



PRINCETON WONG

# ELECTIONEER

選舉工程



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## 選舉工程

Designed by PRINCETON WONG



2-6



12+



60-120



30-45

*I consider it completely unimportant who in the party will vote, or how; but what is extraordinarily important is this — who will count the votes, and how.*

— Joseph Stalin

*The ignorance of one voter in a democracy impairs the security of all.*

— John F. Kennedy

## ELECTION IS COMING TO HONG KONG!

After all the unexpected results of referendums and elections, we all know that winning an election does not require the votes of the majority, but knowing how to play with the rules of the system. The true winner plays their cards at the right moment, while the fool loses because of their arrogance.

## OBJECT OF THE GAME

During the game, you move and commute along the routes and ferry lines to arrive at a new zone. Upon your arrival, you can confirm the zone if you have already gain that zone to your hand and you have enough resources discs.

Each zone belongs to different geographical regions and constituencies, both of which will affect your current ranking in Votes. You fight to major or second in regions and constituencies to gain the Vote tokens. In critical moments, you may consider publicly disclosing your Strategy to gain some immediate advantage.

In the end, all Votes on your Vote tokens, zone effects and Strategies will be counted. The player with the most Votes wins the election.

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## LEARNING FROM THE RULES

**Training game:** If you are learning the game from the rules, then the first time you play we recommend that you play without the zone effects and Strategy Cards to get the hang of the core game mechanism and then switch to the full version of the game the next time you play.

We've added green reminders to let you know where to play differently for the beginner version of Electioneer. For the full game, ignore anything written in green (except this XD).

## CULTURAL INFORMATION

We've added blue reminders to let you know some extra cultural information about Hong Kong. These are solely for educational purposes. The game can be played without reading these parts but it is always fun to learn about Hong Kong during the game.

COMPONENTS

1 Hong Kong Map Game Board

Routes

1

Route 1

2

Route 2

3

Route 3

4

Route 4

5

Route 5

7

Route 7

8

Route 8

9

Route 9

10

Route 10

Ferry line

The map shows the geographical layout of Hong Kong, divided into five regions: Kowloon West, New Territories West, New Territories East, Kowloon East, and Hong Kong Island. Ten numbered routes (1-10) are shown as colored lines connecting various locations. A grey line represents the ferry line. The map includes numerous icons representing different types of locations and resources.

Regions

KOWLOON WEST

NEW TERRITORIES WEST

NEW TERRITORIES EAST

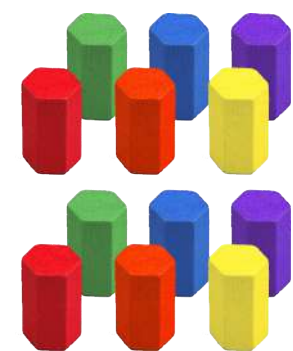
KOWLOON EAST

HONG KONG ISLAND

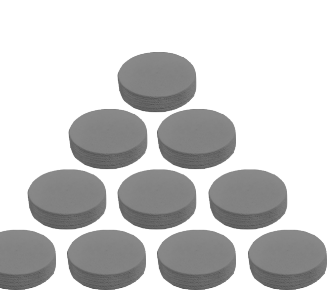
6 Pawns



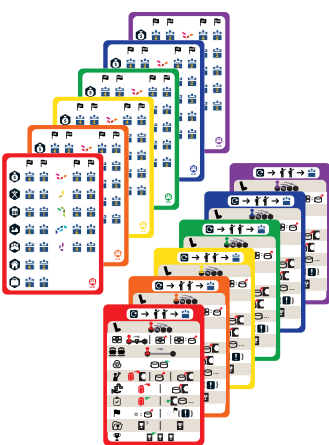
12 Player markers



80 Resource discs



12 Reference cards



15 Event cards (for Event expansion)



156 Zone cards

36 Hong Kong Island



Front



Back

14 Kowloon East



Front



Back

34 New Territories East



Front



Back

43 New Territories West



Front



Back

28 Kowloon West



Front



Back

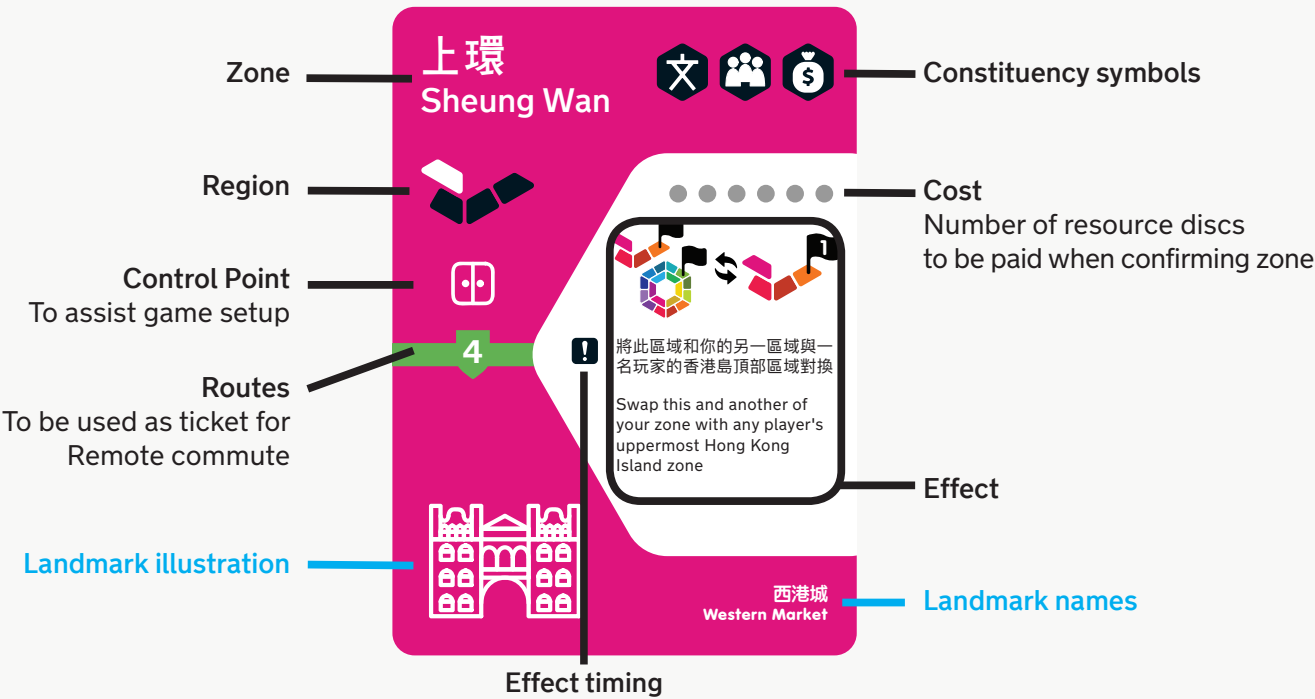
1 Shenzhen Bay (Wild Region)



Front



Back



Constituency symbols



Residential symbol



Landscape symbol



Culture symbol



Business symbol



Tourism symbol



Heritage symbol



Public symbol

Effect

Ignore effect.

Unless otherwise specified, only Different regions have specialized effects:



Resource discs



Votes



Zone cards & Strategies



Actions, Movement & Constituency



Attack

Effect timing

Ignore effect timing.

Effects are activated according to the following timing. You can always choose not to activate your effects.



In each of your turns, you may choose to activate **Recurring effects** ONLY in recurring effect phase.



You may activate this **Immediate effect** once only when you stack it in your Office.



As long as a **Permanent effect** is not covered by another card, it is available to activate.

25 Strategy cards

Ignore Strategy cards.

Immediate reward

When you choose this private Strategy for Public Disclosure, the reward specified is activated once immediately.

- Gain 2 resource discs from a player.
- Gain 2 resource discs from the Reserve.
- Gain any 1 uncampaigned zone card from ticket piles.
- Gain any 1 uncampaigned zone card from the top of a region deck.
- Remove 1 uppermost zone card from a player's Office.

Private/ Public Strategy

A private Strategy is placed face-down and is undisclosed to other players. Only after you perform Public Disclosure, you turn one private Strategy card to public and place it face-up in your Office.

Fulfillment Votes

The fulfillment Votes for each of your Strategy card is calculated according to the number of fulfillment zones you confirmed in your Office.

Only fulfillment Votes of public Strategy will be counted towards Current Votes; while fulfillment Votes of both private and public Strategy will be counted at the end of the game.

Immediate reward

Fulfillment Votes

Strategy name

Fulfillment zones

Strategy description

水塘  
Reservoirs

大潭 Tai Tam  
黃竹坑 Wong Chuk Hang  
黃泥涌 Wong Nai Chung

黃宜 High Island  
梨木樹 Lei Muk Shue  
石壁 Shek Pik

雖然香港大部份食水購自中國大陸，但水塘仍然在儲水上扮演重要角色。  
While about 70% of the water in Hong Kong is imported from Mainland China, reservoirs in Hong Kong still play an important role for water storage.

Front



Back

29 Vote tokens

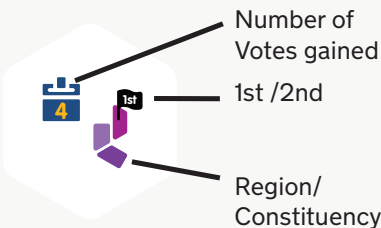
(25 grey bordered back side for small map variant)

10 Region tokens & 14 Constituency tokens

Player takes these 24 tokens respectively, when her Office has the most (1st) or has the second most (2nd) of:

- zones of same region (AT LEAST 2); or,
- constituency symbols of the same kind (AT LEAST 2)

See Counting Votes on page 6 for details and examples.



5 Achievement tokens

Ignore Achievement tokens.

- The first player to have at least 10 constituency symbols on the cards stacked in her Office (excluding ticket pile) gets this token.
- The first player to have 3 Strategy cards (private or public) in her Office gets this token.
- The first player to have at least 3 used tickets in her ticket pile gets this token.
- The first player to have at least 8 zone cards stacked in her Office (excluding ticket pile) gets this token.
- The first player to have 5 zones from 5 different regions stacked in her Office (excluding ticket pile) gets this token.



# CARD STACKING

When you confirm a zone card, it must be stacked together with cards of the same region. Place the newest confirmed card on top. Only the effect of the uppermost card in each stack will be shown and available to use; All cards underneath will have their effect covered, but will be showing the top area, so the constituency icons and the region will be counted towards your current Votes.

If the top card of a stack is removed, the effect of the card just below will be revealed and will be available to activate (excluding Immediate effects). See Effect timing on page 3 for details.

Ignore effects.

# TAKING TOKENS & CURRENT VOTES

In Vote Counting phase, you check if you matches the criteria of all the Vote tokens. If matched, you take the Vote tokens from players and/or token area.

For each region/ constituency token,

- The first player whose Office has at least 2 of that region/ constituency takes BOTH 1st and 2nd tokens respectively;
- The second player whose Office has at least 2 of that region/ constituency takes 2nd token from the first player;
- Later in the game, 1st token goes to the player with the most of that region/ constituency. 2nd token goes to the player with the second most of that region/ constituency. In the case of a tie, current owner of the token has the advantage.
- When token-taking cannot be resolved by the above steps, token is returned to the token area.

For achievement tokens, see Vote tokens on page 5 for detailed criteria.

Current votes is counted by the sum of:

- Votes gained on all Vote tokens in your Office;
- Fulfillment Votes of all public Strategy cards in your Office; and,
- Votes rewarded from the uppermost effects of zone cards in your Office.

## Example: Taking tokens & Calculating Current Votes

### (1) Reed's Office



In her turn, Reed confirms Tai Tam to her Office. Currently she has:

- |                        |               |
|------------------------|---------------|
| 2 Hong Kong Island     | 2 Residential |
| 0 Kowloon East         | 0 Landscape   |
| 1 New Territories East | 1 Culture     |
| 0 New Territories West | 0 Business    |
| 1 Kowloon West         | 1 Tourism     |
|                        | 0 Heritage    |
|                        | 1 Public      |

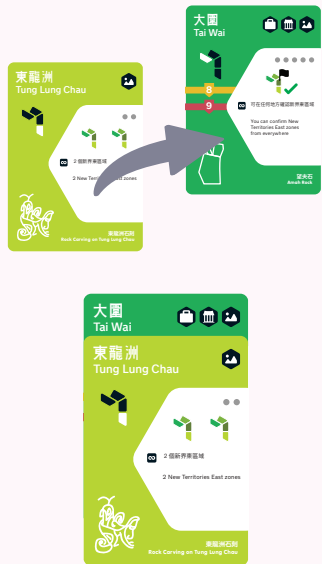
- Since Reed is the first player to get at least 2 Hong Kong Island zones stacked in her Office, she gets BOTH the 1st and 2nd Hong Kong Island Vote tokens, which are worth 4 and 2 Votes.
- Reed already has a 2nd Residential Vote token, which is worth 2 Votes.
- Fulfillment Votes from Reed's private Strategy is NOT counted towards her Current Votes.

Therefore, Reed's Current Votes are 4+2+2 = 8 Votes.

## Example: Card stacking

You have confirmed Tung Lung Chau, which belongs to New Territories East region, to your Office.

- You already have a New Territories East zone card Tai Wai stacked in your Office, so you must stack Tung Lung Chau on top of it, showing only the zone name and constituency icons.
- You cannot use the Permanent effect on Tai Wai since it is covered.
- The tourism, heritage and landscape symbols are still available to be counted towards your Votes.



### (2) Grente's Office



Then, in Grente's turn, he confirms Aberdeen and now has 2 Hong Kong Island zones in his Office.

- Grente is the second player to have 2 Hong Kong Island zones stacked in his Office, he gets from Reed the 2nd Hong Kong Island Vote token, which is worth 2 Votes.
- Grente already has the Ticket Achievement Vote token, which is worth 2 Votes.
- In his public Strategy, Grente has fulfilled 1 zone, so accordingly he loses 1 Vote.

Therefore, Grente's Current Votes are 2+2-1 = 3 Votes.

### (3) Violet's Office



Later in the game, Violet confirms Wan Chai and now has 3 Hong Kong Island zones in her Office.

- Since Violet now has the most Hong Kong Island zones, she takes the 1st Hong Kong Island token from Reed. [Grente keeps his 2nd token and DOES NOT transfer it to Reed.]
- Violet's private Strategy is NOT counted towards her Current Votes.

Therefore, Violet's Current Votes are 4 Votes.

GAME SETUP

- 1

Place the **game board** in the middle of the table.
- 2

Place the **29 Vote tokens** (non-grey border side face-up) on the designated area of the board.
- 3

The common area below the game board is called the **Society**, where zone cards, strategy cards and resource discs will be laid out and taken from.
- 4

The private area in front of each player is called her own **Office**, where her private resource discs, confirmed Zone cards and Vote Tokens will be placed.
- 5

Pick out and put aside **12 zone cards with control point icon**. According to zone card back, **sort the remaining zone cards into 5 decks**, called the **region decks**. t these 5 region decks and place them in a row at the center of the Society.

From each of the region decks, draw 2 top zone cards and display them face-up in 2 new rows just below the corresponding region decks. These new 5 face-up columns are called the **display columns**.

Anytime in the game, if there are less than 2 cards in any display column, immediately replenish by drawing the top zone card from corresponding region deck, and place it face-up in the display pile.



- 6

Spare some space to the left of the display piles for putting resource discs and player marker. This area is called the **Treasury**. At the beginning of the game, there should be **NO resource discs in the Treasury**.
- 7

Place **all resource discs** in a bag next to the Society as **Reserve**.
- Ignore Reserve.
- 8

The 12 zone cards with control point icon and 25 Strategy cards are shuffled separately. Each player must choose the followings:
  - **1 starting zone card** – which she is dealt randomly 2 zone cards. She must choose one and places it face-up in her Office once every player finishes choosing.
  - **1 private Strategy card** – which she is dealt randomly 3 Strategy cards and she must choose at least one to her hand.

Return all unchosen zone cards to the corresponding region decks. Sort Shenzhen Bay into any region deck, randomly. Shuffle the 5 decks. (Leave the display columns as they are.)

Sort  Shenzhen Bay into  New Territories West region deck.

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Player's Office

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Player's Office

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Player's Office

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Player's Office

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# TURN OVERVIEW

Beginning clockwise from the starting player, each player will take a turn consisting of 3 phases:

Recurring Effect Phase → Action Phase → Vote Counting Phase

You will do 2 actions to move your pawn, gain new resources or zone cards, confirm zones or gain new Strategy cards. Then you will update your Vote tokens and check if the game ends in the Vote Counting Phase.

## Recurring Effect Phase

In your Office, as long as the uppermost zone cards have effect timing of Recurring, you may choose to activate it once.

## Action Phase

You have 2 action quotas in each turn. You may allocate the quotas to perform any of the following 10 actions. You may perform the same action again in a turn. Each action listed below takes 1 action quota (except for Ferry Transport). You CANNOT activate Recurring effect in this turn after you perform an action.



### Proximal Movement

Move your pawn 1-3 steps to DIRECTLY ADJACENT zones.



### Remote Commute

You CANNOT perform this action if your don't have enough tickets or resource discs.

1. If your zone card has route(s) listed, this card can be used as a *ticket* for commute. The applicable departure zones and destination zones are any zones on that route(s).
2. If your pawn is on one of these applicable zones, you place this ticket horizontally in your Office as the *ticket pile*.
3. Move your pawn to any zone on that route(s).
4. For this commute, count the number of routes you used. Pay that many resource discs to the Treasury.

Stacked zones in your Office cannot be used for Remote Commute.



### Ferry Transport

This requires 2 CONSECUTIVE ACTIONS in your turn. You cannot perform this action if you have 1 action quota left in your turn.

1. If your pawn is on the zone where ferry line terminates, you move via ONE AND ONLY ONE ferry line to a connected terminal zone. (Refer to p.12 for detailed list of ferry lines.)



### Lobbying

1. Gain 2 resource discs from the Treasury.
2. If there are insufficient resource discs at the Treasury, you import the lacking difference from the Reserve.

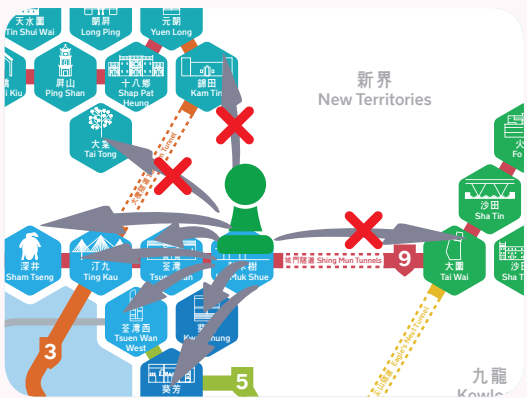


### Campaigning

You cannot perform this action if you have already placed your marker in the Society, nor if you have less than 2 resource discs.

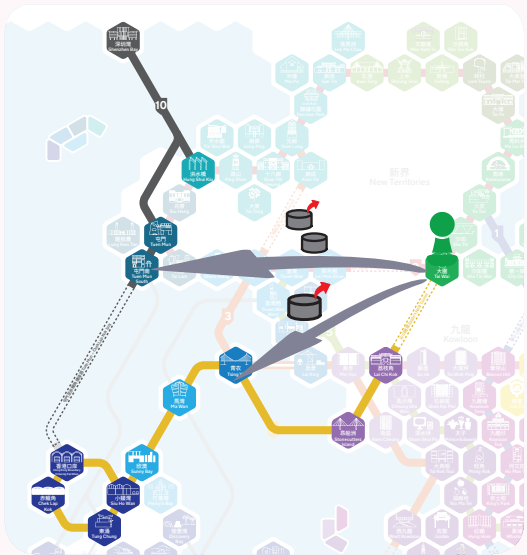
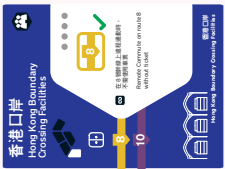
1. Place your marker on a display column to campaign it.
2. Place 1 resource disc on display column other than your chosen column.
3. Pay 1 resource disc to the Treasury.

## Example: Proximal movement



## Example: Remote Commute

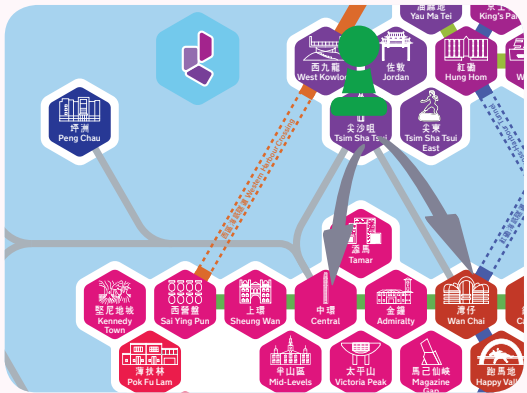
You decide to use HKBCF in your hand as a ticket to move your pawn from Tai Wai to Tuen Mun South. You pay 2 resource discs to the Treasury as there are 2 routes used in this commute. You place your card horizontally in the ticket pile in your Office.



## Example: Ferry Transport

Your pawn is in Tsim Sha Tsui. You use 2 action quotas to move your pawn to Central.

You cannot move directly from Tsim Sha Tsui to Peng Chau, as it involves 2 ferry lines.



## Example: Campaigning

You decide to campaign on Kowloon East region, so you place your marker onto the Kowloon East display column. You pay 1 resource disc to the Treasury. You also choose place 1 resource disc to New Territories East display column, which is not your chosen column.







## Fundraising

You cannot perform this action if you have already placed your marker in the Society, nor if you have less than 1 resource disc, nor there is already a marker on the Treasury.

1. Place your marker on the Treasury.
2. Place 1 resource disc on one display column.



## Completion

You cannot perform this action if your player marker is not in the Society. You do not have to complete immediately in the turn after you campaigned or fundraised it.

### A. If your marker is in the Treasury,

1. Take back your marker and gain ALL resource discs from the Treasury to your Office.

### B. If your marker is in the display column, and there are other markers in the same display column,

1. Take back your marker and gain 1 zone card of your choice in that display column to your hand.
2. Immediately replenish 1 card to the display column by drawing the top card (if any) of the corresponding region deck.

### C. If your marker is in the display column, and there are NO other markers in the same display column,

1. Take back your marker and gain ALL zone cards in that display column to your hand.
2. If any, gain ALL resource discs in that display column to your Office.
3. Immediately replenish 2 cards to the display column by drawing the top card (if any) of the corresponding region deck.



## Zone Confirmation

1. If your pawn arrive on a zone identical to any 1 zone card in your hand, you can confirm a zone.
2. Pay the number of resources discs as specified by the cost on the card to the Treasury.
3. Stack this card on the top of corresponding region in your Office. See *Card Stacking* on page 6 for details.
4. If the effect timing of this card is **Immediate**, you may activate it now. See *Effect timing* on page 4 for details.

Tickets in discard pile cannot be used for zone confirmation.



## Public Disclosure

1. Whether you have fulfilled the strategy or not, you take 1 of your own private strategies in hand and place it face-up as public strategy in your Office.
2. You receive immediate reward specified on this card. See *Immediate reward* on page 5.
3. The fulfillment score of this card, from now on, is counted towards your Current Votes.



## Strategy Exploration

1. You draw 3 Strategy cards from the strategy deck in Society.
2. Among these cards, you MUST choose ONE AND ONLY ONE strategy card to your hand as your private strategy.
3. Place the unchosen cards face down at the bottom of the strategy deck.

### Example: Fundraising

You decide to fundraise, so you place your marker onto the Treasury. You place 1 resource disc to New Territories West display column.



### Example: Completion (B)

You take back your red markers from Kowloon East display column. Since another blue marker is also in the same display column, you choose and gain 1 Kowloon East zone card to your hand. You draw the top card from Kowloon East region deck and place it to Kowloon East display column.



### Example: Completion (C)

You take back your blue markers from Kowloon East display column. Since no other markers is in the Kowloon East display column (red marker is taken away before your turn), you gain all 2 Kowloon East zone cards and the 1 resource disc in the column to your hand.



### Example: Zone Confirmation

You decide to confirm Mui Wo. You are already holding Mui Wo in your hand and your pawn is already on Mui Wo. You pay 2 resource discs to the Treasury and stack Mui Wo to the top of your New Territories West stack in your Office. Then you activate the immediate effect as stated.



Vote Counting Phase

You check the number of zones in each of the 5 regions and the number of constituency symbols you confirmed. Take the necessary Vote tokens from the token area and/or from other player’s Office and place it in your Office. Then, you calculate your Current Votes. See *Taking tokens & Current Votes* on page 6.

END OF GAME

After each player’s turn, the game ends IMMEDIATELY when any 1 of the following conditions is met:

- 1. Any player has attained at least certain Current Votes (see table below).
- 2. Any player has confirmed at least 12 zone cards in her Office.
- 3. All other players agree to ‘surrender’ to a player for any reason (e.g. bribery, intimidation, etc.)

The game ends IMMEDIATELY – players do not continue their current turn and do not perform any more actions.

2-player game	35 Votes
3-player game	30 Votes
4-player game	25 Votes
5-player game	22 Votes
6-player game	20 Votes

SCORING AND WINNING

In the event of a ‘surrender’ victory, that player wins – there is no need to score the Votes.

The final scoring of Votes for each player is the sum of the following categories in player's Office:

- Votes gained on all Vote tokens;
- Fulfillment Votes of all public and private Strategy cards; and,
- Votes rewarded from the uppermost effects of zone cards.

Whoever has the most Votes in total wins the game.

In the case of a tie, the victory belongs to tying player with more fulfillment votes.

In the case of a tie, the victory is shared.

TURN OVERVIEW (TRAINING GAME)

Beginning clockwise from the starting player, each player will take a turn consisting of 2 phases:

Action Phase → Vote Counting Phase

Action Phase (Training game)

You have 2 action quotas in each turn. You may allocate the quotas to perform any of the following 6 actions. You may perform the same action again in a turn. Each action listed below takes 1 action quota (except for Ferry Transport).



Proximal Movement (same as normal rule)

Move 1-3 steps to DIRECTLY ADJACENT zones.



Remote Commute (same as normal rule)

- 1. If your zone card has route(s) listed, this card can be used as a *ticket* for commute. The applicable departure zones and destination zones are any zones on that route(s).
- 2. If your pawn is on one of these applicable zones, you **place this ticket horizontally** in your Office as the discard pile.
- 3. **Move your pawn** to any zone on that route(s).
- 4. For this commute, count the number of routes you used. **Pay that many resource discs** to the Treasury.

Stacked zones in your Office cannot be used for Remote Commute.



Ferry Transport (same as normal rule)

This requires **2 CONSECUTIVE ACTIONS** in your turn. You cannot perform this action if you 1 action quota left in your turn.

- 1. If your pawn is on the zone where ferry line terminates, you move via **ONE AND ONLY ONE** ferry line to a connected terminal zone.
- 2. Refer to p.12 for detailed list of ferry lines.



Lobbying

- 1. Gain 2 resource discs from the Treasury.



Campaigning

- 1. Gain any 1 of the 10 zone cards in display column to your hand.
- 2. Immediately replenish 1 card to the display column by drawing the top card (if any) of the corresponding region deck.



Zone Confirmation

- 1. If your pawn arrive on a zone identical to any 1 zone card in your hand, you can confirm a zone.
- 2. Pay the number of resources discs as specified by the cost on the card to the Treasury.
- 3. Stack this card on the top in your Office. See *Card Stacking* on page 6.

Tickets in discard pile cannot be used for zone confirmation.

## COMMON STRATEGY VARIANT

To reduce luck, **private Strategies are not played in the game**. Instead, place 2 Strategy cards face-up from game setup. The remaining Strategy cards are not used in the game and put in the box. **These 2 Strategy cards are treated as public Strategy for all players**. Point deduction and addition from fulfillment score are applied to all player's Current Scores and final scorings.

Public Disclosure and Strategy Exploration actions cannot be chosen in Action Phase. (i.e. 8 actions to choose)

Milestone token of Strategy is not used in this variant.

## SMALL MAP VARIANT

(Recommended for 2-3 players)

To allow more player interactions and competitions, **only 🇭🇰 Hong Kong Island, 🇹🇼 Kowloon East and 🇹🇼 Kowloon West regions are played in the game**. During game setup, remove 77 zone cards of New Territories East and New Territories West regions from the game. Use b-side of the map instead.. Strategy cards are not played in this variant. The conditions of Current Votes to end game has changed as shown table below.

2-player game	28 Votes
3-player game	22 Votes

## EVENT EXPANSION

To increase luck and fun, randomly place 3 Events card to each region decks and shuffle them after game setup. **When an Event card appears on the top of a region deck, that Event card is placed face-up in a pile next to the Treasury**. The description on the Event card is applied to all players, until it is covered by another Event card on top.

## IMPORTANT NOTES

- Whenever we speak of **GAINING SPECIFIC AMOUNT OF RESOURCE DISCS**, unless otherwise specified, it always implies that you take that exact amount **from the Treasury**.
- If there are insufficient resource discs at the Treasury, there is **NO REPLENISHMENT** from the Reserve, **except in the case of Lobbying**.
- Whenever we speak of **PAYING SPECIFIC AMOUNT OF RESOURCE DISCS**, unless otherwise specified, it always implies that you give that exact amount **to the Treasury**.
- Proximal movement is allowed for 'Chek Lap Kok - Tung Chung' and 'Tsing Yi - Lai King'.
- There is **NO** limit to number of cards in hand.
- There is **NO** limit to number of markers on a display column.
- The reserve should be infinite, find substitutes when there are not enough resource discs.
- Cards in hand are open. Player may check other players' hands.

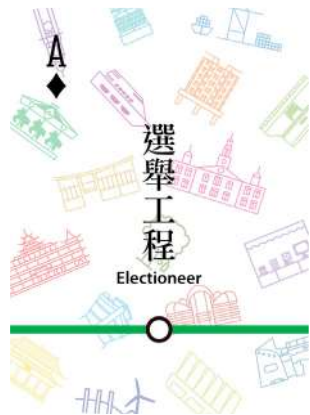
## ABOUT US

We believe creativity is a movement.



We're super delighted by the feedback and reviews that Electioneer has been receiving. As our company develops, we're looking to work with new game designers to get their first game published, illustrators to create wonderful artwork and more. If you'd like to be one of them or have some interesting proposals, why not shoot us an email.

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
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APPENDIX

a. Ferry list

-  Hong Kong Island -  Kowloon East  
North Point - Kwun Tong  
Sai Wan Ho - Kwun Tong  
Sai Wan Ho - Yau Tong
-  Hong Kong Island -  New Territories East  
Sai Wan Ho - Tung Lung Chau  
Yau Tong - Tung Lung Chau
-  Hong Kong Island -  New Territories West  
Central - Peng Chau  
Central - Cheung Chau  
Central - Lamma Island  
Central - Discovery Bay  
Central - Mui Wo  
Central - Ma Wan  
Aberdeen - Lamma Island  
Aberdeen - Po Toi Island  
Stanley - Po Toi Island
-  Hong Kong Island -  Kowloon West  
Central - Tsim Sha Tsui  
Wan Chai- Tsim Sha Tsui  
North Point - Whampoa  
North Point - Ma Tau Wai
-  New Territories East -  New Territories East  
Ma Liu Shui - Tung Ping Chau
-  New Territories West -  New Territories West  
Tsuen Wan West - Ma Wan  
Tuen Mun South - Tung Chung  
Tuen Mun South - Tai O

b. Distribution of 7 Constituencies in 5 Regions

	 (66)	 (23)	 (53)	 (51)	 (65)
 (46)	14	5	12	7	8
 (52)	12	8	12	16	4
 (27)	9	0	5	5	8
 (22)	5	1	1	6	9
 (37)	12	1	5	6	12
 (48)	7	6	12	7	16
 (27)	7	2	6	4	8

\*Shenzhen Bay not included above.

c. Route list

			
 Fo Tan  City One  Beacon Hill  Kowloon Tong  Kowloon Tsai  Ho Man Tin  King's Park  Hung Hom  Happy Valley  Wan Chai  Brick Hill  Wong Chuk Hang  Aberdeen  Tin Wan	 Ma Liu Shui  Shek Mun  Ngau Chi Wan  Kai Tak  Kwun Tong  Lam Tin  Quarry Bay	 Kam Tin  Yuen Long  Ting Kau  Tsing Yi  Lai King  Mei Foo  Nam Cheong  Tai Kok Tsui  West Kowloon  Sai Ying Pun	 Sai Ying Pun  Sheung Wan  Central  Admiralty  Wan Chai  Causeway Bay  North Point  Quarry Bay  Sai Wan Ho  Shau Kei Wan  Heng Fa Chuen  Chai Wan
			
 Tsuen Wan  Tsuen Wan West  Kwai Fong  Mei Foo  Lai Chi Kok  Cheung Sha Wan  Sham Shui Po  Prince Edward  Mong Kok  Yau Ma Tei  Hung Hom  Whampoa  Ma Tau Wai  To Kwa Wan  Kai Tak  Kowloon Bay	 Lai Chi Kok  So Uk  Tai Wo Ping  Beacon Hill  Wong Tai Sin  Diamond Hill  Ngau Chi Wan  Kowloon Bay  Ngau Tau Kok  Kwun Tong  Hang Hau	 Tai Wai  Lai Chi Kok  Stonecutters Island  Tsing Yi  Ma Wan  Sunny Bay  Siu Ho Wan  Tung Chung  Chek Lap Kok  HKBCF	 Tai Wai  Sha Tin  Fo Tan  Racecourse  Ma Liu Shui  Tai Po  Lam Tsuen  Fanling  Sheung Shui  Kwu Tung  San Tin  Fairview Park  Yuen Long  Shap Pat Heung  Ping Shan  Hung Shui Kiu  Siu Hong  Tuen Mun  Tai Lam  Sham Tseng  Ting Kau  Tsuen Wan  Lei Muk Shue
	 Hung Shui Kiu  Tuen Mun  Tuen Mun South  HKBCF  Shenzhen Bay		

