

Subway Royale II

Intro

Welcome to Subway Royale, a real-life board game battle for control of New York's greatest landmarks. In this free-for-all struggle, teams of 2-3 compete to capture and recapture notable places by scoring the highest on each landmark's challenge. Every challenge is a unique minigame, like a cross between Amazing Race and Mario Party. At the end of the game, the team with the most points is crowned Subway Royale Champion!

Game Time: 4 hours, including breaks (which you get points for taking!)

Equipment: Phones, A few sheets of paper, pen or pencil

Rules

Players form teams of 2-3 and meet up at the start location ([Birch Coffee](#)). All players on all teams join [the Discord](#) for updating captures and rules clarifications. Teams have 4 hours to capture as many landmarks as possible by completing each landmark's unique challenge. Control of each landmark is worth one victory point.

Challenges

Challenges are detailed on the map list and on this [spreadsheet](#). You may attempt a challenge once you are within view of the challenge's landmark. You should do the challenge near the challenge location unless otherwise noted (e.g., to gather supplies). If you want to reattempt a challenge, you must return to its landmark before attempting it again. The number of players that can participate simultaneously in a challenge is marked in their description.

Attempt a challenge by performing the challenge described in the sheet. The first team to attempt a challenge automatically captures the landmark if they achieve any score on the challenge (though must still actually do the challenge to completion.) You must take a video of yourself completing the challenge. Whenever you capture a landmark, post your score, the name of the landmark, and your video in the Discord. Subsequently, any other team can capture the landmark by exceeding the score of the team that currently controls it. If there is a tie, the original owner retains control.

In general, challenges may be attempted multiple times. However, some challenges require hiding information from one player. A player who has seen hidden information (e.g. quiz answers) cannot later complete the guessing side of the challenge.

Many challenges use percent error for scoring. Percent error is calculated as:

1 - prediction / actual (if prediction < actual)
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This game is played on the honor system. You are encouraged to find creative ways to succeed at challenges, so long as your solutions are sportsmanlike, but do not cheat. Challenges are diverse and conducted in the real world and nobody will be around to check that you are playing according to the spirit and the letter of the rules. If you are unsure whether your interpretation of the rules is likely to cause offense to players, check in the group chat first.

Scoring

Teams receive one victory point per landmark controlled at the end of the game. Additionally, players receive 1 bonus point for each of the following feats:

- ☐ Take a 15 minute meal break without doing any challenges or moving significant distance.
- ☐ Drink 1 alcoholic drink per person (distributed as you please). You must partake no less than 30 minutes before the end of the game.
- ☐ Consume 5mg THC per person (distributed as you please). You must partake no less than 60 minutes before the end of the game.
- ☐ Drink a coffee. Stay in the coffee shop at least 10 minutes without doing any challenges.
- ☐ Ride a subway at least 3 stops
- ☐ Ride a bus at least 3 stops
- ☐ Ride any public transit that arrived at least 5 minutes late
- ☐ Arrive back at the start location within 15 minutes of the end of the game

Acknowledgements

This game is inspired by [Jetlag: The Game](#) but is designed to be fun to play instead of fun to watch.