





Next Station London Teaching Aid + Start of Day Scenarios

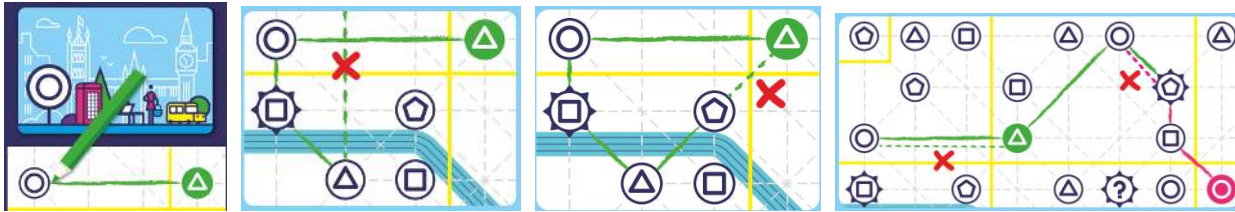
The **11 STATION CARDS** (Blue, Pink & Yellow) just show the symbol for your next station. The Pink & Yellow cards (vs Blue) are used as end of turn identifier. The turns ends once the 5th Pink & Yellow card is drawn (finish round). Otherwise, the Station Card's color doesn't matter.

STATION CARDS:








-  **TOURIST SITE:** there are 4 normal & 1 Central Station on the map
 - **Normal Tourist** site requires matching symbol drawn to enter
 -  **Central Station** site is wild and can use any symbol drawn to enter
-  Joker Station Card is wild
-  **RAILROAD SWITCH STATION CARD** immediately draw 2nd Station Card & connect to that symbol from ANYWHERE on your line (not just front or back of your line). **Allows branching off for the rest of the round.**
 - This card is ignored if it is the 1st or 2nd Station Card drawn.

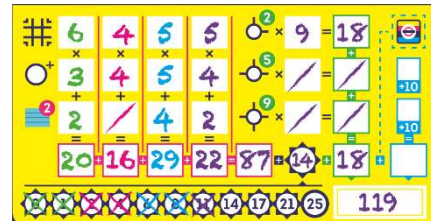
LINE CONSTRUCTION RULES:



1. 1ST Station Card drawn must start from your starting colored station & connect to drawn symbol
 - a. Ignore **Railroad Station Card** if drawn on 1st or 2nd Station Card.
2. Each subsequent section must be drawn from one end of your line and connect to the drawn symbol.
 - a. **Railroad Switch Card** breaks this rule.
3. This colored line cannot cross over itself or other colored lines
4. You cannot go back through a station that is already part of the same Underground line.
5. You cannot draw more than one section going between the same two stations.

SCORING:

-  How many of the **13 DISTRICTS** does this colored line enter?
-  Find the district in which your line passes through the most stations & score that # of points
-  Score 2 points for each river crossing for this line. (Ex. Write 2 on sheet for 1 river crossing)
-  Station that connects 2 different colored lines (only count each colored line once)
-  Station that connects 3 different colored lines (only count each colored line once)






- Station that connects 4 different colored lines (only count each colored line once)





- TOURIST SITES visited (ex. 7 visited = 14 points)


ADVANCED SCORING OPTIONS:


1. SHARED OBJECTIVES:


- a.  Randomly flip 2 of 5 cards for separate public objectives (each score 10 points)

- i.  Draw your network with at least **8 different Interchange stations** (at least 2 different colored lines going through each).


- ii.  Draw your network to connect to at least one station in **all 13 districts** of the city.


- iii.  Draw your network such that it connects to all **5 tourist sites** in the city.

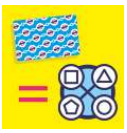
- iv.  Draw your network such that it connects to all **9 stations** in the **MIDDLE DISTRICT**.


- v.  Draw your network such that it **crosses the river** at least **6 times**.



2. PENCIL POWERS:

- a.  Randomly assign 1 card to each pencil color (public knowledge). **Each power can only be used ONCE PER ROUND!**

- i.  During a turn, **draw a second section** of your colored line connecting to another station with the **same symbol** as shown on the station card.
1. Note: If Joker/Wild, then must use same symbol for both connections.

- ii.  Treat any 1 station card as the wild joker card.

- iii.  Treat the Station card flipped over this turn as if it were accompanied by the Railroad Switch card.

- iv.  Circle one of the stations of your choice on your line. This station will count for two stations instead of one when counting the points for the route taken by this line, increasing the number of stations connected to in the corresponding district score .

SCORING EXAMPLE

Base Game

Example: John's network passes 7 times through tourist sites. On his tourist site score track, the leftmost uncrossed circle shows 14 points. He writes this number in the matching symbol on his score line. He has nine Interchange stations connecting 2 underground lines, and no Interchange stations connecting 3 or 4 lines.

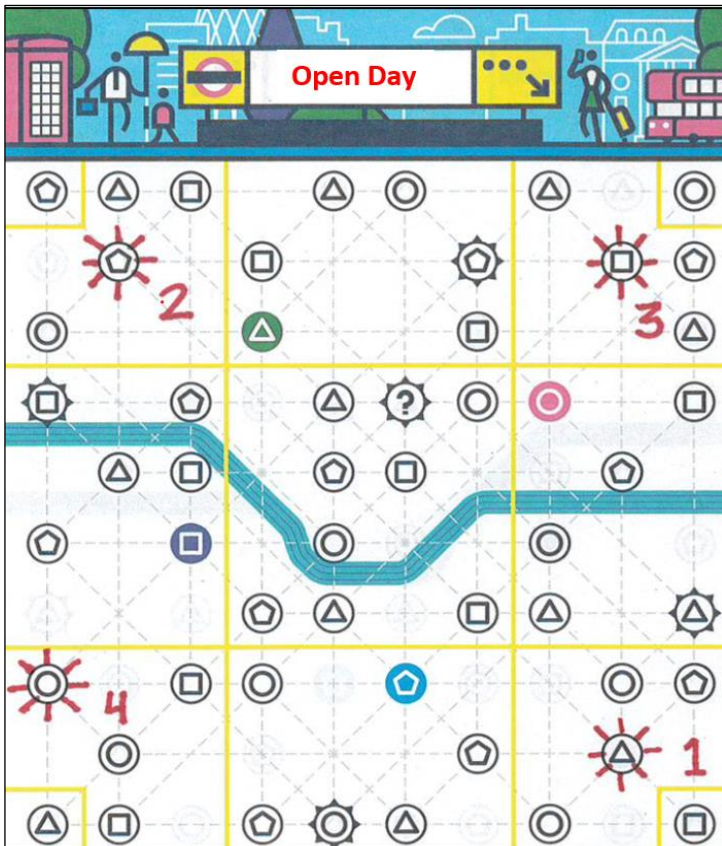
John scores a total of 18 points for all his Interchange stations.

At the end of the game, John has a final score of 119 (87 + 14 + 18) points for his entire London Underground network.

The game board shows a grid of stations represented by different symbols: circles, squares, triangles, and pentagons. Lines connect these stations, representing underground lines. A player named John has a network of lines connecting various stations. The board includes a score track at the bottom with various symbols and numbers.

6	4	5	5	○ ² × 9 = 18	⊖
×	×	×	×	+	
3	4	5	4	○ ⁵ × / = /	+10
+	+	+	+	+	
2	/	4	2	○ ⁹ × / = /	+10
=	=	=	=	=	
20	16	29	22	87	14
					+
					18
					+
					119

Alternate Start of Game Scenarios

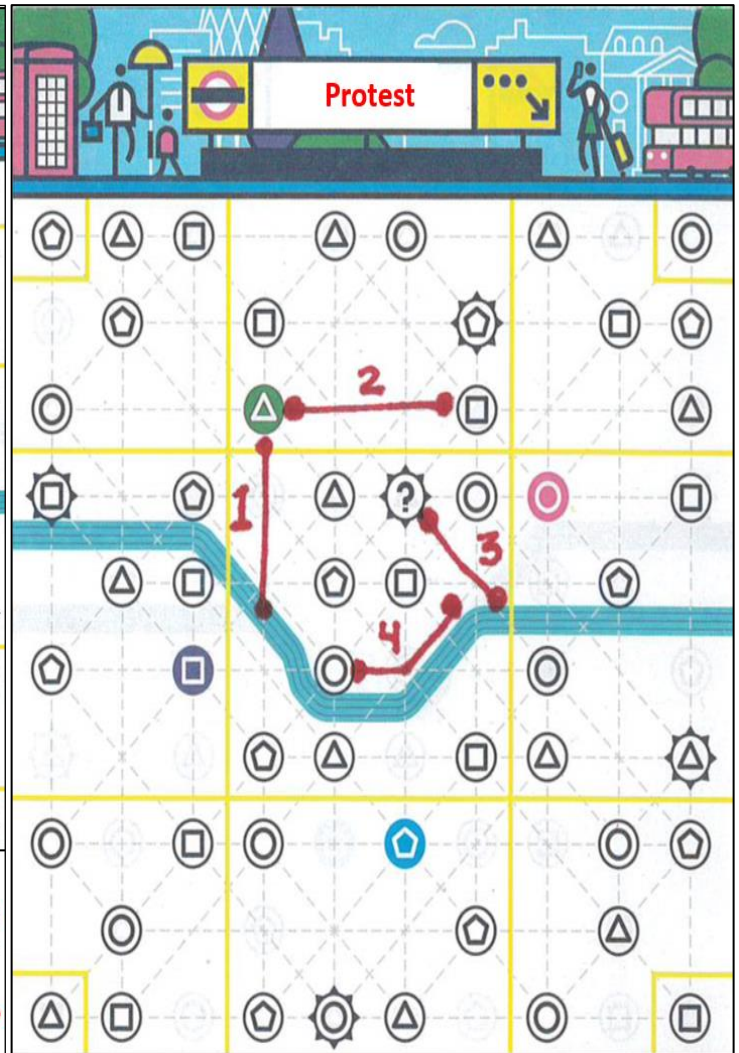


Open Day official rules:

"The controller of the first-round rolls 1d4 die to determine where the Open Day is located. All players mark this station on their game sheet by drawing a Tourist Site symbol around the station.

This station becomes a 6th tourist site through which players can run their metro lines in the game. As in the basic rules, count the number of tourist sites which each of your metro lines passes through, also considering the 6th tourist site of the city indicated by the Open Day card."

- 1: Greenwich Park
- 2: Buckingham Palace
- 3: British Museum
- 4: Battersea Park



Protest official rules:

"The controller of the first-round rolls 1d4 die to determine where the Protest is located. All players mark the uncrossable picket line. This line blocks access to Central Station. No colored lines may cross the picket line!

Suggest cutting out scenarios, folding down the middle and laminating them. They are sized to fit inside the box.

