



Connecting London

Connect stations and landmarks
on the London Underground

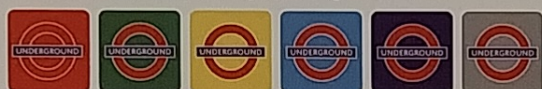


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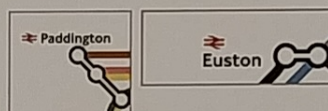
- 6 sets of Tube Line Sign Scoring Tokens (each set contains 4 tokens numbered 2,3,4,5)



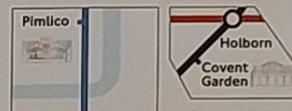
- 6 'Good Service' Underground Sign Tokens



- 53 Map Tiles



These map tiles show
Mainline Stations



These map tiles show
Tourist Attractions

- London Underground map board
- Drawstring bag
- Instruction sheet

AIM:

Add to a map of Zone I of the London Underground by placing Map Tiles on the Game Board to make connections, earn Actions and Score! The first player to complete their Tube Line Sign wins the game.

Can you stay on track to win? Or will you be derailed by another passenger?

SET-UP

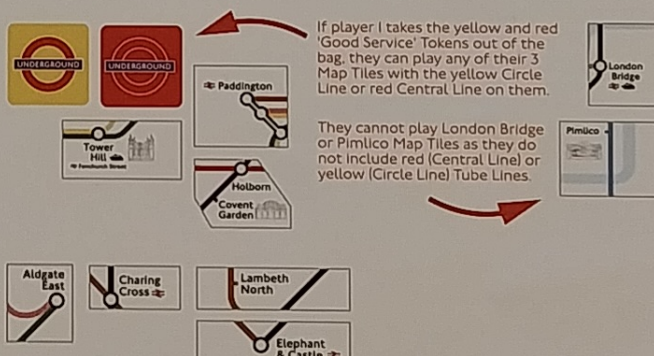
- 1) Lay out the board where everyone can reach it.
- 2) Each player takes a set of Tube Line Sign Tokens and places them number side up in the order 2,3,4,5.
- 3) Players pick 5 Map Tiles at random from the bag and place them face up in front of them.
- 4) Empty the remaining tiles into the box lid, turn them all face down.
- 5) Put the 6 'Good Service' Underground Sign Tokens into the bag. These will be used to show which lines are running 'Good Service' during the game.



PLAYING THE GAME

The player who most recently travelled on the London Underground goes first!

- 1) Player 1 takes two of the 'Good Service' Tokens out of the bag.
- 2) They now choose one of their Map Tiles that includes a Tube Line the same colour as one or both of the 'Good Service' Tokens and places it in the matching space on the Map Board.



Joker tiles

There are 4 Joker Map Tiles, which can be played on any turn, instead of a tile that matches the current 'Good Service' Tokens. These are Aldgate East, Charing Cross, Lambeth North and Elephant and Castle.

There are four possible outcomes:

1. Making a 'Good Service' connection & scoring:

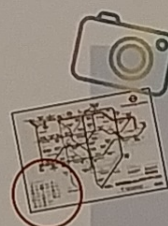
When placing Map Tiles on the Map Board, players are aiming to make connections. Look out for the Map Tiles that show either:

A Mainline Railway Station symbol (E.g. Paddington)

These are shown on both the Map Tiles and the Board. OR

A London Landmark symbol (E.g. Buckingham Palace)

These are placed on top of the matching location with the camera symbol on the Board.



A full key showing all the London Landmarks is in the bottom left-hand corner of the Map Board. For a fun extra game, try guessing their locations on the Map without checking the Map Tiles!

Continued overleaf...

To score you **MUST** connect a **SINGLE** Tube Line that matches the colour of one of the 'Good Service' Tokens showing on your turn (E.g Circle Line) between two Mainline Railway Stations OR two London Landmarks, with no changes.
Examples:



The yellow and red 'Good Service' Tokens have been picked from the bag on this turn.

Image 1 is a valid connection between two Mainline Railway Stations. In this example, the Aldgate Tile has been added to the Map Board to connect Fenchurch Street Station tile and Liverpool Street Station tile, which were already on the Map Board, via the Circle Line.

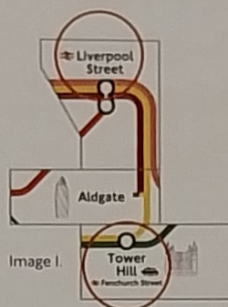


Image 2 is a valid connection between two London Landmarks. In this example, the Victoria Tile has been added to the Map Board to connect The Natural History Museum and the Houses of Parliament, which were already on the Map Board, via the Circle Line.



If a player makes a valid connection on their turn, they shout out "Connection" and choose one of their Tube Line Sign Scoring Tokens to turn over. Players should choose carefully, as **each Scoring Token is linked to an Action** that can change the course of the game but, an **Action can only be used once**. See **ACTIONS LIST** at the bottom of this page. They do not take another Map Tile from the box. A player can only score once for each Map Tile placed even if more than one valid connection is made using that Map Tile. You can use this section as a handy hint while playing.

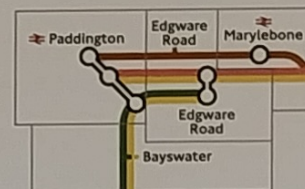
2. Making a connection on a delayed line:

To be able to place a Map Tile on the Map Board it must show a Tube Line that matches one or both of the 'Good Service' Tokens for that turn (unless it is one of the Jokers). By doing so, it is **possible to make a connection on a line that does not match the current 'Good Service' Tokens**. **Players do not score for these connections** so do not turn over one of their Tube Line Sign Tokens, but they can now **lay another Map Tile that matches the current 'Good Service' Tokens**. Note: if a new Map Tile cannot be played then they pick up two new Map Tiles from the box instead.

Example:

The Edgware Road Tile can be placed because it includes the yellow Circle Line. It makes a connection between Paddington and Marylebone Mainline Railway Stations via the Bakerloo Line. The player does not score for this turn because the Bakerloo Line does not have 'Good Service', but they are allowed to place a second Map Tile in this turn instead.

The yellow and red 'Good Service' Tokens have been picked from the bag on this turn



3. No connection made:

If a player does not make a connection on their turn, **they do not turn over a Tube Line Sign Scoring Token**. They **pick up a new Map Tile** from the box and add it to their collection ready for their next turn.

4. Cannot lay a tile:

If a player **cannot lay a Map Tile** on their turn because they cannot match the 'Good Service' Tokens, they pick up two new Map Tiles from the box and wait for their next turn.

PLAY CONTINUES:

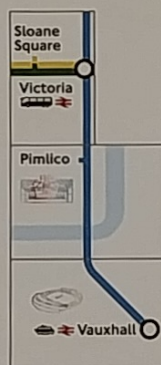
The player to the left then takes their turn in the same way. The next player takes two new 'Good Service' Tokens from the bag to begin their turn.

END OF THE GAME:

To win the game a player must have turned over all four of their Tube Line Sign Tokens and then win their matching 'Good Service' token back from the bag. A player needs to draw their colour Underground Sign from the bag as one of the 'Good Service' Tokens on their turn and make any valid 'Good Service' connection. The first player to complete their Tube Line Sign by winning their matching colour 'Good Service' Token back from the bag wins immediately.

Example:

Player 1 has almost completed their Tube Line Sign, as they have made 4 'Good Service' connections and turned over their 4 Tube Line Sign Tokens. They have drawn the yellow and blue 'Good Service' Tokens on their turn. They need to make a 'Good Service' connection on either the yellow Circle Line or the Blue Victoria Line to complete their Tube Line Sign. They are able to play the Pimlico Tile to make a 'Good Service' connection between Victoria and Vauxhall Mainline Stations to win the game!



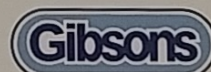
If the last Map Tile is drawn from the box before anyone has completed their Tube Line Sign then play continues as normal. The next player needing to draw a Map Tile from the box triggers a re-draw: All players put their Map Tiles, face down, back in the box. The Map Tiles are mixed up and all players re-draw the same number of Map Tiles from the box as they had before the re-draw and play continues until there is a winner.

ACTIONS LIST:

The numbers on the Tube Line Sign Scoring Tokens link to different Actions. When you make a valid 'Good Service' connection you can choose an Action showing in front of you to:

- 5** **Change Here:** Take 3 Map Tiles from the box and choose 1 to keep. Put the others back.
- 4** **Unexpected Delays:** Choose a player to miss their next turn.
- 3** **Wrong Line:** Choose another player and swap 2 Map Tiles of your choice with them.
- 2** **All Aboard:** Play another Map Tile immediately, using the same 'Good Service' tokens.

You can **only use each ACTION once** so choose wisely. Once an action has been used, turn it over.



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