

Alan R. Moon

TICKET TO RIDE®

EUROPE



2-5



8+



30'-60'



From beneath the shadow of London's Big Ben to the towering arches of Rome's Colosseum, from the brilliant onion domes of Moscow to the delicate Eiffel Tower in Paris, Ticket to Ride Europe takes you on new train adventures through the great cities of turn-of-the-century Europe.

Will you brave a ride through the long Alpine tunnels or undertake an arctic ferry ride? Will you construct extravagant train stations across the old empires or attempt the fabled European Express? Your next move could seal your place as Europe's greatest train magnate!

Pack your luggage, hail the porter, and climb aboard!

DAYS OF
WONDER

Welcome to the Anniversary Edition of Ticket to Ride Europe.

This version celebrates years of thrilling train adventures for many families and friends around the world with an oversized version of the original. We took extra care to produce finely detailed train miniatures along with gorgeous new artwork and updated components to enhance your enjoyment. We are also excited to include absolutely all of the official Destination Ticket cards published to date and several variants included in the Europa 1912 expansion, to ensure the best experience possible. This Anniversary Edition of Ticket to Ride Europe is our way of thanking you for your unwavering support through the years.

Enjoy, and happy gaming!

Alan R. Moon and the Days of Wonder team

COMPONENTS

- ◆ 1 Board map of European train routes,
- ◆ Colored Train Cars: 45 each in Brown, Red, Purple, Gray and Blue (a few extra in each color are included, make sure that you actually start the game with 45 Train Cars each)



- ◆ 15 Colored Train Stations (3 each, matching the trains' colors)
- ◆ 5 Scoring Markers (1 each of the 5 trains' colors)



- ◆ 1 European Express Bonus Card



- ◆ 1 Big Cities Reference Card



- ◆ 110 Train Card cards

- ◆ 1 Rules booklet
- ◆ 1 Days of Wonder web code (located on back of Rules)

- ◆ 108 Destination Ticket cards



46 Tickets from base game



55 Tickets from Europa 1912



6 Tickets from Orient Express



1 Ticket from Ticket to Ride with Max



Regardless of where the cards originate from, you can tell the difference between the Regular Tickets and the Long Tickets by the color of the numbered box.



Regular Tickets



Long Tickets

Finally, some Regular Destination Ticket cards also feature the Big Cities logo. One or both of the cities featured on those cards are among the Big Cities of Europe: London, Berlin, Moskva, Paris, Wien, Madrid, Roma, Athens and Angora.



SETTING UP THE GAME

This setup is for the base game. Head over to the end of the rules to see the changes for the "Europe 1912", "Mega Europe" and "Big Cities of Europe" variants and for ways to include the Tickets from the Orient Express mini-expansion and Ticket to Ride with Max promo.

Place the board in the center of the table. Each player receives a set of 45 Colored Train Cars, a matching set of three Colored Train Stations and the corresponding Scoring Marker. Each player places their Scoring Marker on Start **1** on the Scoring Track running along the map's border. Throughout the game, each time a player scores points, they will advance their marker accordingly. Shuffle the Train Car cards and deal a starting hand of four cards to each player **2**.

Place the remaining deck of Train Car cards near the board, then turn the top five cards from the deck faceup **3**. If by doing so, three of the five faceup cards are Locomotive cards, all five cards are immediately discarded and five new ones are turned faceup to replace them.

Place the European Express Bonus card, faceup, next to the board, as a reminder to the players **4**.

Take all the Destination Tickets with the Europe logo and separate the 6 Long Tickets from the 40 Regular ones (see page 2 for Destination Tickets detail); Shuffle the Long Tickets, and randomly deal one to each player. Put any remaining Long Tickets back in the game box without letting anyone see them.

Now shuffle the Regular Tickets, deal three to each player **5**, and place the remainder in a draw pile facedown, next to the board **6**.

Before taking their first turn, players must choose which Destination Tickets they will keep from among those they were initially dealt. Each player must keep a minimum of two Tickets although they may keep more. Players put any Destination Tickets they wish to discard back in the game box without letting any of the other players see them. The Tickets that are put away may either be Long Tickets or Regular ones. The Tickets that the players decide to keep are kept secret until the end of the game.

The game can now begin.



OBJECT OF THE GAME

The object of the game is to score the highest total number of points. Points can be scored by:

- Claiming a Route between two adjacent cities on the map;
- Successfully completing a Continuous Path of Routes between two cities listed on kept Destination Ticket(s);
- Completing the Longest Continuous Path of Routes to win the European Express Bonus card;
- Keeping Train Stations in reserve at the end of the game.

Points are deducted from each player's score for each Destination Ticket they do not successfully complete by the end of the game.

THE GAME TURN

The player who has visited the most European countries in their lifetime begins the game, and play then proceeds clockwise. On their turn, a player must perform one (and only one) of the following four actions:

- ◆ **Draw Train Car Cards** – The player draws two Train Car cards (or just one, if the card they select is a faceup Locomotive. See **Locomotives** for special rules);
- ◆ **Claim a Route** – The player claims a Route on the board by playing a set of Train Car cards from their hand that match the color and quantity of the spaces that make up the Route. They place one of their colored trains on each space, and score the number of points indicated on the Route Scoring Table for that Route's length;
- ◆ **Draw Destination Tickets** – The player draws three Destination Tickets (four when playing the Big Cities of Europe variant) from the top of the Tickets deck, and must keep at least one of them;
- ◆ **Build a Train Station** – The player builds a Station in any city that does not yet have one. To build their first Station, the player plays one Train Car card of any color and places one of their Train Stations on that city. To build their second station, a player must play a set of two cards of any one color, and to build their third station a set of three cards of any one color.

Drawing Train Car Cards

There are eight types of regular Train Car cards, in quantities of 12 each, and 14 Locomotive cards. The colors of each type of Train Car card match the colors of various Routes between cities on the board – Purple, Blue, Orange, White, Green, Yellow, Black, and Red.

If a player chooses to draw Train Car cards, they may draw two cards. Either of these cards can be drawn from the five faceup cards next to the board or from the top of the deck (blind draw). If drawing a faceup card, the player must immediately replace it with a new card taken from



the top of the draw pile. If a player selects a faceup Locomotive card, it is the only card they may pick this turn (see **Locomotives**).

If, at any time, three of the five faceup Train Car cards are Locomotives, all five cards are immediately discarded, and five new cards turned faceup to replace them.

A player may have any number of cards in their hand at any time. When the draw pile is exhausted, the discards are reshuffled into a new draw pile deck. The cards must be shuffled thoroughly, since they will usually have been discarded in sets.

In the unlikely event there are no cards left in the deck, and no discards available to shuffle as a result of players hoarding cards in their hands, a player will not be able to draw Train Car cards. They must then Claim a Route, Draw Destination Tickets, or Build a Station instead.

Locomotives

Locomotives are multi-colored and act as wild cards that can be part of any set of cards when claiming a Route or building a Station. They are also vital to claiming Ferry Routes (see **Ferries**).



If a faceup Locomotive card is picked during a card draw, it must be the only card picked that turn. If a Locomotive is turned over as a replacement for a first card drawn during the turn, or if a Locomotive is available faceup but not picked as the first (and only) card, it cannot be selected as a second card. If, at any time, three of the five faceup cards are Locomotives, all five cards are immediately discarded and five new ones are turned faceup to replace them.

Note: If a player is lucky enough to get a Locomotive from the top of the deck in a blind draw, it counts as a single card and they may still draw a second card that turn.

Claiming Routes

A Route is a set of continuous colored spaces (in some instances, gray spaces) between two adjacent cities on the map.

To claim a Route, a player must play a set of Train Car cards equal to the number of spaces in the Route. The set of cards must all be matching (along with any Locomotive cards) and most Routes require a specific color (see *example 1*). Gray Routes can be claimed using a set of cards of any one color (see *example 2*).

When a Route is claimed, the player places one of their plastic Train Cars in each of the spaces of the Route. All the cards in the set used to claim the Route are then discarded. The player immediately records their score by moving their Scoring Marker the appropriate number of spaces along the Scoring Track, per the Route Scoring Table on the board.

A player may claim any open Route on the board. They are never required to connect to any of their previously played Routes. A player may only claim a maximum of one Route on their turn.

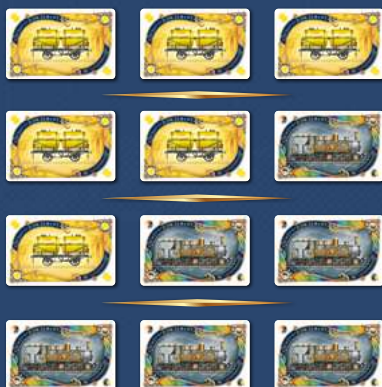
A Route must be claimed in its entirety during a single turn. For example, a player cannot lay two Train Cars on a three-space Route and wait for the next turn to lay the third Train Car.

CLAIMING A ROUTE

EXAMPLE 1

To claim a Yellow Route that is three spaces long, a player may play any of the following card combinations:

- 3 Yellow cards;
- 2 Yellow cards and 1 Locomotive;
- 1 Yellow card and 2 Locomotives;
- or 3 Locomotives.



EXAMPLE 2

A Gray Route that is two spaces long can be claimed by playing:

- 2 Red cards;
- 1 Yellow card and 1 Locomotive;
- or 2 Locomotives.



Important Note: In 2 and 3 player games, only one Track of the Double Route joining two cities can be claimed. Once a player has claimed one of these, the other Track forming the Double Route is locked and unavailable to other players.

Ferries

Ferries are special Gray Routes linking two adjacent cities across a body of water. They are easily identified by the Locomotive icons 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.

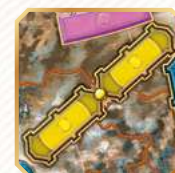
CLAIMING A FERRY ROUTE

Claiming the Ferry Route from Smyrna to Palermo requires 2 Locomotives and 4 Train Car cards of any one color.



Tunnels

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



What makes a Tunnel special is that a player is never quite certain just how long the route they are trying to claim will be!

When attempting to claim a Tunnel Route, a player first lays down the number of cards required by the length of the Route. Then the three top cards from the Train draw pile are turned faceup, 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, the player must play an additional card of the same color from their hand (or a Locomotive). Only then can the player successfully claim the Tunnel Route.

If the player does not have enough additional Train Car cards of the matching color (or does not wish to play them), they may take all their cards back in their hand, and their turn ends.

At the end of the turn, the three Train Car cards revealed for the Tunnel are discarded.

Remember that Locomotives are multi-colored wild cards. As such, any Locomotive card drawn from the top of the Train draw pile during an attempt to go through a Tunnel will automatically match the color of the Train Car cards played on the Route, and force the player to play an additional card.

Double Routes

Some cities are connected by Double Routes (two Tracks of the same length connecting the same cities). A single player cannot claim both Tracks of a Double Route.



Double Route



Not a Double Route

CLAIMING A TUNNEL

EXAMPLE 1



EXAMPLE 2



EXAMPLE 3



If a player attempts to Claim a Tunnel Route using exclusively Locomotive cards, they will only have to play additional cards (which must be additional Locomotives in this case) if Locomotives show up among the three cards drawn for the Tunnel.

In the rare event there are not enough cards available in the draw and discard piles to reveal three cards and determine the effect of the Tunnel, then only those cards that are available are revealed. If, as a result of players hoarding cards, there are none to be revealed, a Tunnel can be claimed without risking additional cards.

Drawing Destination Ticket Cards

A player can use their turn to draw more Destination Ticket Cards. To do so, they draw 3 new cards from the top of the Destination Ticket Deck (4 if playing the Big Cities of Europe variant). If there are not enough Destination Tickets left in the deck, the player only draws the cards that are available.

A player drawing Tickets must keep at least one of them but may choose to keep more, including all of them if they wish. Any drawn Ticket not kept is placed at the bottom of the Destination Ticket Deck. Tickets drawn and not immediately discarded must be kept until the end of the game. They cannot be discarded during a later Ticket draw.

The cities listed on a Destination Ticket represent travel goals for the player; they can result in a bonus or a penalty. If, by the end of the game, a player has created a continuous path of plastic trains in their color between the two cities named on a Destination Ticket they hold, they score the additional points indicated by the Point Value on the Ticket. If they have failed to complete a continuous path between



those cities, they deduct the Point Value on the Ticket from their total score.

Destination Tickets are kept secret from other players until the game's final scoring. A player may have any number of Destination Tickets during the game.

Building a Train Station

A Train Station allows its owner to use one, and only one, of the routes belonging to another player, into (or out of) that city to help them connect the cities on their Destination Tickets.



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

Each player may build a maximum of one Station per turn, and three Stations throughout the course of the game.

To build their first Station, a player discards one Train card from their hand and places a Station of their color on the chosen city. To build their second Station, the player must discard a set of two cards of any one color; and to build their third, a set of three Train cards of any one color. As usual, any number of cards can be replaced by Locomotives.

If a player uses the same Station to help connect cities on several different Tickets, they must use the same Route into the city with the Station for all of those Tickets. The Station owner does not need to decide which Route they will use until the end of the game.

A player is never required to build any Stations. **For each Station a player does not use, four points are added to their score at the end of the game.**

COST OF BUILDING



GAME END

When any player's stock of colored plastic Train Cars is reduced to 0, 1, or 2, each player **including that player**, gets one final turn. The game then ends and players calculate their final scores.



Calculating Scores

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

Players then reveal all of their Destination Tickets. At this point, each player chooses the Routes to use for their built Stations. Each Station allows the player to use one (and only one) Route belonging to an opponent into that city for the purpose of completing Destination Tickets.

Each built Station should be placed on top of one of the Train Cars on the chosen Routes. These Routes now behave like they are owned by both the player who owns the Train Car and the player who owns the Station. If two players have chosen the same Route for their Stations, the Route is owned by three players.

Note: A Station cannot be placed on a Route that has not been claimed by any opponent. There is no Train Car to place it on.

The value of successfully completed Destination Tickets is added to their total score. The value for any incomplete Tickets is deducted from their total score.

A player adds 4 points to their score for each of their unplayed Stations.

Finally, a 10 point bonus for the European Express is awarded to the player(s) who has the Longest Continuous Path of Routes on the board, determined by counting the plastic Train Cars. When evaluating and comparing path lengths, only continuous lines of plastic Train Cars of the same color are taken into account. A continuous path may include loops, and pass through the same city several times, but a given plastic Train Car may never be used twice in the same continuous path. Opponents' Routes with Stations may not be counted when computing the Longest Continuous Path of Routes. If several players are tied for the longest path, they each receive the 10 point bonus from the European Express card.

ROUTE LENGTH

POINTS

1		1
2		2
3		4
4		7
6		15
8		21

The player with the most points wins the game.

If two or more players are tied with the most points, the player who has completed the most Destination Ticket cards is the winner. If still tied, the player who used the least number of Stations is declared the winner. In the unlikely event players are still tied, the player with the European Express bonus card among the tied players wins.

CALCULATING FINAL SCORE

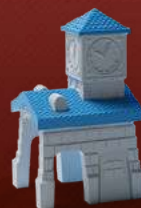
Current Score



Destination Ticket Bonus/Penalty



4 Points Per Station Kept



European Express Bonus



FINAL SCORE

VARIANTS

Along with the Classic version we have just described, there are countless ways to discover Europe using all the Tickets in this box. Here you will find the setup and rules changes for our 3 favorite variants.

Using the Bonus Destination Tickets

You can add any of the 7 Bonus Destination Tickets (6 from the *Orient Express* mini expansion and 1 from the *Ticket To Ride with Max* event) to the Classic Game or any of the variants.

CLASSIC

46



- ◆ Use all the Destination Tickets with the Europe logo,
- ◆ Game start: **1 Long Ticket and 3 Regular Tickets** per player (Unused Long Tickets go face down back in the game box),
- ◆ Each player must keep at least **2 Destination Tickets** (any mix of Long or Regular). All discarded Tickets go face down back in the game box,
- ◆ During the game: draw **3**, keep at least **1**.

MEGA EUROPE

46



This variant uses all the cards with Europe and 1912 logos (12 Long and 89 Regular Destination Tickets).

- ◆ Use all the Destination Tickets with the Europe or 1912 logo,
 - ◆ Game start: **2 Long Tickets** per player. Each player may keep one or none, but not both. All Long Tickets not kept go face down back in the game box,
- then
- ◆ **5 Regular Tickets** per player. Players who kept a Long Ticket must keep at least 2 of them, other players must keep at least 3,
 - ◆ All discarded Regular Tickets are shuffled and go at the bottom of the Deck of Regular Tickets that were not dealt,
 - ◆ During the game: draw **3**, keep at least **1**.

All other rules remain unchanged.

55



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Credits

Game design
Alan R. Moon

Illustrations - Julien Delval

Graphic Design - Cyrille Daujean

Editing - Jesse Rasmussen

Common to all variants:

- ◆ Starting Hand: 4 Train Car cards
- ◆ End game bonus: European Express

EUROPE 1912

55



The only change in this variant are the Destination Tickets cards that are used: simply replace the cards that have the Europe logo with the ones that have the 1912 one (6 Long and 49 Regular Destination Tickets).

- ◆ Use all the Destination Tickets with the 1912 logo,
- ◆ Game start: **1 Long Ticket and 3 Regular Tickets** per player (Unused Long Tickets go face down back in the game box),
- ◆ Each player must keep at least **2 Destination Tickets** (any mix of Long or Regular). All discarded Tickets go face down back in the game box,
- ◆ During the game: draw **3**, keep at least **1**.

All other rules remain unchanged.

BIG CITIES OF EUROPE

45



This variant uses the 45 Big Cities Ticket cards with Europe and 1912 logos. The Long Tickets are not used and can be put back into the box.

- ◆ Place the Big Cities of Europe reference card next to the board,
- ◆ Use all the Destination Tickets with the Big Cities logo,
- ◆ Game start: **5 Destination Tickets** per player,
- ◆ Each player must keep at least **2 Destination Tickets**,
- ◆ All discarded Tickets are shuffled and go at the bottom of the Deck of Regular Tickets that were not dealt,
- ◆ During the game: draw **4**, keep at least **1**.

All other rules remain unchanged.

A special thanks from Alan and DoW to all those who helped playtest the game: Phil Alberg, Buzz Aldrich, Dave & Jenn Bernazzani, Pitt Crandlemire, Terry Egan, Brian Fealy, Dave Fontes, Matt Horn, Craig Massey, Janet Moon, Mark Noseworthy, Mike Schloth, Eric Schultz, Scott Simon, Rob Simons, Adam Smiles, Tony Soltis, Richard Spoons, Brian Stormont, Rick Thornquist.

Geographical Note: We strove to accurately represent the political boundaries of Europe in 1901 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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