

 REFERENCE GUIDE 5.0	Nº of players	Nº of trains per player	Destination Tickets		Locomotive/Wild Cards		Claiming Parallel Routes (Double, Triple, Quadruple) *NEVER by same player* (unless specified)	End game bonuses Express = Longest Continuous Path (LCP) Globetrotter = Most Completed Tickets (MCT)	Special features, rules or notes	
			ALWAYS discard to bottom of deck (unless specified otherwise)		*Re-deal all face-up Transportation Cards if ≥3 Wild Cards visible* (unless specified otherwise)				SA = Stand Alone Board Ex = Expansion Pack/Map (requires base game to play)	
			At game start (Nº of destinations tickets used)	During the game	Nº drawn from face-up cards	Playing				
[2004] Ticket to Ride	2 - 5	45	•Deal 3 •Keep ≥ 2 (30)	•Draw 3 •Keep ≥ 1	≤1	•All routes	4 - 5 players only	•LCP: 10 pts	•Also know as "Ticket to Ride: Classic" SA	
[2006] USA 1910 Expansion for Ticket to Ride	2 - 5	45	1910 (35) •Deal 3 •Keep ≥ 2	1910 •Draw 3 •Keep ≥ 1	≤1	•All routes	4 - 5 players only	1910 •Globetrotter: 15 pts	•3 variants: 1910, The Big Cities, The Mega Game	
			The Big Cities (35) •Deal 4 •Keep ≥ 2	The Big Cities •Draw 4 •Keep ≥ 1				The Big Cities •LCP: 10 pts	Tickets Used 1910 Only "USA 1910" Tickets The Big Cities Only "Big Cities" Tickets The Mega Game All Tickets	
			The Mega Game (69) •Deal 5 •Keep ≥ 3	The Mega Game •Draw 4 •Keep ≥ 1				The Mega Game •LCP: 10 pts •Globetrotter: 15 pts	•Ticket to Ride 10th Anniversary collects Ticket to Ride & USA 1910 Ex	
[2005] Ticket to Ride Europe	2 - 5	45	•Deal 1 long route Ticket + 3 regular route Tickets •Keep ≥ 2 (40 Reg.) •Discard to box (6 Long)	•Draw 3 regular Tickets •Keep ≥ 1	≤1	•All routes •Building Stations	4 - 5 players only	•Stations: 4 pts per unplayed station •European Express: 10 pts	•Ferry routes •Tunnel routes	•Stations •Long route Destination Tickets SA
Europa 1912 Expansion for Ticket to Ride Europe [2009]	2 - 5	45	Europe Expanded (+19 Reg.) •Deal 1 long route Ticket + 3 regular route Tickets •Keep ≥ 2	Europe Expanded •Draw 3 •Keep ≥ 1	≤1	•All routes •Building Stations	4 - 5 players only	•European Express: 10 pts •Stations: 4 pts per unplayed station •Most unused Depots: 10 pts (if using Depots)	•3 variants: Europe Expanded, Mega Europe, Big Cities of Europe	
			Mega Europe (89 Reg.) Step 1 (12 Long) •Deal 2 long route Tickets •Keep ≤ 1 Step 2 •Deal 5 regular route Tickets •Keep ≥ 2 if 1 long route kept •Keep ≥ 3 if 0 long routes kept	Big Cities of Europe •Draw 4 •Keep ≥ 1 Big Cities of Europe (45 Reg.) •Deal 5 •Keep ≥ 2 All Variants Discard to box					Tickets Used Europe Expanded Regular "1912" Tickets & Ticket to Ride Europe Tickets (i.e. No "1912" long route Tickets) Mega Europe All Tickets Big Cities of Europe Only "Big Cities" Tickets (i.e. no long route Tickets)	
									•Expansion also includes Warehouses & Depots: Can be used with any map; adjacent bonus applies also •Ticket to Ride 15th Anniversary collects Ticket to Ride Europe, Europa 1912 & Orient Express* (*originally an additional mini-expansion with 7 new tickets) Ex	
[2006] Ticket to Ride Märklin Edition	2 - 5	45	•Draw 4 (Sum of short + long route Tickets) •Keep ≥ 2 (23 Short 23 Long) •Reshuffle discarded Tickets with corresponding deck(s)	•Keep ≥ 1 •Discard to bottom of corresponding deck(s)	•Locomotive +4 Cards don't trigger re-deal •Also re-deal if ≥3 Passenger Cards visible •Locomotives: ≤1 •Locomotive +4: ≤2		4 - 5 players only	•MCT: 10 pts	•Short & long route Destination Tickets •Locomotive +4 Cards	•Passengers & Merchandise (different mechanic than ZuZ: Deutschland) •City-to-Country routes SA
Ticket to Ride Nordic Countries [2007]	2 - 3	40	•Deal 5 •Keep ≥ 2 •Discard to box (46)	•Draw 3 •Keep ≥ 1 •Discard to box	Never re-deal		3 players only	•Globetrotter: 10 pts	•Ferry routes •Asymmetric Parallel routes: Stavanger - Kristiansand, Mo I Rana - Trondheim •Murmansk to Lieksa route: Any 4 cards = Any 1 card SA	
					•Tunnels: As wild cards •Ferries: As wild cards; Any 3 cards = 1 Wild					
[2017] Ticket to Ride Germany (Zug um Zug: Deutschland [12] & Deutschland 1902 [15])	2 - 5	45	•Draw 4 (Sum of short + long route Tickets) •Keep ≥ 2 (4) •Reshuffle discarded Tickets with corresponding deck(s)	•Keep ≥ 1 •Discard to bottom of corresponding deck(s)	≤1	•All routes	4 - 5 players only	•Globetrotter: 15 pts •Most Passengers of each colour: 1st - 20 pts, 2nd - 10 pts	•Short & Long route Destination Tickets •City-to-Country routes •Passengers (different mechanic than TTR Märklin) •TTR Germany ≈ ZuZ Deutschland + Deutschland 1902 (see "Destination Tickets") SA	
					*Depends on version & expansion •TTR Germany: (55 Short 34 Long) •ZuZ Deutschland: (33 Short 29 Long) •Deutschland 1902: (+23 Short +6 Long)					
[2022] Ticket to Ride Northern Lights	2-5	40	•Deal 4 •Keep ≥ 2 (55)	•Deal 3 •Keep ≥ 1	≤1	•All routes •Ferry routes: 1/3 if 2 players; 2/3 if 3 players; 3/3 if 4 - 5 players	•Double routes: 4 - 5 players only •Triple routes: 1/3 if 2 players; 2/3 if 3 players; 3/3 if 4 - 5 players	•4 of 11 randomly selected end-game bonus cards	•Ferry routes •Draw Bonuses: From top of deck only •End-game bonus cards	•Only available in Nordic Countries (In Danish, Norwegian, Swedish & Finnish) SA
[2016] Ticket to Ride Rails and Sails The World	2 - 5	•Trains: 25 •Ships: 50 •Keep only 60 (Trains + Ships)	•Deal 5 •Keep ≥ 3 (65)	•Draw 4 •Keep ≥ 1	≤1	•All routes (as 1 train or ship) •Building Harbours	•4 - 5 players only •Parallel train & ship routes considered as separate routes (i.e., NOT Parallel)	•Harbours: -4 pts per unplayed Harbour •Harbours on board	The World •Start: 7 Ship & 3 Train Cards dealt •Tour Tickets •Pair Routes	Both •Final 2 turns if ≤ 6 ships + trains left •Ships •Trading Trains & Ships (-1pt/piece) •Harbours •Double Ship Cards
		•Trains: 33 •Ships: 32 •Keep only 50 (Trains + Ships)	•Deal 5 •Keep ≥ 3 (55)						The Great Lakes •Start: 2 Ship & 2 Trains Cards dealt SA	
[2018] Ticket to Ride New York	2 - 4	15 (taxis)	•Deal 2 •Keep ≥ 1 (18)	•Draw 2 •Keep ≥ 1	≤1	•All routes	3 - 4 players only	•Tourist Attractions: 1 pt per connected Attraction	•Start: 2 Transportation cards dealt •Tourist Attractions	SA
[2019] Ticket to Ride London	2 - 4	17 (buses)	•Deal 2 •Keep ≥ 1 (20)	•Draw 2 •Keep ≥ 1	≤1	•All routes	3 - 4 players only	•Completed Districts: Number = Bonus points	•Start: 2 Transportation cards dealt •Districts	SA
[2020] Ticket to Ride Amsterdam	2 - 4	16 (carts)	•Deal 2 •Keep ≥ 1 (24)	•Draw 2 •Keep ≥ 1	≤1	•All routes	3 - 4 players only	•Merchandise Bonus •No Merchandise: 0 pts	•Start: 2 Transportation cards dealt •Ticket Cards called Contract Cards •Merchandise: Draw 1 Merchandise Card per route if cart symbol(s)	SA
[2022] Ticket to Ride San Francisco	2 - 4	20 (cable cars)	•Deal 2 •Keep ≥ 1 (24)	•Draw 2 •Keep ≥ 1	≤1	•All routes (called Ferry Cards)	3 - 4 players only	•Tourist Tokens	•Start: 2 Transportation cards dealt •Ferry routes •Tourist tokens: 3/stack with 4 players, 2/stack with 2-3 players	SA
[2023] Ticket to Ride Berlin	2-4	44 (Strtcars) 5 (Subways)	•Deal 2 •Keep ≥ 1 (22)	•Draw 2 •Keep ≥ 1	≤1	•All routes (called Bicycle Cards)	3 - 4 players only	None	•Start: 2 Transportation cards dealt •Subways: Different rules/pts	•Game End: ≤1 playing pieces left (Streetcars + Subways) SA
[2024] Ticket to Ride Paris	2-4	15 (buses)	•Deal 2 •Keep ≥ 1 (20)	•Draw 2 •Keep ≥ 1	≤1	•All routes (called Bus Cards)	3 - 4 players only	None	•Start: 2 Transportation cards •Constructing French Flags	SA
[2018] Les Aventuriers du Rail Express	2 - 4	27	•Deal 3 •Keep ≥ 2 (30)	•Draw 3 •Keep ≥ 1	Never re-deal		3 - 4 players only	•Europe Express cards: London to Istanbul •Europe Express cards	•Wild Cards in separate pile •Only available in France (in French)	SA

 REFERENCE GUIDE 5.0	Nº of players	Nº of trains per player	Destination Tickets *ALWAYS discard to bottom of deck* (unless specified otherwise)		Locomotive/Wild Cards *Re-deal all face-up Transportation Cards if ≥3 Wild Cards visible* (unless specified otherwise)		Claiming Parallel Routes (Double, Triple, Quadruple) *NEVER by same player* (unless specified)	End game bonuses Express = Longest Continuous Path (LCP) Globetrotter = Most Completed Tickets (MCT)	Special features, rules or notes SA = Stand Alone Board Ex = Expansion Pack/Map (requires base game to play)	
			At game start (Nº of destinations tickets used)	During the game	Nº drawn from face-up cards	Playing				
Ticket to Ride Team Asia (Map Collection 1) [2011]	4, 6 (2 per team)	54 per team (27 per player)	•Deal 5 per player •Keep ≥ 3 per player (1 per player must be placed in common card holder) {60}	•Draw 4 •Keep ≥ 1 (1 must be placed in common card holder)	≤1 (must place in common card holder)	•All routes	•6 players only EXCEPT Hong Kong to Canton	•Asian Express: 10 pts •Globetrotter: 10 pts	•Final turn if one team has ≤ 4 trains remaining	•Team Play •Tunnel routes (Himalayas) Ex
				•Triple routes: 2 of 3 only with 4 players (same team can claim both)						
Ticket to Ride Legendary Asia (Map Collection 1) [2011]	2 - 5	45	•Deal 1 Long Route + 3 regular Destination Tickets •Keep ≥ 2 {30 Reg. 6 Long}	•Draw 3 regular Tickets •Keep ≥ 1	≤1	•All routes	4 - 5 players only	•Asian Explorer (most connected cities): 10 pts	•Ferry routes •Mountain routes	•Long Route Destination Tickets Ex
				•Discard to box						
Ticket to Ride India (Map Collection 2) [2011]	2 - 4	45	•Deal 4 •Keep ≥ 2 {58}	•Draw 3 •Keep ≥ 1	≤1	•All routes	4 players only	•Indian Express: 10 pts •Grand Tour of India (Mandalas)	•Ferry routes	Ex
Ticket to Ride Switzerland (Map Collection 2) [2011]	2 - 3	40	•Deal 5 •Keep ≥ 2 {46}	•Draw 3 •Keep ≥ 1	≤2	•Tunnel routes only	3 players only	•LCP: 10 pts	•City-to-Country routes •Re-release of 2007 stand-alone version	•Tunnel routes Ex
				•Discard to box						
Ticket to Ride The Heart of Africa (Map Collection 3) [2012]	2 - 5	45	•Deal 4 •Keep ≥ 2 {48}	•Draw 4 •Keep ≥ 1	≤1	•All routes •1 Wild Card = 1 Terrain Card •Discard ALL Wild Cards played as Terrain Cards	4 - 5 players only	•Globetrotter: 10 pts	•Start: 1 Terrain card dealt •Terrain cards: Double route points	•City-to-Country & -to-Madagascar routes Ex
Ticket to Ride Nederland (Map Collection 4) [2013]	2 - 5	40	•Deal 5 •Keep ≥ 3 {44} •Discard to face-up deck (shuffle if Tickets run out)	•Draw 4 •Keep ≥ 1	≤1	•All routes	Always in play	•Loan cards: -5 pts/card •Left over Bridge Toll Tokens	•Bridge Toll Tokens •Staggered starting scores	•Variants: No Bridge Toll Tokens, 2-Player (Neutral Player) Ex
Ticket to Ride United Kingdom (Map Collection 5) [2015]	2 - 4	35	•Deal 5 •Keep ≥ 3 {57}	•Draw 3 •Keep ≥ 1	≤1	•All routes •Any 4 cards = 1 Locomotive Card	3 - 4 players only	•Only possible with Advanced Technologies	•Start: 1 Locomotive Card dealt in addition to 4 Train Cards •Technologies •Ferry routes	•Southampton to New York route •City-to-France routes Ex
Ticket to Ride Pennsylvania (Map Collection 5) [2015]	2 - 5	45	•Deal 5 •Keep ≥ 3 {50}	•Draw 4 •Keep ≥ 1	≤1	•All routes	4 - 5 players only	•Globetrotter: 15 pts •Stock Shares	•Can use UK Train Car Cards, but must remove 6 Locomotive Cards •Ferry routes •City-to-Ontario routes	•Stock Shares •2-Player rules (re: Stock Shares) Ex
Ticket to Ride France (Map Collection 6) [2017]	2 - 5	40	•Deal 5 •Keep ≥ 3 {58}	•Draw 4 •Keep ≥ 1	≤1	•All routes	4 - 5 players only	•LCP: 10 pts •Globetrotter: 15 pts	•Start: 8 Train Cards dealt •Track Pieces & Crossing routes	•City-to-Country & -to-Corsica routes •Ferry routes Ex
Ticket to Ride Old West (Map Collection 6) [2017]	2 - 6	40	•Deal 5 •Keep ≥ 3 {50}	•Draw 4 •Keep ≥ 1	≤1	•All routes •Building Cities	4 - 6 players only	•Globetrotter: 15 pts •Controlling Alvin at game end: 10 pts (Alvin the Alien variant only)	•City Markers: Starting City & Controlled Cities •Not compatible with Alvin & Dexter •Variant: Alvin the Alien	•Ferry routes Ex
Ticket to Ride Poland (Map Collection 6½) [2022]	2 - 4	35	•Deal 4 •Keep ≥ 2 {35}	•Draw 3 •Keep ≥ 1	≤1	•All routes	4 players only EXCEPT City-to-Country routes (open to all)	•Country cards	•City-to-Country routes •Country cards	•Originally only released in Poland as Wsiąg do Pociągu Polska (Kolekcja Map 6½) in 2019 Ex
Ticket to Ride Japan (Map Collection 7) [2019]	2 - 5	20 (+ 16 shared Bullet Trains)	•Deal 4 •Keep ≥ 2 {54}	•Draw 3 •Keep ≥ 1	≤1	•All routes •Bullet Train routes	•4 - 5 players only •Aomori to Hakodate: 2 routes NOT considered parallel	•Bullet Trains	•Final turn if ≤2 Trains AND ≤2 Bullet Trains left	•Bullet Trains & Bullet Train routes •Kyushu Island & Tokyo Subway Ex
Ticket to Ride Italy (Map Collection 7) [2019]	2 - 5	45	•Deal 5 •Keep ≥ 3 {56}	•Draw 4 •Keep ≥ 1	≤1	•All routes •1 Wild Card = 1 Ferry (i.e. 1 Wave space)	4 - 5 players only	•Regions (Special regions: Sardegna, Sicilia, Puglia)	•New Ferry mechanic with Ferry cards: ≤2 Ferry cards allowed in hand	•City-to-Country routes •Regions on board Ex
Ticket to Ride Iberia (Map Collection 8) [2024]	2 - 5	35	•Draft 6 (same for 2nd draft) •Keep 4 •Reshuffle leftover cards {50}	•Only after 2nd Draft* •Draw 3 •Keep ≥ 1	≤1	•All routes	4 - 5 players only	•Festival City cards	•Ferry routes •France treated as "city"	•Ticket Draft: At start & during game •Festival City cards: Do not count as Train cards when drawn Ex
Ticket to Ride South Korea (Map Collection 8) [2024]	2 - 5	45	•Draft 6 •Keep 4 •Reshuffle leftover cards {44}	•Draw 3 •Keep ≥ 1	≤1	•All routes	4 - 5 players only	•Province scoring (highest value spot breaks tie)	•Ticket Draft: At start • Province mat	• Express Train cards: Only for drawing train cards & tickets, & placing trains on province mat Ex
Trek to Zion (Unlicensed TTR ripoff) [2010]	2-5	45 (wagons)	•Deal 1 Long Trek card + 3 Short Trek cards •Keep ≥ 2 {45 Short} {6 Long} •Discard to box	•Draw 3 (Short Trek cards) •Keep ≥ 1 •No discard location specified (?)	≤1	•All routes	Always in play	•Longest Continuous Trail: 10 pts	•Same point values as TTR except 7 spaces = 20 pts (instead of 18) •Temples: Can build if 3 trails ending in same location	•"Train" cards called Provision cards •Routes called Trails •Tickets called Treks SA