*Alan R. Moon*

# TICKET TO RIDE

## TO RIDE

## THE DICE EXPANSION

**5x**

| | |
|---|---|
| **Single Route** / **Route Simple** / **Einzelstrecke** / **Recorrido Simple** / **Linea Singola** _2x_ | **Station** / **Gare** / **Bahnhof** / **Estación** / **Stazione** |
| **Double Route** / **Route double** / **Doppelstrecke** / **Recorrido Doble** / **Linea Doppia** _2x_ | **Wild** / **Locomotive** / **Joker** / **Locomotora** / **Locomotiva** |

**3x**

**Tunnels** / **Tunnels** / **Tunnel** / **Túnel** / **Gallerie**

**Single Route Token** / **Jeton route simple** / **Einzelstrecken-Chip** / **Ficha de Recorrido Simple** / **Segnalino Linea Singola**

**15x**

**Double Route Token** / **Jeton route double** / **Doppelstrecken-Chip** / **Ficha de Recorrido Doble** / **Segnalino Linea Doppia**

**15x**
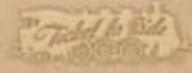
**Welcome to Alan R. Moon's _Ticket to Ride - The Dice Expansion™_. This fun-filled expansion lets beginners and veteran railroaders alike roll to victory on any Ticket to Ride board map!**

All normal board game rules apply, except as follows:

## 1. Modified Game Set-up

Train cards are left aside and not used; everything else, including Destination Tickets, is used. The colors of routes on the board map no longer matter; only whether they are single or double routes. Each player starts with the number of plastic trains indicated in the rules, as usual. Place the Single Route and Double Route tokens face up next to the board.

## 2. Modified Game Turn

On his turn, a player rolls all five Train dice. He may then re-roll any, all or none of them once, after which the result stands.

### Possible Train dice results

**Single route** • Counts as one space toward claiming a Single Route on the map.

**Double route** • Counts as one space toward claiming a Double Route on the map.

**Station** • Allows the drawing of 1 Destination Ticket, which may be kept or discarded.

**Wild** • Can be used as any one of the three possible results above.

Using part - or even possibly all - of his dice results, the player may then immediately take a single action of his choice:

- Claim a Single Route,
- Claim a Double Route
- or Draw Destination Tickets.

In addition, the player may use any two unused dice to pick token(s) of his choice. These tokens each count as one space toward the claiming of a Route of the corresponding type (Single or Double). The tokens may be used at once (if claiming a Route) or later, but a player can never hold more than 3 tokens of any type. If a player starts his turn with 3, he cannot claim more this turn, even if he spends some. A player may freely discard some or all of his tokens at the end of his turn, to draw different ones later.

**Example:** ▤▤ ▤▤ ▤▤▤ ☐ ☐

With this dice result after his re-roll, and 2 double route tokens saved from a prior turn, a player could:

- Claim a 3 space Single Route, using ▤ ▤ ☐ **and** take 1 token of his choice, using ▤▤ ☐

- **OR** claim a 4 space Double Route, using ▤▤ ☐ plus his 2 double route tokens **and** take 1 token (using any 2 remaining dice) ;

- **OR** draw 2 Destination Tickets, using ☐ ☐ **and** take 1 token (using any 2 remaining dice).

## 3. Other Map Features (Advanced players)

### FERRIES (T2R Europe, Nordic Countries)

A player wishing to claim a Ferry Route must use one ☐ dice per locomotive displayed on that Ferry Route.

### TUNNELS (T2R Europe, Switzerland, Nordic Countries)

■ After having rolled or re-rolled the Train dice, if a player decides to claim a Tunnel Route, he rolls the 3 Tunnel dice and, for each Tunnel symbol rolled, he must add 1 more Single/Double Route Train dice or token than normal to claim the Tunnel Route. If he cannot do that, he may not decide to take another action instead (i.e. he cannot Claim another Route or Draw Destination Tickets), and his turn ends.

***Important Note:*** *A player may not re-roll his Train Dice after having rolled the Tunnel Dice, even if he rolled his Train Dice only once.*

### TRAIN STATIONS (T2R Europe)

A player wishing to build a Train Station must use 1, 2 or 3 ☐ (or ☐ !) to build his 1st, 2nd or 3rd Station respectively and may take no other action that turn (i.e. he cannot also Claim a Route or Draw Destination Tickets).

### PASSENGERS (T2R Märklin)

A player wishing to move his passenger along an opponent's Route must use a ☐ to do so and may take no other action that turn (i.e. he cannot also Claim a Route or Draw Destination Tickets).