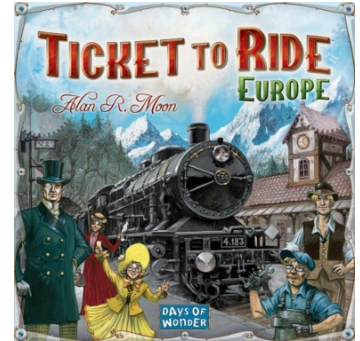


Players' leaflets for Ticket to Ride Europe

Don't print this page.

The next is a setting-up reminder, then come the player-leaflets.



Printing

They're created at A5 size, which is half of A4.



*If you have any comments, suggested tweaks, corrections
or criticisms, please contact me ▶*

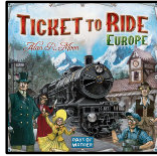
And I have some more leaflets here ▶

FunGames4CasualPlayers.com



Ticket to Ride ... setting up

... Europe



Setting up the travellers

Coloured carriages

Each traveller gets 45... of their colour.
(It's worth checking that all have the same number.)

These **carriages** will identify the routes for which travellers have acquired **tickets to ride**.

They also get three stations.

They place their score marker on the zero space.

Blue-backed train cards

These are used during games. They get clumped into small batches, so shuffle well.

Each player starts with four train cards - unseen by others.

The remainder go face down into the draw pack.

Turn the top five face up into a row, from which train cards may be drawn during the game.

Destination tickets

Shuffle the six blue cards and the forty brown destination cards **separately**.

Give one blue (long route) card to each traveller (*undealt cards go back in the box*).

Give three short route tickets to each traveller, and place the rest face down.

Before play begins, each must choose at least two of these four tickets to keep.

Unwanted tickets go back in the box. **Later** unwanted ones go the bottom of the pile.

Destination tickets are not revealed until the game ends, when they are used for scoring.

Once chosen, tickets cannot be set aside.

European Express

Place this card on display. It is given to the winner of the bonus at game-end.



Remind travellers before they begin

Carriages

These are used to show which traveller has bought a **ticket to ride** on the section of track upon which they are laid.

They do **not** have to be the same colour as the marker spaces on the board.

Board spaces indicate what kinds of **train card** must be laid to buy a ride upon them.

Scoring

Much takes place as the game proceeds, when travellers acquire tickets to ride, and lay their carriages down on the board.

Further points come at the end of the game, gleaned from destinations reached, and more - as described in the rules leaflet.

How do carriages score?

There is a guide printed on the board, and a summary card that's put on display for all to refer to.

Destination tickets and European Express Bonus

These score at the end of the game.

If a traveller completes a journey, they keep quiet about it until the end.

The **European Express** bonus is for the longest continuous run of carriages one colour. Piggy back rides on someone else's coloured carriages is **not** continuous.

**Rules,
and what to do each turn
are covered in the player leaflets.**

Destination tickets – routes across Europe

At your turn, you may take **three** tickets - keeping **at least** one.
Unwanted go to the bottom of the deck.
Chosen tickets cannot be discarded.



No matter how circuitous the route, points come from completed journeys at endgame.
There's no need to disclose that a goal has been achieved.

Unmade journeys **lose** their points' value at end-game!

Long journeys

- Lisbon ~ Danzig
- Edinburgh ~ Athina
- Kobenhavn ~ Erzurum
- Brest ~ Petrograd
- Cadiz ~ Stockholm
- Palermo ~ Moskva

Stations

Travellers may build a station **anywhere** there isn't one.

The first station they build costs one **train card** of their choice.

For the second, it's two identical cards: three for the third station. (*Engines can be used.*)

Station owners can jump onto **another** traveller's carriages that touch that station.

They can take **only one** such "piggy back" route into or out of their station.

▶ ▶ Their own carriages do **not** have to be touching the station for them to use it.

Stations and cities never **block** journeys.

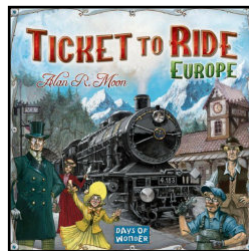
Each **unbuilt** station is worth 4 points at the end.

When does the game end?

When a traveller has **two or less** carriages at the end of their turn, everyone has one more turn: **including** that traveller.

Then finish and score ...

- **destinations** achieved (*less penalties for those not completed*)
- **European Express** bonus
- unbuilt **stations**



Ticket to Ride (Europe)

Points accumulate along the way, and more are worked out at the end.



Most points wins.

Points come **during** play from

▶ running carriages of your colour between **adjacent** stations - getting a ticket to ride.

Points come at **endgame** by having ...

- ▶ tickets to ride between cities shown on **destination tickets**
- ▶ the longest **continuous** run of your carriages: **European Express** bonus (*10 points*)
- ▶ unbuilt **stations** in hand (*4 points each*)

For starters, travellers get ..

- 45 coloured carriages (*count them*)
- One of the six **long** route destination tickets
- Three of the forty **short** route tickets

At least **two** of these four tickets **must** be kept: any two.

Others go back into the box: not the draw-pile.

- Four train cards (*page 2*)



Each turn – do one of these

- A - Draw two train cards (*page 2*)
- B - Claim a route between adjacent cities (*page 3*)
- C - Draw 3 destination tickets (*page 4*) and retain at least one
- D - Buy and build a city's station (*page 4*)



Train cards

Train cards are used to claim your **Ticket to Ride** between cities.

They show carriages and trucks.

There are eight different cards, each with a distinctive colour. (Twelve of each.)



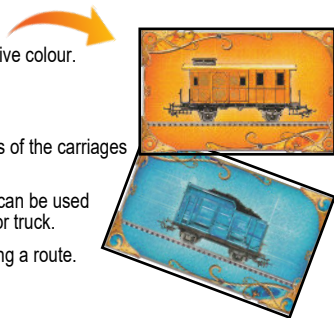
Engines.

Showing all eight colours of the carriages & trucks.

They're wild cards, and can be used instead of any carriage or truck.

Travellers can use as many they wish when claiming a route.

(Fourteen of them.)



Drawing train cards during a turn

There are five train cards on display ... and an unseen pack.

- ▶ Draw two cards from either, or one from each: in any order.
- ▶ **Immediately** a face-up card is removed, it is replaced from the pack.

There is no limit to the number of cards permitted in hand.

Take Note

Major reservation

Taking an engine from the face-up five as one's first card means that a second card cannot be taken that turn. A displayed engine cannot be taken as one's second card.

Taking an engine (unseen) from the pack, does not stop another card being taken from the pack or a non-engine from those face-up.

Three engines

If three engines appear on display, all displayed cards are immediately discarded, and five new ones are laid out.

If the deck is used up, shuffle the discard pile into a new deck.

Claiming a route - and a ticket to ride between cities

Markers on the board between cities represent train-cards. The colours show what colour train cards must be played to claim a ticket to ride (engines are wildcards.)

The board markers do not show what colour the travellers' carriages must be.

Grey routes can be train-cards of any colour. Only one colour may be used within that route (engines are wildcards).

Tunnels

Tunnels have dark edges & 'bumps'.
The required train-cards are inset in little coloured boxes.

To claim a tunnel, first lay down the cards needed.

Then the top three of the pack are laid out.

For each card matching the colour of cards laid to travel through the tunnel (engines count as one of that colour), the claimant must lay down another of that colour (or an engine).

If they can't, or choose not to, they take back their cards, and their turn ends.

Revealed cards go back to the discard.

Ferries

Water crossings are by ferry.

Being grey, they can be claimed with train-cards of any colour. Where an engine is shown, that space must be occupied by an engine.

Double routes

Some cities are linked by double routes. Travellers can claim only one of them - not both.

Routes that are only partly doubled count as single routes.

Only one of the routes may be used in 2/3 player games.

Tickets to ride score immediately

Once carriages are placed between adjacent cities, the traveller has acquired a ticket to ride between them, and the score is taken. Partway journeys are not permitted.

The number of carriages determines the score.

A reminder guide is printed on the board.

