

TICKET TO RIDE

ERRATA

Dear player,

Thanks for your purchase of *Ticket to Ride Legacy: Legends of the West*. You are about to step into a great adventure, full of surprises and fun.

Despite the extra care we put into developing this game, certain errors slipped through our grasp. It's quite unlikely that you will encounter any of these issues, but we encourage you to read the below anyway.

To avoid any spoilers, we have organized this page by page, so you can easily jump to a page that matches a section you have discovered in the game.

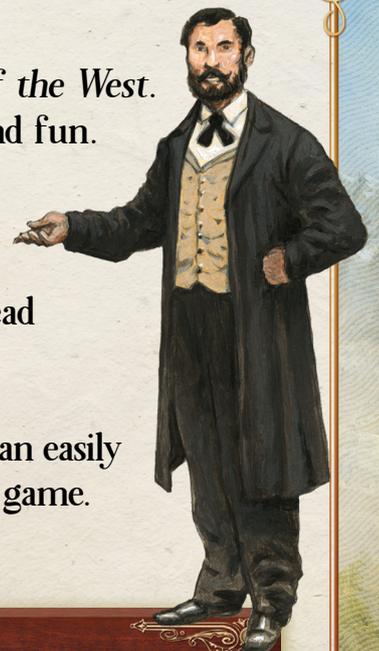


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CONDUCTOR'S TOOLBOX

Read this after you have opened the Conductor's Toolbox

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GAME END

PUNCH COMPLETED TICKETS

Each player punches all tickets they completed during the game once, on their company's color band.



The owner of the red company punches one of these circles.

RETIRE TICKETS

Check each of your tickets. If every circle of your color is punched, retire it to the dead letter office (some tickets are retired after one punch).

Some tickets instruct you to get a postcard when they are retired, representing an IOU, favor, or a bit of knowledge that you have for completing the ticket.

When retiring multiple tickets in the same game, you may choose only one postcard (retire the other tickets without looking at their postcard.)

When you get a postcard, read the front out loud and the back to yourself until you use it.

TOTAL BANK SLIPS

Players add everything up and write the total on their bank slips. The total on a bank slip can never be lower than \$0.



The player with the most dollars wins the game. **Do not clean up the game yet.**

Tiebreaker Rules

If two or more players are tied for any place, the one amongst them who has completed more tickets finishes ahead. If still tied, the one amongst them who went later in the turn order finishes ahead.

CABOOSE

The player who came in last place takes the caboose card and stores it in their office.



SOMEONE MISS A GAME?

At the end of the campaign, players who missed a game will get a score for each game they missed (this is revealed at the end of the campaign)

RULE BOOK - page 12

Once you have placed X and Y stickers in the rule book, when you are at Game End of any game, perform the RETIRE TICKET section after the CABOOSE section.

This way, if there are ties for any places, you are able to break these ties with the tickets players have completed.

Retire and return tickets only once all ties have been resolved.

STORY DECK 1877

Read this after step 3 of Game End of 1877

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FINANCIER Employee (Card 1877 - 04 A) must read:

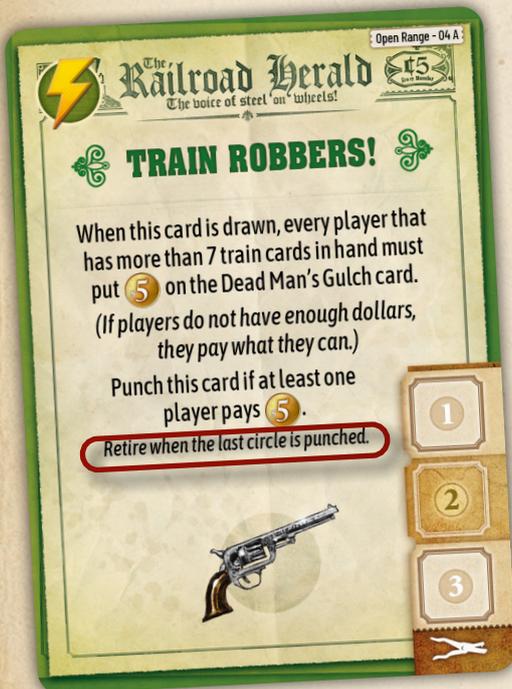
When claiming a route, you may play up to 2 train cards less than required by paying 2 for each unplayed card.



OPEN RANGE

Read this page after you have opened the Open Range Frontier Box

([click here to return to home page](#))



TRAIN ROBBERS! Event (Card Open Range - 04 A, last sentence) must read:

Retire this card when the last circle is punched or if the robber is in jail or has retired.

DEAD MAN'S GULCH Card (Card Open Range - 07 A):

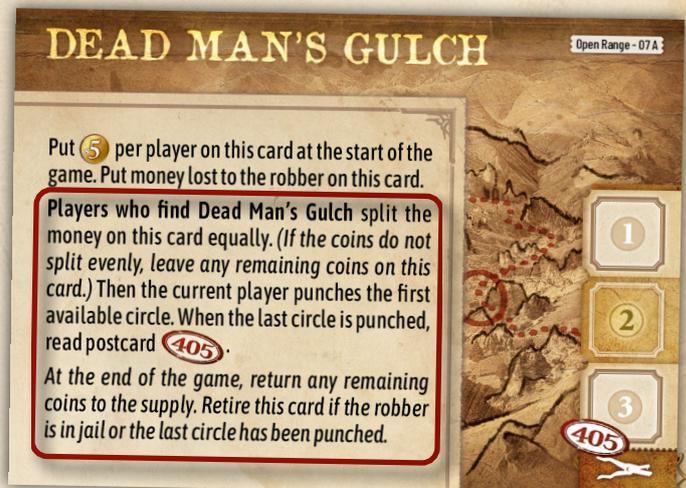
1. Consider there is a 4th punch hole on this card and postcard 405 is read after this 4th hole is punched.
2. The card must read:

Players who find Dead Man's Gulch split the money on this card equally. (If the coins do not split evenly, leave any remaining coins on this card.)

If at least one player has collected the money on Dead Man's Gulch, punch the first available circle of this card.

At the end of the game, return any remaining coins to the supply and punch this card. When the last circle is punched, read postcard 405.

Retire this card if the robber is in jail or the last circle has been punched.



SIERRA MADRE

Read this page after you have opened the Sierra Madre Frontier Box

[\(click here to return to home page\)](#)

RULE BOOK - page 11, sticker Q

In the section Lost Treasure of the rules, on the sticker Q, first paragraph must read:

If you draw and put aside the required number of cards, you have found a treasure! Scratch the first available area on the **Searching for Lost Treasure** card and collect the amount shown. Return all the treasure maps you showed to the bottom of the treasure map deck.

If you draw and put aside the required number of cards, you have found a treasure! Scratch on the **Searching for Lost Treasure** card and collect the amount shown. Return all the treasure maps you showed to the bottom of the treasure map deck.

Otherwise, return all the treasure map cards you showed to your hand. You also may return any duplicate maps you have to the bottom of the treasure map deck to draw an equal number of new treasure map cards. In both cases, discard the set aside train cards.

RULE
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RULE
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T

RULE
U

CLAIM A LARGE

When you claim one large city in your hand. If you connect to it, you connect to the turn you connect to.

DRAW

You can use your tickets to draw. To do so, draw from the ticket deck. You may only draw the cards you need.

You must keep two or all three of the tickets at the bottom of the deck. Tickets discarded must be discarded during your turn.

The cities listed on the map of the game, you have a color between the cities. The dollars indicated between those cities have narrative text. The first game (it is the first game).

Unless you are told otherwise, players until the end of the game. Tickets during the game.

CALIFORNIA

Read this page after you have opened the California Frontier Box

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TRANSCONTINENTAL RAIL! Event (Card California - 03 A, 2nd paragraph) must read:

(Damaged routes cannot be used unless immediately repaired by discarding a locomotive for each of them)



POSTCARD 123

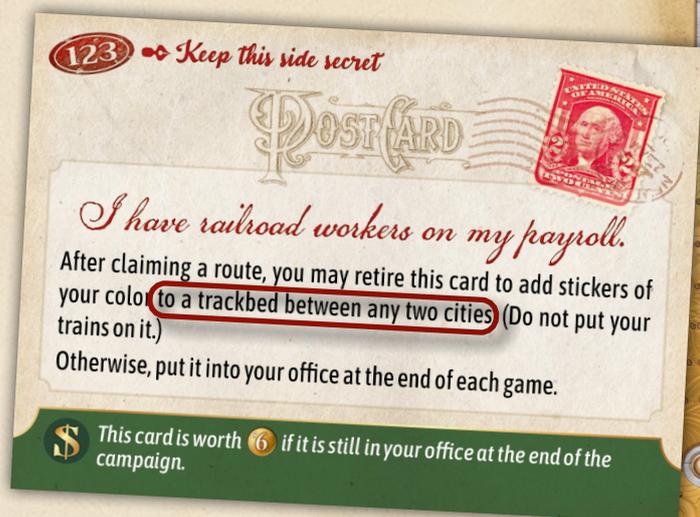
"KEEP THIS SIDE SECRET" SIDE

Only the player who drew postcard 123 must read this

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"Keep this side secret" side must read:

to a trackbed (but not a tunnel) between any two cities.



POSTCARDS

Put these cards into the post office without looking at them.

AFTER THE CAMPAIGN

Read this page after you have finished the campaign

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1901 Rule book - page 2

In the “One-Time Preparation” chapter, add the following items to the list of materials that have to be retired:

- Dead Man’s Gulch card
- Train Robbers! event card



23 event cards
(11 will be retired,
see below)



10 employee cards
(8 will be retired,
see below)



Company towns
(these operate somewhat
differently)

STORING CARDS

The company boxes are no longer in play. Ignore any text that instructs you to put a card into your office or vault.

ONE-TIME PREPARATION

After you have finished the entire campaign, get your set ready for the replayable game by following the instructions below.

Use the gray track stickers found on the sticker sheet on the bottom of the box to sticker every remaining trackbed space, including trackbed spaces for tunnels that have not yet been completed.

Gather up all the materials from the game, including all the materials in the store room and dead letter office (even if they are retired or completely punched).

Then, **retire the following materials permanently**. Put them in the dead letter office; they will not be used again.

- ◆ The entire story deck
- ◆ All of the postcards, including those that were never drawn during the campaign
- ◆ Company bonus cards
- ◆ Circus flyers
- ◆ Timetables
- ◆ Claim cards
- ◆ Curse cards, ghost train, and ghost die
- ◆ Robber
- ◆ Treasure map cards and the Searching for Lost Treasure card
- ◆ All remaining large city stickers

- ◆ All remaining company town stickers
- ◆ All remaining bank slips
- ◆ All remaining track stickers
- ◆ These 11 event cards:
 - Mama O’Connell Expands Her Network
 - Mama O’Connell Does You a Favor
 - WANTED!
 - Circus Mania
 - A Good Home
 - The Stroke of Midnight
 - Speculators
 - Black Market Maps

- City Growth!
- I found Dead Man’s Gulch
- Workers’ Strike
- ◆ These 8 employees:
 - Promoter
 - Estate Agent
 - Financier
 - Gambler
 - Station Master
 - Vice President
 - Treasure Huntress
 - Tunnel Master