ON THE UNDERGROUND

PARIS/NEW YORK

Paris. The city of light, love, and home to the Métropolitain, known for its Art Nouveau entrances, its density and the origin of the word "metro".

The *chemin de fer métropolitain* needs your help to develop it! Connect passengers to the countless monuments, museums, brasseries and bakeries aboveground!

New York City is more than just the most populous and dense city in the United States – it is a cultural, financial, educational, political epicenter that defines our understanding of the modern urban area.

The Subway that serves it is considered by many to be the largest in the world, with a record number of stations, services and reach. Its importance can not be overstated, and you need to build wisely around the city's boroughs to serve its famously hurried population!
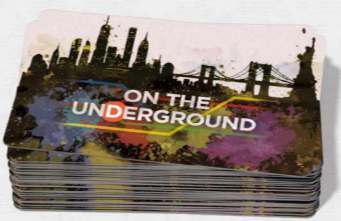
In the following pages you will find the rules for On the Underground, with New York being the recommended starting map. Rules that are specific to each city are noted with New York or Paris .

Contents

Components
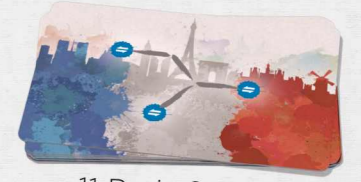
54 New York Destination cards

1 Passenger token

Start Player tile

37 Paris Destination cards

4 Destination tokens

190 Track tokens
20 each of red, black, yellow, blue, and purple,
and 15 each of pink, orange, green, brown,
white, and gray

11 Paris Secret Objective cards

2 Reference tiles

40 Paris Landmark tiles

20 Branch tiles

10 Score tiles

Double-sided board
Paris/New York

Setup

1 Choose whether to play `New York` or `Paris` and then place the board in the middle of the table with the appropriate side up.

> **NOTE: The New York side is recommended for your first game.**

2 Place the Passenger token on the Passenger start station: **Grand Central** `New York` or **République** `Paris`.

> `Paris` Shuffle all Landmark tiles and randomly place one tile facing up on each ⊙ station.
>
> Shuffle the Secret Objective cards and deal two to each player. Return the remaining Secret Objective cards to the box without looking at them as they will not be used in this game.

3 Take the Destination cards for the chosen city, shuffle them and place them face down as a deck next to the board, leaving space next to it for a discard pile.

> There is 1 Destination card for each ⬡ station.

> `New York` There are 2 Destination cards for each ○ station.

**4** Reveal the top 4 cards of the deck and place them face up next to the board.

5 Place the Destination tokens on the stations on the board that match the 4 revealed Destination cards. These are the initial Destination stations.

> `New York` Note: If two identical Destination cards are revealed, simply place 2 Destination tokens on the corresponding station.

6 Place the Branch tiles in a pile next to the board.

7 Each player takes a score tile according to the number of players and places it on the "0" position of the score track:

- In a game with 2 players, each score tile should have four line colors.
- In a game with 3 players, each score tile should have three line colors.
- In a game with 4 or 5 players, each score tile should have two line colors.
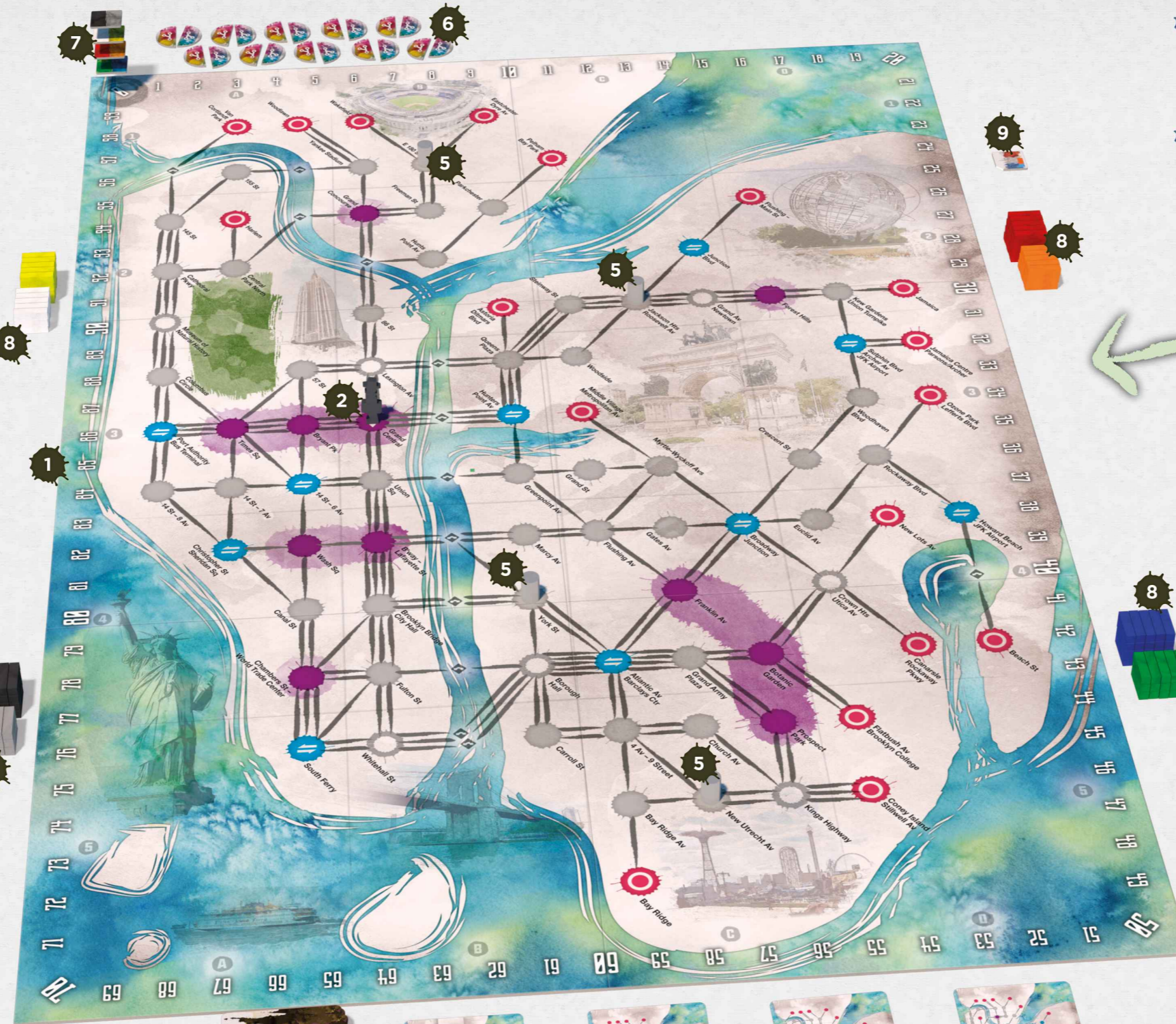
8 Each player then takes the Track tokens of the colors depicted on their score tile.

> Each player will thus control multiple lines, each one comprised either of 20 or 15 Track tokens.

9 The player who last made use of an underground transportation system is the start player.

> Alternatively, the players may choose a start player using any method they prefer.

> Give that player the Start Player tile.

You are now ready to begin!

> This is the setup for 4 players, using the `New York` side, with player colors black/gray, white/yellow, red/orange, and blue/green.

Gameplay overview

In *On the Underground*, players compete to build the most valuable and convenient transportation network in Paris or New York. Each player controls 2-4 different lines, depending on the number of players.

At the beginning of each turn, **4 Destination cards** are facing up, corresponding to stations on the map.

A player's turn consists of taking **4 actions**, followed by the Passenger's movement.

Each action is either **placing a Track token** or **taking a Branch tile**.

After the player's turn, the Passenger token is moved along built lines, avoiding empty track spaces as much as possible, in order to reach 1 `Paris` or 2 `New York` of the 4 available Destination stations.

The Destination cards corresponding to the visited stations are then replaced by new ones. Then play passes to the next player in clockwise order.

Players **score points** in two ways:

- By building track and connecting their lines to various types of stations and by collecting sets of Landmark tiles and achieving Secret Objectives in `Paris`.
- By having the Passenger use their lines when moving.

The game is over after all Destination cards have been drawn and all players have taken the same number of turns.

Taking a turn

On their turn, a player takes four actions*.

For each of those actions, they may choose one of two options: **take a Branch tile** or **place a Track token.**

*The first turn

For their first turn only, the player first in turn order may only take 3 actions. The player last in turn order may take 5 actions.

# of players in the game	Actions in the first turn for				
	Player 1	Player 2	Player 3	Player 4	Player 5
2	3	5			
3	3	4	5		
4	3	4	4	5	
5	3	4	4	4	5

Action: Take a Branch tile

For each action spent in this way, a player may take 1 Branch tile from the supply.

The supply of Branch tiles is unlimited; if Branch tiles run out, anything else may be chosen to represent them.

Using Branch tiles

When placing a Track token, 2 Branch tiles may be returned to the supply to allow extending a line from somewhere other than one of its ends. The Track token placed must still connect to the line.

Paris

Alternatively, when placing a Track token, 2 Branch tiles may be returned to the supply to allow placing the Track token in a connection where all track spaces are already full.

Alternatively, when scoring a set of Landmark tiles, a player may substitute any number of missing types by returning 2 Branch tiles to the supply for each missing Landmark tile.

Action: Place a Track token

When placing a Track token, a player may use a token of any of their line colors.

Note that Track tokens are **limited in number**. Players should carefully consider where to place them.

Track tokens are placed on the track spaces between stations according to these rules:

- The first Track token of each color may be placed on any empty track space on the board.
- All further Track tokens of the same line (i.e. of the same color) must be used to extend the line at either of its ends. The end of a line is defined as a station with **only one** Track token of that line currently connecting to it. **Exception: See Using Branch tiles.**
- In some parts of the board there are two or more parallel track spaces. Each Track token placed there must be of a different color.
- In New York when placing Track tokens across water, all Track tokens must be placed in the same turn, i.e. a player cannot end their turn while one of their lines ends at a ◆ icon.

After placing each Track token, points and Branch tiles may be earned:

New York

🟦 **National Rail.** 1 point when a line is first connected to a National Rail station.

🔴 **Terminus stations.** 2 points and a Branch tile when a line is connected to a Terminus station.

Clusters. When a line is connected to a Cluster (a high-traffic area noted by pink color around the stations it contains), its owner scores 1 point for each Cluster that line has already reached. This means that when a line is connected to a Cluster for the first time, no points are scored. When it is connected to a second (different) Cluster, 1 point is scored, etc. Multiple lines can score for the same Cluster, but lines do not score points for connecting to a Cluster more than once.

◆ **Water Crossing.** 3 points when a third ◆ icon is connected to a line. Note that the connection between Whitehall St and Borough Hall has two ◆ icons.
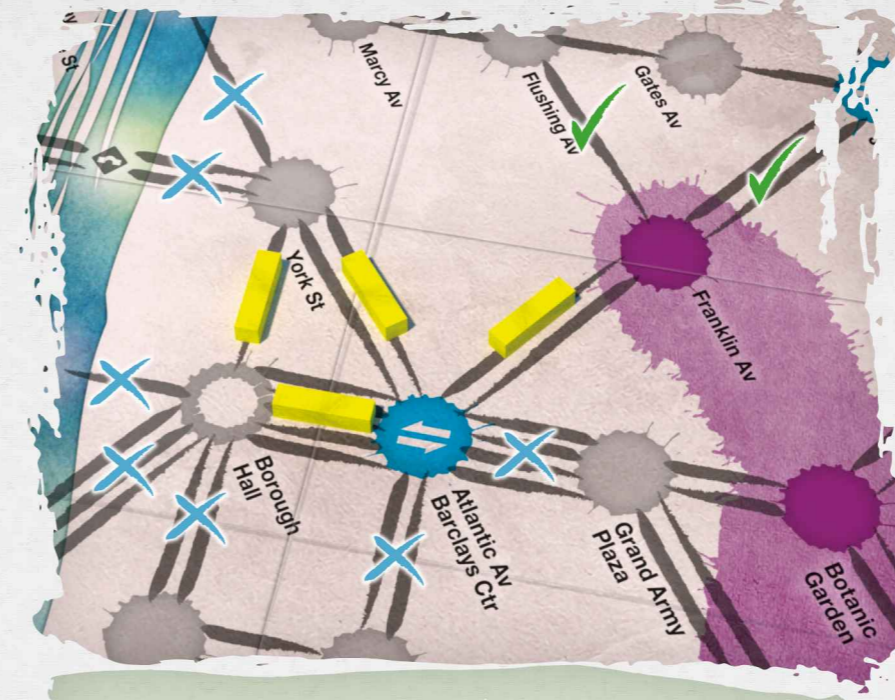
EXAMPLE: Extending a line

Without using Branch tiles, the yellow line can only be extended on the spaces marked by a checkmark. ✓

The spaces marked with an X are all extending from a station that already has more than 1 yellow track connected to it. Placing a track here requires spending 2 Branch tiles. ✗

Paris

🔵 **RER stations.** 0 points if this is the first line that connects to this RER station, 1 point otherwise.

🔴 **Terminus stations.** 2 points, or 1 point and 1 Branch tile, or 2 Branch tiles when a line is connected to a Terminus station.

🟢 **Landmarks.** When a line is connected to a station with a Landmark tile, the current player takes the tile and keeps it face up in front of them.

If taking a tile results in a player having a set of 5 different types of Landmark tiles, those 5 tiles are immediately removed from the game and the player scores 7 points.

Note: When scoring a set of Landmark tiles, a player may substitute any number of missing types by returning 2 Branch tiles to the supply for each missing Landmark tile.
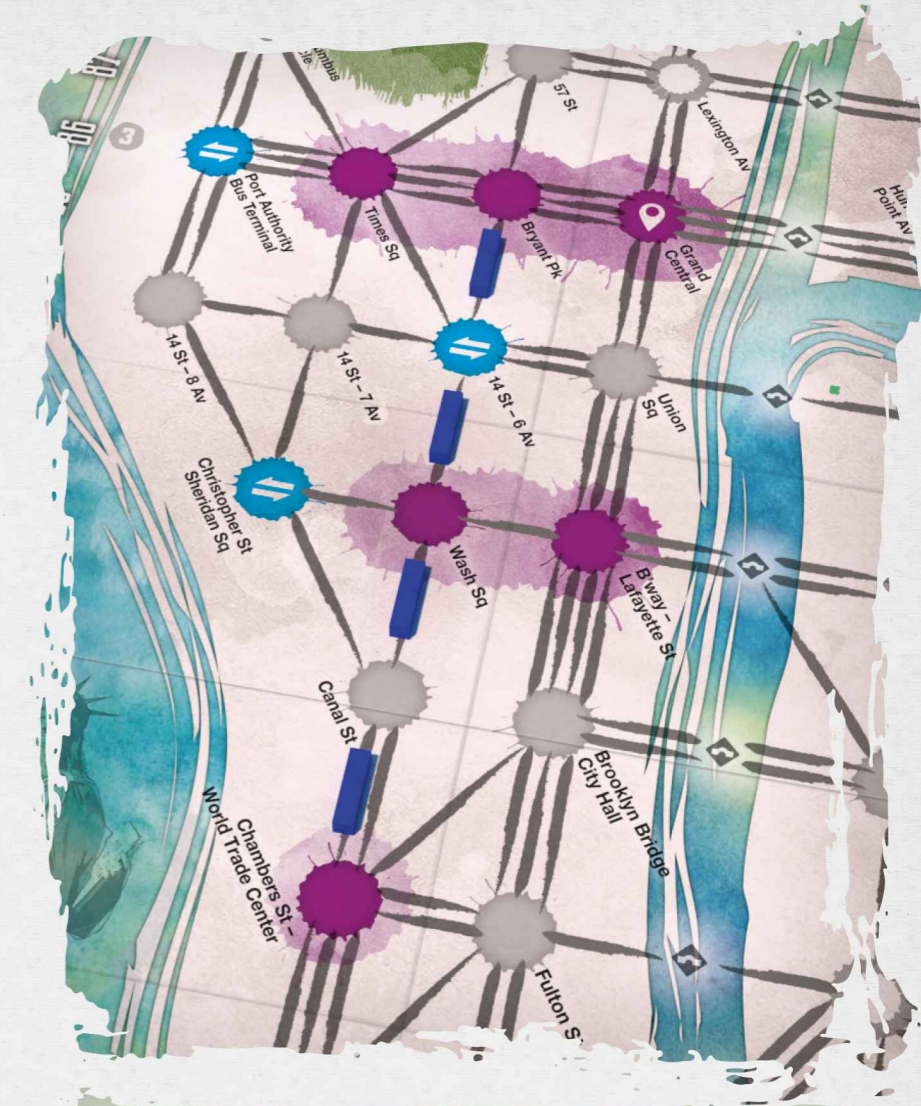

EXAMPLE: Cluster scoring

The blue line starts between **Chambers St - World Trade Center** and **Canal St**, scoring 0 points as this is the first Cluster it reaches.

Then it extends northwards to:

- **Wash Sq** (scoring 1 point since this is the second reached Cluster)
- **14 St - 6 Av** (scoring 1 point since it is a National Rail station)
- **Bryant Park** (scoring 2 points since this is the third reached Cluster)

WARNING! It is possible to be blocked from placing track, even with using Branch tiles. Starting lines in the periphery of the map may be risky!

Turn examples
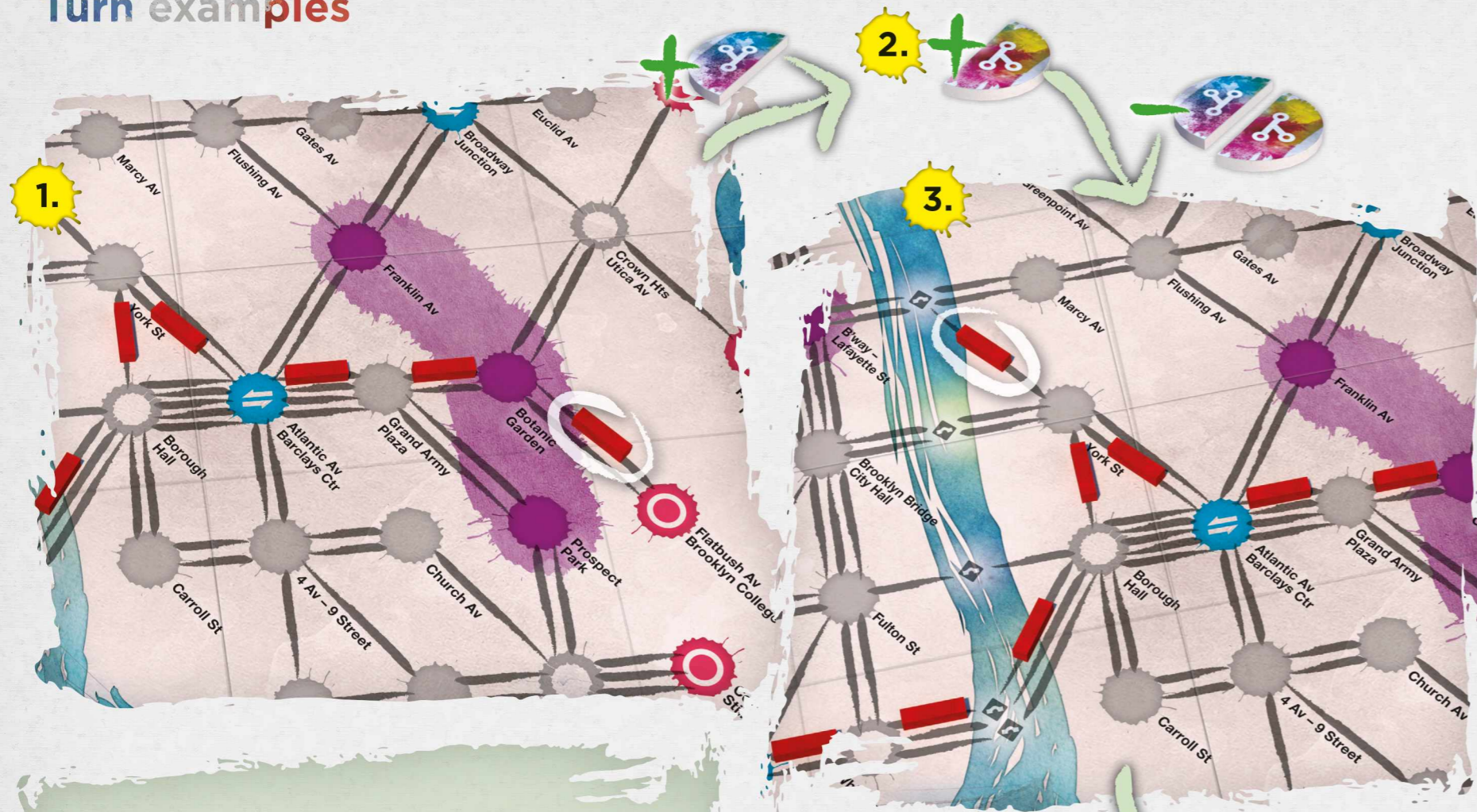
New York **EXAMPLE: Branch tiles and ◇ scoring**

Action 1: A red Track token is placed between **Botanic Garden** and **Flatbush Av**, a Terminus station, which generates 2 points and 1 Branch tile.

Action 2: The player takes 1 Branch tile.

Action 3: The 2 Branch tiles are returned to the supply so that the red line can extend westwards from **York St** to ◇. Since this is the third ◇ connected to the red line, 3 points are scored.

Action 4: Since the red line can not stop at ◇, a red Track token is placed connecting to **Marcy Av**.
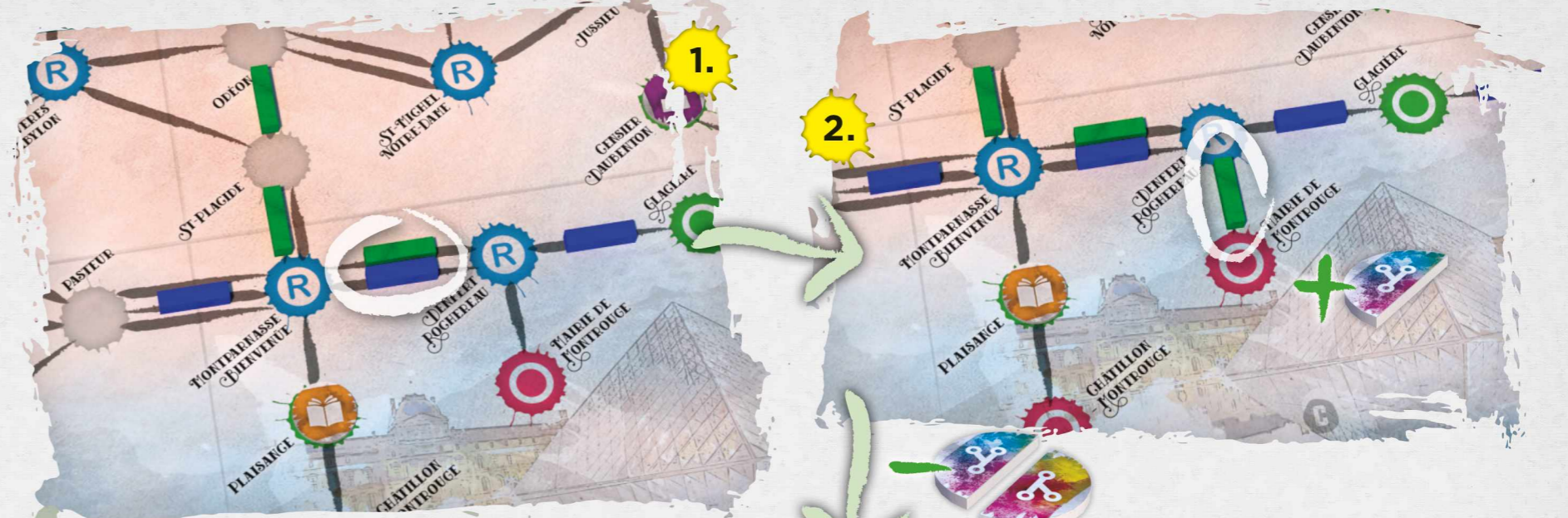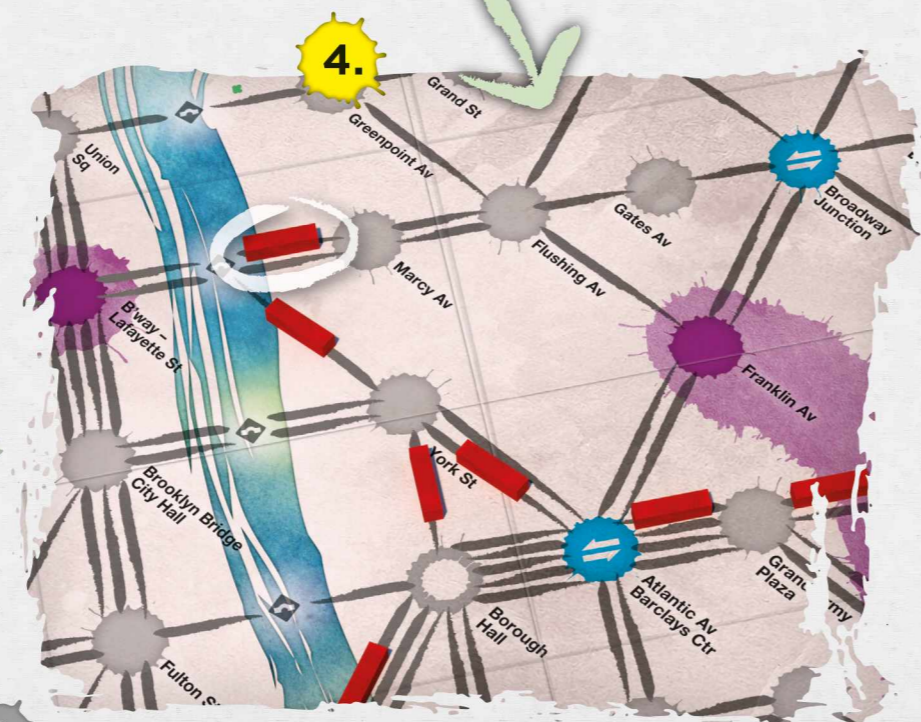
Paris **EXAMPLE: Branch tiles, RER stations, and Landmark tiles scoring**

The player has 1 Branch Tile and the following Landmark tiles:

Action 1: A green Track token is placed between **Montparnasse Bienvenue** and **Denfert Rochereau**, a RER station already reached by the blue line, which therefore generates 1 point.

Action 2: Another green Track token is placed between **Denfert Rochereau** and **Mairie de Montrouge**, a Terminus station. The player decides to take a Branch tile and score 1 point.

Action 3: The 2 Branch tiles are returned to the supply so that the blue line can extend southwards from **Montparnasse Bienvenue** to **Plaisance** and the Landmark token there is claimed. The player now has a set of 5 different Landmark tiles and scores 7 points by discarding them.

Action 4: A blue Track token is placed between **Plaisance** and **Chatillon-Montrouge**, a Terminus station. The player does not need any more Branch tiles and decides to score 2 points instead.
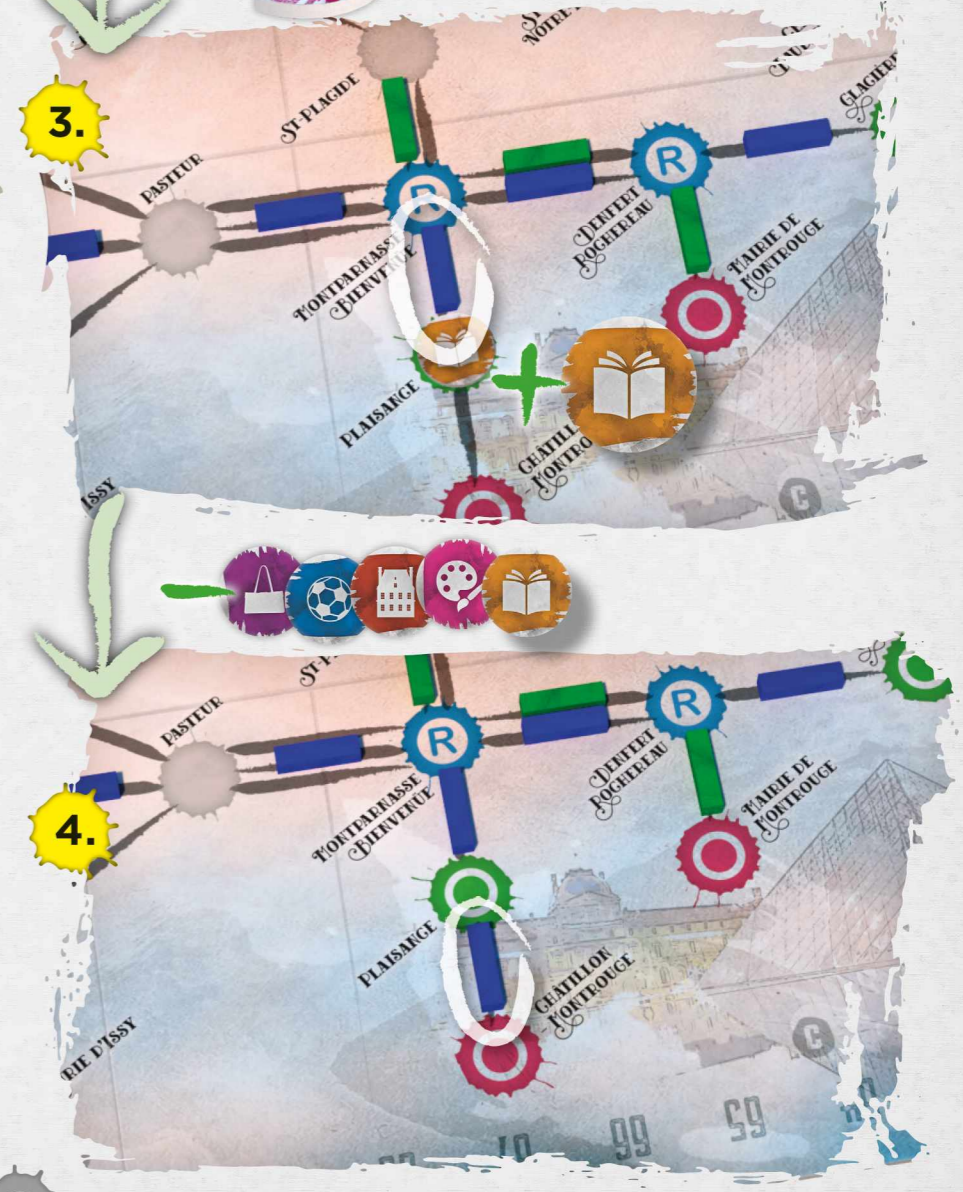
Moving the Passenger

Once a player has taken all of the actions of their turn, the Passenger **must** be moved.

There are 4 potential destinations marked by the Destination tokens on the board, each of which corresponds to a face-up Destination card. The Passenger will visit 1 Paris or 2 New York of those stations, one after the other.

The Passenger's Route

When travelling, the Passenger likes to avoid unnecessary hassle. They prefer to take the Underground, and they do not like to switch lines if they do not have to.

Therefore, the Passenger will choose how to move according to the following rules:

- The Passenger will choose the route that involves the least amount of empty track spaces.

  New York Note that stations connected through a water crossing ◇ have 2 track spaces between them.

- If two or more routes involve the same amount of empty spaces, the Passenger will choose the route with the fewest (or no) lines.

- The number of Track tokens making up a line does not matter, only the number of lines.

- If two or more routes involve the same amount of empty spaces and the same number of lines, the player moving the Passenger decides which route is taken.

Passenger Scoring

Once the route has been chosen, the Passenger token is moved along that route to the appropriate Destination station.

For each **line** that the Passenger uses to travel, the player owning that line scores 1 point.

The number of Track tokens making up a line does not matter, only the number of lines. Each line used scores 1 point, regardless of the number of Track tokens in it.

When the Passenger arrives at a station, the Destination token on that station is removed from the board and the corresponding Destination card is placed on a discard pile. The discard pile may **not** be inspected during the game.

New York When the Passenger arrives at a station with 2 Destination tokens, **one of the tokens** is removed and **one of the corresponding Destination cards is discarded**. The Passenger's next movement will be staying still (because doing so involves moving through fewest lines and empty spaces) and removing the other Destination token and card.
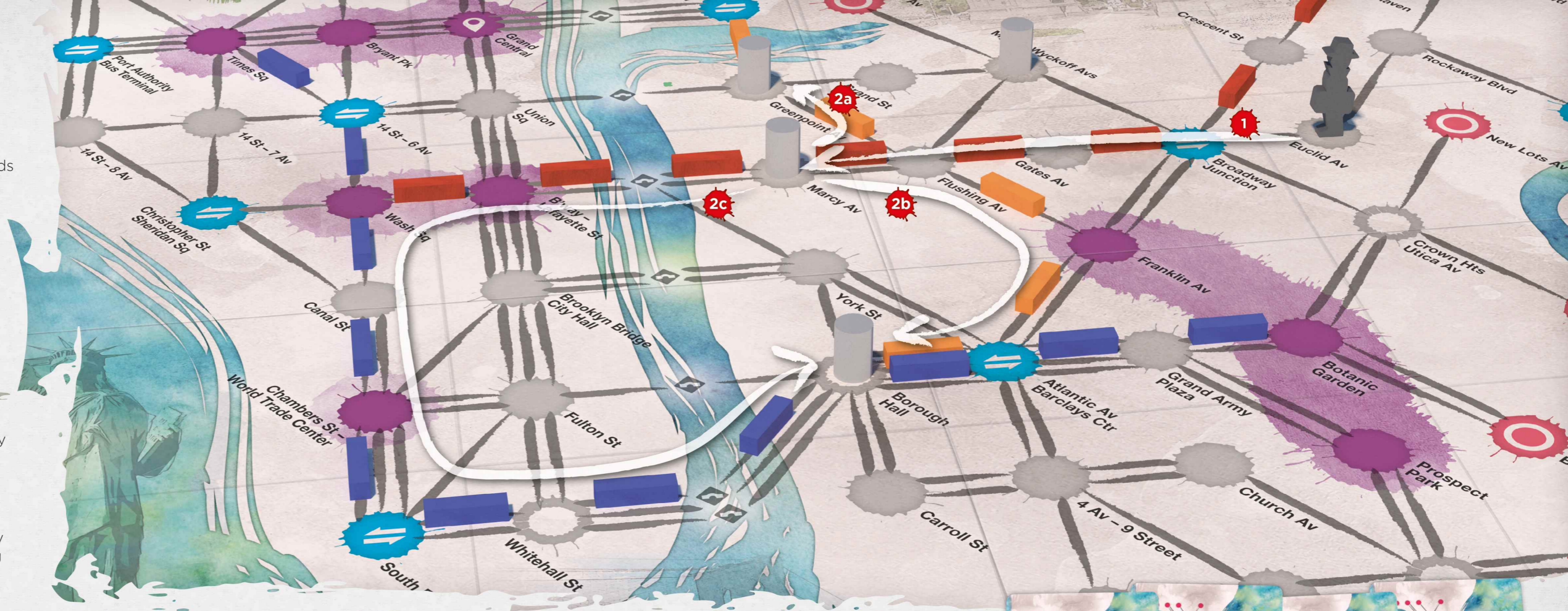
EXAMPLE: Passenger movement

The Passenger is currently at **Euclid Av**.

The 4 destinations the Passenger can choose from are:

- **Myrtle Wyckoff Avs.** 2 empty spaces (to Broadway Junction, and then to Myrtle Wyckoff Avs)
- **Marcy Av.** 1 empty space to Broadway Junction, and then 1 line (red).
- **Greenpoint Av.** 1 empty space to Broadway Junction, and then 2 lines (red and orange).
- **Borough Hall.** 1 empty space to Broadway Junction, and then 2 lines (red and orange or red and blue).

Moving to **Myrtle Wyckoff Avs** is not preferred, because it involves more empty spaces to reach it.

Moving to **Marcy Av** is preferred to the other two, because the Passenger needs fewer lines to reach it.

Consequently, the Passenger will travel there (1), earning the player owning the red line 1 point and the **Marcy Av** Destination card is discarded.

For the second movement, the Passenger has 3 destinations to choose from:

Moving to **Myrtle Wyckoff Avs** is still not preferred, because it involves moving through an empty space to reach it.

The Passenger can move to **Greenpoint Av** using 2 lines red and then orange (2a) or to **Borough Hall** using 2 lines, either red and then orange (2b), or red and then blue (2c) .

The player currently moving the Passenger may choose the destination among these two and which combination of lines will be used, and therefore which players will earn points.

End of the turn

After all Passenger movements are completed, new cards are drawn to replace those discarded so that there are again 4 cards facing up and Destination tokens are placed on the corresponding stations.

End of the game

When there are no more cards left in the deck, the end of the game is triggered.

If this happens at the end of the turn of the player that is last in turn order, the game ends immediately.

Otherwise, the players continue to take turns until the player that is last in turn order has completed theirs, i.e. until all players have had the same number of turns.

NOTE: After the end of the game is triggered, there are no cards available to replace the ones removed. Therefore, it is possible that the Passenger will not be moving during the last few turns. In that case, players simply end their turns after taking 4 actions.
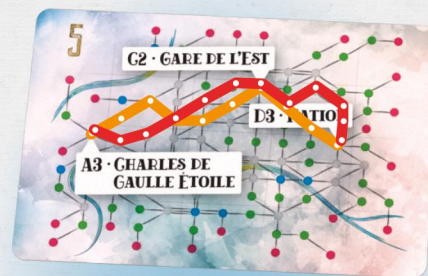
`Paris`

If playing on the Paris map, each player now reveals and scores their Secret Objective cards. For each of their lines that is connected to all three stations on one of their Secret Objective cards, the player earns 3 or 5 points, as shown on the card.

It is possible for a player to score the same Secret Objective with multiple lines and to score both Secret Objectives with the same line.

The game is then over. The player who has scored the most points is the winner.

If there is a tie, then the tied player with the most Branch tiles wins. If there is still a tie, the tied players rejoice in their shared victory.
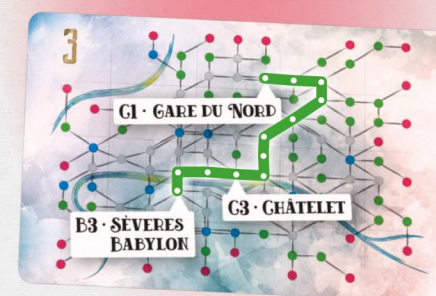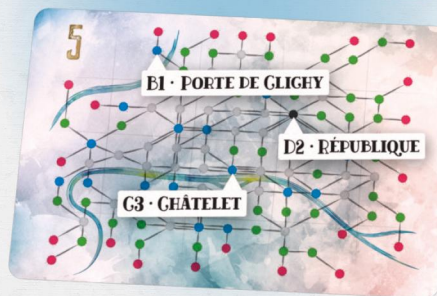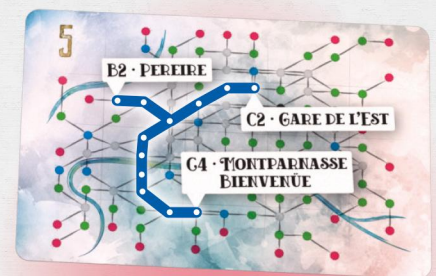
PLAYER A   **PLAYER B**

`Paris` **EXAMPLE: Secret Objectives scoring**

Player A has connected all 3 stations of the first card with both the red and orange lines, and scores 2 x 5 = 10 points. They failed to connect the stations of the second card with any of their lines, and therefore do not score any points for it.

Player B has connected all 3 stations of the first card with the blue line, scoring 5 points, and all 3 stations of the second card with the green line, scoring 3 points.