc spot; that is, there is only one action per card available in each Action Phase. Place your Action disc onto the card, and perform an unlimited number of free 'Build a Vending Machine at a Station' actions on your turns for the remainder of this Action Phase. You must still pay other players when building at their Stations. You are allowed to 'Build a Vending Machine at a Station' as your Meeple moves past a Station, as long as you touch its stop. Thus it is possible to perform the 'Drink Shape Cards' action, then a Move action, building Vending Machines at Stations as you take your movement. However, you are not allowed to 'Build a Vending Machine at a Station' while riding on a Train/Tram/Bus; you must exit the Train/Tram/Bus first.

You may take a Drink Shape from the top of the JIDOHANBAIKI Stock card discard pile with a Card action.

## TRAIN PHASE

### STATION PAYOUTS

When a Train triggers a payout for a Station with a Drink, the Station's owner will receive Yen from the bank, in addition to the normal Station Payout. The amount of Yen the player receives depends on the number of Drinks of that color on the Map, in total (irrespective of which players own the Stations where the other same-colored Drinks are): ¥100 for 1-3; ¥200 for 4-5; and ¥300 for all 6 Drinks of that color on the Map.

Design and artwork by: Jordan Draper

Rulebook editing by: Gaming Rules! (Paul Grogan, Chris Spath, and the team)

Special thanks and play testing/development by: Joe Wiggins, Andrew Plassard,  
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