

ON THE UNDERGROUND TIEBREAKERS

GAME PLAY ADJUSTMENT REQUIRED: In order to utilize the first tiebreaker below, it is necessary to track the total number of passenger destinations run on your turns throughout the game. The easiest way to do this is for each player to collect all city cards delivered on their turns instead of creating a discard pile.

TGA has implemented the following tiebreakers for tournament games of On the Underground:

1. Fewest passenger destinations moved on your turns (requires each player to keep all city cards used on their turns)
2. Number of GOLD cities connected. NOTE: each line (color track) only counts for connecting a city one time, but different lines connecting the same city each count as one connection.
3. Reverse seating order

As always with tiebreakers please give all tied players the same score on the score sheet, but clearly note who finished in which position (in the correct column please). It is helpful also to note that the tiebreaker was applied to avoid confusion.

Feedback is welcome on this change or any other rules issue. Please speak to or email Jeff Jackson (Rules@traingamers.com) or anyone on the Rules Committee.