

# 2026 Ticket to Ride (TTR) Game System Tournament Info – Gen Con

The Ticket to Ride (TTR) Game System Tournament is designed to test your ability to play a variety of the TTR board games. Most variants can be played throughout the weekend, but those games have been divided into ten categories. Your best scores in five categories will be combined to determine your ranking. You do not need to play in five categories to qualify, but your chances of advancing will improve with each different category played.

- (1) TTR – US: Played with only the Original Tickets and the Longest Route bonus
- (2) TTR – US Variants: 1910 or US Mega or US Big Cities
- (3) TTR – Europe: Played with the basic Europe version
- (4) TTR – Europe Variants: 1912 or Europe Mega or Big Cities of Europe
- (5) TTR – Germany or France: Standard Versions
- (6) TTR – Switzerland or Nordic or Old West: Standard Versions
- (7) TTR – India or Asia: Played with standard India or Legendary Asia version
- (8) TTR – Japan or Italy: Standard Versions
- (9) TTR – Pennsylvania or UK or Poland: Standard Versions
- (10) TTR – Nederland or Africa: Standard Versions

Where more than one game is listed within a category, only your best score will count as your category score. For example, if you play 1910 and US Mega as two different games, or if you play the same game twice, or the same game with and without using an expansion, your better result will count as ONE category score.

Your ranking is determined by your finishing position in each game played. A first-place finish is worth 3 points, second place 2 points and third place 1 point. The points from your five best categories will be added together. If a tie occurs after looking at five categories, then the tie will be broken (among the tied players only) by looking at a sixth, seventh, and eighth games until the tie is broken. Any remaining ties will be broken using the Puffing Billy (PB) score calculation for TTR games only.

Updated scores will be posted throughout the weekend. You are responsible for ensuring your scores are correct. Players must submit correction requests at the earliest possible opportunity to the TGA scoring table using the Correction Forms provided. For further clarification of these Tournament rules, please ask a volunteer or conductor.

The top sixteen ranking players for the weekend qualify for the quarterfinals to be held on **Saturday at 6:00 PM** followed immediately by the semi-finals and finals. If you may have qualified and plan to participate, **please check in at TGA HQ no later than 5:45 PM**. If you may have qualified but do not plan to participate, *please inform a conductor at the earliest opportunity* so an alternate can play. If a qualifying player does not check in on time, alternates will be selected from the top of the ranking list until a total of sixteen\* players (or the number designated by the conductor) are identified. Seating at the quarterfinals tables will be based on the weekend TTR Tournament ranking. Participating in the quarterfinal game is a commitment to play in the semifinals and finals if you advance.

The quarter-final game will be TTR US Mega. The winner and second place players from each TTR US Mega game will then play in one of two four-player games of TTR Europe, from which each first and second place finisher will advance to the finals. Each finalist will choose their preferred game from among, Africa, Asia, France, Germany, Iberia, India, Nederland, Northern Lights (NOT Nordic Countries), Old West, Pennsylvania, and South Korea. The final game will start soon after all four of the semi-final games have finished (allowing time for a ten-minute break after the last semi-final game finishes). The game to be played is chosen at random from the pool of chosen games, with the pool weighted by the choosing players' ranks in the TTR qualifying rounds. Only the results from this final game will determine the winner of the TTR Game System Tournament. Seating at the semi-finals and finals will be determined by how you placed in the previous rounds, with first place finishers always getting to choose their seat before second place advancers.

\*The Conductor has discretion to adjust the number of players, rounds or players per game, based on the number of qualifying players who are present. The top sixteen finishers from the weekend qualifiers are always guaranteed to advance.

**TTR US TOURNAMENT:** The TGA holds a separate multi-round TTR US Game Tournament. If you win a game during any scheduled session of TTR US (base game only) you are eligible to play in the quarterfinals of the TTR US Game Tournament scheduled for **Saturday at 2:00 PM**. TTR US Variants sessions do not qualify for the TTR US quarterfinals.