

Ticket to Ride: **County Durham (Coal Country)**

Created by Robert Bettles

The basic rules in *Ticket to Ride: County Durham* are the same as in the original *Ticket to Ride* games (Europe and USA).

Game setup

- Each player is dealt 4 random train cards.
- Each player is dealt 4 destination ticket cards, from which they must keep at least 2.
- A single coal token is placed on every station on the map, and then 9 pieces are removed from 9 random stations. To use as coal tokens, anything small enough to fit on a station is fine. Some games (e.g. Steam) come with little wooden cubes which work well.
- The player who has been to the most mines in their life is the starting player.

Game play

- When drawing additional destination ticket cards, a player may draw 4 cards from the deck. They must keep at least 1.
- When laying trains on grey routes, any colour can be used although all trains for that route must be the same colour.
- Ferry routes (grey routes with a train symbol on) require that one of the train cards used must be a wild.
- For 2-3 players, only single routes are allowed. For 4-5 players, double routes are allowed. E.g., in a 3-player game, only 1 person can build from Durham to Chester-le-Street, whereas in a 4-player game, 2 people can build there.

Coal

- When a player builds a route that connects to a station with a coal token on, that player may take the coal token. If there is a coal token in the stations at both ends of the route, the player may choose only one of the coal tokens to take, leaving the other.
- On a player's turn, when building a route, that player may discard any number of coal tokens to count as wild train cards. The ratio is two coal tokens for a single wild. For example, to build a three route, the player could pay one train card and four coal tokens. The coal is returned to the box after it has been used.

Scoring

- The scoring for routes and destinations is the same as conventional *Ticket to Ride*.
- The player(s) with the most completed routes get(s) 10 points.
- The player(s) with the longest continuous train line get(s) 10 points.
- The player(s) with the most coal tokens remaining in their possession get(s) 10 points.
- The player(s) with the least coal tokens remaining lose(s) 5 points.
- If multiple players have the most tickets, longest route, or most coal, then they all get the full 10 points. The same is true for least coal.

History notes

All the routes in colour roughly follow where there used to be real waggonways and railways. The routes in grey have been added to make the game more playable.