

METRO BINGO

RULES



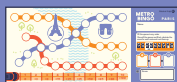
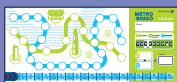
Metro Bingo is a simultaneous-play ascending bingo game for multiple players. Draw numbered tiles one by one from a bag and all players write them into numbered spaces on their route map. Connected ascending numbers form a "stream," and the longer the stream, the higher the score. Arrange as many numbers as possible in ascending order to create the longest stream!

COMPONENTS

2 Bunch of route map sheets (double-sided)



Tiles composition
Your Score
Scoring table



42 Tiles



1 Bag



GAME PREPARATION

- 1 Each player prepares a pencil or pen.
- 2 Decide which route to play for this game, and distribute one sheet of the selected route to each player. All players must use the same side.

If you're playing Metro Bingo for the first time, use the route map A (ESSEN). The special rules for other routes are explained in detail at the end of the rulebook.

- 3 Every player writes their name on their route map sheet.
- 4 Place all 42 tiles into the bag.
- 5 Decide who will draw the tiles. One person can handle this task, or players can take turns drawing.

GAME PLAY

1 DRAW A TILE FROM THE BAG

Draw one numbered tile from the bag and announce the number so all players can hear it. Then, place the tile on the table where all players can easily see it.

Whether it's a number tile or a special tile, once a tile is drawn, it will not be used again in the current game. Make sure not to return it to the bag!

① Special Tiles (There are a total of 3 special tiles):



Star Tile - This is a wild tile. Draw a star in any one empty space on your route sheet. During scoring, it can be used as any number.



Remove 2 Tiles - Immediately draw two tiles from the bag, reveal them, and remove them from the game. These tiles will not be used for the remainder of the game.



Draw 2 Tiles, Keep 1 - Immediately draw two tiles from the bag and reveal them. Choose one of them and write it in an empty space on your route map.

2 WRITE THE NUMBER ON THE SHEET

Write the number shown on the drawn tile in any one empty space on your route sheet. Once all players have finished writing the number, proceed with "1- Draw a tile from the bag" again. Repeat this process until all spaces on the route map are filled.

- ① You must write the drawn number(or star if a Star tile is drawn).
- ① Once a number is written, it cannot be erased or moved.
- ① You must complete writing before drawing the next number from the bag.

GAME END AND SCORING

The game ends once all players have filled every space on their route map. Each player divides their route into sections of ascending numbers(they are called streams), starting from the first space on the route sheet. Then, determine how many numbers are in each stream and calculate the score accordingly.

- ① Starting from the first space on the route map, draw a line whenever the numbers stop increasing and start decreasing. From the line you just drew, begin again and continue drawing lines each time the numbers stop increasing. Each ascending section divided by lines is considered one stream.
- ① Consecutive identical numbers are also considered part of the ascending order.
- ① After determining how many numbers are in each stream, use the scoring table to convert them into points.
- ① Sum the scores for all streams as your final score.

The game board for 'METRO BINGO ESSEN' features a route map on the left and a scoring section on the right. The route map is a winding path with various numbers and icons. The scoring section includes a name field, a score calculation, and a scoring table.

Route Map Details:

- Stream 1 (Blue): 1, 3, 6, 7, 80, 9, 11, 4, 14
- Stream 2 (Yellow): 18, 17, 16, 13, 19, 13
- Stream 3 (Purple): 25, 13, 20, 35, 26, 22, 24, 30

Scoring Section:

METRO BINGO ESSEN

Name: Felix

Score: $80 + 25 + 35 = 140$

Scoring Table:

Stream Length	Score
1	0
2	+3
3	+8
4	+15
5	+25
6	+35
7	+50
8	+65
9	+80
10	+100
11	+120
12	+140
13	+165
14	+190
15	+220
16	+250
17	+280
18	+310
19	+350
20	+400

The player with the highest final score wins the game. In the case of a tie, share the joy of victory together!

RULES CLARIFICATION FOR ROUTE MAPS

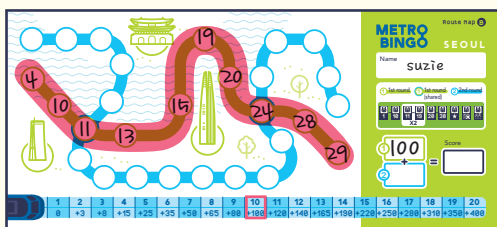
Metro Bingo includes a total of four kinds of route maps. Route map **A** offers the basic Metro Bingo gameplay, while **B** to **D** provide the variety and enjoyment of gameplay with additional rules and unique layouts. The basic gameplay remains the same across all routes, but route map **B** to **D** include the following additional rules:

Route map **B** SEOUL

The game is played over two rounds.

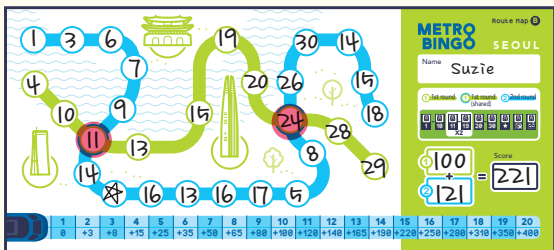
1 FIRST ROUND : ① — ①

- Numbers must only be written in the spaces designated as part of the "1st Round" Route.
- Once all spaces in the "1st Round" Route (including shared spaces) are filled, the first round ends. And then mid-game scoring takes place.
- Calculate the score based solely on the "1st Round" Route including shared spaces, and record the score in the first-round scoring section.
- Tiles used in the first round cannot be reused in the second round. Be careful not to return them to the bag!



2 SECOND ROUND : ② —

- Numbers must only be written in the spaces designated as part of the "2nd Round" Route.
- Once all spaces in the "2nd Round" Route (including shared spaces) are filled, the second round ends. Then scoring is calculated for the "2nd Round" Route.



SHARED SPACES (Transfer Stations) : 1 1

Shared spaces are included in the scoring for both the first and second rounds. Choose carefully which numbers to record in these spaces during the first round, as they will impact both rounds' scores.

The player with the highest combined score from both rounds wins the game.

Route map C TOKYO

Before starting the game,

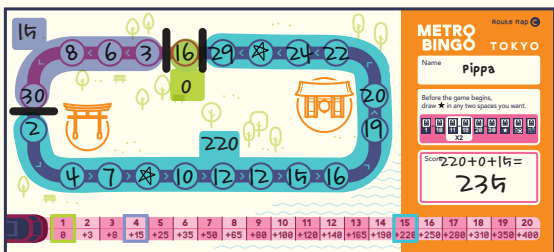
mark two spaces of your choice with ★. These spaces will be treated the same as spaces where the

★ special tile is recorded when calculating scores.

There is no designated starting point on Route Map C. At the end of the game, you can choose any point as the starting location and divide streams for scoring from there.



All other rules are the same as the basic rules.



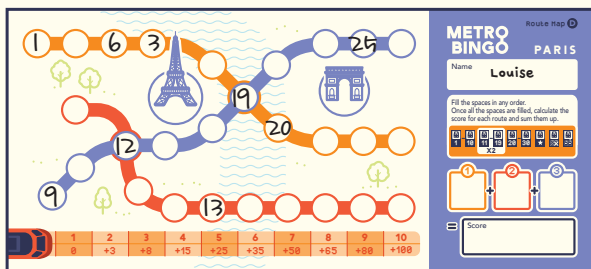
Route map **C** PARIS

Route Map **D** features three distinct routes.

When you draw a tile, you can record the number in any space of any route you choose. You can switch between routes even if a route is not yet completed.

Once all spaces on the map are filled, the game ends.

Calculate the scores for each route, and the player with the highest total score wins.



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