ON THE UNDERGROUND

SETUP
- Randomly put the 8 shops on the green stations.
- 4 destination cards face up; put cylinders at these stations.
- Players in turn order start at scores 0/1/2/3/4.
- 2 Players: Each takes 2 20-track lines, 2 15-track lines
  3 Players: Each takes 1 20-track line,   2 15-track lines
  4/5 Players: Each takes 1 20-track line, 1 15-track line

TURN SEQUENCE
- Action (build 4 track lengths)
  - Place 4 lengths; extend at ends of same color only
  - Spend 2 branch tokens to branch off
  - Forfeit 1 build to earn 1 branch token (usable now)
  - No repeating color between 2 stations
  - A given color line may never become 2 lines
  - May build multiple colors in same turn
- Passenger travels to 1 gold destination (if any),
  then to 1 white destination (if any), 1 or 2 total destinations.
  - 1st priority: least walking
  - 2nd priority: least lines
  - Else active player chooses
- Discard the visited stations, draw card(s) to replenish to 4.
  - Next player goes

GAME END
- Once last card is drawn, remove passenger from game.
- Play to end of round so everyone has same # turns.

SCORING (*while playing*)
- 1VP per line used by passenger when he travels
- 1VP when a line connects to the blue national railway
- 2VP when a line connects to red terminus (+1 branch token)
- 3VP when a line connects 2 of the same shop symbols
- 1VP per enclosed station(s) inside of a loop