



Welcome to Alan R. Moon's **Ticket to Ride – USA 1910**, the newest expansion for the best-selling board game classic, **Ticket to Ride®**.

This deceptively simple expansion will fundamentally alter your strategies and tactics; surprise even long-time veteran railroaders; and bring hundreds of hours of new fun to your family and friends. So hop on board and get ready to discover... a whole new ride!

THIS EXPANSION CONTAINS:

- ◆ 35 new Destination Tickets (with the 1910 logo in the upper right corner)
- ◆ A new 15 point *Globetrotter* bonus card for the Most Completed Tickets
- ◆ Large format reprints of all the cards from the original deck, including:
 - 30 standard Destination Tickets (grey background), including 4 whose value was revised downward
 - 4 Destination Tickets from the long out-of-print *Mystery Train* expansion that was originally released at the 2004 Essen Fair
 - 110 Train cards
 - 1 Longest Route Bonus card



There are three new ways to play *Ticket to Ride* with the USA 1910 expansion, in addition to using the original deck as described in the game's standard rules.

1910

Play as per the standard rules, using *only* the new tickets with the 1910 logo in the upper right corner instead of the standard ones. Replace the Longest Route Bonus card with the new *Globetrotter – Most Completed Tickets* bonus card.

THE MEGA GAME

Both bonus cards are in play. Shuffle all 69 tickets and deal 5 tickets to each player at game's start; keep at least 3 (and up to all 5 if you dare!). During the game, whenever you choose to draw tickets, draw 4 and keep at least 1. Discarded tickets always go back to the bottom of the tickets draw pile.

THE BIG CITIES

Use all tickets that feature at least one Big City (cities on tickets are printed in red). The Big Cities are Chicago, Dallas, Houston, Los Angeles, Miami, New York and Seattle. There are 35 such tickets, 15 from the original set and 20 new ones, including one from the *Mystery Train* expansion.



At game's start, shuffle the Big Cities tickets and deal 4 to each player; each must keep at least 2 (or more if they feel brave!). During the game, whenever you choose to draw tickets, draw 4 and keep at least 1. Discarded tickets always go back to the bottom of the tickets draw pile.