

# Railcon 2017 Ticket to Ride (TTR) Tournament Info

The Ticket to Ride (TTR) Tournament at Railcon 2016 is using a different format from previous years. 16 people will advance into a three round final which begins Saturday at 3pm. There are two ways to advance:

1. Up to twelve (12) players will advance based on performance in TTR games from Thursday through Saturday morning. TTR games have been divided into ten (10) categories. A player's best scores in five (5) categories will be combined to determine his/her ranking. A player must play in at least three categories to qualify but the chances of advancing will be improved with each different category played. 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 – Africa or Marklin: Played with either the standard African or Marklin version
- (6) TTR – Switzerland / Nordic: Played with either the Switzerland or Nordic version
- (7) TTR – India: Played with the standard India version
- (8) TTR – Asia: Played with the standard Legendary Asia version
- (9) TTR – Pennsylvania or UK: Played with the standard Pennsylvania or UK version
- (10) TTR – Nederland: Played with the standard Nederland version

Where more than one game is listed within a category, only the best score will count as your category score. E.g. if 1910 and US Mega are played as two different games, the player's better result will count as ONE category score. Expansions such as Alvin & Dexter or Warehouses and Depots may be played in any compatible game if all players at the table agree. Games with expansions count in the same category as the game without the expansion.

Ranking is determined by a player's 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 a player plays the same category multiple times (e.g. plays India twice, or plays 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 6<sup>th</sup> game, 7<sup>th</sup> game and 8<sup>th</sup> game successively. Any remaining ties will be broken using the Puffing Billy (PB) Score calculation for TTR games only.

The second way to qualify is to participate in a three hour play-in which begins Saturday at noon. 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. The top 4 players will advance, and further positions may advance if fewer than 12 players advance from the first qualifier.

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 1<sup>st</sup> and 2<sup>nd</sup> place finisher will advance to the finals. The final game will be TTR US Mega. Only the results from this final game will determine the winner of the TTR Tournament. Seating for each round will be determined by how you placed in the previous rounds, with 1<sup>st</sup> place finishers always getting to choose their seat before 2<sup>nd</sup> place advancers.