

Another boardgame player aid by

# UniversalHead

Design That Works.

Download a huge range of popular boardgame rules summaries, reference sheets and player aids at [www.headlesshollow.com](http://www.headlesshollow.com)

**Universal Head • Design That Works • [www.universalhead.com](http://www.universalhead.com)**

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Game: **TICKET TO RIDE SWITZERLAND**

Pub: **©2007 Days of Wonder**

Page 1: **Rules summary**

**v1**

**Jun 2011**

For best results, print on card, laminate and trim to size.

# TICKET TO RIDE



## SWITZERLAND

### Setup

The Swiss map is designed for **2 or 3 players**.

Some routes connect cities to neighbouring countries instead of other cities.

Each player takes a set of **40 Train Cars** and a matching **Scoring Marker**. Scoring markers go on the Start space of the track around the board.

Shuffle the **Train cards** and deal 4 cards to each player. Place the deck by the board and turn 5 cards faceup, laying them out in a row.

Place the **Longest Continuous Path Bonus card** faceup next to the board.

Shuffle the **Destination Tickets**, deal 5 to each player and place the remainder in a facedown deck.

Each player must keep at least 2 of their tickets, but may keep all 5 if they so choose. Any returned cards are removed from the game.

The player who is the most experienced traveller goes first. Play proceeds clockwise.

### Order of Play

On his turn a player must perform **one** only of the following actions:

#### Draw Train Cards

**Draw 2 Train cards.** You may take any of the faceup cards or draw from the deck.

Only 1 Locomotive card can be drawn during a turn.

If you draw a faceup card, you immediately turn a replacement card faceup from the deck. You then draw a second card from the faceup cards or the deck.

#### Claim a Route

Claim a route by playing a set of **Train cards** matching the colour and quantity of the route spaces and then placing one train on each space of the route.

Discard the cards and record the appropriate score for that route's length by moving the Scoring Marker.

#### Draw Destination Tickets

Draw 3 **Destination Tickets** from the top of the Tickets deck. You must keep at least one. Returned cards are removed from the game.

### Drawing Train Cards

The colours of Train cards match the routes between cities on the board. A player may have any number of Train cards in his hand at any time.

When the deck is exhausted, the discards are thoroughly reshuffled to form a new deck.

#### Locomotives

**Locomotives** are multi-coloured and act as wild cards that can be part of any set when claiming a route. **Unlike other versions of Ticket to Ride, Locomotive cards can be selected like standard train car cards.**

**Locomotive cards can only be played on tunnel routes.** They can complement or replace the cards used to claim a tunnel route, but can never be used to help claim a regular route.

If at any time, 3 of the faceup cards are Locomotives, all 5 cards are immediately discarded and 5 new ones drawn to replace them.

### Claiming Routes

A player may claim any route on the board, but only one route per turn. A route must be claimed in its entirety during a single turn.

#### Gray Routes

**Gray coloured routes** can be claimed using a set of cards of any one colour.

#### Double Routes

Some cities are connected by **Double Routes** (two tracks parallel along the entire route). One player cannot claim both routes. In a 3 player game, players can use both tracks of the double routes. In a 2 player game, only one of the Double Routes can be used.

#### Tunnels

When attempting to claim a Tunnel route, a player first lays down the number of cards required by the route's length. Then turn the top 3 cards from the Train deck.

For each card revealed that matches the color used to claim the route (including Locomotives), an additional card of the same color (or a Locomotive) must be played to successfully claim the tunnel route.

If a player does not have enough additional matching cards, or does not wish to play them, he takes all his cards back and his turn ends. The 3 cards revealed for the tunnel are discarded.

Any Locomotive card drawn automatically matches the color of the cards played on the route, and forces the player to add a card of matching color, or a Locomotive.

If a player attempts a tunnel by playing only Locomotive cards, he will only have to play additional Locomotives if they show up among the 3 cards drawn for the tunnel.

### Drawing Destination Tickets

**Destination Tickets** are kept secret until the end of the game and final scoring. A player may have any number of Tickets at any time.

If there are less than 3 Tickets left, the player draws only what is available.

Once kept, Tickets must be kept until the end of the game and cannot be discarded during a later Ticket draw.

A Ticket is successfully completed if the player creates a continuous path of his trains between the 2 cities named on the Ticket.

To complete a **city-to-country Destination Ticket**, you must connect from the city name to one of the countries listed. To complete a **country-to-country Destination Ticket**, you must connect the primary country to one of the other countries listed. The points earned are those of the *highest* scoring connection from among the possible destinations on the ticket. If none of the possible connections was made, the points lost are those corresponding to the *lowest* value on the ticket.

### Game End and Scoring

When one player's stock of Trains is down to 2 or less at the end of his turn, each player, including that player, gets one final turn.

The game then ends and final scores are calculated.

**Reveal Destination Tickets.** The value of successfully completed Tickets is *added* to a player's score and the value of incomplete Tickets is *subtracted* from his score.

**Add 10 bonus points to the player who has the Longest Continuous Path** of routes. A given Train can never be used twice in the same continuous path. If several players are tied they each receive the bonus.

**The player with the most points wins.** If a tie, the player who completed the most Destination Tickets wins.

If still tied, the player with the Longest Continuous Path bonus card wins.