

## On the Underground

PLAYER AID

### Ways to Earn Points

- Connecting lines to national rail stations, terminus stations, and two connection stations with same symbol.
- Inclosing stations within a loop.
- The Passenger uses a player's line to reach destination.

### Moving Passenger

The Passenger chooses route as follows:

1. Route that involves least amount of walking.
2. If two or more tie for least walking, he will choose the route that involves the fewest (or no) lines
3. If still a tie, player moving the Passenger decides.

### Awarding Points

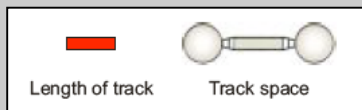
(Once per line)

- 1 point for connecting line to a national rail station, for each station contained inside a loop and each line the passenger travels on to his destination.
- 2 points for connecting a line to a terminus station.
- 3 points for connecting a line to two connection stations with same symbol.

### Branch Tokens

(Can be obtained two ways, and spent on same turn)

- Giving up one of your track placements on your turn.
- Connecting a line to a terminus station.



### The Game Turn

(Follow these actions in order on each turn)

1. **Start a line of track:** May place up to 4 lengths of track in a given turn.
2. **Move the Passenger:** The Passenger will normally move to two destinations. The passenger will move first to one express destination (if any) then to one normal station (if any).

### Placing Track

- A line may be started on any empty track space on the board. May not have same color track in a block.
- Once a line is started, all further pieces of that line's track must be used to extend the line at its ends. Loops don't have ends.
- A player can extend from somewhere other than the ends by playing two branch tokens.

**End of turn:** At the end of two possible destinations, the destination cards are discarded. The cards are replaced and the destination pawns set at the new stations.

**End of Game:** If replacing the destination cards leaves the draw pile with no cards, then the active player immediately removes the Passenger from the board. Play continues with players only building track. When the next to play is the start player, the game ends. (Starting player does not get a turn). The player with most points wins.