DAYS OF WONDER

Alan R. Moon

TICKET TO RIDE® EUROPE

The steady rhythm of the train echoes through grand stations and open countrysides, capturing the wonder of travel across early 20th century Europe.

Ticket to Ride® Europe is a cross-continental train adventure game. Players compete to connect different cities by claiming railway routes across mountains and seas on the colorful map.



8+ 2-5 30-60'

asmodee®

Components

- 1 rules booklet
- 1 game board (a map of European train routes)
- Plastic trains in 5 colors (a few extra in each color are included, so make sure that you start each game with 45 trains per player)



- 15 plastic stations (3 of each train color)



- 5 scoring markers (1 of each train color)



- 1 longest path bonus card



- 46 tickets
  - 40 regular tickets (blue background)
  - 6 long tickets (green background)



- 110 train cards: 12 each in the 8 colors of the routes on the board (purple, red, orange, yellow, green, blue, white, black) and 14 locomotives that are wild cards





Setting up the Game

1. Place the board in the center of the table.
2. Each player takes a set of 45 plastic trains along with the matching set of 3 stations and scoring marker.
3. Each player places their scoring marker on the 0 spot of the scoring track running around the edge of the board (1). Throughout the game, each time a player scores points, they will advance their marker accordingly.
4. Shuffle the train cards and deal a starting hand of 4 cards to each player (2).
5. Place the remaining deck of train cards near the board and turn the top 5 cards from the deck face up. If at least 3 of the 5 face up cards are locomotives, all 5 cards are immediately discarded in a face up pile and 5 new ones are turned face up to replace them (3).
6. Place the longest path bonus card face up next to the board (4).
7. Take the tickets and separate the long tickets (the 6 cards with a green background) from the regular ones (blue background). Shuffle the long tickets and randomly deal 1 to each player (5). Put the remaining long tickets back in the game box without looking at them.
8. Shuffle the regular tickets and deal 3 to each player (6). Place the remainder in a draw pile face down, next to the board.
9. Each player secretly looks at their 4 tickets and decides which ones they wish to keep. You must keep at least 2, but may keep more if you choose. Put any tickets you wish to discard back in the game box without letting anyone see them. The discarded tickets may be either long or regular tickets. The kept tickets remain secret until the end of the game.

You are now ready to begin.

Object of the Game

The object of the game is to score the highest number of points.

You score points:

- by claiming a route between 2 adjacent cities on the map
- by successfully completing the tickets you kept
- by creating the longest continuous path of routes
- for each unused station at the end of the game

Warning: You lose points by failing to complete tickets you kept.

Completing a ticket



To complete a ticket, you need to link both cities named on that ticket with a continuous path of plastic trains in your color.

The Game Turn

Determine the first player by a method of your choosing. Play then proceeds clockwise around the table, each player taking **1 turn** at a time until the game ends. On your turn, you must perform **1 (and only 1)** of the following 4 actions:

1. Draw train cards

2. Claim 1 route

3. Draw tickets

4. Build 1 station

1. Draw Train Cards

You can use your turn to draw train cards. If you do, you may draw 2 of them. Either of these cards can be drawn from the 5 face up cards next to the board or from the top of the deck (a blind draw). After drawing a face up card, immediately replace it with a new card taken from the top of the train deck.

If, at any time, 3 of the 5 face up train cards are locomotives, all 5 cards are immediately discarded and 5 new cards are turned face up to replace them.

You may have any number of cards in your hand at any time. When the train deck is exhausted, all discarded train cards are reshuffled into a new deck. The cards should be shuffled thoroughly, since most of the cards will have been discarded in sets.

In the unlikely event that there are no cards left to draw and there is no discard pile, you cannot take the "draw train cards" action. Instead you may only take the "claim 1 route", "draw tickets", or "build 1 station" actions.

Locomotives



Locomotives are multi-colored and are wild cards that can be part of any color set when claiming a route. Locomotives are also required to claim ferry routes (*see Ferries*).

If you want to draw a face up locomotive, **it must be the first** train card you draw this turn and you **cannot then draw a second** card.

Note: If you are lucky enough to get a locomotive from the top of the deck in a blind draw, it counts as a single card and you may still draw a total of 2 cards that turn.

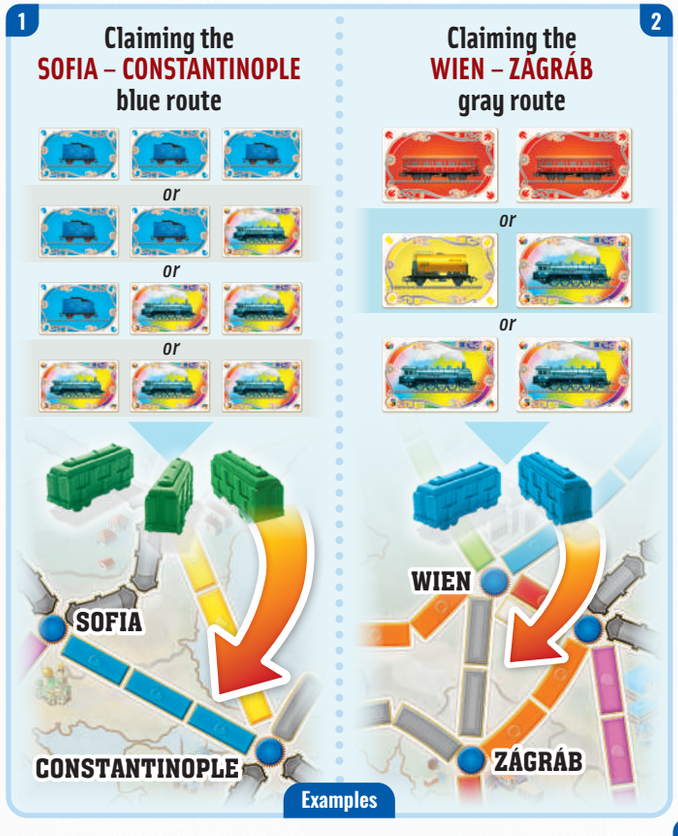
2. Claim 1 Route

You can use your turn to claim 1 route. A route is a set of continuous colored spaces (in some instances, gray spaces) between 2 **adjacent** cities on the map.

To claim a route, play as many train cards as the number of spaces in the route. The set of cards played must match the color of the route (see Example 1). Place 1 of your plastic trains on each of these spaces and discard the cards you used to claim the route. Then record the points it was worth by moving your scoring marker on the scoring track according to the table (on the board and on page 6).

Notes:

- *Gray routes can be claimed playing a set of cards of **any 1 color** (see Example 2)*
- *You may only **claim 1 route** on your turn*
- *You may claim any open route on the board; it does not have to connect to any of your other claimed routes*
- *You must claim the **entire route** in a single turn*



Some cities are connected by double-routes (2 routes of the same length between the same cities). The same player cannot claim both of these routes.

Note: In 2 player or 3 player games, only 1 of the double-routes can be claimed. A player can claim either of the 2 routes, but the second route is then closed; no player can claim this second route.



Ferries

Ferries are special gray routes linking 2 adjacent cities across a body of water. They are easily identified by the locomotive icons featured on at least 1 of the spaces making the route.

To claim a ferry route, you must play a locomotive for each locomotive icon on the route, and the usual set of cards of any 1 color for the remaining spaces of that ferry route.

Note: Just like for any route, additional locomotives can be used to replace cards of that set. The locomotive icon simply indicates the minimum number of locomotives needed.

3 **Claiming a ferry route**

Claiming the ferry route from ROMA to PALERMO requires 1 locomotive and 3 train cards of any 1 color.



Tunnels



Tunnels are special routes that are easily identified by the special tunnel marks and outlines surrounding each of their spaces.

When attempting to claim a tunnel route, first indicate which one you are trying for and place the number of cards required by the length of the route face up in front of you. Then turn the top 3 cards of the train deck face up, regardless of the length of the tunnel route. For each card revealed whose color matches the color of the cards played to claim the tunnel route, you must play an additional card of the same color from your hand (or use a locomotive). Only then can you successfully claim the tunnel route.

If you do not have enough additional train cards of the matching color (or do not wish to play them), you may take all your cards back in your hand, and your turn ends.

At the end of the turn, discard the 3 train cards revealed for the tunnel.

Remember that locomotives are multi-colored wild cards. As such, any locomotive drawn from the top of the train deck during an attempt to claim a tunnel will automatically match the color of the train cards played for the route, and force you to play an additional card.

4A **Claiming a tunnel route**

You play 2 green cards.



Revealed cards



None of the 3 revealed cards is green nor a locomotive. You do not need to play extra cards to claim the route.

4B **Claiming a tunnel route**

You play 2 green cards.



Revealed cards



1 of the 3 revealed cards is a locomotive and another one is green.

You need to play 2 extra cards to claim the route.



4C **Claiming a tunnel route**

You play 2 locomotives.



Revealed cards



1 of the 3 revealed cards is a locomotive and another is green.

You need to play an extra locomotive to claim the route.



If you attempt to claim a tunnel route exclusively using locomotives, you will only have to play additional cards (which must be locomotives) if locomotives show up among the 3 cards drawn for the tunnel.

If there are not enough cards available in the deck and discard pile to reveal 3 cards and determine the effect of the tunnel, then only those cards that are available are revealed. If there are none to be revealed, a tunnel can be claimed without risking additional cards.

3. Draw Tickets

You can use your turn to draw more tickets. To do so, draw 3 tickets from the top of the ticket deck. If there are fewer than 3 tickets left in the deck, only draw the ones that are available.

You must keep at least 1 of the tickets you just drew. Any returned tickets are placed at the bottom of the ticket deck in any order you want.

Note: *You can only discard tickets you just drew, not tickets you already had in your hand.*

Keep your tickets secret from the other players until the end of the game. You may have any number of tickets during the game.

4. Build 1 Station



A station of your color allows you to use 1, and only 1, of the routes **belonging to another player**, into (or out of) that city to help you connect the cities on your tickets. You do not need to decide which route you will use until the end of the game.

Stations may be built on any unoccupied city, even if it currently has no claimed routes into it. 2 stations may never be built in the same city.

You may only build 1 station per turn, and up to 3 stations throughout the course of the game.

To build your first station, discard 1 train card from your hand and place a station of your color on the chosen city. To build your second station, discard a set of 2 train cards of any 1 color; and to build your third, a set of 3 train cards of any 1 color. As usual, any number of cards can be replaced by locomotives.

Game End

When any player's stock of plastic trains gets down to only 0,1, or 2 trains left at the end of their turn, each player, **including that player**, gets 1 final turn. The game then ends, and players calculate their final scores following this sequence:

1. Players should have already accounted for the points earned as they completed different routes. To make sure no mistakes were made, you may want to recount the points for each player's routes.



2. Players reveal all tickets they kept. At this point, each player chooses the routes to use for their built stations. Each station allows the player to use 1 (and only 1) route **belonging to an opponent** into that city **for the purpose of completing tickets**. Keep in mind that a station will not help you on a route that has not been claimed by any opponent.

Note: A station can help complete more than one ticket if the chosen route is used for all of them.

The value of successfully completed tickets is added to your total score. The value of any incomplete tickets is deducted from your total score (*see Example 5*).



3. Each player adds 4 points to their score for each of their unplayed stations.



4. The player who has the longest continuous path of plastic trains receives the bonus card and adds 10 points to their score. In the case of a tie for the longest path, all tied players score the 10 bonus points.

- When evaluating and comparing path lengths, only take into account continuous lines of plastic trains of the same color.
- A continuous path may include loops, and pass through the same city several times, but a given plastic train may never be counted twice in the same continuous path.
- Opponents' routes with stations may not be counted when computing the longest path.



The player with the most points wins the game.

If 2 or more players are tied for the most points, the player who has completed the most tickets wins. In the unlikely event that they are still tied, the player among them (if any) with the longest path card wins. Otherwise, those players share the victory.



5 Scoring Tickets Example





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Geographical Note: *We tried to accurately represent the political boundaries of Europe in the early 20th century and preserve the cities' common names in their local language at the time. For gameplay purposes, however, we were forced to slightly adjust the position of certain cities on the map.*

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