

Alan R. Moon

TICKET TO RIDE® 8+ Stay at Home

2-4 Players
20-40 min

- Each player must keep at least 2 Tickets but can keep 3 or 4. The Tickets that a player chooses to keep can be any combination of their Family Tickets and regular Tickets. Unchosen Tickets are removed from the game.
- The player who woke up the earliest today plays first and play then continues in clockwise order.

Components

This game is an expansion and requires that you use the following game parts from one of the previous versions of Ticket to Ride:

- A reserve of **32 Train Cars per player** (instead of the usual 45) and matching Scoring Markers taken from one of the following: *Ticket to Ride / Ticket to Ride Europe / Ticket to Ride Germany*
- The deck of Train Car cards taken from either: *Ticket to Ride / Ticket to Ride Europe / Ticket to Ride Germany / USA 1910 expansion*

You will also need to print, cut and assemble the Board and the Tickets available at:

<https://www.daysof wonder.com/tickettoride/stay-at-home/>

Set Up

Place the Board in the middle of the table.

- Shuffle the Train Car cards deck and deal 4 cards to each player. Place the deck close to the board and reveal a row of 5 cards (as usual the row is flushed when at least 3 Locomotive cards show up).
- Each player chooses a color and takes the matching 32 Train Cars and score marker.
- Each player then chooses to assume the role of Dad, Mom, Sister, or Baby Brother (you can decide at random if you wish) and is dealt 2 Family Tickets at random among the 4 that picture their role. The other 2 Tickets and the remaining sets of Family Tickets (if playing with less than 4 players) are removed from the game.
- Shuffle the regular Tickets (they picture Rouky the cat) and deal 2 Tickets to each player.

Special Rules

On your turn, you must perform one (and only one) of the following three actions:

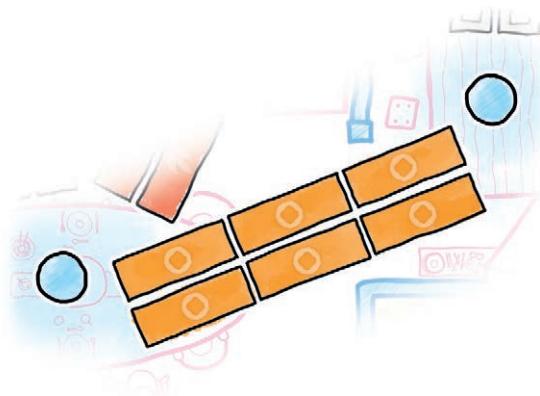
Draw Train Car Cards

The card draw action follows the exact same rules as the base game.

Claim a Route

Multiple Routes

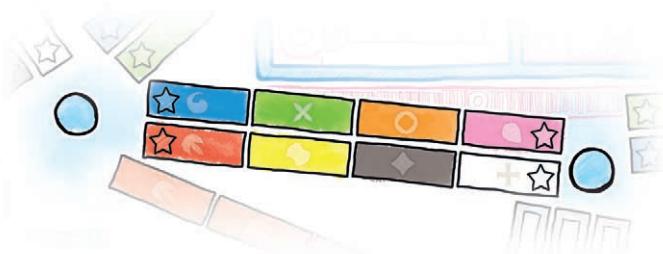
Some locations are connected by Double or Triple Routes. The same player cannot claim more than one Track of these Routes during the game.



- All of the Tracks on the two Triple Routes are in play with any number of players.
- In 2-player games, only one Track of the Double Routes joining two locations can be claimed. Once it's done, the remaining Track of the Double Route is locked and unavailable to the other player.

Family Routes

This map introduces a new kind of Route: the Family Route.



You can claim one space on a Family Route as your whole turn. You may claim any number of spaces on the same Family Route during the game (the limitations of Multiple Routes still apply though, which means that you cannot place a Train Car on more than one Track of those Family Routes). You always score 1 point for this turn, regardless of how many spaces on the same Route you previously claimed.

At the end of the game, if a Track of a Family Route is complete (all spaces are occupied), every player who has at least one Train Car on this Track can use this Route to complete Tickets.

Note: In 2-player games, a player can claim one or two spaces of a Track on a Family Route as their whole turn. The player scores 2 points if he claims 2 spaces.

Draw Tickets

Draw 3 Tickets from the top of the deck. You must keep at least one of them, but you may keep two or all three if you choose. Any returned cards are placed at the bottom of the deck.

End of the Game

There is no End Game Bonus on this map.

If two or more players are tied for the most points, the player among those who has completed the most Tickets wins.

Real Estate Agent

Alan R. Moon

Architect

Adrien Martinot

Interior decorators

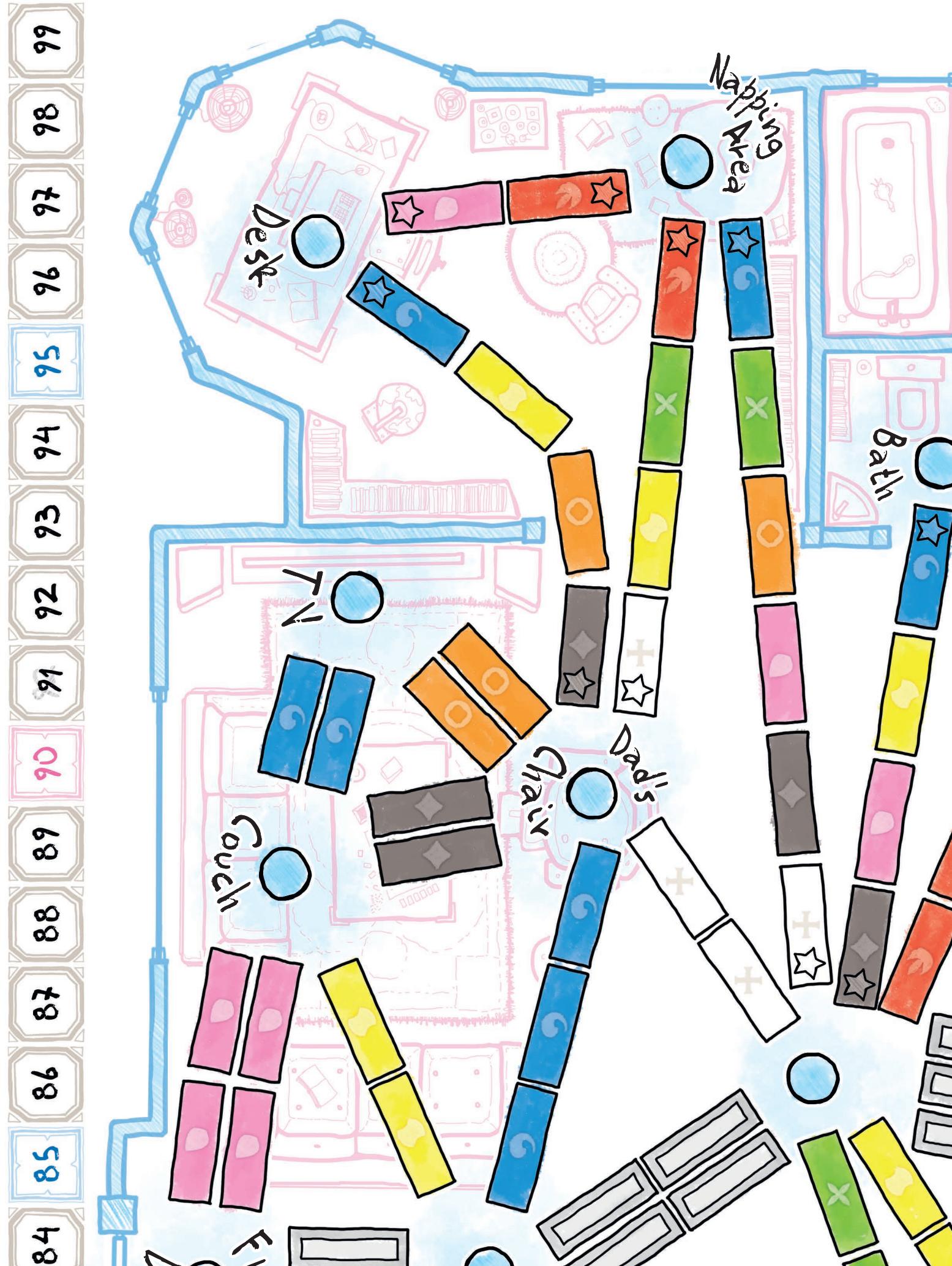
Cyrille Daujean

Julien Delval



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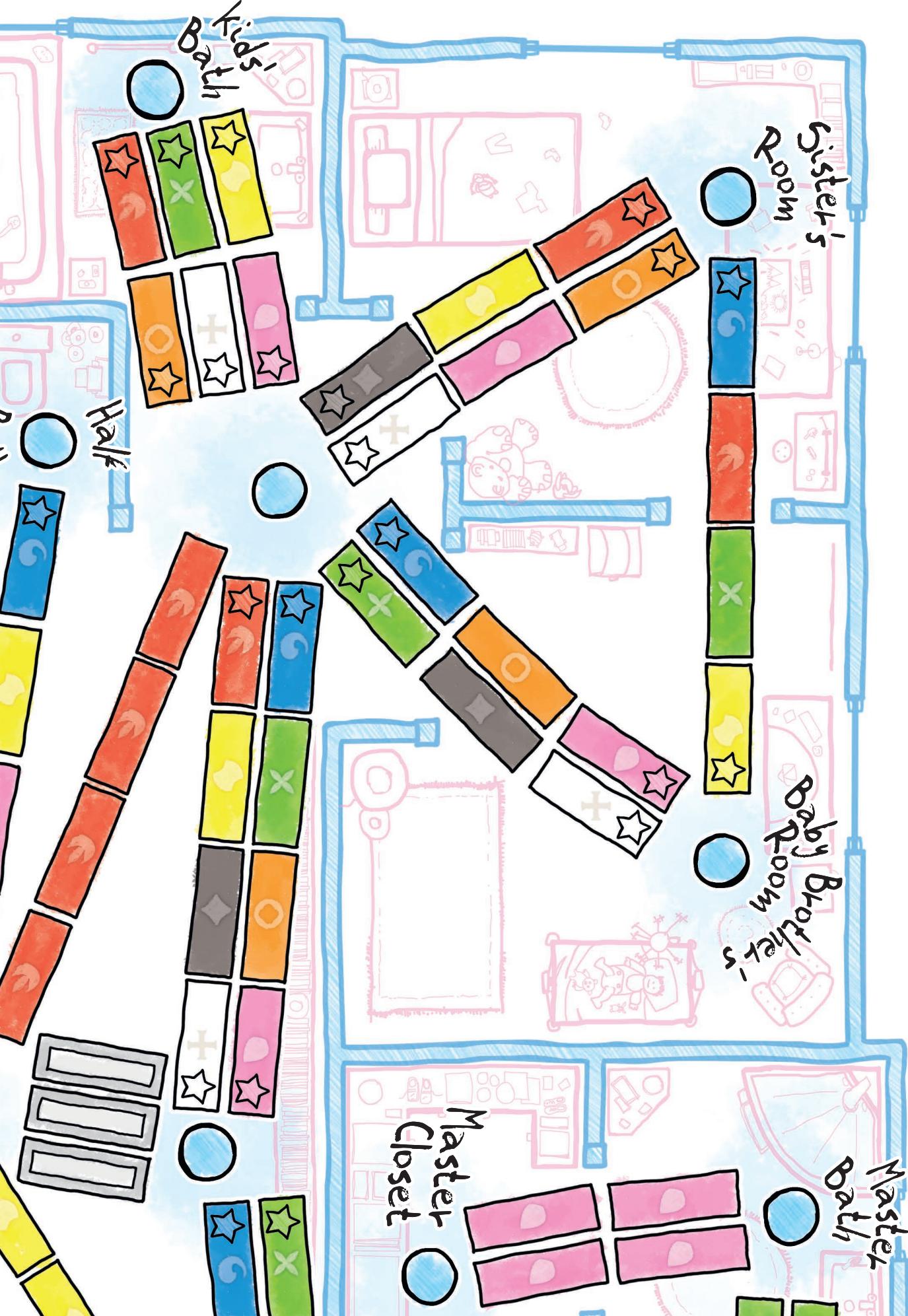
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