By reduction from QTG. Given an instance of QTG, construct a network congestion game:

- Network is lower left triangle of $n \times n$ grid.
- Source and sink nodes of $i$:
  - $s_i$ is the $i^{th}$ node in the first column
  - $t_i$ is the $i^{th}$ node in the last row.

In addition add threshold edges $(s_i, t_i)$.

Design latency functions as follows:

- Fix a large integer $D > \sum w_{ij}$
- Threshold edge gets delay $D \cdot (i-1) + T_i$
- Column edges are free
- Row edges have delay $D e$

Delay functions on nodes:

- Node in column $i$ and row $j$ gets delay function of $r_{ij}$ from QTG.

- Now the threshold edge corresponds to $S_i^{\text{ext}}$
  and row-column path corresponds to $S_i^{\text{int}}$

- All other strategies are dominated.

$\Rightarrow$ NE in both games coincide.