



Welcome to Ticket to Ride™ India Map - a challenging Ticket to Ride expansion set in 1911 colonial India.



This Rules booklet describes the game play changes specific to the Indian Map and assumes that you are familiar with the rules first introduced in the original Ticket to Ride.

INTRODUCTION

The map of India is designed specifically for 2 to 4 players. In 4 Player games only, players can use both tracks of the double-routes. In 2 and 3 Player games, once one of the tracks of a double-route is taken, the other one is no longer available.

This game is an expansion and requires that you use the following game parts from one of the previous versions of Ticket to Ride:

- A reserve of 45 Trains per player and matching Scoring Markers taken from any of the following:
 - Ticket to Ride
 - Ticket to Ride Europe
- 110 Train Car Cards taken from:
 - Ticket to Ride
 - Ticket to Ride Europe
 - USA 1910 expansion



DESTINATION TICKETS

This expansion includes 58 Destination Tickets.

At the start of the game, each player is dealt 4 Destination Tickets of which he must keep at least 2. During the game, if a player wishes to draw additional Destination Tickets, he draws 3 new Tickets, of which he must keep at least 1. Destination Tickets not kept, either at game's start or following a draw of new Destination Tickets in mid-game, are discarded to the bottom of Destination Tickets deck, as in a regular Ticket to Ride game.



FERRIES

Ferries are special gray routes linking two adjacent cities across a body of water. They are easily identified by the Locomotive icon(s) featured on at least one of the spaces making the route. To claim a Ferry route, a player 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 of that Ferry route.

END GAME BONUSES

A 10 point Indian Express bonus is awarded to the player(s) who have the Longest Continuous Path on the board.

Each player may also earn Grand Tour of India bonuses. Any Ticket whose 2 Destination Cities are linked via at least 2 distinct continuous paths of its owner's plastic trains qualifies for a Grand Tour bonus. These 2 paths may intersect, but cannot share trains.

1		5
2		10
3		20
4		30
5+		40

• MANDALA •

The size of a player's bonus varies depending on the number of his qualifying Tickets, as per the Mandala ("Circle" in Sanskrit) bonus table shown on the Map. A player's first and second qualifying Tickets are worth +5 points each, with the next three worth +10 each. Any qualifying Tickets beyond the fifth one earn no additional points (i.e. the largest bonus a player can receive for his Grand Tour tickets is 40 points). These bonuses are scored in addition to the points earned for completing the Tickets themselves, of course.

GAME PLAY HINTS

Reflecting a country that is both densely populated and colorful, the India map rewards players for claiming key routes early (to avoid being crowded out) and for being careful about which colors they draw.

The Grand Tour bonuses can be used opportunistically or as part of a dedicated strategy. Bear in mind that:

- ❁ The greater the number of qualifying Tickets, the larger the bonus at game end, regardless the length and point value of the individual Tickets
- ❁ The last route allowing you to complete a Grand Tour is the most likely to be blocked by an opponent. Try to make sure that you have alternatives for the last route or that it is difficult for your opponent(s) to build on (or both).



Welcome to Alan R. Moon's Ticket to Ride™ Swiss Map - a fun new addition to the award-winning line of Ticket to Ride games.



This Rules sheet describes the specific game play changes for the Swiss Map Expansion and assumes that you are familiar with the rules first introduced in the original Ticket to Ride.

This game is an expansion and requires that you use the following game parts from one of the previous versions of Ticket to Ride:

- **A reserve of 40 Trains per player, (instead of the usual 45) and matching Scoring Markers taken from one of the following:**
 - Ticket to Ride
 - Ticket to Ride Europe
- **110 Train Car Cards taken from:**
 - Ticket to Ride
 - Ticket to Ride Europe
 - USA 1910 expansion

INTRODUCTION

The Swiss map is designed specifically for 2 or 3 players. In 3 Player games, players can use both tracks of the double-routes. In 2 Player games, once one of the tracks of a double-route is taken, the other one is no longer available.

THE BOARD

On the Swiss board map, some of the routes no longer link cities to cities, but connect cities to Switzerland's neighboring countries instead. There are 3 routes leading from Switzerland to Austria, 4 to France, 5 to Italy and 5 to Germany. As in the original Ticket to Ride game, the player with the longest continuous path of routes at the end of the game receives a bonus of 10 points.

DESTINATION TICKETS

This expansion includes 46 Destination Tickets.

34 Destination Tickets connect city-to-city and play the same as previous versions of the game.

12 Destination Tickets connect either city-to-country or country-to-country. To complete a city-to-country ticket you must connect from the city name on the ticket to one of the countries listed on the ticket. To complete a country-to-country ticket you must connect from the primary country on the ticket to one of the other countries listed. The points earned at game's end are those of the highest scoring connection completed from among the possible country destinations marked on the ticket. If none of the possible connections was made, the points lost are those corresponding to the lowest value on the ticket.



At the start of the game, each player is dealt 5 Destination Tickets of which he must keep at least 2. During the game, if a player wishes to draw additional Destination tickets he draws 3 new Tickets, of which he must

keep at least 1. Destination Tickets rejected, either at game's start or following a draw of new Destination Tickets in mid-game, are not discarded as in other Ticket to Ride games. Instead, they are immediately removed from the draw pile for the rest of the game. As such, it is possible to run out of Destination Tickets entirely!

LOCOMOTIVE CARDS

The 14 traditional Locomotive "wild" cards are played differently.

Unlike the standard Locomotive cards in other versions of Ticket to Ride, Locomotive cards can be selected just like standard Train Car cards. Thus a player can pick 2 Locomotive cards during his turn. If 3 of the 5 face-up cards are Locomotive cards, all 5 face-up cards are immediately discarded and replaced by new cards.

Locomotive cards can only be played on Tunnel routes (see Tunnels below). Locomotive cards can complement or replace the colored cards required to claim a Tunnel route, but they can never be used to help claim a regular (non-Tunnel) route!

TUNNEL ROUTES

In the Swiss Map expansion, tunnels play just as they do in Ticket to Ride Europe where they were first introduced. Tunnels are special routes identified by the special black Tunnel markings that surround each of their spaces along the route. When attempting to claim a Tunnel route, a



player first lays down the number of cards required. Then the 3 top cards from the Train Car card draw pile are turned face-up. For each card revealed whose color matches the color used to claim the Tunnel (including locomotives), an additional card of the same color (or a locomotive) must be played to successfully claim the Tunnel. If the player does not have enough additional Train Car cards of matching color (or does not wish to play them), he may take all his cards back into his hand, and his turn ends. The three Train Car cards revealed for the Tunnel are discarded.

Be aware that with regard to Tunnels:

- ◆ Locomotives are multi-colored wild cards. As such, any Locomotive card drawn, forces the player to add a Train Car card (of matching color) or a Locomotive.
- ◆ If a player exclusively plays Locomotive cards to claim a tunnel route, only additional Locomotive cards drawn from the deck will be considered a match. This means you will not have to worry about a colored card of the Tunnel's color triggering a match! If Locomotive cards appear in the 3 cards drawn for the Tunnel, triggering a match, it can only be fulfilled by playing additional Locomotive cards from your hand.

