

Ticket to Ride: Europe

A game for 2-5 players by Alan R. Moon. Condensed rules by Eric Postpischil, <https://edp.org>.

Setup

Put the board, the European Express card, and the scoring table card face-up on table.

Give each player 45 train cars and 3 stations of one color and put the matching marker by the start of the score track. Shuffle the train cards. Deal each player 4 facedown. Deal 5 face-up in a row by board. Stack rest facedown by row.

- (The deck has 12 each of 8 colors and 14 wild locomotives.)

Shuffle the 6 long Destination Tickets (blue background). Deal each player 1 facedown. Remove rest from game.

Shuffle the short Destination Tickets (tan background). Deal each player 3 facedown. Stack rest facedown by board.

Each player keeps 2-5 destination ticket cards and returns others. Remove returned cards from the game.

The player who has visited the most European countries starts.

Play

Play clockwise until a player has 2 or fewer train cars left. Then each player, including that one, takes a final turn.

On each turn, a player either draws train cards, claims a route, draws destination ticket cards, or builds a station.

- You must perform an action. If there are no train cards to draw, you must perform a different action.

(All player cards are held secretly.)

Draw Train Cards

Draw 1 face-up locomotive or draw 2 cards (neither of which is a face-up locomotive).

- You may draw from the top of the train deck or take a face-up train card and replace it from the deck.
- You may see the new face-up card before deciding where to take your second card from.
- If, at any time, 3 of the 5 face-up cards are locomotives, discard all 5 and deal 5 new cards.
- When the deck is exhausted, shuffle the discards thoroughly.

Claim a Route

A route is a set of marked spaces on the board connecting 2 cities.

Regular Route

Play a set of train cards matching the color and length (one card per space) of an empty route.

- For a gray route, use any 1 color.
- You may play any number of locomotives in lieu of the same number of cards of the color.
- In a double route, claim either side. No player may have both sides of a double route.
- With 2 or 3 players, only one side of a double route may be claimed.

Fill in the route with your train cars and discard the played cards. (You may not claim a route you cannot fill.)

For a route of 1/2/3/4/6/8 spaces, score 1/2/4/7/15/21 points.

Ferry Route (shows 1 or more locomotives)

For each locomotive space in the route, play 1 locomotive card.

For the remaining spaces, use the regular rules for a gray route.

Tunnel Route (heavy border)

Use the regular rules, but:

- After playing cards, reveal the top 3 cards of the train deck (shuffling the discards if necessary).
 - If there are fewer than 3 cards in the deck and the discards, use as many as there are (possibly 0).
- For each matching color or locomotive card revealed, play either a matching color or locomotive card.
 - If you do, fill in the route, discard the played cards, and score normally.
 - If you cannot or do not, take your played cards back and discard the revealed cards. This ends your turn.
 - If you played only locomotives, then no color matches, even on a colored route; only revealed locomotives require playing another card, and only locomotives may be played for them.

Draw Destination Ticket Cards

Draw 3 destination ticket cards. Keep 1-3 of them. Return unkept cards to the bottom of the deck.

- If there are fewer than 3 cards in the deck, draw all that are available.

Build a Station

To build your 1st, 2nd, or 3rd station, play 1, 2, or 3 cards of any one color, respectively.

Put a station in any city that does not have one.

Discard the played cards.

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Game End

Recount completed route scores, to correct errors and omissions.

Add or subtract the points of each held destination ticket according to whether the player completed it or not.

- For each of the player's built stations, they may designate another player's train cars of one route touching that station to be used with their destination tickets. These may not be changed for different destination tickets.
- A destination ticket is completed if there is a path connecting the two cities it shows via the player's train cars and/or the designated train cars.

Add 4 points for each unbuilt station.

Give the European Express card to the player with the longest continuous path and give them 10 points.

- The length of a path is the number of cars it passes through from start to end without using any car twice.
 - (Thus a loop is allowed and is only counted once. A dead-end branch cannot be counted since the path would have to double back, using cars twice. A path could not traverse all parts of a compound loop that required it to traverse some cars twice.)
- The path may use only the player's actual cars, not cars on a route granted by a station.
- If there is a tie, give each tied player 10 points.

The player with the most points wins.

- Break a tie in favor of the player who completed the most destination tickets, then in favor of fewest stations built, then in favor the player with the European Express card.