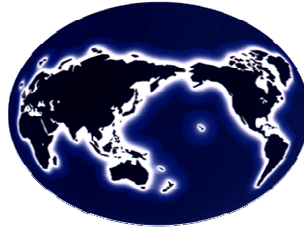


# Ticket to ride the world..



**Basic Ticket to Ride (USA) rules apply, as well as rules for stations, ferries and tunnels (Europe).**

**There are 48 tickets divided in three draw decks (14 long routes for 17-19 points, 24 medium for 11-16 points and 10 short for 6-10 points). When a player draws 3 tickets, she must take one from each deck. If a deck is empty, she can draw from another deck of her choice.**

**For tunnels, the player states in advance the specific tunnel that she plans to build and shows the needed cards she plans to use. 3 wagon cards are dealt from the deck and the following applies:**

	<b>For each wagon card of the needed color dealt</b>	<b>For each loco dealt</b>
<b>Player only showed wagon cards of the needed color</b>	<b>The player must spend one more wagon card of the needed color</b>	<b>No effect</b>
<b>Player only showed locos</b>	<b>No effect</b>	<b>The player must spend one more loco</b>
<b>Player showed wagon cards of the needed color and locos</b>	<b>The player must spend one more wagon card of the needed color or one more loco</b>	

**There are two polar routes that are both ferries and tunnels. The player must, after having stated which polar route she plans to build, show exactly 3 locos and 5 white wagon cards. 3 wagon cards are dealt from the deck and the player must spend one more white wagon card or loco for each white wagon card or loco.**

**Ferries under the tropics are to be built with locos and blue wagon cards, while in cold oceans they are to be built with locos and white wagon cards. In temperate oceans, they can be built either way, but white and blue wagon cards cannot be mixed.**

**Ties are broken in the following order: 1) the less stations used, 2) around the world bonus, 3) most tickets completed bonus, 4) longest path and 5) points from tickets.**

The other rules are depending from the number of players as per the table below.

<b>Players</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
<b>Wagon cars per player</b>	<b>55</b>	<b>55</b>	<b>50</b>	<b>45</b>	<b>40</b>
<b>Wagon cards dealt at start</b>	<b>4</b>	<b>5</b>	<b>5</b>	<b>6</b>	<b>6</b>
<b>Initial dealing of tickets</b>	<b>3 long 2 medium 2 to 4 to keep out of 5</b>	<b>2 long 2 medium 2 to 4 to keep out of 4</b>	<b>2 long 2 medium 2 to 4 to keep out of 4</b>	<b>2 long 1 medium 2 to 3 to keep out of 3</b>	<b>1 long 2 medium 1 to 3 to keep out of 3</b>
<b>Long route tickets discarded put back at the bottom of deck</b>	<b>No</b>	<b>No</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>
<b>Drawing tickets during play</b>	<b>1 to 2 to keep out of 3</b>	<b>1 to 3 to keep out of 3</b>	<b>1 to 2 to keep out of 3</b>	<b>1 to 2 to keep out of 3</b>	<b>1 to keep out of 3</b>
<b>Tickets discarded during play put back at the bottom of deck</b>	<b>No</b>	<b>No</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>
<b>Taking a loco is a full turn</b>	<b>No</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>No</b>
<b>Locos can be used for normal routes (vs tunnels / ferries)</b>	<b>No</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>
<b>Cards are swept out when 3 locos</b>	<b>No</b>	<b>No</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>
<b>Stations that can be used</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>3 wagon cards of the same color can be used as a loco</b>	<b>No</b>	<b>No</b>	<b>No</b>	<b>Yes</b>	<b>Yes</b>
<b>Double routes can be used</b>	<b>No</b>	<b>No</b>	<b>Yes</b>	<b>Yes</b>	<b>Yes</b>
<b>Longest path bonus</b>	<b>-</b>	<b>-</b>	<b>+10</b>	<b>+10</b>	<b>+10</b>
<b>Most tickets completed bonus</b>	<b>+15</b>	<b>+15</b>	<b>+15</b>	<b>+15</b>	<b>+15</b>
<b>Around the world bonus (1)</b>	<b>-</b>	<b>+30</b>	<b>+30</b>	<b>+30</b>	<b>+30</b>
<b>Dolar exploration bonus (2)</b>	<b>-</b>	<b>-</b>	<b>+30</b>	<b>+30</b>	<b>+30</b>

**(1) Connecting back to starting point, leaving by a side of the map and coming back by the other without using polar routes.**

**(2) Building both polar routes and connecting them by a route.**

**If different players are tied for a bonus, they each receive the full bonus.**