



8+



1-4



25 min



RULES



NEXT STATION BERLIN™

The city of Berlin is looking for the best metro network planner to optimise their transport system. Establish your different lines by skilfully creating interchange stations. Link the 2 sides of the city by joining your lines together to score the most points!



MAIN
RULES

POINTS FOR
YOUR LINES



CONSTRUCTION
RULES

ADVANCED
MODE

GAME COMPONENTS

- 1 pad with maps of Berlin
- 4 different coloured pencils: pink, green, brown, and blue
- 11 Station cards: 5 Bear cards, 5 Crown cards, and 1 Double Railway Switch card
- 5 Shared Objective cards
- 9 Accelerated Construction cards: 4 Round cards (numbered 1 to 4) and 5 Bonus cards



MAIN RULES



GOAL OF THE GAME

Score as many points as you can by optimising the routes of the metro lines on your map of Berlin.

SETUP

- 1 Take 1 Map of Berlin sheet and 1 coloured pencil each and place them in front of you.
- 2 In a **3-player game**, place the remaining pencil on the table between 2 of the players. In a 2-player game, place 1 each of the 2 remaining pencils to the left of each player.
- 3 Decide on a name for the network planner you'll be playing as, and write it on the bottom left of your sheet.
- 4 The last player to have taken the metro is the controller for this round.

MAP OF BERLIN

Each sheet shows a map of the city of Berlin where you will draw your metro lines to join up different stations, as well as a scoring area where you will keep track of your points.

In Next Station Berlin, you will construct 1 or 2 new metro lines in a new colour each round. Each metro colour has 2 departure stations: one on the BEAR side of the city and one on the other, CROWN side of the city.

If you manage to draw and connect 2 lines starting from your 2 departure stations of the matching colour to form one continuous line, you gain 10 extra points.

Each metro station is represented by a symbol:

-  Square  Triangle  Pentagon  Circle





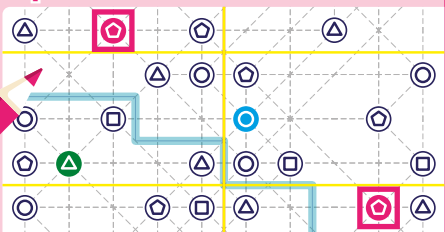
HOW TO PLAY

The game is played over 4 rounds. Each round, carry out the following phases in order:

- ① Identify your departure stations
- ② Build your metro lines
- ③ Score points for your lines
- ④ Get ready to build your next metro lines

① Identify your departure stations

Find the 2 departure stations that match the colour of your pencil.



② Build your metro lines

- The controller for the round shuffles the 11 Station cards together and places them face down in a pile in the centre of the table.
- This phase consists of several turns (between 5 and 9) according to the Station cards that are flipped over. Each turn, the controller flips over the Station card at the top of the pile so that it is face up. All players draw 1 or more metro sections on their maps at the same time, in accordance with the **CONSTRUCTION RULES**: *see page 6*.
 - ➡ Drawing a section is always optional. If you can't or don't want to draw a section during a turn, ignore the Station card that has been flipped over.
- When the controller flips over the fifth Bear card or the fifth Crown card, this signals the end of this phase. All players have the option to draw this last metro section, after which the phase ends.

③ Score points for your lines

Each metro line scores you points according to its route through the heart of the German capital. In your scoring area, note down the **POINTS FOR YOUR LINES**: *see page 10*.



4 Get ready to build your next metro lines

(Ignore this phase after the fourth round!)

- ➔ Take the coloured pencil of the player on your right or, in a game with fewer than 4 players, take the pencil placed on your right.

Play the next round with the pencil you have just taken to build 1 or 2 new metro lines in this colour. The player sitting on the left of the controller for the previous round is the controller for this round.

END OF THE GAME

The game ends when you have finished the fourth round, when all players have drawn their own network of metro lines in 4 different colours. Count up all the points scored by your Berlin metro network as detailed below. Write each of your scores in your score line: the line of outlined totals boxes at the foot of the columns in the scoring area.

Points for your lines: add together all the points scored by your metro lines and write the total in the last box, to the right of the totals boxes for your individual line scores.

Interchange station points: in your network, find all of your interchange stations and add up the points they score. Each interchange station connecting 2 lines scores 2 points, each station connecting 3 lines scores 5 points, and each station connecting 4 lines scores 9 points.

➔ **Note:** each interchange station that you have drawn a box around counts as 2 interchange stations instead of 1. See **INTERCHANGE STATIONS** on page 10.

Add up the points scored by each type of interchange station and write your total in the orange box on your score line.

Determine your final score by adding up the points scored by your **metro lines** and the points scored by your **interchange stations**: write your total in the final box at the bottom right of your scoring area.



Example: Emma scored 92 points from her metro lines.

She passed through 10 interchange stations with 2 lines (8 + 1 with a box around it, which counts as 2), 1 interchange station with 3 lines (which counts as 2 as it has a box around it), and no interchange stations with 4 lines, scoring her 30 points in total.

She has a final score of 122 points for her entire Berlin metro network.

The screenshot shows a grid-based metro network with various colored lines (green, blue, brown, pink) and interchange stations marked with icons. A score calculator at the bottom right shows the following calculations:

7	6	3/3	3/2	2 × 10 = 20	+10
3	3	3/2	4/3	5 × 2 = 10	+10
10	10	/	/	9 × / = /	+10
31	28	15	18	92	30

At the bottom, the player's name "Emma" is displayed next to a score of 122.

Final stop! Pencils down! The player with the highest final score wins the game and is named the best metro network planner in Berlin.

In the case of a tie, the player with the highest score for a single colour of metro line (whether that is 1 connected line or 2 separate lines) is declared the winner. If there is still a tie, the players involved share the victory for their brilliant planning!



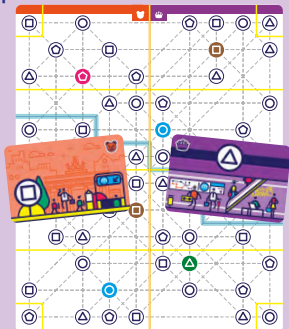
CONSTRUCTION RULES

A metro line is made up of at least 1 section. A “section” is a line that connects 2 stations.

To correctly draw a section, you must:

- ➔ use the card that’s just been flipped to determine which line you will be adding to during this turn: the line connected to your departure station on the **Bear** side or to your departure station on the **Crown** side.

Note: if you have already linked your 2 departure stations matching the colour of your pencil during this round, you can draw your new section on either side of the city, regardless of whether the card shows the Bear or the Crown side.



- ➔ connect 2 stations with a single straight line going horizontally, vertically, or diagonally, following the dotted grey lines laid out on the map.
- ➔ draw the first section of each line starting at its departure station and ending at a station with the same symbol as shown on the card that’s just been flipped over.

Example: the controller reveals a Bear card with the Square symbol. Using his green pencil, Luca begins his line in the Bear section of the city, drawing a section that starts at his departure station and ends at a station with the Square symbol.



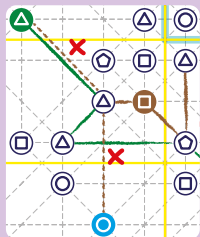
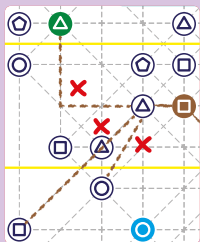
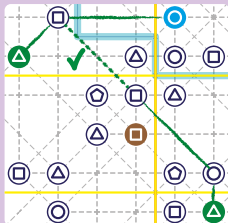
- ➔ start each new section from 1 end of the line on either the Bear side of the city or the Crown side, as shown on the card flipped this turn.

Example: the second card to be revealed is also a Bear card and shows a Circle symbol. Luca extends his green line by drawing a section to 1 of the 3 circle stations he can reach.



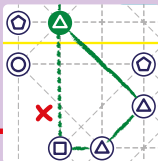
Example: the third card to be revealed by the controller is a Crown card with a Circle symbol. Luca starts his green metro line on the Crown side by connecting his departure station in this part of the city with the circle station above.

If you have 2 separate lines of the same colour, you can link them at 1 station of your choice to make them into 1 single line (and get the 10-point bonus!).



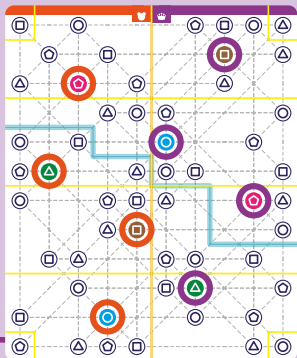
You may not :

- ➔ draw a section where there is no dotted grey line.
- ➔ change the direction of your line before reaching the next station.
- ➔ pass through a station to end your section at the next one.
- ➔ cross metro lines over each other, regardless of their colour.
- ➔ draw multiple sections between 2 stations, regardless of their colour.
- ➔ create a loop, i.e. go back through a station that is already part of the metro line you are building.



SPECIAL STATIONS

Departure Stations: as well as being the starting points for your metro lines at the beginning of each round, these 8 stations—spread across the 2 sides of the city of Berlin—can also be used as normal stations. They can be used as the start or end point of a section, as long as the controller has flipped over a card with the corresponding symbol.





SPECIAL CARDS



Wild Card: when this card is flipped over by the controller, each player may draw a section of their metro line going to a station of their choice.

Note: the Wild card will always tell you which line you can add on this turn: the line connected to your departure station on the Bear side or to your departure station on the Crown side.

Each player must then indicate that the station they just added to their line is now a "National Train Station": to do this, draw a box around this station. This station may gain you extra points at the end of the game: see **INTERCHANGE STATIONS** *on page 10*.

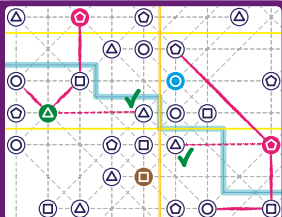
Note: if, thanks to a Wild card, you end another section at a station you have already drawn a box around, do not draw a box around it a second time.



Double Railway Switch: when the controller flips over this card, they immediately flip over the next Station card as well. The Double Railway Switch card gives all players the option to create a railway switch on each of their lines currently under construction. This means you can add a new section, on each line, starting from a station that is not at either end of the line you are building. Each of these 2 sections must end at a station showing the symbol indicated by the second card revealed by the controller. As the Double Railway Switch lets you add a section to both of your lines, ignore which side (Bear or Crown) is shown on the second card.

Each railway switch may give your metro line a new end that you can use as a starting point for new sections until the end of the current round.

Example: the controller draws the Double Railway Switch card and then reveals a Triangle card. Bernard, who is constructing his pink lines, chooses to create 2 railway switches: the first on his line on the Bear side of the

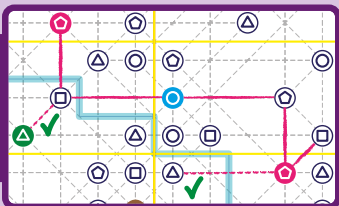


8 *city and the second on his line on the Crown side.*



- ➔ If you flip over the Double Railway Switch card during the initial turns of a round, your railway switches will not add new end points to your lines under construction. However, the card still lets you add a section on each side of the city.
- ➔ The use of the Double Railway Switch card is optional: if you cannot or do not wish to create an extra end point on a line, you may alternatively draw your new section beginning from one of its existing end points.
- ➔ If you have already connected your 2 departure stations during the round, you can still draw 2 railway switches during this turn on your single metro line under construction. Choose 1 station on this line, or 2 different stations, then create 2 railway switches, each of which must end at a station showing the symbol on the second card revealed by the controller.

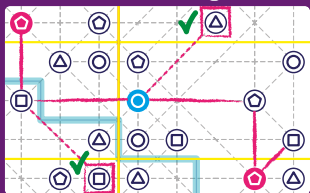
Example: Charlotte has already linked her 2 pink departure stations. She decides to create 2 railway switches on her line, as shown.



- ➔ If the controller reveals the Double Railway Switch card and the second card is a Wild card, each player may end each of their 2 new sections at a station showing the symbol of their choice. Ignore which side of the city the Wild card shows.

Make sure to also use the Wild card's ability: draw a box around each of the 2 stations you just added to your lines.


Example: the controller just drew the Double Railway Switch card followed by a Wild card. Bernard has already connected his 2 pink departure stations together. He decides to create 2 railway switches, with 1 section ending at a square station and the other at a triangle station.





INTERCHANGE STATIONS

From the second round until the end of the game, you may have the option to create "interchange stations": stations that are part of multiple metro lines.

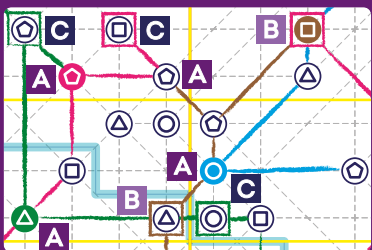
 Each interchange station in your network scores you extra points at the end of the game, depending on how many metro lines it is on. See **INTERCHANGE STATION POINTS**, above.

Effect of the Wild card (🟡+1)

When it comes to scoring your 2-line, 3-line, and 4-line interchange stations, each station you have drawn a box around thanks to the Wild card counts as 2 interchange stations instead of 1.



Note: each station with a box around it that is connected to a single metro line is not considered as an interchange station and does not score any points.

Example: in this area of the city, Emma was able to create 6 interchange stations (marked "A" and "B"). Of these, 2 are also National Train Stations (those with a box around them, marked "B"). The "B" interchange connecting 2 lines (green and brown) will therefore count as 2 2-line interchange stations, while the one connecting 3 lines (brown, blue, and pink) will count as 2 3-line interchange stations. The "A" interchanges each count as 1 2-line interchange station as normal, while the "C" stations are National Train Stations but not interchange stations.



POINTS FOR YOUR LINES

Each metro line scores you points according to the route it takes through the city. Berlin is divided into **12 districts**: **8 main districts** each containing several stations and **4 secondary districts** containing only 1 station each. Your points also depend on whether you have drawn

   1 single line or 2 separate ones.

1 SINGLE METRO LINE



➔ First count the number of districts through which your metro line passes: write down the number of districts in the corresponding box.



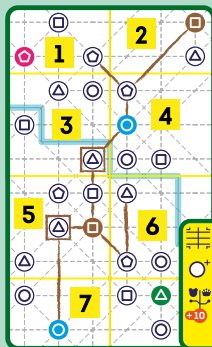
➔ Next identify the district in which your metro line passes through the largest number of stations. Write down the number of stations in the corresponding box.

Write down the number of stations in the corresponding box.



Note: if you connected your 2 departure stations thanks to the metro line you drew this round, write the number "10" in the corresponding Bonus box.

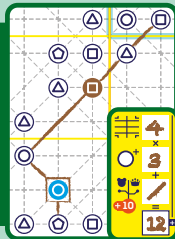
To calculate the total number of points scored by your line, multiply the number of districts your line passes through by the biggest number of stations your line passes through in a single district. If applicable, add your bonus, then write your total score for this line in the corresponding box.



Example: Emma passed through 7 different districts with her brown metro line. The largest number of connected stations within a single district on this line was 3 (district number 5). She scores 10 bonus points for connecting her 2 departure stations. The total scored by Emma's brown metro line is 31 points = $(7 \times 3) + 10$.

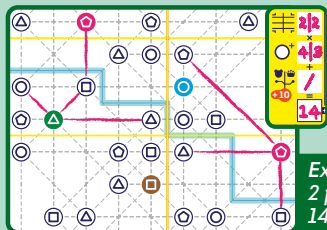


Example: here, Luca scores 12 points (4×3) for his brown metro line. During this round, only the 5 Bear cards were revealed, but he failed to connect his 2 departure stations and therefore doesn't score the 10-point bonus.



2 METRO LINES OF THE SAME COLOUR

If you didn't manage to connect your 2 departure stations this round, score your 2 separate lines of the same colour as follows. To make it easier to keep track of the scores for your 2 lines, you can split the boxes in your scoring column in half.



Note: you do not receive the 10-point bonus!

Example: Bernard did not connect his 2 pink departure stations. He scores 14 points = $(2 \times 4) + (2 \times 3)$.

ADVANCED MODE

You can play **Next Station Berlin** in advanced mode by adding the Shared Objective cards, the Accelerated Construction cards, or a combination of the two.

SHARED OBJECTIVES (5 cards)

SETUP

- 1 First, set up the game as described in the base rules.
- 2 Shuffle the 5 Shared Objective cards face down and place 2 of them at random face up next to the pile of Station cards. Place the remaining Shared Objective cards back in the box.



HOW TO PLAY

The 2 Shared Objective cards remain visible throughout the game. All players can attempt to fulfil either of these objectives, or both, over the course of the game's 4 rounds. Players receive 10 extra points during final scoring for each objective they achieve.

Shared Objective card details:



Create a metro network (counting all of your lines) that passes through all of the stations of at least 2 main districts of the city.

Over the course of multiple rounds, establish at least 3 National Train Stations on 1 of your metro lines.



Create a metro network (counting all of your lines) that has at least 1 National Train Station in at least 6 different city districts.

Create a metro network (counting all of your lines) that has an interchange station in at least 2 secondary districts in the corners of the city.





Create a metro network (counting all of your lines) that passes through all 12 districts.

FINAL SCORING

- During final scoring, for each Shared Objective that you achieved, cross off a "+10" box in the scoring area.
- Add 10 points per achieved objective to your total to get your final score.



ACCELERATED CONSTRUCTION: 4 Round cards and 5 Bonus cards

SETUP

- Set up the game as described in the base rules.
- Place the 4 Round cards in a row in the centre of the play area, in order (1 to 4). Each card represents the number of the round in which its associated Bonus card will come into play.
- Shuffle the 5 Bonus cards face down. Place 1 below each of the Round cards, then flip these 4 Bonus cards face up. Return the unused Bonus card to the box. Each Bonus card is associated with the Round card number above it for the duration of the game.



HOW TO PLAY

During each round, each player can take advantage of the bonus indicated on the corresponding card.

Bonus card details:



Visible cards: after shuffling the Station cards at the beginning of the round, the controller stacks the cards in a face-up pile with only the top card visible. Players can now see the next card that will be played.



Secondary districts: when scoring the points for your line(s) at the end of the round, each secondary district passed through by your line(s) counts for 3 different districts instead of one.

This bonus only applies when calculating the score for the line(s) you constructed during this round. Watch out! Each district will only count as 1 when scoring the shared objectives.



Double stations: when you identify the largest number of stations your line passes through in a single district during end of round scoring, double that number.

This bonus only applies when calculating the score for the line(s) you constructed during this round. Watch out! Each station will only count as 1 when scoring the shared objectives.



Repeat Railway Switch: if the controller flips over the Double Railway Switch card this round, they shuffle it back into the pile of Station cards at the end of that turn.

If it is revealed a second time this round, play it as normal, and do not return it to the pile of Station cards.



Double tracks: during this round, players may choose to draw each new section of their line(s) parallel to an existing section.

Example: Charlotte took advantage of this bonus to draw a new section of her pink line, parallel to her already existing green line, on 2 of her turns.

➡ This Bonus card cannot be used during the first round. If this card is drawn for the first round, swap it with a card from another round.

➡ **Note:** the 2 sections that make up a double track must be 2 different colours. You may not draw 2 parallel metro lines in the same colour.





END OF THE ROUND

At the end of each round, turn over the Bonus card that all players got to use this round. Then play the next round as described above: you will use the 4 Bonus cards, one after the other, over the course of the 4 rounds of the game.

SOLO MODE

Next Station Berlin also has a single-player mode.

GOAL OF THE GAME

Your goal is to optimise your network to achieve the highest score possible and to establish your reputation as the best metro planner in the capital!

SETUP

- Arrange the 4 coloured pencils in a random order in your play area.
 - ↳ In this game mode, you can also choose to add the **Shared Objective cards**, the **Accelerated Construction cards**, or both. Arrange each add-on selected as indicated on [pages 12 and 13](#).



HOW TO PLAY

All the rules are identical to those of the base game.

Follow the order of the pencils placed in your play area, from left to right, to decide the order in which you will build your metro lines.

FINAL SCORING

- When you play with the **Shared Objective cards**, deduct 10 points from your final score.
- When you play with the **Accelerated Construction cards**, deduct 25 points from your final score.
- When you play with both, deduct 35 points from your final score.

Now it's time to calculate your final score and receive your certificate as a tried-and-tested metro planner from the city of Berlin.



≤ 70

FINAL STOP! The city of Berlin thanks you but no luck this time! Play again to show them what you're really made of!

$71 < \dots < 90$

Come on! It's time to get back on track. The city won't choose you for future projects with a network like that!

$91 < \dots < 110$

Your project is finished but there were some problems during the design phase. You're not far from becoming a recognised network planner!

$111 < \dots < 130$

A well-led project. Just a little more effort and you'll be the star of the metro network.

$131 < \dots < 150$

Well done! Thanks to you, the Berlin metro is running like a charm. So efficient!

≥ 151

Congratulations! You nailed it! Berlin will erect a statue in your honour!

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