

MAGLEV METRO

MAGNETIC LEVITATION RAIL

BONUS VP CARD REFERENCE

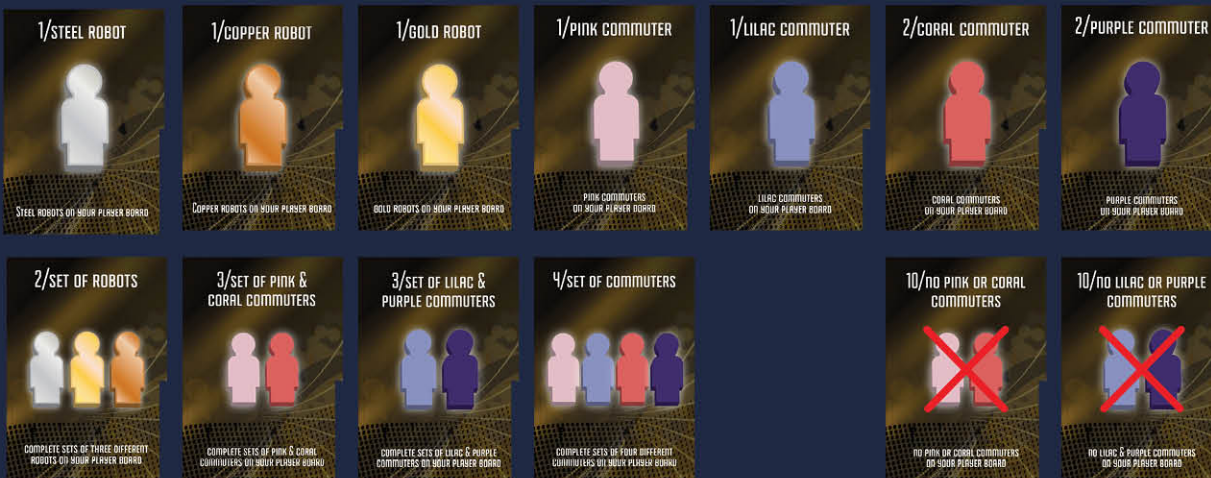
DIRECT CONNECTION BONUS VP CARDS

Direct Connection Bonus VP cards provide VPs for directly connecting the two stations pictured on the card using your track to make a single link between the two stations. You may connect multiple sets of stations, and each station may count for two connections. Each unique link is what you'll be scoring, regardless if one of the stations in that link was used for another connection. Remember that the Hub counts as a Factory, a Warehouse, *and* a Lab, and may be used to score two connections per card. If you score more than 15 VPs, change your score for the card to 15 VPs.



PASSENGER BONUS VP CARDS

Passenger Bonus VP cards provide VPs for passengers you either have or do not have on your player board. For the sets, each passenger may only be used once per set. For the two “no” cards, you may not have either of the colors shown in order to receive the bonus VPs. If you score more than 15 VPs, change your score for the card to 15 VPs.



TRACK BONUS VP CARDS

Track Bonus VP cards provide VPs for track tiles (and in one case, for stations your track does not connect to). If you score more than 15 VPs, change your score for the card to 15 VPs.



3 VPs for each of your straight track tiles that are on any hex that contains a river. The tile does not have to cross the river, but must be part of a completed track link.



3 VPs for each of your curved (large or small) track tiles that are on any hex that contains a river. The tile does not have to cross the river, but must be part of a completed track link.



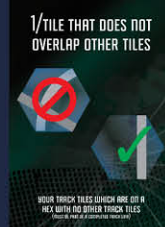
2 VPs for each of your straight track tiles in your supply. When you remove a track tile using the Track action, it goes back into your supply.



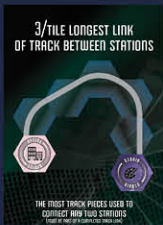
2 VPs for each of your curved (large or small) track tiles in your supply. When you remove a track tile using the Track action, it goes back into your supply.



1 VP for each of your track tiles on the board that overlap another player's track tiles, and are part of a completed track link. The track on the tiles does not have to cross (intersect) with each other; it's enough for the tiles themselves to overlap.



1 VP for each of your track tiles on the board that *do not* overlap another player's track tiles, but are part of a completed track link. It doesn't matter whether or not track on the tiles crosses (intersects) with each other; if your tile overlaps another player's tile, it doesn't count for this Bonus VP card.



3 VPs for each of your track tiles in the longest completed link (determined by counting the number of track tiles) between any two stations. A completed link has both ends of the track connected to a station (or the Hub).



1 VP for each of your track tiles on the board that are *not* part of a completed link.



2 VPs for each of your curved (large or small) track tiles on the board that are directly connected to a station, and are part of a completed track link.



2 VPs for each of your track tiles on the board that are *not* directly connected to a station, but are part of a completed track link.



1 VP for each of your track tiles that are directly connected to two stations (there may only be one track tile in a link in order for it to count).



2 VPs for each station on the board that your track does not connect to. Do *not* count stations that have not been placed on the board.

PLAYER BOARD BONUS VP CARDS

Player Board Bonus VP cards provide VPs for filling a specific section or keeping a specific section empty on your player board. If you score more than 15 VPs, change your score for the card to 15 VPs.



4 VPs for each completely filled row in the Extra Actions section on your player board.



5 VPs for each empty row in the Extra Actions section on your player board. An empty row may not have *any* passengers in that row.



3 VPs for each completely filled column (for each commuter color) in the Passengers & Links VPs section on your player board.



4 VPs for each empty column (for each commuter color) in the Passengers & Links VPs section on your player board. An empty column may not have *any* passengers in that column.



4 VPs for each completely filled row (for track link VPs) in the Passengers & Links VPs section on your player board.



5 VPs for each empty row (for track link VPs) in the Passengers & Links VPs section on your player board. An empty row may not have *any* passengers in that row.



3 VPs for each completely filled row (for each action and capacity) in the Units per Action section on your player board.



3 VPs for each empty row (for each action and capacity) in the Units per Action section on your player board. An empty row may not have *any* passengers in that row.



3 VPs for each completely filled column (for each unlocked color) in the Unlock Passengers & Build Stations VPs section on your player board.



15 VPs if both the pink and lilac passenger slots in the Unlock Passengers & Build Stations section on your player board are empty.



5 VPs for each completely filled row (for each additional Bonus VP card) in the Bonus VP cards section on your player board.



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