

TICKET TO RIDE: MANILA 1932

*For 2-4 players
ages 8 and above
30 to 45 minutes*

It's the summer of 1932, and Leonor is celebrating her 18th birthday with great excitement. Her ferry is about to dock at the port of Manila, marking her first visit to the renowned city, often referred to as the Paris of Asia due to its beauty and romance.

Back in the province, Leonor's father, Carlito Maliksi, is having second thoughts about his decision to send his only daughter on this journey alone. However, a promise is a promise. Being a wealthy man, Carlito takes solace in knowing he can provide all the resources necessary to ensure his daughter's safety. He has entrusted her well-being to her four childhood friends, who will guide her through the city's sights that have made Manila the envy of the world.

Fortunately, transportation won't be an issue, as Carlito owns the company that operates Manila's railway system and the fleet of 'tranvias' that traverse its routes. Unbeknownst to Carlito, however, Leonor's escorts are also rivals vying for her affection...

Components

1 map/gameboard
4 Wooden Scoring Markers*
Colored Train Cars (see rules below on number of train cars per player)*

138 Illustrated Cards, including:
▪ 110 Train Car cards (12 of each color, plus 14 locomotives)*
▪ 33 Destination Tickets

1 Rules

**This game is an expansion to Ticket to Ride® and requires that you use components from other versions of Ticket to Ride® that you already own for use in this game. Components marked with an asterisk (*) above are not included.*

Setting up the game

Place the map/gameboard in the middle of the play area.

Shuffle the Train car cards and deal 4 to each player as in a normal Ticket to Ride® game. Place the rest of the deck near the board and turn the top 5 cards face-up

Each player also receives colored train cars and a wooden scoring marker of the same color. Depending on the

number of players, each player receives:

- 30 train cars (4 players)
- 35 train cars (3 players)
- 40 train cars (2 players)

Place the scoring markers near the “1” space of the scoring track.

Each player receives 5 Destination Tickets. Each player picks a card and passes the remaining cards to the left. Continue until each player has set aside 5 cards. Players must keep at least 3 Destination cards and return the rest to the Destination Ticket card pile. Shuffle and place the Destination Ticket card pile near the map/gameboard.

Player who last rode on a train is the first player.

Object Of the Game

The object of the game is to score the highest number of total points. Points can be scored by:

- *Claiming a route between two adjacent points on the map;*
- *Successfully completing a continuous path of routes between two points listed on your Destination Ticket(s)*

- *Points are deducted from the player's total score for each of their Destination Tickets that are not successfully completed by the game's end.*

incomplete Tickets is subtracted from the player's score.

Add 10 bonus points to the player who has the longest continuous path.

The player with the most points wins!

Order of Play

On his turn, a player must perform one (and only one) of the following actions:

- *Draw Train Car cards - draw two Train cards (or one face-up Locomotive)*
- *Claim a Route - play a set of Train cards matching the color and quantity of the route spaces and then placing one train on each space of the route.*
- *Draw Destination Tickets - draw 3 cards, keep at least 1.*

Game end

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

Calculate scores by adding up the player's score marked on the scoring track and the value of successfully completed Tickets. The value of

Many thanks to the playtesters and feedback from the BGG community.

Ticket to Ride®: Manila 1932 is a fan-made expansion to the Days of Wonder, Inc. Ticket to Ride® series created by Alan R. Moon. A tribute both to Ticket to Ride® and the City of Manila, this expansion introduces a few rule changes and is designed for players who are already familiar with Ticket to Ride®'s standard gameplay and mechanics. All rights to the Ticket to Ride® name, gameplay, mechanics, and imagery are reserved by Days of Wonder, Inc., who have not endorsed or playtested this expansion.

Game and Graphic Design by Eli Alampay.













