

You can claim this white Route that is two spaces long by discarding any of the following sets of cards (remember to keep one white card in front of you to construct a French Flag):

A



B



C



Construct French Flags

When you claim a blue, white, or red Route, you can keep one of the Transportation cards you played face up in front of you, provided:

- it is not a multicolored Bus card,
- there is not already a card of this color in front of you.

Discard the other cards normally.

If at the end of your turn, you have one blue, one white, and one red card face up in front of you, you have formed a French Flag: happy Bastille Day! Score 4 points and discard the three cards. You can begin another flag on a later turn.



Double Routes

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

Note: In two player games, once one Track of a Double Route is claimed, the other one cannot be claimed by the other player.

Draw Destination Ticket cards



Each Destination Ticket card shows two Locations and a point value. At the end of the game, you score the point value of each Destination Ticket card you completed or lose the point value for cards not completed. To complete a Destination Ticket card, you must connect the two locations listed on the card by creating a continuous path of Routes you claimed. You may have any number of Destination Ticket cards.

This action allows you to draw more Destination Ticket cards. To do so, draw two cards from the top of the Destination Ticket cards deck. You must keep at least one of those cards, but may keep both of them if you want. Any returned cards are placed at the bottom of the Destination Ticket cards deck. You cannot discard a Destination Ticket card once you have chosen to keep it.

If there is only one Destination Ticket card left in the deck, you can still do this action but must keep the card.

Destination Ticket cards and their completion must be kept secret from other players until the end of the game.

Game End and Final Scoring

When a player has two or fewer plastic Buses left in their supply, each player, including that player, gets one last turn. Then the game ends and players calculate their final scores:

- Players have been accounting for the points they earned throughout the game as they claimed Routes and scored French Flags.
- Then, each player reveals all their Destination Ticket cards, adds the value of each card they completed to their score, and subtracts the value of any card they failed to complete.

The player with the most points wins the game.

In case of a tie, the tied player who completed the most Destination Ticket cards wins. If players are still tied, they happily share the victory.

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CREDITS

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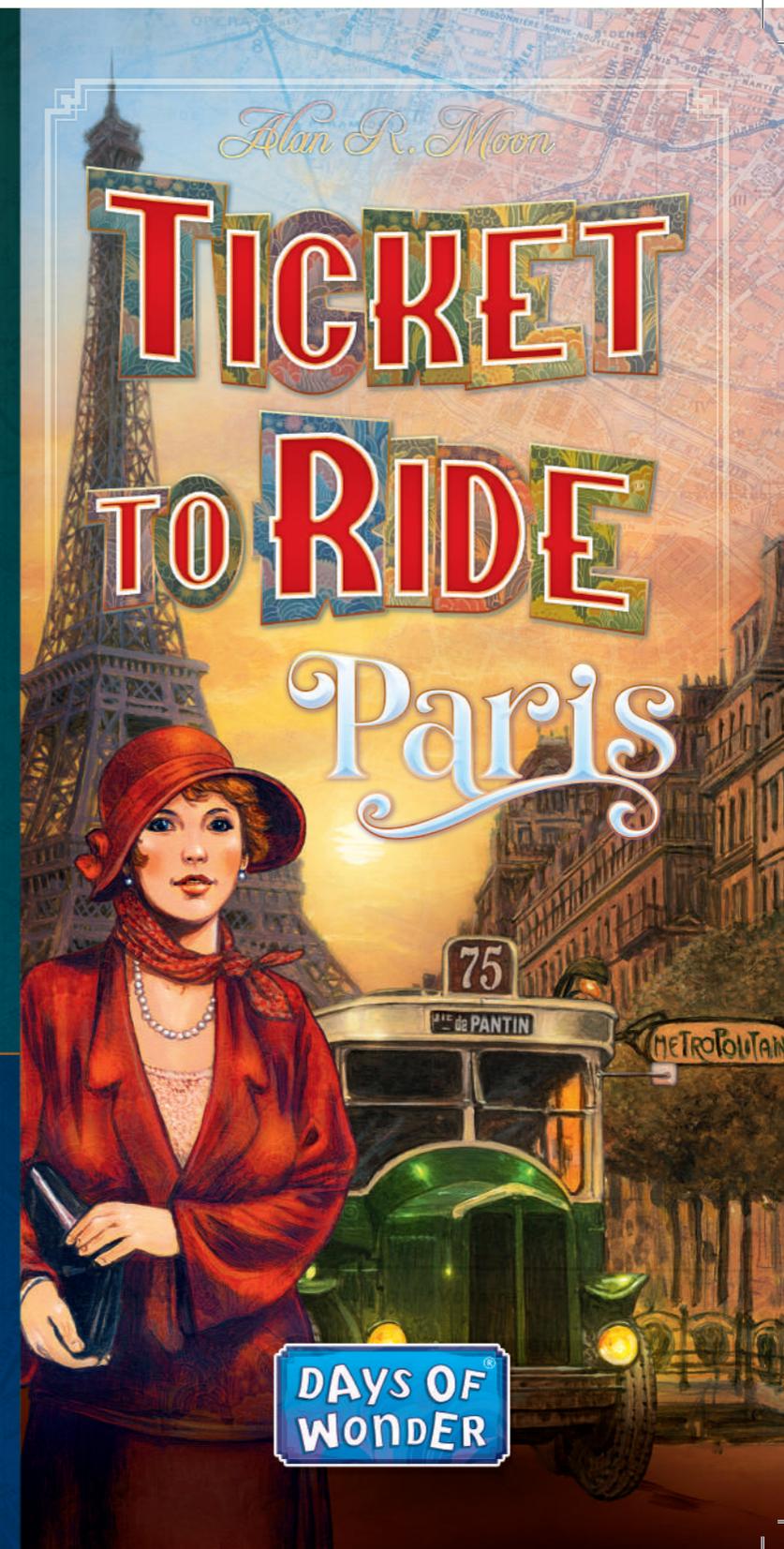
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DAYS OF WONDER

Find yourself transported to the glamorous Paris of the roaring twenties. Jump aboard an open platform bus, cruise down Champs-Élysées Avenue, admire the Eiffel Tower, and conclude your day by enjoying a picturesque sunset from a charming terrace in Montmartre.

SETUP

Place the board in the center of the table. Each player takes a set of colored plastic Buses along with its matching Scoring Marker and places this Scoring Marker on the 0 spot of the scoring Track **1**.

Shuffle the Transportation cards and deal a starting hand of two cards to each player **2**. Place the remaining deck of Transportation cards near the board and flip the top five cards from the deck face up **3**. If by doing so, three of the five face up cards are multicolored Bus cards, immediately discard all five cards and flip five new cards face up to replace them.

Shuffle the Destination Ticket cards and deal two to each player **4**. Each player looks at their Destination Ticket cards and decides which ones they wish to keep. Each player must keep one card, but may keep both. If they choose to keep only one, the returned card is placed on the bottom of the Destination Ticket deck. Then place this deck next to the board **5**. Players must keep their Destination Ticket cards secret until the end of the game.

Randomly determine the first player. Play will then proceed in clockwise order starting with that player.

You are now ready to begin.



IN THE BOX

- ◆ 1 board map of Paris' transportation network
- ◆ 60 plastic Buses (15 in each color)
- ◆ A few spare plastic Buses
- ◆ 4 Scoring Markers
- ◆ 46 Transportation cards (8 multicolored Bus cards, 8 white cards and 6 cards of each of the following colors: blue, red, yellow, green, purple)



- ◆ 20 Destination Ticket cards
- ◆ This rules leaflet

Object of the Game

At the end of the game, the player who scored the most points wins. You score points by:

- ◆ Claiming a Route between two adjacent Locations on the board;
- ◆ Successfully completing a Continuous Path of Routes between the two Locations listed on your Destination Ticket(s);
- ◆ Collecting and discarding cards that form a French Flag

You also lose points for each of your Destination Ticket cards you do not complete by the end of the game.

The Game Turn

Starting with the first player and proceeding in clockwise order, players take turns until the game ends. On your turn, you must do one (and only one) of the following three actions: draw Transportation cards, claim a Route, or draw Destination Ticket cards.

Draw Transportation cards

Transportation cards match the Route colors on the board (blue, red, white, yellow, purple, green) except for Bus cards which are multicolored and act as wild cards (they represent any color when claiming a Route). You may have any number of Transportation cards in your hand at any time.



This action allows you to draw two Transportation cards. You may take the top card from the deck (a blind draw) or take any one of the five face up cards. In this case, immediately replace it with the top card from the deck.

As an exception, if you take a face up Bus card as your first card, you cannot take another card on that turn. You cannot take a face up Bus card as your second card either.

If, at any time, three of the five face up Transportation cards are Bus cards, immediately discard all five cards and flip five new cards face up from the deck to replace them.

When the deck is empty, shuffle the discarded cards to create a new Transportation cards deck.

Claim a Route

A Route is a set of continuous colored spaces between two adjacent Locations on the map.

To claim a Route, you must discard a number of cards from your hand equal to the number of spaces in the Route and place a plastic Bus on each of those spaces. All Routes require a specific set of cards. For example, a Yellow Route must be claimed by discarding Yellow Transportation cards.



You can claim any open Route on the board, even if it is not connected to a Route you previously claimed. You cannot claim more than one Route per turn.

If you do not have enough plastic Buses left to place one on each space of a given Route, you cannot claim that Route.

When you claim a Route, you immediately record the points you received, based on the Route Scoring Table printed on the board and move your Scoring Marker on the Scoring Track accordingly.