

Alan R. Moon

# TICKET TO RIDE

## POLAND



From the Baltic Sea to the Tatra Mountains, Poland offers wide open vistas just waiting to be discovered. Take in the fresh sea breeze on the Gulf of Gdansk, or maybe you prefer the charming mountain trails around Zakopane! Ticket to Ride: Poland takes you on a unique journey into a rich past as you play the role of a railway magnate from the 1950s. Contribute to the development of the railroad network not only in Poland, but also with its neighboring countries.

This rules leaflet describes the game play changes specific to the Poland Map and assumes that you are familiar with the rules first introduced in the original Ticket to Ride. This expansion is designed for 2-4 players.

To play with this expansion, you need 35 Trains (instead of the usual 45) per player, the matching Scoring Markers and the Train Car cards taken from Ticket to Ride or Ticket to Ride Europe, along with the 20 Country cards and the 35 Destination Ticket cards that are new to this map.

## Set Up

- ◆ Sort the Country cards by country and stack them face up close to the board, next to the location of the matching country. Make sure these cards are arranged in order, with the highest value card on top.
- ◆ Deal 4 Destination Ticket cards to each player. Each player must keep at least 2. Shuffle the discarded Ticket cards together and put them under the deck.

## Special Rules

On your turn, you must perform one (and only one) of the following three actions:

### Draw Train Car Cards

The card draw action follows the exact same rules as the base game.

### Claim a Route

The Double Routes follow the usual rules: in two- and three-player games, only one track of these Routes can be used. Once a player has claimed one of these, the other track of that Route is locked and unavailable to other play-

ers. In four-player games, both tracks are available but the same player cannot claim both.

On this map there are new Special Routes that connect Poland to surrounding countries. All the tracks of those Routes are available for players to claim regardless of the player count. However, the same player cannot claim more than one track per Route.

After you claim a Route, you record the points as usual. If you reached a neighboring country, you must check if you qualify for a bonus. At that moment, if the rail network you expanded includes the country you just reached and at least one other country, take the top card of each country (if available) which is part of **the newly formed country network** and place them face up in front of you. You may eventually end up with more than one card for the same country. If a stack for a given country runs out, you get nothing for that country.

We recommend that you announce aloud which Country cards you are taking so that the other players can check that you actually qualify for them and so that they realize that the stacks are getting thinner.

### Draw Destination Tickets

The player draws 3 Destination Tickets from the top of the deck. He must keep at least one of them, but he may keep two or all three if he chooses. Any returned cards are placed on the bottom of the deck.



### Example 1



If you are the first player to connect Russia to Germany, you get to pick the 7 points card of both countries.



Later, another player connects Germany to Czech Republic and picks the 4 points card from Germany and the 10 points card from Czech Republic.



Finally, you get to expand your network to Belarus, thus connecting this country to Russia **and** Germany. You pick the 3 points card from Germany, the 4 points card from Russia and the 6 points card from Belarus.



If a third player finally reaches Germany, they get no bonus card for that country as the stack is depleted.

At some point in the game, you connected Russia to Belarus and Ukraine to Slovakia with two separate networks, thus getting a card for each of those 4 countries.

When you claim Routes which connect those two networks together, you don't get any Country card (no new country in the expanded network).

But, if at a later point you also expand this network to Czech Republic and there are still available cards in the stacks, you get to pick the top card of all 5 countries! Nice move!



### Example 2

## End of Game bonus

Players tally up all the Country cards they earned and add the total to their score at the end of the game.

The player with the most points wins the game. In case of a tie, the tied player who completed the most Destination Ticket cards wins. If players are still tied, the player among them who scored the most points in completed Destination Ticket cards wins. Players still tied after those checks happily share the victory.

A true trainmaster will notice that the design of Ticket to Ride: Poland refers to the 1950s, but the board shows contemporary borders of Poland and neighboring countries. We decided on this combination to place players in the climate of the railways of the last century and at the same time keep the map current.

Thanks to this, the game does not lose educational value, and can be an extremely interesting geography lesson!

**CREDITS**  
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### Play Testing

Thank you to everyone who contributed: Janet E. Moon, Bobby West, Martha Garcia-Murillo & Ian MacInnes, Emilee Lawson Hatch & Ryan Hatch, Alicia Zaret & Jonathan Yost, Tamara Lloyd, Casey Johnson, Lydie Tudal.

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