

Other boards are included below, listing just the rule changes compared to the original USA game. (sorry no Rails & Sails)

Ticket to Ride (USA + 1910 expansion)

2-5 players, with 45 trains per player. Use the USA Train Card deck.

Set-Up:

- Each player takes 45 trains of 1 color and places the scoring marker on the “0” space of the score track.
- Shuffle the train card deck and deal 4 to each player face-down. This is the starting hand.
- Flip over 5 cards from the remaining deck of Train Cards to create a selection row.
- Put the “Longest Train” bonus card nearby. Remind players of this bonus! Choose a Start player randomly.
- Shuffle the Destination Tickets, deal 3 to each player face-down (must keep 2, but can keep all.) Cards not kept go on bottom of the deck. Players keep these cards secret until the end of the game, even when you complete them!

Game Flow:

- Starting with the 1st player, and going clockwise, each player will execute 1 of 3 actions (Draw Train Cards, Claim Routes, Take Destination tickets) on their turn in full before the next player starts his turn.
- The End Game will trigger when 1 player has 0-2 trains left. Everyone, including the triggering player, has 1 more turn.

The 3 Action Choices: (Will perform only 1 on your turn!)

1. Draw Train Car Cards

- A player obtains 2 train cards. They can take from the selection row, refilling immediately, or they can draw blindly from the top of the deck. There is no hand limit for cards.
- If a player chooses to take a Locomotive (multicolor wild card) they can only take 1 card this turn. However, if a player is lucky enough to draw a Locomotive blindly off the top of the deck, they are allowed to take another card.
- If at any point there are 3 Locomotives face-up in the selection row, discard all 5 cards, and turn over 5 new cards.
- If the train deck runs out, thoroughly reshuffle all discarded cards and create a new draw deck.

2. Claim a Route

- A player claims 1 route (a pathway between 2 adjacent cities) anywhere on the board by playing/discarding train cards equal to the route length and matching color. Place 1 of your colored trains on each space of this route.
- Colors on the board and your colored trains have no correlation.
- Locomotive cards are wild. They are used to represent any color.
- Grey routes can be claimed with a matching set of any 1 color, your choice!
- A player can only claim 1 of the pathways of a Double-Route. You choose which. In a 2/3 player game, only 1 Double-Route pathway can be claimed, period! The other option is ignored.
- After you place your trains, for a route of 1/2/3/4/5/6 trains, score 1/2/4/7/10/15 points! (could score at end too.)

3. Draw Destination Cards

- A player will draw 3 Destination Tickets. Keeping them separate from the ones they already have, they select 1 or more cards to keep and add them to their hand. Discards go on the bottom of the deck.
- At the end of the game, if a player can connect the 2 cities shown on the ticket by any route path they wish, they score the points shown. If they fail to make the connection, they lose the points shown.
- Keep these cards secret until the end of the game, even when you complete the tickets.
- There is no limit to the amount of tickets you can have.
- If there are less than 3 cards in the deck, draw what you can. If the deck runs out, this action can't be taken.

End Game:

- The End Game will trigger when 1 player has 0-2 trains left. Everyone, including the triggering player, has 1 more turn.
- Each player reveals their Destination Tickets and adds (successful completion) or subtracts (failed) the points shown.
- The player who has the longest continuous path of train pieces (not branching network) will earn the 10 bonus points for the “Longest Train.” If ties, all tied players earn the full 10 points.
- If you chose to not score points for routes in game, do so now.
- Most points is the winner! Ties broken by the player with the more completed destination tickets.

USA 1910 Expansion: (10th Anniversary version comes with this already in the box)

- Replace the smaller cards with the standard size cards.
- Add the “Globetrotter” bonus for end game scoring – 15 points for the player with the most completed tickets!
- “1910” game – play with just the new ticket cards marked “1910.” Replace “Longest Train” with “Globetrotter” bonus.
- “The Mega Game” – add everything from this set to the base game. During set-up, deal out 5 Destination tickets to all, keeping 3+. During the game, when drawing tickets, draw 4, keep 1+. Use “Longest Train” and “Globetrotter” bonuses.
- “Big Cities” – Use only “Big Cities” cards. At set up, deal 4 tickets, keeping 2+. In game, deal 4, keep 1+. No bonus used.

Europe + 1912 Expansion

2-5 players, with 45 trains per player. Use the Europe Train Card deck.

Changes to Set-Up:

- Separate out the 6 “Long Route” cards (blue background.) Give 1 to each player, return the rest to the box. Now, deal each player 3 regular Destination tickets. From these 4 tickets, must keep 2+. Discards go in the box.
 - In game, draw 3 tickets, must keep 1+ (like base game). Discards go on bottom of the deck.
- Each player takes 3 “Train Stations” of their matching color.
- Use the “European Express” bonus (Longest Train) for +10 points at the end of the game. Tied players earn the full 10.

New 4th action – Build a Train Station:

- A player builds 1 of their remaining train stations onto an unoccupied city, even if no routes are connected to it.
 - 1st Station – discard 1 card
 - 2nd Station – discard 2 matching cards (locomotives are ok to use)
 - 3rd Station – discard 3 matching cards (locomotives are ok to use)
- A Train station allows its owner to “borrow” 1 route from another player connected to this city. Doesn’t have to choose which route it will use until the end of the game. For each station not used at the end of the game, +4 points.

Ferries:

- Ferries are special Grey routes that go over a body of water, and display Locomotive icons.
- To claim a ferry route, must play a Locomotive card for each icon showing on the route, plus the usual set of cards for the remaining spaces.

Tunnels:

- Tunnels are special routes that have easily identifying marks and outlines surrounding each space.
- When attempting to claim a tunnel, first play your set of cards to the table like always, but you must now reveal the top 3 cards of the Train Card deck. For every card of the matching route color (including locomotives) that are revealed, you must play an extra card of that route’s color (can use locomotives to pay the extra requirements.)
- If a player tries to claim a tunnel exclusively with locomotives, he will only have to play extra cards (locomotives in this case) if locomotives are revealed.
- If the player can’t or doesn’t want to claim the route anymore, he takes back his cards into his hand and his turn is over.
- All 3 cards that were revealed are discarded.
- In the rare case there aren’t enough cards when testing for a tunnel (after shuffling,) only reveal what is available.
- There is 1 tunnel in the game that is 8 spaces long. It is worth 21 points when claimed!

End Game Scoring Changes:

- When scoring Destination Tickets, Train Stations now use their ability to choose 1 opponent’s route connected to that city in order to “borrow” that route to assist you in completing tickets. You can NOT use more than 1 route per station.
- Unused Stations are 4 points each. Stations and “borrowed” routes do NOT count when calculating the Longest Train.

Europe 1912 Expansion:

- Add the new Destination tickets and the Long tickets in with the Europe cards. This expansion comes with a set of the cards from the Europe base game in case you need all new cards. This is called the “Europe Expanded” way to play.
- “Mega Europe” – during set-up, deal each player 2 Long tickets, keep 0-1 of them (putting the extra in the box.) Mix all the regular tickets together, give each player 5. If they kept a Long ticket, they keep 2+, but if they didn’t, they keep 3+.
- “Big Cities of Europe” – Long routes aren’t used. Find all the Big City labeled tickets, putting the rest in the box, and shuffle. Give each player 5 tickets, keeping 2+. During the game, when getting new tickets, take 4, keeping 1+.
- **Warehouses and Depots (this can be played with ANY Ticket to Ride map!)**
 - Each player is given 5 depots and 1 warehouse of his color at set-up.
 - Right before the game is to start, each player, starting with the last player (going counter-clockwise,) places 1 of their depots on an unoccupied city.
 - Whenever a player uses the “Draw Train Card” action, he first takes the top card of the deck and places it face-down on any player’s warehouse without looking at it.
 - On a future turn, if a player “Claims a Route” connected to a depot, that player may take ALL the cards on the matching Warehouse by discarding 1 of his own depots back to the box for each warehouse he wants to empty.
 - As a free action on a player’s turn, they may place 1+ depots onto unoccupied cities. Depots on the board can’t be moved or removed! Depots can’t co-exist with Train Stations.
 - The number of cards on a Warehouse is open info, and if there are ever no Train cards in the draw and discard pile, and 1+ players are out of depots, take ALL the cards from the Warehouses and make a new draw pile.
 - At the end of the game, the player with the most unused depots earns 10 points. Tied players score the full 10.

Marklin

2-5 players, with 45 trains per player. Use the Marklin Train Card deck.

Changes to Set-Up:

- Each player takes 3 passengers of their color.
- Create stacks of Merchandise tokens based on color sets going in descending order. Place 1 set on matching city spaces.
 - 1 stack of Black (7,6,5,4)
 - 6 stacks of Red (4,3,2)
 - 12 stacks of Yellow (3,2,1)
 - 16 white tokens showing a 2
- Separate the Destination tickets by “Long” (brown) and “Short” (blue). Players now take 4 cards in any combination from the 2 decks, but can’t look until they finish drawing. Keep 2+ tickets, putting the discards back into their respective decks and shuffling before the game starts.
 - In game, you take 4 cards (draw all before looking) in any combination from the Long and Short decks, keep 1+. Put the discards at the bottom of the corresponding deck.
- The “Most Completed Ticket Bonus” tile gives +10 points at the end of the game. Tied players earn the full 10 points.

General Rule changes:

- The Triple-Routes follow the same rules as the Double. In a 2/3 player game, only use 1 of the pathways in the Double and Triple-Routes (the other pathways are ignored after being claimed.)
- Several routes are 7 trains long, they are worth 18 points each!
- When you take the “Claim a Route” action, after you score, you may place 1 of your passengers in either city of this particular route. Only 1 passenger in a city at a time. See below for Passenger use.
- Passenger Card – draw like normal train cards, see “Move a Passenger” below for use. Like with regular Locomotives, if there are ever 3 in the selection row, discard all cards and refill.
- Locomotive +4 card – these cards work like regular Locomotives with 2 changes:
 - They can only be used claiming routes of 4+
 - When drawing this card face-up, you can still draw the standard 2 cards!

New 4th action – Move a Passenger:

- When you are ready for your passenger to travel, as a new 4th action, move him along your train routes from city to city, collecting merchandise tokens at every city he reaches (not starting), until you wish for him to stop.
- Each Passenger card played will allow the passenger to “borrow” a route belonging to another player.
- Your passenger can not use the same route pathway more than 1 time (may not backtrack).
- Your passenger may travel through other passengers, but can’t stop with another.
- When your passenger finishes travel, score points for tokens you collected, then remove your passenger from the game.

Nordic Countries

2-3 players, with 40 trains per player. Use the Nordic Countries Train Card deck.

Changes to Set-up:

- Each player is dealt 5 Destination Tickets, and must keep 2+. Any not kept are removed from the game.
 - In game, draw 3, and must keep 1+. Cards not kept are removed from the game.
- Use the “Globetrotter” bonus +10 points for most completed tickets at end of game (ties earn the full +10 each!)

General Rule Changes:

- There is no restriction when drawing face-up Locomotives. You can take 2 face-up locomotives on this map!
- See “Ferries” under the **Europe Map** above. (In addition, any 3 train cards can be used as 1 Locomotive for Ferry use.)
- See “Tunnels” under the **Europe Map** above.
- In the 2 player game, only 1 of the Double-Route pathways can be used. The other is ignored afterwards. The 3 player game uses all Double-Route pathways.

Muransk-Lieksa Route:

- When completing this route, a player may use any 4 train cards to represent any 1 color. Example, you could use 7 green cards and 8 other cards to claim this route.
- This 9 space route is worth 27 points!

Asia

2-3 teams of 2 players each, with 54 trains per team.

Use either the USA, Europe, or Nordic Countries Train Card deck.

Changes to Set-Up:

- Players should create teams of 2 (either 4 or 6 people will be playing,) and sit next to your partner.
- During the game, partners will score as 1 unit, using only 1 marker to keep track of their points.
- Partners will split the 54 trains of their color in half (27) for each of them to use independently during the game.
- Each team will take 2 card holders – 1 for the “common Train cards” and 1 for the “common Destination tickets” which partners will be able to share and see openly.
- Partners may not “table talk” during the game. Talking about cards they have and intended moves is forbidden!
- Each player still receives 4 Train cards like normal, but they go into their “hand” which their partner can’t see.
- Each player is dealt 5 Destination tickets (again secret from partner), must keep 3+. At the same time, each player will put 1 of the kept tickets onto their “common Destination ticket” holder which is now open between partners. Discards go onto the bottom of the deck.
 - In game, draw 4 tickets, keeping 1+. Then, 1 of the tickets you kept must go on the common card holder. Put discards on the bottom of the deck.
- This map uses the “Longest Train” (+10 points) and the “Globetrotter” (+10 points) bonuses. Tied teams earn full points.
- Unofficial rule for Start player – Pick the most experienced team, and start with player 2 on that team.

General Rule Changes:

- A player may use his whole turn to place up to 2 Destination Tickets from his hand onto the common card holder.
- When “Drawing Train Cards,” 1 of the cards must go into your hand and 1 must go onto your common card holder. After drawing the 1st card, you must decide where this card goes. The 2nd card will go into the location not chosen.
 - If drawing a single locomotive card, it must go onto the common card holder.
- In a 4 player game, only 1 pathway on the Double-Routes can be used except the Hong Kong-Canton route which can still have both used, and only 2 pathways on the Triple-Routes can be used. In 6 player games, all pathways can be used.
- 1 player can still only claim 1 pathway on a Double/Triple route, like normal, but your partner can also claim a pathway on the same route (creating 2 pathways on the same route with the same color train!) Sadly, basic memory is the only way to know who claimed the route first, so pay attention to know who can still play on those routes!
- See “Tunnels” under the **Europe Map**. This map requires 4-6 additional cards to be drawn instead of the normal 3. See the individual tunnels on the board for how many extra cards should be drawn.
- End Game will trigger when 1 team has 4 or less trains. All players will have 1 more turn (like normal.)

Legendary Asia

2-5 players, with 45 trains per player. Use either the USA, Europe, or Nordic Countries Train Card deck.

Changes to Set-Up:

- Separate out the 6 “Long Route” cards with the purple background. Give 1 to each player, return the rest to the box. Now, deal each player 3 regular Destination tickets. From these 4 tickets, must keep 2+. Tickets not kept go in the box.
 - In game, draw 3 tickets, keep 1, discards to bottom of deck.
- “Asian Explorer” bonus of 10 points is given at End game for the player who reached the most cities in 1 branching network (can contain loops and branches, doesn’t have to be 1 continuous line.) Tied players earn full 10 points.

Ferries:

- Ferries are special Grey routes that go over a body of water, and display Locomotive icons.
- To claim a ferry route, must play a Locomotive card for each icon showing on the route, plus the usual set of cards for the remaining spaces.

Mountain Routes:

- Identified by a black X symbol on 1+ spaces on a route.
- To claim, play your train cards like normal, place your trains, and score the points.
- For each X on this route, you must discard 1 plastic train CAR from your supply to the “Mountain Crossing Area” in the right bottom corner of the board. Score 2 points for each train car placed in this Mountain Crossing Area.
- If you don’t have enough train cars to mark the route and discard, you can’t claim this route.
- Some Double-Routes show 1 Mountain route. Only the route with the X is considered “mountain,” and all other rules for the Double-routes apply from the base game.

Switzerland

2-3 players, with 40 trains per player. Use either the USA, Europe, or Nordic Countries Train Card deck.

Changes to Set-Up:

- Deal each player 5 Destination tickets, must keep 2+. Discards are removed from the game.
 - In game, draw 3 tickets, keeping 1+. Discards are removed from the game.
- “Longest Train” bonus is used during this game for +10 points at the end. Tied players earn full 10 points.
- See “Tunnels” under the **Europe Map** above
- In a 2 player game, only 1 pathway on a Double-Route may be used. In a 3 player game, both paths are used.

Destination Tickets:

- This map introduces city-country, and country-country tickets.
- The points earned for completion correspond with the highest achieved reward (only 1 connection can score.)
- If no connections were completed, lose points associated with the lowest value shown.
- Connections going into a different country are “dead ends” and do not continue a rail line.

Changes for Locomotives:

- No restrictions for drawing. Can take 2 face-up if you want!
- Can only play them when claiming “Tunnels.” Cannot use them to claim regular routes.

India

2-4 players, with 45 trains per player. Use either the USA, Europe, or Nordic Countries Train Card deck.

General Rule Changes:

- During set-up, players are dealt 4 Destination tickets, keeping 2+. Discard to the bottom of the deck.
 - In game, draw 3, keeping 1+. Discard to the bottom of the deck.
- The “Longest Train” +10 bonus is used for this map at the end of the game. Tied players earn the full 10 points.
- Only in the 4 player game are both pathways of the Double-Routes used. Use only 1 pathway in 2/3 player games.
- See “Ferries” under the **Europe or Legendary Asia Map** above.

Grand Tour Bonus Scoring:

- At the end of the game, any Destination ticket in which the 2 cities shown are linked by 2 distinctly different paths of the owner’s color will score bonus points based on how many total tickets they completed in this nature.
 - The paths may cross but they cannot share any trains to qualify for the Grand Tour Bonus.
 - For 1/2/3/4/5+ tickets that meet the Grand Tour requirements, earn a total 5/10/20/30/40 bonus points once.

Heart of Africa

2-5 players, with 45 trains per player. Use either the USA, Europe, or Nordic Countries Train Card deck.

Changes to Set-Up:

- Each player is dealt 4 Destination tickets, keeping 2+. Discards go on bottom of deck.
 - In game, draw 4 tickets, keep 1+. Discards go on bottom of deck.
 - Tickets to Madagascar can be completed by going to either of the 2 locations shown. Doesn’t have to be both!
 - Connections going into a different country are “dead ends” and do not continue a rail line.
- Shuffle the 45 Terrain cards, deal each player 1 card, and flip over 2 cards next to the deck (like the train cards.)
- “Globetrotter” +10 point bonus is scored at the end of the game. All tied players score the full amount.
- Double routes work the same as in the base game.

Terrain Cards:

- Terrain cards that players own are placed face-up on the table in front of them, sorted by type (askew,) for all to see.
 - Terrain cards at the end of the game are worth nothing!
- When “Drawing Train Cards,” a player may choose to take a Terrain card instead of a train card.
 - Can draw 2 Terrain cards, or 1 terrain card and 1 train card, or the standard 2 train cards on a turn.
 - Immediately refill cards if taken from the 2 face-up. Can draw blindly off the top like Train cards.
- When “Claiming a Route,” in addition to the normal rules, a player may discard a required amount of matching Terrain cards of the route being claimed in order to Double the route points! Must meet both requirements:
 - Must have at least as many cards of this Terrain type as any other player (can’t be the sole player with the least.)
 - Must discard 1 matching Terrain card for routes 1-3 spaces, or 2 matching Terrain cards for routes 4-6 spaces.
 - Locomotives may be played to represent a Terrain Card when scoring. (Discard into Train discard pile.)
 - Because of the possible Double points, make sure you score as you go on this map!

Nederland

2-5 players, with 40 trains per player. Use either the USA, Europe, or Nordic Countries Train Card deck.

Changes to Set-Up:

- This map uses the “Bridge Toll Token” bonus, see below for scoring. No other bonuses are used.
- Each player is dealt 5 destination tickets, keep 3+. Discard to a “ticket discard pile.”
 - During the game, draw 4 tickets, keeping 1+. Discard to a “ticket discard pile.” If runs out, reshuffle discards.
 - Unless you are playing the 2p game with the neutral player, ignore city names at the bottom of some tickets.
- Each player is given 30 points in “Toll Tokens” at the start of the game (keep secret.)
- Score markers are staged (1st player – 0 point space, 2nd – 1 space, 3rd – 2 space, 4th – 3 space, 5th – 4 space)
- All Double-Routes are in play this game, even with 2-3 players. You’ll see why below.
- See rulebook for the 2-player game set-up with a neutral player.

Tolls and Loans:

- When the 1st route of a Double-Route is claimed, the player pays the toll cost shown in tokens to the bank.
- When the 2nd route of a Double-Route is claimed, the player pays the toll cost shown in tokens to the 1st player present.
- If a player doesn’t have enough tokens to pay the entire cost of an action, they complete the action anyway and pay nothing, but they take a loan card. Put this loan card on the table in front of them. This card can’t be paid off. If another player is owed tokens, that player takes the full amount owed from the bank.

Changes to Scoring:

- In a 5 player game, 1st/2nd/3rd/4th/5th most tokens earns 55/35/20/10/0 points.
- In a 4 player game, 1st/2nd/3rd/4th most tokens earns 55/35/20/0 points.
- In a 3 player game, 1st/2nd/3rd most tokens earns 55/35/0 points.
- In a 2 player game, 1st/2nd most tokens earns 35/0 points.
- If players tie for a certain tier, all tied players score the full value.
- Bridge toll tokens themselves have no value.
- If a player took loans, not only does it cost that player 5 points for each they accrued, but it automatically them last in terms of the set scoring (giving them 0 points). If multiple people have loans, they are all considered last.

Pennsylvania

2-5 players, with 45 trains per player. Use either the USA, Europe, or Nordic Countries Train Card deck.

Changes to Set-Up:

- At the start of the game, each player is dealt 5 Destination tickets, keeping 3+. Discards go on bottom of the deck.
 - In game, draw 4 tickets, keeping 1+. Discards go on bottom of the deck.
- At the beginning of the game, sort out the 60 Stock share cards by each Railroad company.
 - For each company, sort the cards in ascending orders (with #1 on the top and higher values below.)
- “Globetrotter” +15 point bonus is used on this map for the most completed tickets. Ties earn the full 15 points.

Ferries:

- Ferries are special Grey routes that go over a body of water, and display Locomotive icons.
- To claim a ferry route, must play a Locomotive card for each icon showing on the route, plus the usual set of cards for the remaining spaces.
- The 2 routes leading to “Ontario” are not connected to each other.

Stock Shares:

- When claiming a route, a player may take the next available share from 1 of the companies shown next to the route.
- Players keep their shares secret during the game.
- At the end of the game, the player with the most (and so on) shares in each company will score points based on what printed on the share cards. Ties are broken by the player with the lowest stock order number (remember set-up).
- A player must own a share in a company in order to score any points.

2-Player Rules:

- Uses a 3rd “dummy” player. When players take a share for themselves, they also select 1 for the dummy player from among the companies listed on the route claimed.
- At the end of the game, shuffle the dummy player’s shares and reveal half (rounded up). Use only these revealed shares when scoring majorities. You don’t have to award points to the dummy player however.

United Kingdom

2-4 players, with 35 trains per player. Use the UK Train Card deck.

Changes to Set-Up:

- In the 3-4 player game, both pathways of the Double-Routes can be used. In the 2 player game, use only 1 path.
- All players will start with 1 Locomotive and the 4 standard dealt Train cards.
 - Any 4 card can be substituted for a Locomotive on this map.
 - When 3 Locomotives are face-up in the selection row, don't reset the row! Leave it alone!
- Each player is dealt 5 Destination tickets, keeping 3+. Discard go on the bottom of the deck.
 - In game, draw 3 tickets, keep 1+. Discard go on the bottom of the deck.
- See "Ferries" under **Europe** or **Legendary Asia Map** above.
- No standard end game bonuses on this map. Some technologies provide bonuses so score as you lay your routes!

Technologies:

- Lay out all 11 regular technologies, and if you wish, add in the 5 advanced technologies.
- At the beginning of the game, players can only claim 1 and 2 space routes, they can't claim ferries and they can only claim routes in England. However, through technologies, abilities can be improved. Technologies can be combined!
 - Exception: Southampton – New York is always available!
- Before a player takes their turn, they may discard Locomotives required (upper right corner) to buy 1 technology.
 - Wales Concession – Allows player to claim routes into any of the cities in Wales
 - Ireland/France Concession – Allows player to claim routes into any of the cities in Ireland and France.
 - Scotland – Allows player to claim routes into any of the cities in Scotland.
 - Mechanical Stoker – Allows claiming of 3-space routes.
 - Superheated Steam Boiler – Allows claiming of 4, 5, 6 space routes. Not 3-space routes!
 - Propellers – Allows claiming of Ferries.
 - Boosters – Can use any 3 cards as a Locomotive instead of the usual 4.
 - Boiler Lagging – Earn 1 extra point for every route claimed.
 - Steam Turbines – Earn 2 extra points for every Ferry you claim.
 - Double Heading – Earn 2 extra points for every ticket you complete at the end of the game.
 - Right of Way – Allows a player to immediately claim a route that was already claimed by playing the appropriate cards as usual, scoring the points, and placing your trains next to the other player's trains. Return the Right of Way card back to the table to be used again.
 - Thermocompressor – Claim 2 routes this turn, then return this card to the table.
 - Water Tenders – When "Drawing Train Cards," draw 3 blindly instead of the regular 2.
 - Risky Contracts – Score 20 points (or lose 20 points) if you have the most completed tickets (or not). Can only buy this card BEFORE the first shuffle of the Train Card deck. After that, this technology is removed.
 - Equalising Beam – Score 15 points (or lose 15 points) if you have the Longest Train at the end (or not.) Can only buy this card BEFORE the first shuffle of the Train Card deck. After that, this technology is removed.
 - Diesel Power – When claiming a route, may play 1 less card (max 1), can't ignore Locomotives on Ferries.

Alvin & Dexter Mini-Expansion

Can be used with any Ticket to Ride map (except Old West)

Set-Up

- Right before the game starts, the player going last will place Alvin (Alien) on any city.
- The player to their right will place Dexter (Dinosaur) on any other city.
- Separately place the A&D decks with the 2 bonus cards (+15 for each Alvin and Dexter) for all to reach.

General Rules

- Any city (or country) with either or both monsters is a "City in Chaos." Players can't claim routes into these areas.
- As a free action on your turn, a player may play locomotive cards to take either an Alvin or a Dexter card from their deck.
 - Discard 1 Locomotive card to move the selected monster 0-3 cities away (take 1 of their cards.)
 - Discard 2 Locomotive cards to move the selected monster 0-6 cities away (take 1 of their cards.)
 - You can't utilize a monster if his card is currently face-up in front of another player or if his deck is empty.
- The monster card goes face-up in front of you, after your next turn, flip it face-down, keeping your A&D cards secret.
- End of the game, tickets that include a "City in Chaos" earns half points (rounded down) but only lose half points too!
- The player with the most Alvin cards scores +15, and same goes for Dexter. All tied players earn the full 15 points!

France

2-5 players, with 40 trains per player. Use either the USA, Europe, or Nordic Countries Train Card deck.

Changes to Set-Up:

- In 4-5 player game, use all pathways of the Double/Triple-Routes. In 2-3 player game, only use 1 path on these routes.
- Each player is dealt 5 Destination tickets, keeping 3+. Shuffle all discards together and put on bottom of the deck.
 - In game, draw 4, keeping 1+. Discards go on bottom of the deck.
 - Connections going into a different country are “dead ends” and do not continue a rail line.
- Each player is dealt 8 train cards (instead of the normal 4.)
- “Longest Train” (+10) and “Globetrotter” (+15) bonuses are used on this map. All tied players earn the full point value.

Track Beds:

- This map has a lot of routes that don’t have colors. They are “track beds” that need a player to set the color route.
- A player can’t never “Claim a Route” on a “track bed.”
- After “Drawing Train Cards,” a player must add any 1 available color track tile to a “track bed” of the same length.
 - If this color tile covers up any other track beds, those connections are permanently cut-off for this game.
 - If laying a tile in a double/triple route, lay 1 tile on 1 of the pathways only.
 - Even though a player may only build 1 time on a double/triple route with their colored trains, they may add tiles to track beds more than once in the same double/triple route.
- When “Claiming a Route” on a placed track tile, remove the tile and put it back in the general supply to be used again.

Ferries:

- Ferries are special Grey routes that go over a body of water, and display Locomotive icons.
- To claim a ferry route, must play a Locomotive card for each icon showing on the route, plus the usual set of cards for the remaining spaces.

Old West

2-6 players, with 40 trains per player. Use either the USA, Europe, or Nordic Countries Train Card deck.

Changes to Set-Up:

- In a 4-6 player game, use all pathways on the Double/Triple-Routes. As always, a player may only claim 1 path on these routes. In the 2-3 player game, use only 1 pathway on the Double/Triple-Routes.
- This map is not compatible with the “Alvin and Dexter” expansion (detailed above).
- Each player is dealt 5 Destination Tickets, keeping 3+. Shuffle ALL discards into the deck before the game starts.
 - In game, draw 4 tickets, keeping 1+. Discards go on bottom of the deck.
- Use the “Globetrotter” bonus of +15 points for most completed tickets at the end. All tied players earn full 15 points.
- Each player takes 3 “City Markers” of their matching color. These will mark cities you “control.”
- Before the game starts, the last player places 1 City Marker in any city (except Roswell,) claiming as their “Starting city.”
 - Going in counter-clockwise order, all other player claims their Starting City.

General Rules Changes:

- When “Claiming a Route,” you can only claim routes directly connected to the cities in your network. These cities don’t need to have a City Marker to be counted as a “city in your network.”
 - At the beginning of the game, you can only build out of your starting city! After you build the 1st time, you can now build out of the new city you connected to and your starting city still.
 - After laying trains, you may spend 2 more matching cards (locomotives ok) in order to place a new City Marker in either city of your new route (max 3 per player, and only 1 marker per city.)
 - Claimed routes score points like normal, but if another player has a City Marker on either city of this new route, THAT PLAYER SCORES THE POINTS INSTEAD! (Don’t score route points at the end of the game, score in game!)
 - If both cities are owned, both players score the full points, and if the same player owns both cities, that player scores the points twice!
- See “Ferries” under the **France** map above.

Variant – Alvin the Alien:

- Alvin the Alien starts in Roswell. No player can claim Roswell as a city, period.
- The first player who builds a route into Roswell captures Alvin, earns 10 points, and moves Alvin to a city he controls.
- Anytime a player builds a route into the city Alvin is in, they earn 10 points, and moves Alvin to a city he controls.
- The player who controls Alvin at the end of the game receives the Alvin bonus card worth +10 points.