

Metrophile

of players: 45. Three teams of 15

Duration: The length of a subway trip from Brooklyn Bridge/City hall to Grand Central (and back again for another game).

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Have some fun on the subway! Use the NYC subway as a playing field and take the train! You don't have to stare at the ads anymore; you'll be too busy planing your next move. The length of the train is now your game board. Captured subway cars are worth more in the middle of the train. A subway car is captured by your team if, when it leaves the station, you can manage to have more members from your team in the car than any other team. Every station along the line is a chance to adjust your team's position and capture more points. Step onto the platform, look out for your opponents and make your move, but don't take too long; the doors stay open for about 7 seconds!

The object of metrophile is for you and your team members to "take" or capture individual cars on the uptown #6 subway line. A car is captured when your team has the majority of players present in the car when the train leaves each station. Captured cars are worth more points in the middle of the train, so plan your moves accordingly.

The Rules

HOW TO PLAY METROPHILE:

- Play begins at City Hall-Brooklyn Bridge Station on the Uptown track.
- Game play begins as soon as the doors close at City Hall-Brooklyn Bridge.
- When the train stops and the doors open enter and "capture" as many subway cars as possible for your team.
- A team captures or wins a car when they have the most team members present inside of the car. No ties! Your team must have more members present to win the car.
- After the doors close and the train leaves the station, individual players check-in with the car's referee to be counted as present for their team.
- Every time the train stops and the doors open at a new station, players are allowed to switch cars.

- Play continues until the train reaches the last designated stop: 68th St Hunter College Station.

ADVICE AND RULES FOR SUCCESSFUL METROPHILING:

- BE COUNTED! Team members must check-in with referees to be counted as present.
- NO TIES! A team wins a car if and only if they have more players present in the car than any of the other teams.
- DO NOT HOLD THE DOORS! Holding or prying open the subway car doors will get you disqualified.
- STAY PUT! Moving in between cars while the subway train is moving will get you disqualified.
- BE GOOD! Violating any MTA rules of conduct will get you disqualified.
- DO NOT GET HURT! Be safe and DON'T RUN (you don't need to run to play the game effectively).
- DO NOT GET LEFT BEHIND! It is your responsibility to be on a subway car before the conductor closes the doors. If you are left behind, then your team will continue to play with one less player. The subway doors are typically open for about 7 seconds, but sometimes as long as 14 seconds. It is considered risky to try to move 2 cars in one stop.
- BUT IF YOU ARE LEFT BEHIND... then take the next train to the last designated stop (68th Street Hunter College Station) and meet your team in the middle of the platform.
- DO NOT BE A NUISANCE! Metrophilers rely on the kindness and good humor of NYC subway conductors. If the conductor becomes irritated, we'll have to sacrifice finishing the game.

What to bring:

- \$2 for a metro card.
- Your own metro card if you already have one.

What NOT to bring:

- A backpack
- Large packages
- Rude behavior