



DARK FLIGHT



DESIGN &
ARTWORK: JORDAN DRAPER

TOKYO
METRO

🚇 TOKYO METRO

In Tokyo Metro you are a Japanese investor, speculator, station builder, stockholder, and bicyclist! The goal of the game is to plan the most efficient income system through the use of action placement 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 heavy Euro-style economic twist!

CONTENTS

1 - Fabric Map & Income Track

90 - Mini Sized Cards

36 Stock Cards / 54 Action Cards

4 - Large Player Aid Cards

68 - Die Cut Chits

32 100 Yen / 10 500 Yen / 16 1000 Yen / 10 5000 Yen

24 - White Token Discs

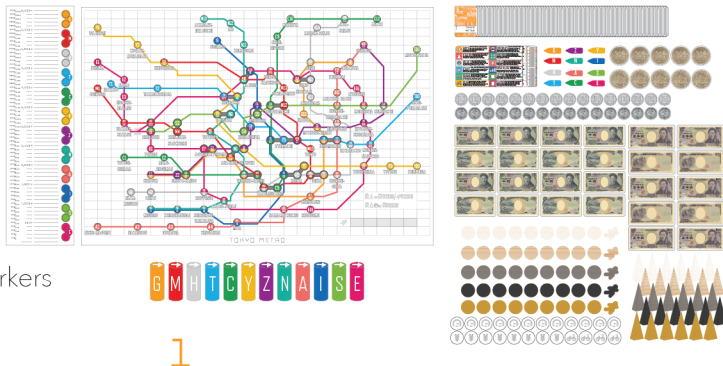
12 Speed Tokens / 8 Loan Tokens / 4 Bicycle Tokens

80 - Wooden Player Pieces

45 Discs / 5 Meeples / 30 Station Pyramids

12 - Wooden Train Income Markers

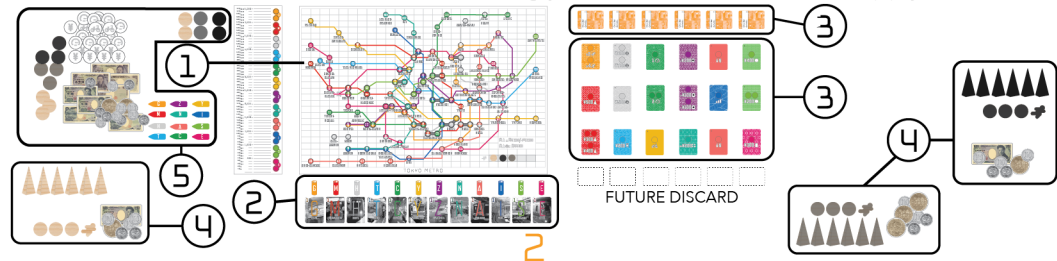
12 - Wooden Train Cylinders



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SETUP

- 1 - Place the map and train line income track in the center left of the play area.
- 2 - Following the order on the train line income track, starting with the G line, place the train markers and stock cards in order below the map. Stack the stock cards in ascending order with the 1 stock on top, followed by the 2 and the 3 underneath.
- 3 - Divide the 54 action cards into 6 stacks, sorted by color (G/M, H/T, C/Y, Z/N, A/I, S/E). Shuffle all 3 dots of the same stack together. Repeat for the 2 dots and the 1 dots. Stack each pile with the 3 dots on the bottom, 2 dots in the middle, and 1 dots on top. Draw cards from each stack equal to the number of players; place them in a column below the stack.
- 4 - Give each player 2,000 yen, 3 player discs, 6 pyramids, and a meeple. Place 2 player discs next to the income track and 1 next to the turn order track, leaving the other 3 in the supply.
- 5 - Set the train income arrow markers, remaining yen, and token discs in the supply.



PHASES OF PLAY

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 in each column into its discard pile. Shift the remaining cards down, and draw 1 card for each column.

TURN ORDER PHASE: Players secretly bid their yen in a closed fist to determine player order.

MOVEMENT PHASE: Players move their meeple up to 2 spaces, beginning with the first player in player order.

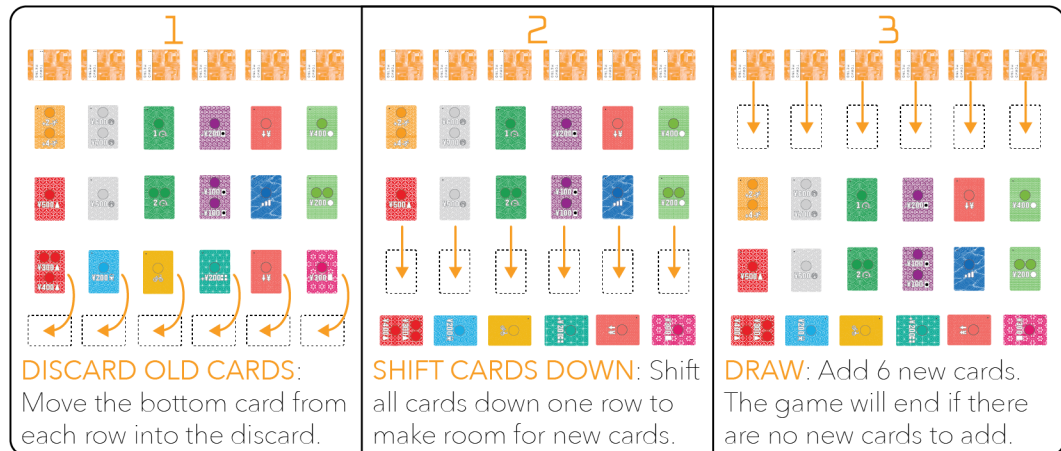
ACTION PHASE: Players assign available discs to action cards and perform the action until no discs remain or players pass.

TRAIN PHASE: All actively-running trains move 5 spaces (and possibly more), triggering station payouts.

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ACTION CARD REFRESH PHASE

One card from the bottom of each action card column is turned sideways and moved into its column's discard pile. Active cards shift down one space, and a new card from each draw pile is placed into the empty space in its column. Skip this phase during the first round.

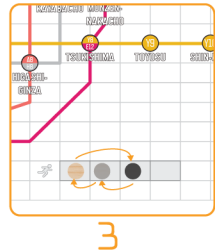
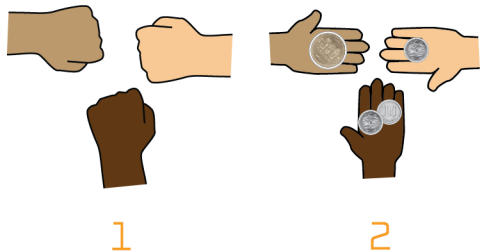


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TURN ORDER PHASE

Each player secretly decides the amount of yen they wish to bid, placing it in a closed fist. 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. All bids are paid to the bank. The highest bidder moves to first in turn order on the left of the track, followed by second highest, etc.... In case of a tie, players switch positions from their previous standing, unless they bid 0 yen, then they remain where they are. During the first round, randomly select player order. Give 100 yen to 2nd in player order, 200 yen to 3rd, and 300 yen to 4th.

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.



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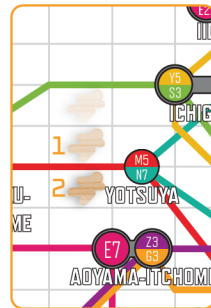
MOVEMENT PHASE

Players move their meeples up to two spaces on the map (or three with a bicycle). Players cannot move diagonally. Movement happens in turn order. On the first turn of the game, players place their player tokens one by one on to any spot on the map and will not move.

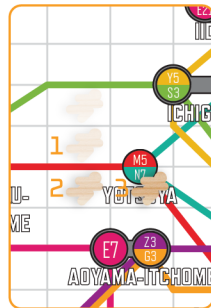
RULES FOR MOVEMENT: Player movement exclusively uses the grey rectangular grid of the map, ignoring the colored train lines. In order to interact with a station (build a station, ride a train, etc...), the player must occupy a rectangular space that touches the station circle.



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



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

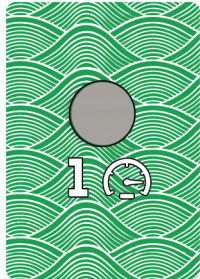


WITH A BICYCLE, A PLAYER MAY MOVE UP TO 3 SPACES. DIAGONAL MOVEMENT IS NOT ALLOWED.

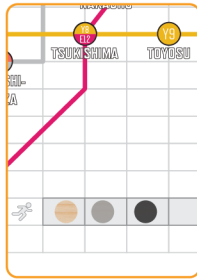
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ACTION PHASE

In turn order, players select one empty spot on an action card and assign the required discs to perform the action. At the beginning of the game, each player has 3 action discs to use. Cards with multiple actions may be used by multiple players or the same player on a future turn. Action spots with multiple circles require multiple discs to be placed all at once to use that action. After a player performs an action, proceed to the next player in turn order. At the end of the action phase, return all discs from action cards to players.



TO USE AN ACTION, PLACE ONE OF YOUR ACTION DISCS ON AN EMPTY SPOT



TAKING ACTIONS HAPPENS IN TURN ORDER & ACTIONS ARE TAKEN IMMEDIATELY



SOME CARDS CONTAIN MULTIPLE ACTIONS ON THEM



SOME ACTIONS REQUIRE MULTIPLE DISCS TO BE PLACED ALL AT ONCE



MOVE

Immediately move your meeple up to the number of spaces indicated by the action spot (+1 if you have a bicycle).

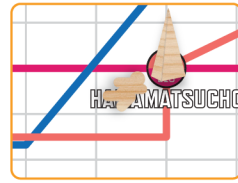


STATION

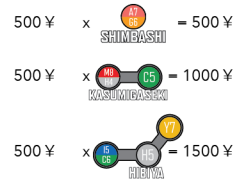
Pay yen to the bank indicated by the cost on the action space. Then, place a station pyramid on a station your meeple is touching. If you build a station at a multi-circle station (connected with a grey outline), multiply the cost to build the station by the total number of station circles. Then, place your station pyramid between the station circles. If you have previously chosen a Discount action, apply that here. Discounts to price are applied before multiplying. Only one station pyramid may be placed in any multi-circle station area, or single circle station.



PAY THE COST LISTED ON THE ACTION CARD TO THE BANK



THEN PLACE A STATION PYRAMID ON A STATION YOUR MEEPLE IS TOUCHING



IF BUILDING A STATION AT A MULTI-CIRCLE STATION SPOT, MULTIPLY COST BY CIRCLES



BE SURE TO APPLY DISCOUNT SPOTS BEFORE MULTIPLYING BUILDING COSTS

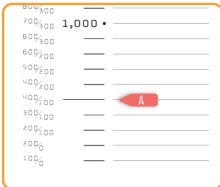


INVEST

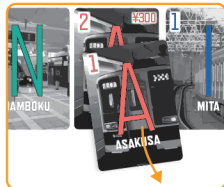
Pay the amount shown on the action spot to the bank, take the top stock in any train line, and increase the corresponding train's value on the income track. To purchase the 2nd or 3rd stock of a train line, you must pay 300 or 600 yen extra, which cannot be discounted. A maximum of 1 stock per line, per player. If not already running, place the train marker on its starting station (the "1" station of its letter). You are not allowed to buy stock in a train line you have speculated on (see Speculate action on pg 12).



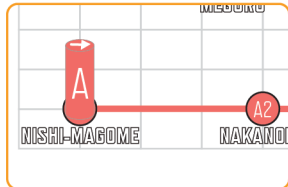
PAY THE COST LISTED ON THE ACTION CARD TO THE TRAIN LINE



INCREASE THE TRAIN LINE ON THE INCOME TRACK BY THE AMOUNT PAID



TAKE THE TOP MOST STOCK FROM THE LINE YOU ARE PURCHASING



IF NOT RUNNING, PLACE THE TRAIN MARKER ON ITS STARTING STATION, IT WILL RUN UNTIL GAME END



START

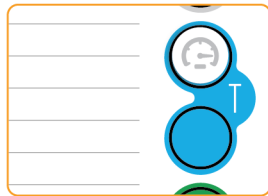
Choose a train line not already running and increase its income by the amount shown on the action card. Place its marker on its "1" station to run one complete round trip to

its highest numbered station and back. Station payouts are as usual. This action is free.



SPEED

Take the number of speed tokens shown. Speed tokens may be assigned on your turn (before taking an action) to any train line with an available slot. Speed tokens make a train move +1 space per token during every train movement phase. If there are no available spaces for tokens, they may not be placed on that train line.



BIKE

Take a single bicycle token (players may only hold 1 bicycle at a time). You now move up to +1 space when moving your meeple.

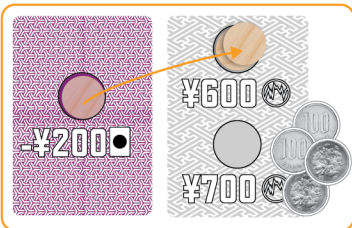


You may trade in either a bicycle or speed token to build a station for free. Multi-circle stations are also eligible for free building. Meeple adjacency rules still apply.

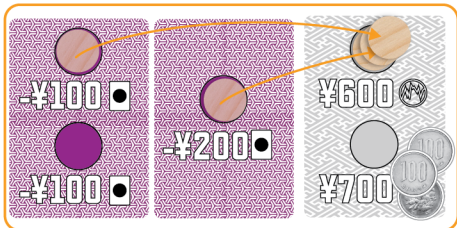
DISCOUNT Place an action disc on the discount spot. After choosing an action on a future turn, remove your action disc from the Discount space and place it on top of the newly-chosen action space. You receive the discount to your current action. You may activate multiple discounts at once.



PLACE AN ACTION DISC ON A DISCOUNT SPOT



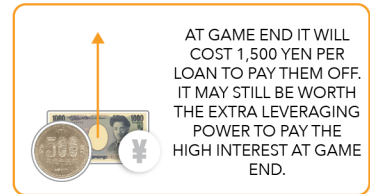
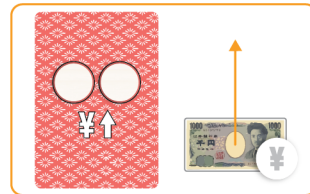
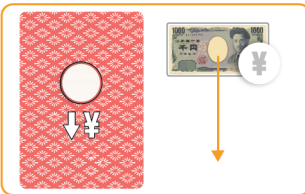
ON A FUTURE TURN, ACTIVATE ANOTHER ACTION SPACE, THEN ADD YOUR DISCOUNT DISC TO PAY LESS FOR THE NEW ACTION



IT IS POSSIBLE TO APPLY MULTIPLE DISCOUNTS AT THE SAME TIME. REMOVING A DISCOUNT DISC OPENS UP THE ACTION SPOT FOR FUTURE DISCS

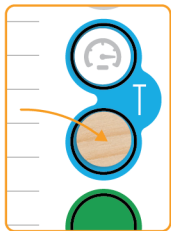
BIDDING Increase your bid for turn order next round by the amount listed. When taking this action, place yen from the bank equal to the amount listed on your turn order disc to signify your bidding bonus next round.

¥ LOAN To take out a loan, take a loan marker and 1,000 yen from the bank. A loan may later be paid back without interest by using the ¥↑ action; however if a loan is not paid back by game end it will cost 1,500 yen to pay it off. There are 8 total loans available, and players are not limited to any number of loans during the game.

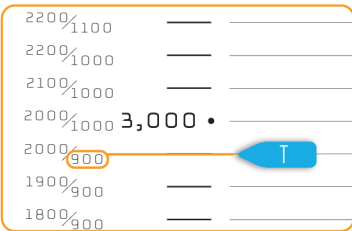


AT GAME END IT WILL COST 1,500 YEN PER LOAN TO PAY THEM OFF. IT MAY STILL BE WORTH THE EXTRA LEVERAGING POWER TO PAY THE HIGH INTEREST AT GAME END.

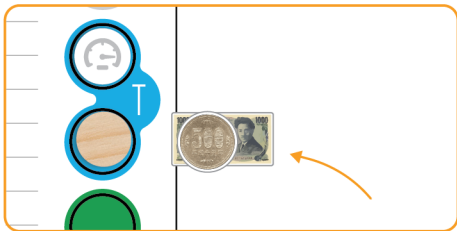
SPECULATE Take one of your two available speculation discs next to the income track and place it onto an available spot for the train line you wish to speculate on. The train line must have an income marker on the track. Displayed next to the train line marker are two numbers in a fraction. The right hand amount is the minimum amount you must commit to speculate. You can always



PLACE A DISC FROM THE SUPPLY ONTO A SPECULATION SPOT



CHECK THE INCOME TRACK TO FIND THE MINIMUM AMOUNT YOU MUST SPECULATE, SHOWN BY THE RIGHT FRACTION NUMBER



NOW ADD ANY AMOUNT OF YEN (STARTING AT THE MINIMUM AMOUNT) TO THE RIGHT OF YOUR SPECULATION DISC. THIS YEN STAYS THERE UNTIL GAME END

commit more. Place the money next to your speculation disc. You are not allowed to speculate on a train line you currently own any stock in. See Speculation Payouts on pages 18-19 for expanded examples.

*Note that there are only 2 spots per train line to share between both speed tokens and speculation discs. If there are no available spaces, that train line cannot be speculated on.

*Each player is limited to two speculations per game, but may speculate on the same line twice if available.

*Players may not add or remove money committed to a speculated train line after the action is completed.

*Players are not allowed to speculate on a train line they currently own any stock in. Furthermore, they are not allowed to buy stock in a line they have already speculated.



ACTION

Pay the amount shown to the bank. Then, take one of your action discs from the supply, which may be used this round. A max of 6 action discs can be owned per player.



CARD

Pay the amount shown to the bank. Then, take any one face-up action card from a discard pile and add it to your player area. It is immediately available for use. For the remainder of the game, only you may use this action card.

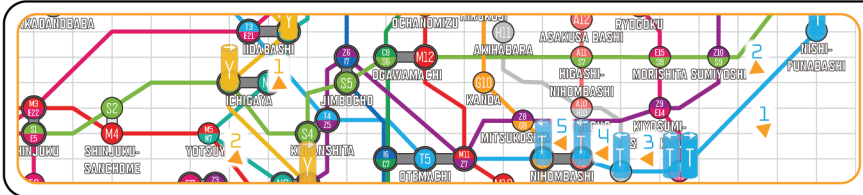
Note: Only the top card of a discard pile may be acquired, and there is no limit to the number that may be gained throughout the game.

PASSING

You may pass before you use all of your available action discs. When passing, take a payout of 100 yen from the bank for each unused action disc.

TRAIN PHASE

During the train phase all active trains move 5 spaces (or more if speed tokens are in use), advancing to the next highest like-colored station on the map. If they pass through player-owned stations, payouts occur. It is also possible to board or exit a train during this phase.



ALL ACTIVE TRAINS MOVE 5 SPACES (CONSECUTIVE STATIONS MARKED BY A NUMBER AND LETTER FOR CONVENIENCE) PLUS 1 EXTRA SPACE PER SPEED TOKEN

Trains move in order beginning with the G line. The order is displayed on the train line income track. Trains not running will not move.

*If any players own stock in a train line, it will continue running for the rest of the game,

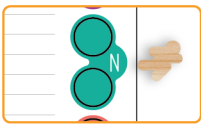
changing direction as it hits the ends of its route. A train started with the Start action will do the same, but is removed after a round trip to its highest-numbered station and back.

RIDING TRAINS

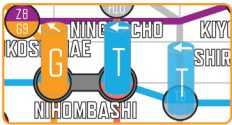
If a train begins at or passes through a station where your meeple is located, you may ride the train. If you own stock in the train line, it is free. If you do not own stock, you must pay 100 yen to the train line. It is also possible to transfer between trains that move through the same station in a turn, following the same payment rules. You can exit a train at any point, given it is physically touching the station you wish to get off at. You can get on a train at any point, given you and the train are touching the same station. When on a train, place your meeple adjacent to the train line on the income track.



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



ADD YOUR MEEPLE TO THE INCOME TRACK NEXT TO THE TRAIN LINE YOU HAVE BOARDED TO SHOW YOU ARE RIDING



ONCE ON A TRAIN, IT IS POSSIBLE TO TRANSFER TO ANY OTHER TRAIN THAT PASSES THROUGH A SHARED STATION ON THE SAME TURN



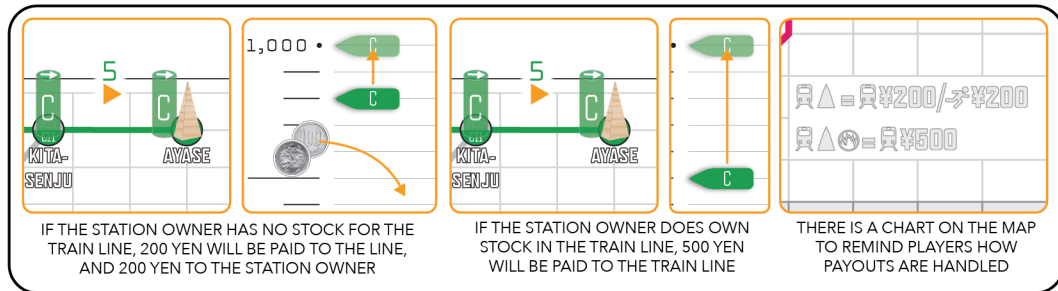
AT ANY TIME (EVEN DURING ANOTHER PHASE) FREELY EXIT THE TRAIN TO A SPACE TOUCHING A STATION THE TRAIN RESIDES AT OR IS PASSING THROUGH

STATION PAYOUTS

As soon as a train touches a station pyramid marker, a payout is triggered. There are two possible outcomes, based on if the owner of the station owns stock in the train line:

NO STOCK OWNED: The player who owns the station receives 200 yen from the bank. Also, increase the train line's income by 200 yen on the income track.

STATION AND STOCK OWNED: Increase the train line's income by 500 yen on the income track. The player receives nothing.



GAME END

During the action card refresh phase, if there are no more action cards to draw, the game ends immediately.

END GAME SCORING

After game end is triggered, payouts commence by first paying all speculations, and then paying stockholders based on each train line's income track score, starting with the Ginza line and moving down. Loans must be paid back with 500 yen interest.

SPECULATION PAYOUTS

Speculations are paid out to players before stock owners get paid. To determine how much the train line pays out for speculations, look at the right hand fraction of the train's ending income. The player who speculated on that train line receives the amount listed. However, a player may only receive up to 2x the amount initially speculated. In addition, return the initial speculation amount to the player. If two players speculated on the same train line, they are both paid the amount they are owed. After payouts, decrease the train line's income by the amount of the speculation payout. It is important to remember that a player who speculates on a line may not own stock in it. If this rule is broken, their speculation and stock are worth 0 yen.

STOCK PAYOUTS

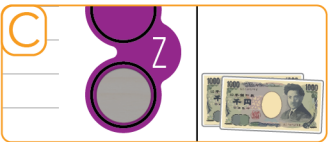
Stocks are paid out using the train line income track for each line, one by one, beginning with the G line. If only one player owns stock in a train line, they receive the full amount from that line's income. If two players own stock, the 1st stock is paid roughly 200 to every 100 yen the 2nd stock owner receives. Use the two fraction amounts to the left of the income line for the 1st and 2nd payouts. If 3 stocks are owned, the 1st stock owner receives 50% of the income rounded up to the nearest 100 yen. Decrease the income marker the amount paid. Then, the remaining amount is split between the 2nd and 3rd stock owners as described above using the reference chart to the left of the income track.



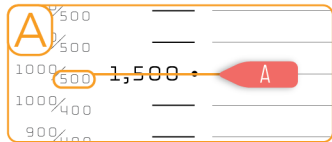
A
P1 HAS SPECULATED 300 YEN ONTO THE A LINE, COVERING THEM FOR A PAYOUT FROM THE LINE OF UP TO 600 YEN



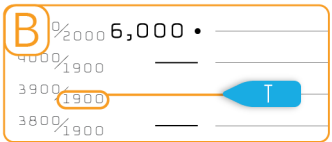
B
P2 HAS SPECULATED 700 YEN ONTO THE T LINE, COVERING THEM FOR A PAYOUT FROM THE LINE OF UP TO 1400 YEN



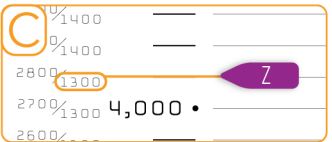
C
P3 HAS SPECULATED 2000 YEN ONTO THE Z LINE, COVERING THEM FOR A PAYOUT FROM THE LINE OF UP TO 4000 YEN



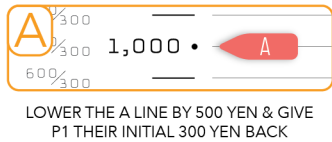
THE A LINE ENDED AT 1500 YEN, P1 WILL BE PAID 500 YEN FROM THE A LINE



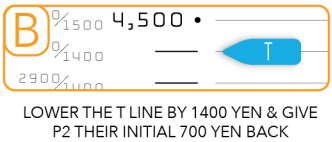
THE T LINE ENDED AT 5800 YEN, P2 WILL BE PAID 1400 YEN FROM THE T LINE



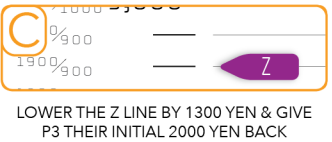
THE Z LINE ENDED AT 4100 YEN, P3 WILL BE PAID 1300 YEN FROM THE Z LINE



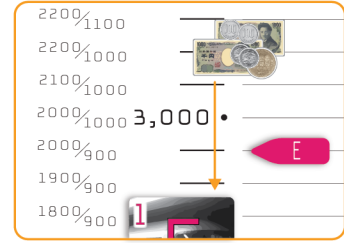
LOWER THE A LINE BY 500 YEN & GIVE P1 THEIR INITIAL 300 YEN BACK



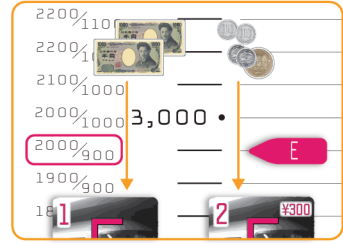
LOWER THE T LINE BY 1400 YEN & GIVE P2 THEIR INITIAL 700 YEN BACK



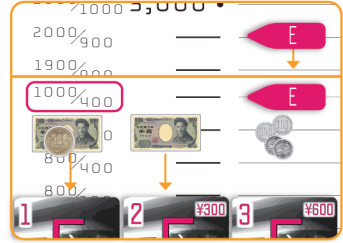
LOWER THE Z LINE BY 1300 YEN & GIVE P3 THEIR INITIAL 2000 YEN BACK



SINGLE STOCK OWNER:
2,900 yen is paid to the owner of stock 1.



TWO STOCK OWNERS:
2000 yen to stock 1, 900 to stock 2.



THREE STOCK OWNERS:
1500 paid to stock 1, 1000 to stock 2, 400 to stock 3.

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.

👤 SINGLE PLAYER VARIANT

To play the single player variant, setup the two player game, but play with only one set of player markers using the standard ruling. 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

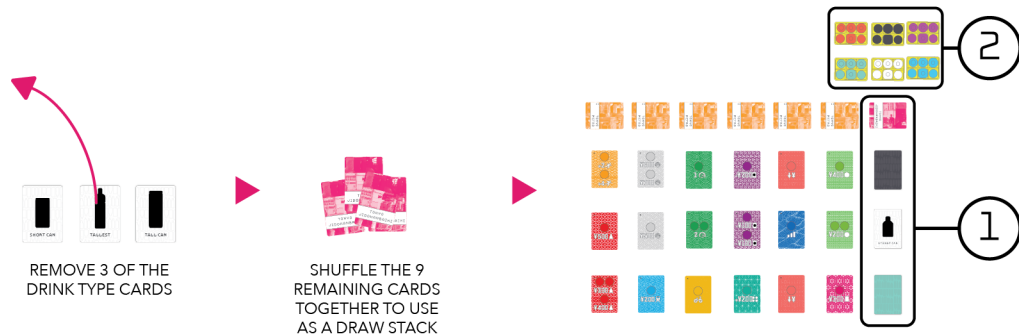


TOKYO JIDOHANBAIKI can be used as an expansion to TOKYO METRO, creating a new experience titled METRO DRINKS. By adding the stock cards from JIDOHANBAIKI as a new action card column, as well as the ability to build vending machines at stations for extra income, METRO DRINKS gives TOKYO METRO a new layer of depth, strategy, and fun!

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

SETUP

- 1 - Take the 12 stock cards from TOKYO JIDOHANBAIKI, remove any 3 of the drink type cards, shuffle the remaining 9 cards (6 color & 3 drink type) together, and place them face down as an extra column of action cards.
- 2 - Place the 6 crates above the JIDOHANBAIKI stock cards, filling each one with a set of drinks from a single color.



ACTION CARDS

The new column of action cards offers 3 new actions to be taken:

COLORED CARDS: These cards allow for a set of 6 colored drinks to be taken, in exchange for the permanent removal of 1 of your action discs for the remainder of the game. To take this action, place your action disc back into the box, take an available color card, and the matching drink crate.

BUILD A VENDING MACHINE STATION: Place your action disc on top of the JIDOHAN-BAIKI draw stack, then place a drink at a station you are touching that already has a station pyramid there, and no other drink. This action disc will come back to you at the end of the phase like normal. There is no limit to the number of times this action may be taken each phase. If you build at a station you do not own, you must pay the owner 100 yen the first time you build at one of their stations, 200 for the 2nd time, 300 for the 3rd, etc.

DRINK TYPE CARDS: Only one player may take this action each action phase. Place your action disc onto the card, then take an unlimited number of free 'build a vending machine' actions until phase end. You must still pay other players when building at their stations. Take your disc back as normal.

STATION PAYOUTS

When a train triggers payout for a station with a drink, the owner will receive yen from the bank. The amount of yen paid depends on the number of drinks of that color they have on the map in total:

- 1-3 drinks: 100 yen is paid when a station with that drink color is hit
- 4-5 drinks: 200 yen is paid when a station of that drink color is hit
- 6 drinks: 300 yen is paid when a station of that color is hit

EXTRA RULES

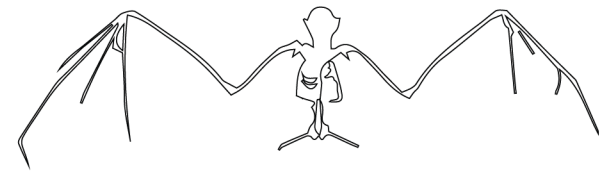
There is no limit to how many drink colors a player may own.

It is allowed to 'build a vending machine station' as you walk past a station, as long as you touch it. Thus it is possible to take the 'drink type card action', then a move action, building multiple drink stations as you take your movement.

It is not allowed to build a vending machine station while riding on a train; you must exit first.

DESIGN BY: Jordan Draper
ARTWORK AND GRAPHICS BY: Jordan Draper
RULEBOOK EDITING: Travis D. Hill

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DARK FLIGHT

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