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v1.2

Jun 2011

Game: **TICKET TO RIDE: EUROPE**

Publisher: **Days of Wonder (2005)**

Page 1: **Rules summary**



Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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TICKET TO RIDE

THE TRAIN ADVENTURE CONTINUES! EUROPE

Setup

Each player takes a set of **45 Train Cars**, a matching set of **3 Train Stations** and a matching **Scoring Marker**. Scoring markers go on the Start space of the track around the board.

Shuffle the **Train cards** and deal 4 cards to each player. Place the deck by the board and turn 5 cards faceup, laying them out in a row.

Place the **European Express Bonus card** and the **Summary card** faceup next to the board.

Separate the 6 long routes (blue backgrounds) from the **Destination Tickets**. Shuffle the long routes, deal 1 to each player and put the remainder in the box unseen.

Shuffle the regular **Destination Tickets**, deal 3 to each player and place the remainder in a facedown deck.

Each player must keep at least 2 of their tickets, but may keep all 4 if they so choose. Any returned cards are placed back in the box unseen.

The player who has visited the most European countries goes first. Play proceeds clockwise.

Order of Play

On his turn a player must perform **one** only of the following actions:

Draw Train Cards

Draw 2 Train cards. You may take any of the faceup cards or draw from the deck.

Only 1 Locomotive card can be drawn during a turn.

If you draw a faceup card, you immediately turn a replacement card faceup from the deck. You then draw a second card from the faceup cards or the deck.

Claim a Route

Claim a route by playing a set of **Train cards** matching the colour and quantity of the route spaces and then placing one train on each space of the route.

Discard the cards and record the appropriate score for that route's length by moving the Scoring Marker.

Draw Destination Tickets

Draw 3 **Destination Tickets** from the top of the Tickets deck. You must keep at least 1. Returned cards go to the bottom of the deck.

Build a Train Station

Build a **Station** in any city that does not have one.

A player's first Station costs 1 Train card of any color; his second costs 2 cards of the same color; his third 3 cards of the same color.

Drawing Train Cards

The colours of Train cards match the routes between cities on the board. A player may have any number of Train cards in his hand at any time. When the deck is exhausted, reshuffle the discards to form a new deck.

Locomotives

Locomotives are multi-coloured and act as wild cards that can be part of any set when claiming a route. They are also vital to claiming Ferry routes.

If a player selects a faceup Locomotive card, it is the only card he may pick this turn.

If a Locomotive is turned over as a replacement for a first card drawn during the turn, or if a Locomotive is available faceup but not picked up as the first (and only) card, it cannot be selected as a second card.

If at any time, 3 of the faceup cards are Locomotives, all 5 cards are immediately discarded and 5 new ones drawn to replace them.

Claiming Routes

A player may claim any route on the board, but only one route per turn. A route must be claimed in its entirety during a single turn.

Gray Routes

Gray coloured routes can be claimed using a set of cards of any one colour.

Double Routes

Some cities are connected by **Double Routes** (two tracks parallel along the entire route). One player cannot claim both routes. **In 2 or 3 player games, only one of the Double Routes can be used.**

Ferries

To claim a Ferry route, you must play a Locomotive card for each Locomotive symbol on the route, and the usual set of cards of the proper color for the remaining spaces.

Tunnels

When attempting to claim a Tunnel route, a player first lays down the number of cards required by the route's length. Then turn the top 3 cards from the Train deck.

For each card revealed that matches the color used to claim the route (including Locomotives), an additional card of the same color (or a Locomotive) must be played to successfully claim the tunnel route.

If a player does not have enough additional matching cards, or does not wish to play them, he takes all his cards back and his turn ends. The 3 cards revealed for the tunnel are discarded.

Any Locomotive card drawn automatically matches the color of the cards played on the route, and forces the player to add a card of matching color, or a Locomotive.

If a player attempts a tunnel by playing only Locomotive cards, he will only have to play additional Locomotives if they show up among the 3 cards drawn for the tunnel.

Drawing Destination Tickets

Destination Tickets are kept secret until the end of the game and final scoring. A player may have any number of Tickets at any time.

If there are fewer than 3 Tickets left, the player draws only what is available.

Once kept, Tickets must be kept until the end of the game and cannot be discarded during a later Ticket draw.

A Ticket is successfully completed if the player creates a continuous path of his trains between the 2 cities named on the Ticket.

Building Train Stations

A **Train Station** allows its owner to use one, and only one, route belonging to another player, into or out of that city to help him connect the cities on his Tickets.

2 players may never build a Station in the same city. Only one can be built by a player per turn, and only 3 per player for the whole game.

If a player uses the same Station to help connect cities on the paths of several Tickets, he must use the same route into or out of the city with the Station for all Tickets.

Which route does not have to be decided until the end of the game.

Game End and Scoring

When one player's stock of Trains is down to 2 or less at the end of his turn, each player, including that player, gets one final turn.

The game then ends and final scores are calculated.

Reveal Destination Tickets. The value of successfully completed Tickets is *added* to a player's score and the value of incomplete Tickets is *subtracted* from his score.

Add 4 points for each unplayed Station a player has.

Add 10 bonus points to the player who has the Longest Continuous Path of routes (the European Express bonus). A given Train can never be used twice in the same continuous path. Stations, and the opponents' routes they provide access to, do not count. If several players are tied they each receive the bonus.

The player with the most points wins. If a tie, the player who completed the most Destination Tickets wins. If still tied, the player who used the least number of Stations wins. If still tied, the player with the European Express bonus card wins.