

Railcon 2026 Ticket to Ride (TTR) Tournament Info

The Ticket to Ride (TTR) Tournament at Railcon uses a different format from Origins and Gen Con. 16 people will advance into a three round final which begins Saturday at 9pm. There are two ways to advance:

Up to twelve (12) players will advance based on performance in TTR games from the weekend long qualifier which runs Thursday morning through Saturday at 6pm, as scheduled. TTR games have been divided into ten (10) categories. Your best scores in five (5) categories will be combined to determine your TTR ranking. Your chances of advancing will be improved with each different category played. Players with fewer than three category scores will be given lower priority for advancing than those who play in at least three categories, or in the Play-In session. Categories are:

- (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 Northern Lights or Old West: Standard Versions
- (7) TTR – India or Iberia or Asia: Played with standard India and Iberia or Legendary Asia version
- (8) TTR – Japan or Italy or Korea: Standard Versions
- (9) TTR – Pennsylvania or UK or Poland: Standard Versions
- (10) TTR – Nederland or Africa: Standard Versions

Not all listed games are scheduled. Only games played during the scheduled slots qualify for the tournament. Only one qualifying game may be played in each one- or two-hour slot. Two scheduled games can be played in a three-hour slot.

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

Ranking is determined by your finishing position in each game played. A first-place finish is worth 3 points, second place finish is worth 2 points and third place finish is worth 1 point. The points from your five best different game categories will be added together. If you plays the same category multiple times (e.g., you play India twice, or play both Switzerland and Nordic or 1910 and US Big Cities), only the best score will be used. If a tie occurs after looking at 5 categories, then the tie will be broken (among the tied players only) by looking at a 6th game, 7th game, and 8th game successively. Any remaining ties will be broken using the Puffing Billy (PB) Score calculation for qualifying TTR games only.

The second way to qualify is to participate in a three-hour play-in on Saturday 6pm-9pm. Note that playing in the first game of this slot is a commitment to play in all three games. All players will play three games of TTR US (base game), remixing opponents after each game. The total Puffing Billy score across those three rounds will determine rank. At least the top 4 players will advance, and further positions may get in if fewer than 12 advance from the weekend-long qualifier.

The actual top 12 from the weekend-long qualifiers are guaranteed to advance, as are the top 4 from the play-in round. If all 16 guaranteed players do not show up, players in positions 13 and below from the weekend long, and positions 5 and below from the play-in may be taken to fill up to 16 slots. The Conductor has discretion to adjust the number of players or rounds, or to issue byes to top ranked players, based on the number of qualifying players who are present.

Unless otherwise directed by the Conductor, the quarter-final round will consist of four (4) four-player games of TTR US. The winner and second place players from each TTR US game will then play in one of two four-player games of TTR Europe, from which each 1st and 2nd place finisher will advance to the finals. The final game will be TTR US Mega. Only the results from this final game provide PBT finals bonuses, and this game determines the winner of the TTR Tournament. Seating for each round will be determined by how you placed in the previous rounds, with 1st place finishers generally getting to choose their seat before 2nd place advancers.