

Ticket to ride the world..

Basic Ticket to Ride (USA) rules apply, as well as rules for stations, ferries and tunnels (Europe).

There are 48 tickets divided in three draw decks (14 long routes for 17-19 points, 24 medium for 11-16 points and 10 short for 6-10 points). When a player draws 3 tickets, she must take one from each deck. If a deck is empty, she can draw from another deck of her choice.

To build, a loco can be replaced by three wagon cards of the same color (a “colored loco”)

For tunnels, the player states in advance the specific tunnel that she plans to build (countries to be linked and color) and shows the needed cards she plans to use. 3 wagon cards are dealt from the deck and depending of the result:

Cards shown by the player	Card dealt from the deck		
	Loco	Wagon card of the color of colored loco shown	Wagon card of the color of the tunnel
Only non-colored locos	+ one loco non-colored	-	-
Only locos	+ one loco	+ one loco	-
only wagons of the color of the tunnel	-	-	+ one wagon of the color of the tunnel (no loco)
Any other case	+ one loco or one wagon of the color of the tunnel (player’s choice)		

A polar route is build from 2 parts (counting as building a single route in a single turn) that go in and out of the same side of the map (top or bottom). Each is both a ferry and a tunnel. A polar route follows the tunnel rules but the player must show the minimum number of locos within the cards he plans to use to build the tunnel. Another player can build another polar route through an already explored pole using 2 free half-routes, but a single player cannot build more than one polar route per pole. It may be possible, exploring a pole, to complete a ticket with less wagon cars than the ticket value. If so, that « bonus » is well deserved by the explorators. A polar route never value more than 27 points even if it needs more than a total of 9 locos and wagons.

[As an option, replace this full paragraph by: the north and south poles are normal stations. Routes to and from poles are thus built independently in separate turns].

Blue/white ferries are to be built either with locos and blue wagon cards either with locos and white wagon cards. White and blue wagon cards cannot be mixed.

Ties are broken in the following order: 1) the less stations used, 2) around the world bonus, 3) most tickets completed bonus, 4) longest path and 5) points from tickets.

Rules depending from the number of players

Players	3	4	5	6	7
Recommended boardgame	Light	Light	Light/Dense	Dense	Dense
Wagon cars per player	55	55	50	45	40
Wagon cards dealt at start	4	5	5	6	6
Initial dealing of tickets	3 long 2 medium	2 long 2 medium	2 long 2 medium	2 long 1 medium	1 long 2 medium
Initial tickets to be kept	2 to 4	2 to 4	2 to 4	2 to 3	1 to 3
Drawing tickets during play	1 to 2 out of 3	1 to 3 out of 3	1 to 2 out of 3	1 to 2 out of 3	1 out of 3
Tickets discarded back to deck	No	No	Yes	Yes	Yes
Taking a loco is a full turn	No	Yes	Yes	Yes	No
Cards are swept out when 3 locos	No	No	Yes	Yes	Yes
Stations that can be used	0	1	1	2	3
Locos on standard routes	No	Yes	Yes	Yes	Yes
Colored locos (3 wagons)	No	No	Yes	Yes	Yes
Use of multiple routes	1 route	2 routes	2 routes	3 routes	3 routes
Longest path bonus	-	-	+10	+10	+10
Most tickets completed bonus	+15	+15	+15	+15	+15
Around the world bonus (1)	-	+30	+30	+30	+30
Dolar exploration bonus (2)	-	-	+30	+30	+30

(1) Looping route, leaving by a side of the map (right or left) and coming back by the other (without using a polar route).

(2) Connecting path including one north pole route and one south pole route.

If different players are tied for a bonus, they each receive the full bonus.

