

DAYS OF
WONDER

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TICKET TO RIDE® EUROPE

The steady rhythm of the train echoes through grand stations and open countryside, capturing the wonder of travel across early 20th century Europe.

Ticket to Ride® Europe is a cross-continental train adventure game. Players compete to connect different cities by claiming railway routes across mountains and seas on the colorful map.



8+

2-5

30-60

asmodee®

Components

- ◆ 1 rules booklet
- ◆ 1 game board (a map of European train routes)
- ◆ Plastic trains in 5 colors (a few extra in each color are included, so make sure that you start each game with 45 trains per player)
 
- ◆ 15 plastic stations (3 of each train color)
 
- ◆ 5 scoring markers (1 of each train color)
 
- ◆ 1 longest path bonus card
 

- ◆ 46 tickets
 - 40 regular tickets (blue background)
 - 6 long tickets (green background)
- ◆ 110 train cards: 12 each in the 8 colors of the routes on the board (purple, red, orange, yellow, green, blue, white, black) and 14 locomotives that are wild cards



Setting up the Game

1. Place the board in the center of the table.
 2. Each player takes a set of 45 plastic trains along with the matching set of 3 stations and scoring marker.
 3. Each player places their scoring marker on the 0 spot of the scoring track running around the edge of the board. Throughout the game, each time a player scores points, they will advance their marker accordingly.
 4. Shuffle the train cards and deal a starting hand of 4 cards to each player.
 5. Place the remaining deck of train cards near the board and turn the top 5 cards from the deck face up. If at least 3 of the 5 face up cards are locomotives, all 5 cards are immediately discarded in a face up pile and 5 new ones are turned face up to replace them.
 6. Place the longest path bonus card face up next to the board.
 7. Take the tickets and separate the long tickets (the 6 cards with a green background) from the regular ones (blue background). Shuffle the long tickets and randomly deal 1 to each player. Put the remaining long tickets back in the game box without looking at them.
 8. Shuffle the regular tickets and deal 3 to each player. Place the remainder in a draw pile face down, next to the board.
 9. Each player secretly looks at their 4 tickets and decides which ones they wish to keep. You must keep at least 2, but may keep more if you choose. Put any tickets you wish to discard back in the game box without letting anyone see them. The discarded tickets may be either long or regular tickets. The kept tickets remain secret until the end of the game.
- You are now ready to begin.

Some cities are connected by double-routes (2 routes of the same length between the same cities). The same player cannot claim both of these routes.

Note: In 2 player or 3 player games, only 1 of the double-routes can be claimed. A player can claim either of the 2 routes, but the second route is then closed; no player can claim this second route.



Ferries

Ferries are special gray routes linking 2 adjacent cities across a body of water. They are easily identified by the locomotive icons featured on at least 1 of the spaces making the route.

To claim a ferry route, you must play a locomotive for each locomotive icon on the route, and the usual set of cards of any 1 color for the remaining spaces of that ferry route.

Note: Just like for any route, additional locomotives can be used to replace cards of that set. The locomotive icon simply indicates the minimum number of locomotives needed.

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Claiming a ferry route

Claiming the ferry route from **ROMA** to **PALERMO** requires 1 locomotive and 3 train cards of any 1 color.



Tunnels

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



When attempting to claim a tunnel route, first indicate which one you are trying for and place the number of cards required by the length of the route face up in front of you. Then turn the top 3 cards of the train deck face up, 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, you must play an additional card of the same color from your hand (or use a locomotive). Only then can you successfully claim the tunnel route.

If you do not have enough additional train cards of the matching color (or do not wish to play them), you may take all your cards back in your hand, and your turn ends.

At the end of the turn, discard the 3 train cards revealed for the tunnel.

Remember that locomotives are multi-colored wild cards. As such, any locomotive drawn from the top of the train deck during an attempt to claim a tunnel will automatically match the color of the train cards played for the route, and force you to play an additional card.

4A

Claiming a tunnel route

You play 2 green cards.



Revealed cards



None of the 3 revealed cards is green nor a locomotive. You do not need to play extra cards to claim the route.