



📍 Saashi 📍 Monsieur Z

GET ON BOARD

METRO

RULEBOOK

As night falls on the city and streetlamps begin to glow, travelers are already dreaming of their evening plans... Bye, bye work, time to hop on the Metro!

Underground, Metro cars shake and stations pass by in a blur. Evening is upon us: should we go to a concert or a restaurant? Minds wander, soaking up the romantic mood in the cities of love, as everyone makes their connections. Who knows where this journey will take us?

This rulebook outlines rules for 2 to 5 players. A separate sheet describes the differences when playing solo!



CONTENTS

- 1** double-sided board
1 Paris map
1 Rome map
- 50** double-sided player sheets
- 160** Route markers
- 5** Departure pawns
- 5** pencils
- 12** Metro ticket cards
- 6** Common objective cards
- 10** Personal objective cards
5 Paris cards
5 Rome cards
- 1** Inspector pawn
- 1** Solo variant rules sheet
- 2** Rush hour cards (for the solo variant)

OVERVIEW AND GOAL

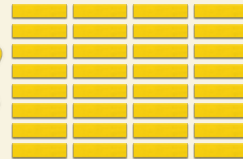
You have **12 rounds** to make the best Metro line in the city. Each round, reveal a new card that shows all players the route shape they must complete. Take the passengers where they want to go, create the most efficient route, and gain as many victory points as possible!

GAME ELEMENTS AND SETUP

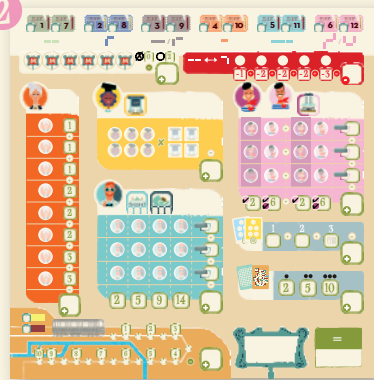
- 1** Choose a player color and put all the corresponding pieces in front of you: **32 Route markers** and **1 Departure pawn**.
Route markers are placed on the map to plot out your Metro line.
- 2** Take a **player sheet** and a **pencil**. Make sure that the top part of everyone's sheets are different (refer to the little shapes beneath the numbered cards). The rest of the sheet is identical for everyone.
Your player sheet will track which Passengers have boarded your Metro and which Places you stopped at along your route, all of which give you victory points.
- 3** Place the board in the middle of the table.
For **2- or 3-player games**, use the **Rome** map.
For **4- or 5-player games**, use the **Paris** map.

The board shows a map of the city made up of different route sections. Each intersection has either a Passenger (👤, 👧, 👦, 👨, 👩), a Place (🏛️, 🏡, 🏢, 🏠, 🏨), or a Metro (M).
At the top, there are 2 numbered spaces for Common Objective cards to be displayed face up (the third space on the Rome map is only used during the solo variant). There are 2 other spaces for the Metro Ticket deck and discard. The Rome map also has route sections in yellow and burgundy that have easier Connections.

1



2



3



- 4 Shuffle the **6 Common Objective** cards and randomly place 1, yellow side up, on each of the 2 leftmost spaces on the board. Put the unused cards back in the box.

Common Objective cards show players the number of Passengers they must pick up or the number of Places they must stop at to gain victory points.

- 5 Shuffle the **5 Personal Objective** cards for the map you're playing with, then deal **1 face up to each player**. Leave the remaining card(s) in the box.

Personal Objective cards require you to connect 3 specific intersections with your Metro line to gain victory points. These intersections are shown in the black circles. Red circles are only used to highlight landmarks on the map.

- 6 Shuffle all **12 Metro Ticket** cards if you are playing on the Paris map (or only cards 1 through 6 if playing on the Rome map). Deal **2 face down to each player**. Look at the 2 cards you received and place 1 face down in front of you. Once everyone has a card in front of them, reveal them. Then place your **Departure pawn** on the intersection indicated by the number on the Metro Ticket you chose.

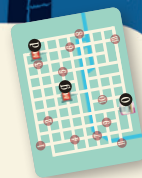
This pawn shows the point of departure for your Metro line.

- 7 Take all **12 Metro Ticket** cards back and shuffle them to make a face down deck on the dedicated space on the board.

Metro Ticket cards have a number and a color. The number is used during setup, to show your point of departure, and also during gameplay. The colored border is only used during games with the Rome map.

- 8 The oldest player is the first **Inspector** and places the **Inspector pawn** in front of them.

The Inspector pawn shows the turn order. The Inspector will always go first, followed by the other players going clockwise. Pass this pawn to the next player each round.



GAMEPLAY OVERVIEW

A game of *Get on Board - Paris & Rome* plays over **12 rounds**. Each round has **4 phases**:

- 1 NEW METRO TICKET
- 2 PLOT ROUTE
- 3 CHECK COMMON OBJECTIVES
- 4 CHANGE INSPECTOR

1 NEW METRO TICKET

The Inspector reveals the top card of the Metro Ticket deck and places it face up on top of the discard space.

Each player now crosses off the space of the matching value in the Ticket zone (top of your player sheet). This color shows the shape of the route they will plot during **2 PLOT ROUTE**, and the Ticket zone shows you which Tickets may appear in later rounds.

For 2- or 3-player games, only during the first round, each player also crosses off the space that matches the color of the border on the first revealed Ticket (burgundy or yellow). This color determines which speedy route sections will be easier to make Connections on (see Connections p.6).

Continue to **2 PLOT ROUTE**.

EXAMPLE: The first revealed Ticket is the 5, which has a burgundy border. You cross off the space for Ticket 5 and the space with the burgundy line, which shows that it will be easier to make Connections on sections of this color.



2 PLOT ROUTE

Starting with the Inspector, then taking turns clockwise, follow these 2 steps:

- a PLACE MARKERS
- b BOARD METRO

a PLACE MARKERS

On the board, create the shape of the route required by the Metro Ticket revealed this round (see **DIFFERENT ROUTE SHAPES** on the next page).

To create the shape, you must obey these restrictions:

- There can only be a maximum of one marker per color on each section.





DIFFERENT ROUTE SHAPES



STRAIGHT LINE

You must place exactly 1, 2, or 3 markers, as shown on your player sheet. If you place 2 or 3, they must be placed in a straight line.



1 TURN

You must place exactly 2 markers that make a 90° turn.



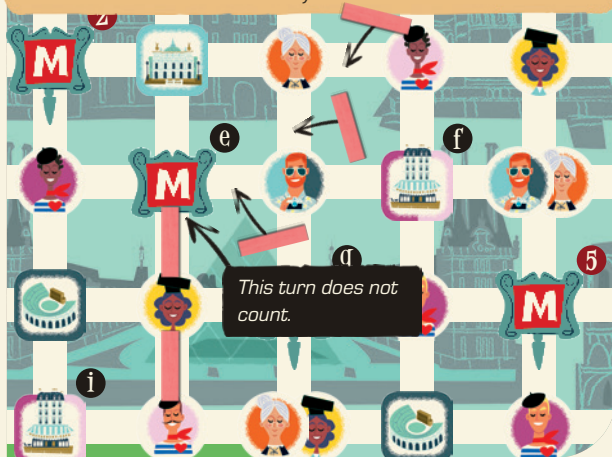
2 TURNS

You must place exactly 3 markers that make two successive 90° turns. These turns can be in the same direction (to make a U) or in opposite directions (to make an S).

If your player sheet shows two different shapes separated by a slash, choose one of them to plot this round.

- Your shape must **begin where your route ended the previous round**. For the first round, begin plotting your shape starting from your Departure pawn.
- You must place **as many markers as shown** on your player sheet.
- Markers placed this round must make **as many turns as shown** on your player sheet. Only the number of turns matters, not their direction. **You can always choose which way each turn goes (left or right)**.
The beginning of the current round's shape may make a turn when connected to where your route ended the previous round. Regardless, **this turn does not count as one of the turns required for the current round**.
- You can never double back on the same section.

EXAMPLE: You must place 3 markers with 2 turns during this round. You decide to plot them as shown below. The turn made by the final marker of the previous round and the first marker of this round do not count as either of your 2 turns.



CONNECTIONS

MAKE TRIPS AS SMOOTH AS POSSIBLE

Each time your shape passes through a route section that already has one or more other markers, cross off as many spaces in the Connections zone (bottom-left of your player sheet) as there are markers already on that section. Cross them off in a straight line, starting with the top-leftmost circle.

This represents the number of Metro cars on your route and will give you victory points at the end of the game.

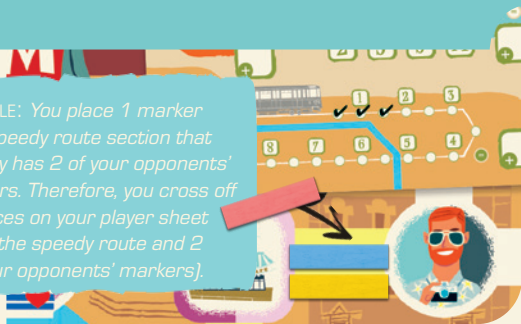
ROME

SOME SECTIONS ARE NEVER CROWDED



Each time your shape passes through a speedy route section, meaning a burgundy or yellow section as defined during first round, **cross off 1 extra circle** in the Connections zone of your player sheet.

EXAMPLE: You place 1 marker on a speedy route section that already has 2 of your opponents' markers. Therefore, you cross off 3 spaces on your player sheet (1 for the speedy route and 2 for your opponents' markers).



METRO ENTRANCE

SPEED UP YOUR ETA WITH METRO ENTRANCES!

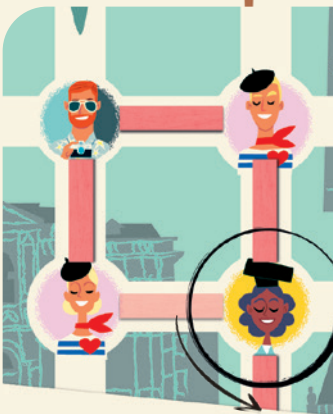
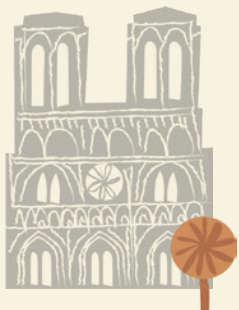


For each **M** your shape reaches this round, circle 1 in the Metro zone (top of your player sheet). At the end of each round, you can cross off a single circled **M**. If you do, place 1 extra marker to make your route longer (in any direction). You may cross off a **M** at the end of the same round you circled one. Treat **M** covered by your opponents' Departure pawns as normal **M**.

IMPORTANT! Each circled **M** that you have not crossed off will give you 2 points at the end of the game.

*EXAMPLE: You finish your turn at this intersection and want to reach the next intersection before the end of your turn. You decide to cross off one of your circled **M**. Then you add 1 more marker to your route.*





EXAMPLE: Your route would take you to an intersection you have already passed through. You decide to remove a turn from your shape by crossing off 1 space in the Turn zone of your player sheet. You successfully avoid this intersection and therefore elimination.

DETOURS NOT ALLOWED

A LINE THAT DOUBLES BACK ON ITSELF IS NOT EFFICIENT!

If your route reaches the same intersection for the second time, immediately end your turn. You are **eliminated** and do not score any victory points at the end of the game. Leave your markers on the board.

STRAIGHT LINES AND TURNS

If the current round's shape does not allow you to place the required amount of route markers or isn't optimal for your strategy, you may increase or decrease **the number of required turns**.

To do this, simply cross off the leftmost space in your **Turn zone** (red background, top-right on your player sheet). For each space that you cross off, **you can change a turn into a straight line or a straight line into a turn**. This does not change the total number of markers you must place; this number cannot be adjusted.

You can cross off a maximum of 5 spaces in this zone. **If you have crossed off all the spaces and the required shape is impossible to complete** because your route would go off the map (but not because you would reach the same intersection for the 2nd time), treat the shape as if it were a straight line using a single marker.

EXAMPLE: Your route reaches an intersection you already passed through. You are eliminated.



After you place each marker, apply the corresponding effects described in the **b BOARD METRO** step on the following pages.

b BOARD METRO

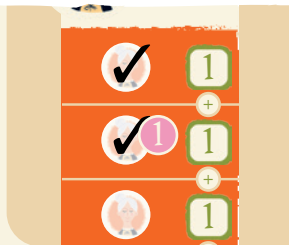
For **each Passenger or Place** you reach with your markers during the **a PLACE MARKERS** step this round, **apply the corresponding effects**, described on the following pages.

Certain intersections have 2 Passengers. If you reach one of these intersections, **apply the effects of both Passengers**.

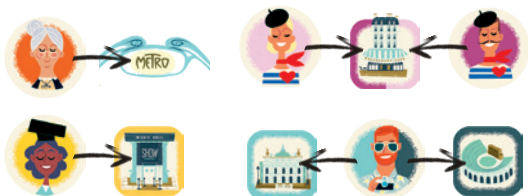


GRANNIES

- 1 Immediately cross off the topmost available space on your player sheet. If all the spaces are already crossed off, nothing happens. At the end of the game, add up the points shown next to crossed off spaces.



PASSENGER DESTINATIONS



STUDENTS



OR



CINEMAS

- 2 Immediately cross off 1 of the corresponding spaces on your player sheet. If all these spaces are already crossed off, nothing happens. At the end of the game, multiply the crossed off spaces of each type together to determine your points.
Example: You reach a and cross off 1 space.



FLIRTS






There are several types of faces for this passenger, but they all have the same effect. Only the background color matters (light or dark).

Immediately cross off any space with the matching background in the topmost Unresolved row (with no number in the space to the right). If both spaces of this color are already crossed off, or if every row is Resolved, nothing happens.

Each row has two Couples that both have a light background and a dark background.

RESTAURANTS



- If you haven't crossed off any  in your topmost Unresolved row, **nothing happens**.
- Look at the **crossed off**  in the topmost Unresolved row. See below for the points you gain. Write the sum of these victory points in the space to the right of this Unresolved row.
For each couple, gain these points:
No crossed off Flirt gives you **0** points. A **single** crossed off Flirt (any background) gives you **2** points. A **complete** crossed off Couple gives you **6** points. You can therefore write 2, 4, 6, 8, or 12 points.
- Then scribble out any  spaces you hadn't crossed off in this row to show that it is Resolved. The next time you must cross off one of these spaces, use the next row.


Example:

- 1 You reach this intersection with a light background. You can only cross off the right Flirt with a light background in the topmost Unresolved row, because the other one is already crossed off.



- 2 Later, you reach this intersection with a dark background. In your topmost Unresolved row, both spaces with a dark background are already crossed off, so nothing happens.




- 3 Finally, you reach this intersection, with a . At this point, your topmost Unresolved row has 3 crossed off spaces. You write 8 points in the space to the right and scribble out the 4th Flirt.





TOURISTS

Immediately cross off the leftmost  space in the topmost Unresolved row (with no number in the space to the right). If all spaces in this row are already crossed off or if every row is Resolved, nothing happens.




OPERAS





OR




THEATERS

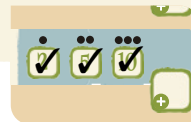
- If you don't have any crossed off  in the topmost Unresolved row, **nothing happens**.
- Look at the **rightmost crossed off**  in the **topmost Unresolved row**. See the bottom of this column for the points you gain. **Write these victory points in the space to the right** of this Unresolved row.
- **Then scribble out any**  **spaces you hadn't crossed off in this row** to show that it is **Resolved**. The next time you must cross off one of these spaces, use the next row.



2 Common Objective cards ask you to stop at 3  or 3 . If one of these Objectives is in play, track your progress by crossing off 1 space each time you reach the corresponding Place, regardless of whether there are Tourists in your Metro. **This zone is only used as a memory aid.**

You reach a  with 3  in your topmost Unresolved row.

- 1 You cross off one of the 3 spaces below the corresponding Place.
- 2 You write "9" in the space to the right of this row.
- 3 Finally, you scribble out the last  to show that this row is Resolved.



Each time you reach one of the 3 intersections required by your Personal Objective card, meaning an intersection with a black circle, cross off a space in the Personal Objective zone of your player sheet (from lowest to highest victory points).

Once every player has finished plotting their shape for this round and crossing off the corresponding elements on their player sheets, continue to **3 CHECK COMMON OBJECTIVES**.

3 CHECK COMMON OBJECTIVES

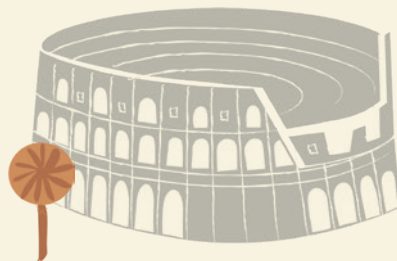
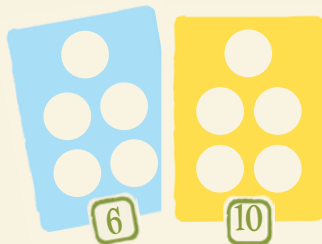
Check if you have completed any Common Objectives this round, respecting the following conditions:

Each Objective can be completed by multiple players, but only once per player.

If one or more players complete a yellow Objective in the same round, all concerned players write "10" in the Common Objective zone (bottom-right of their player sheets). Then flip the Objective card to its blue side.

If one or more players complete a blue Objective, all concerned players write "6" in the Common Objective zone of their player sheets. The Objective card stays on its blue side.

Then continue to **4 CHANGE INSPECTOR**.




4 CHANGE INSPECTOR

If you just finished the 12th round (and the Metro Ticket deck is empty), continue to the **END OF THE GAME**.

Otherwise, **pass the Inspector pawn to the next player** clockwise and start a new round.



EXAMPLE: Your 5th  has boarded this round. Another player completed this objective during a previous round. You only earn 6 VP, which you write on the Common Objective zone of your player sheet.



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



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END OF THE GAME



Count your final score by following these steps:

- 1 Each circled **Metro Entrance** that you did **not** cross off gives you 2 points. Add all these points together.
- 2 Add up your negative points for each crossed off space in the **Turn zone**.
- 3 Add up your points for each crossed off  space.
- 4 Multiply crossed off  spaces by crossed off  spaces.

For the  and  zones, follow these steps:

- 5 Add up the points you wrote for **Resolved rows** during the game.
- 6 **Unresolved rows** (without a number in the space to the right) give you half the points (rounded down) they normally would have if you reached the required Place.
- 7 Add up the points written in the 3 spaces to the right of each zone.
- 8 Add up the points from any **Common Objectives** completed during the game.
- 9 **Check your Personal Objective.**
If you reached 1, 2, or 3 of the required intersections shown by the black circles (in any order), gain 2, 5, or 10 points respectively.

The illustration shows a game board with several zones and objectives. At the top, there are 12 'Ticket' cards numbered 1 to 12. Below them are various icons representing different game elements: Metro Entrances (circled 'X'), Turn zones (circled 'M'), Common Objectives (circled '0' and '2'), and Personal Objectives (circled '4'). The board is divided into several colored zones: an orange zone on the left with a grid of 10 spaces (5 rows of 2), a yellow zone in the middle with a grid of 10 spaces (5 rows of 2), a blue zone at the bottom with a grid of 10 spaces (5 rows of 2), and a pink zone on the right with a grid of 10 spaces (5 rows of 2). A red bar at the top right shows a sequence of negative points: -1, -2, -2, -2, -2, -3, -3. A green bar at the bottom right shows a sequence of positive points: +4, +10, +7, +6, +5, +6, +10. A player's name 'Vincent' is written in a green box, and their final score '73' is shown in a white box with a green border. A train is shown on a track at the bottom of the board.

- 10 Look at the last crossed off Connection space that provides points and write these points in the space to the right.
- 11 Add up your points from the 9 subtotal spaces (spaces with a  or  in the bottom-left). The total is your final score!

The player with the highest score wins the game. If players are tied for first, they share the victory!



If you run out of player sheets, you can print more at home with the following link:
https://iello.fr/download/GOB_Paris-Roma_Score-pad_Light.pdf