

Alan R. Moon

TICKET TO RIDE®

FRANCE



MAP COLLECTION
+6+

DAYS OF WONDER®

 2-5	 8+	 30-60'
--	---	---

2		4		6		8		10		12		14		16		18		20	
---	---	---	---	---	---	---	---	----	---	----	---	----	---	----	---	----	---	----	---

DOW

Welcome to Ticket to Ride® France – a Ticket to Ride expansion that will challenge your habits: for years, you have been able to simply claim routes; now you have to build the track first!

This rules booklet describes the game play changes specific to the France Map and assumes that you are familiar with the rules first introduced in the original Ticket to Ride. This expansion is designed for 2–5 players.

In 4 and 5 Player games, players can use all tracks of the Double or Triple Routes (the same player cannot claim more than one track of those Routes though). In 2 and 3 Player games, only one Route of the Double or Triple Routes can be claimed. Once a player has claimed one of these, the other Route(s) forming the Double or Triple Route are locked and unavailable to other players.

To play with this expansion, you need **40 Trains** (instead of the usual 45) per player, the matching Scoring Markers and the Train Car cards taken from *Ticket to Ride* or *Ticket to Ride Europe*, along with the new components described below.

NEW COMPONENTS

- ◆ 58 Destination Ticket cards
- ◆ 2 Bonus Cards
- ◆ 64 Track Pieces



SET UP

- ◆ Sort the Track Pieces by length and put them beside the board.
- ◆ Each player receives 8 Train Car cards.
- ◆ Deal 5 Destination Ticket cards to each player. Each player must keep at least 3. Shuffle the discarded Ticket cards together and put them under the deck.

TRACK BED

On this map, most of the Routes are in fact Track Beds and cannot be claimed at the beginning of the game. They must first be built.



NEIGHBORING COUNTRIES AND CORSICA

Some Destination Tickets include the name of a zone (it might be one of France's neighboring countries or Corsica) instead of one (or both) of the cities. Each route leading to one of those zones is a dead-end and separate from others: Different routes leading toward the same zone are not considered connected together.

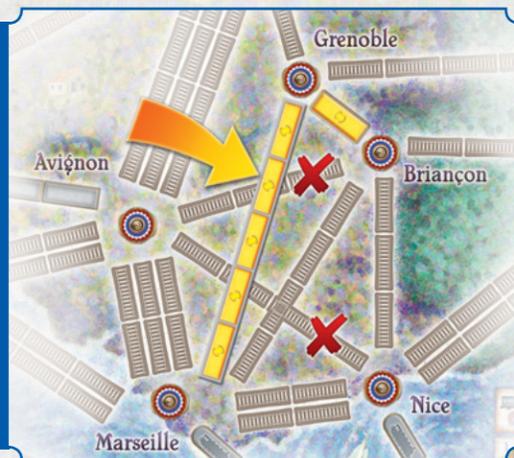
SPECIAL RULES

On his turn, a player must perform one (and only one) of the following three actions:

1. Draw Train Car Cards and Build a Route

The card draw follows the exact same rules as the core game, but when a player chooses this action he must also build one route on the Track Bed. After drawing, he chooses any available Track Piece and places it on any Track Bed route of the same length on the board. This Piece determines the color of the newly built Route.

The blue player has just drawn two cards. He now chooses the yellow 5-space Track Piece and puts it on the Marseille-Grenoble Route. Note that the Avignon-Briançon and Avignon-Nice Routes are now permanently cut off and that nobody will be able to build them this game.



Notes:

- ◆ There are a number of places on the board where two or more Routes cross. When one crossing Route is built, one or more others may become unavailable: you can never place a Track Piece on top of or under another Track Piece or through a claimed Route.
- ◆ In 2 and 3 Player games, only one Track of the Double or Triple Routes can be built. In 4 and 5 player games, when a player builds a Track Piece on a Double or Triple Route, he only builds one track of the route, not all of them. The other routes must be built separately. For example, it would take three turns to build the three routes from Paris to Dijon. One player can build all of these Routes on three different turns or three players could each build one, or any other possible combination.

2. Claim a Route

Apart from the one space Routes and the grey Routes which are already built and can be claimed immediately, a player can only claim a Route if it has been built. Once a Route has been claimed, any Track Piece that was on the Track is put back in the supply and can be chosen again.

Some of the grey routes are special Ferries Routes linking two adjacent cities across a body of water. They are easily identified by the Locomotive icons featured on some of the spaces making the route. To claim a Ferry Route, a player must play a Locomotive card for each Locomotive icon on the track, and the usual set of cards of any one color for the remaining spaces of that Ferry Route.

The red player happens to have 5 yellow cards in hand!



He claims the Marseille-Grenoble Route by removing the Track Piece (which is now available again) and putting his wagon cars on the board to the blue player's great despair! Note that both crossed Routes remain cut off.



3. Draw Destination Tickets

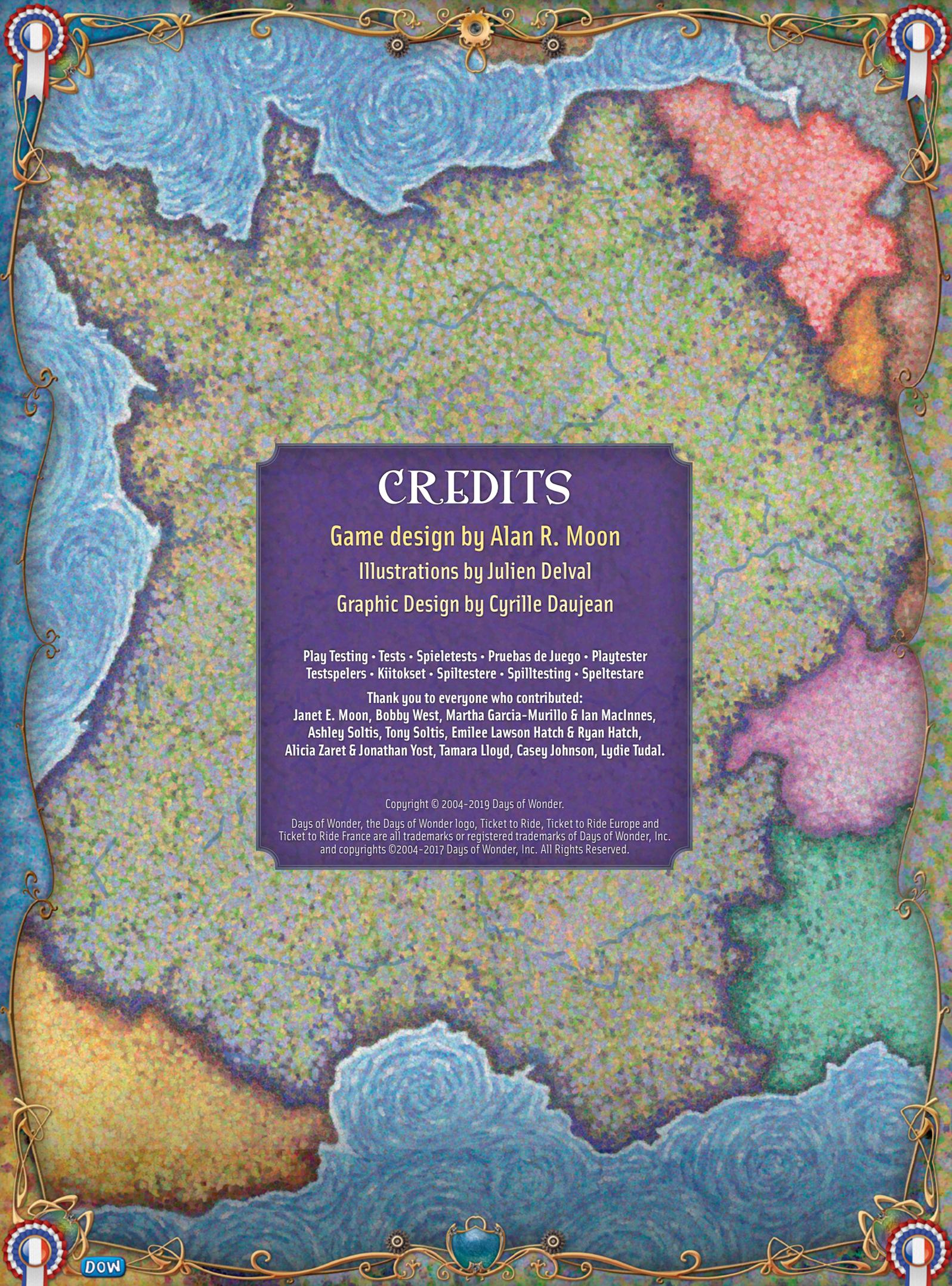
A player draws 4 Destination Tickets from the top of the deck. He must keep at least one of them, but he may keep two, three or all four if he chooses. Any returned cards are placed at the bottom of the deck.

END OF GAME BUSES

There are two bonuses awarded at the end of the game:

- ◆ The player who has the Longest Continuous Path of Routes receives the Longest Route bonus card and adds 10 points to his score.
 - ◆ The player who has completed the most Destination Tickets receives the Globetrotter bonus card and adds 15 points to his score.
- In case of a tie when attributing these bonuses, all tied players score them.





CREDITS

Game design by Alan R. Moon

Illustrations by Julien Delval

Graphic Design by Cyrille Daujean

Play Testing • Tests • Spieletests • Pruebas de Juego • Playtester
Testspelers • Kiitokset • Spiltestere • Spilltesting • Speltestare

Thank you to everyone who contributed:

Janet E. Moon, Bobby West, Martha Garcia-Murillo & Ian MacInnes,
Ashley Soltis, Tony Soltis, Emilee Lawson Hatch & Ryan Hatch,
Alicia Zaret & Jonathan Yost, Tamara Lloyd, Casey Johnson, Lydie Tudal.

Copyright © 2004–2019 Days of Wonder.

Days of Wonder, the Days of Wonder logo, Ticket to Ride, Ticket to Ride Europe and
Ticket to Ride France are all trademarks or registered trademarks of Days of Wonder, Inc.
and copyrights ©2004–2017 Days of Wonder, Inc. All Rights Reserved.