Cart on each of those spaces. Most Routes require a specific set of cards. For example, a pink Route must be claimed by discarding pink Transportation cards. The grey Routes, on the other hand, can be claimed with a set of cards of any one color.

You can claim any open Route on the board, even if it is not connected to a Route you previously claimed. You cannot claim more than one Route per turn.

You can claim a green Route that is three spaces long by discarding any of the following sets of cards:







If you do not have enough plastic Carts left to place one on each space of a given Route, you cannot claim that Route.



When you claim a Route, you immediately record the points you received, based on the Route Scoring Table printed on the board and move your Scoring Marker on the Scoring Track accordingly.




If the claimed Route contains cart symbols, you also draw 1 Merchandise Bonus card from the corresponding deck. These Merchandise Bonus cards must be placed face up in front of their owners, so all players know how many their opponents' have.

*Note: a player always collects only 1 Merchandise Bonus card for a Route, no matter how long the Route with cart symbols is.*

## Draw Contract Cards




Each Contract card shows two Locations and a point value. At the end of the game, you score the point value of each Contract card you completed or lose the point value for cards not completed. To complete a Contract card, you must connect the two locations listed on the card by creating a continuous path of Routes you claimed. You may have any number of Contract cards.

This action allows you to draw more Contract cards. To do so, draw two cards from the top of the Contract cards deck. You must keep at least one of those cards, but may keep both of them if you want. Any returned cards are placed at the bottom of the Contract cards deck. You cannot discard a Contract card once you have chosen to keep it.

If there is only one Contract card left in the deck, you can still do this action but must keep the card.

Contract cards and their completion must be kept secret from other players until the end of the game.



# Games End & Final Scoring

When a player has two or fewer plastic Carts left in their supply, each player - including that player - gets one last turn. Then the game ends and players calculate their final scores:

- Players should have already accounted for the points they earned as they claimed Routes. To make sure there was no mistake, you may want to recount the points for each player's Routes.
- Then, each player reveals all their Contract cards, adds the value of each card they completed to their score, and subtracts the value of any card they failed to complete.
- Finally, players score Merchandise Bonus points. Each player counts the number of Merchandise Bonus cards they collected during the game, checks their relative positions and gains the bonus points according the following chart:

| | 4 Players | 3 Players | 2 Players |
|---|---|---|---|
| 1st | +8 | +8 | +8 |
| 2nd | +6 | +5 | +4 |
| 3rd | +4 | +2 | |
| 4th | +2 | | |

A player owning no Merchandise Bonus Cards cannot claim a bonus.

In case of a tie, all tied players score the points for the corresponding rank and the subsequent rank(s) is ignored.

**The player with the most points wins the game.**

In case of a tie, the tied player who completed the most Contract cards wins. If players are still tied, they happily share the victory.

A special thanks from Alan and DoW to all those who helped play test the game: Janet Moon, Bobby West, Martha Garcia Murillo & Ian MacInnes, Michelle & Scott Alden, Ewan Martinot-Tudal, Alicia Zaret & Jonathan Yost, Casey Johnson, Emilee Lawson Hatch & Ryan Hatch.

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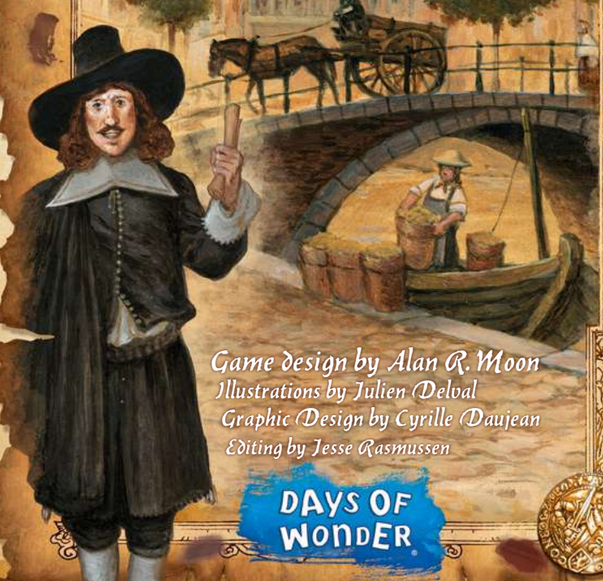
Alan R. Moon

# TICKET TO RIDE

## Amsterdam



Game design by Alan R. Moon
Illustrations by Julien Delval
Graphic Design by Cyrille Daujean
Editing by Jesse Rasmussen

DAYS OF WONDER

*Welcome to the 17th Century. Build your trade network in the true beating heart of global commerce. Fortune is calling your name in Amsterdam!*

## Setup

Place the board map in the center of the table. Each player takes a set of colored plastic Carts along with its matching Scoring Marker and places this Scoring Marker on Start 1. Place the 16 Merchandise Bonus Cards in a deck next to the board 2.

Shuffle the Transportation cards and deal a starting hand of two cards to each player 3. Place the remaining deck of Transportation cards near the board and flip the top five cards from the deck face up 4. If by doing so, three of the five face up cards are multi-colored Wild cards, immediately discard all five cards and flip five new cards face up to replace them.

Shuffle the Contract cards and deal two to each player 5. Each player must look at their Contract cards and decide which ones they wish to keep. Each player must keep one card, but may keep both. If they choose to keep only one, the returned card is placed on the bottom of the Contract deck. Then place this deck next to the board 6. Players must keep their Contract cards secret until the end of the game.

You are now ready to begin.






## In the Box

- 1 board map of Amsterdam's commercial network
- 64 plastic Carts (16 in each color)
- A few spare plastic Carts
- 44 Transportation cards (8 multi-colored Wild cards and 6 cards of each following color: pink, blue, green, black, red, orange)
- 24 Contract cards
- 16 Bonus Merchandise Bonus cards
- 4 Scoring Markers
- This rule leaflet







## Object of the Game

At the end of the game, the player who scored the most points wins. You score points by:

- Claiming a Route between two adjacent Locations on the board;
- Successfully completing a Continuous Path of Routes between the two Locations listed on your Contract(s);
- Collecting Merchandise Bonus cards by claiming Routes with the cart symbol.

You also lose points for each of your Contract cards you do not complete by the end of the game.



## The Game Turn

Starting with the youngest player and proceeding in clockwise order, players take turns until the game ends. On your turn, you must do one (and only one) of the following three actions: draw Transportation cards, claim a Route, or draw Contract cards.

### Draw Transportation Cards



Transportation cards match the Route colors on the board (pink, blue, green, black, red and orange) except for Wild cards which are multicolored (they represent any color when claiming a Route). You may have any number of Transportation cards in your hand at any time.

This action allows you to draw two Transportation cards. You may take the top card from the deck (a blind draw) or take any one of the five face up cards. In this case, immediately replace it with the top card from the deck.

As an exception, if you take a face up Wild card as your first card, you cannot take another card on that turn. You cannot take a face up Wild card as your second card either.

If, at any time, three of the five face up cards are Wild cards, immediately discard all five cards and flip five new cards face up from the deck to replace them.

When the deck is empty, shuffle the discarded cards to create a new Transportation cards deck.

### Claim a Route

A Route is the set of spaces of the same color on the board that links two adjacent Locations.

Some Locations are connected by Double Routes (two Routes of the same length connecting the same Locations). A single player cannot claim both Routes of a Double Route.

*Note: In two-player games, once one Route of a Double Route is claimed, the other one cannot be claimed by the other player.*

To claim a Route, you must discard a number of cards from your hand equal to the number of spaces in the Route and place a plastic