

POLAND

FAN EXPANSION TO TICKET TO RIDE

This game is based on the official “Days of Wonder” games and you will need a set of train cards and as many sets of wagons (at least 45) as you have players. You may use stations if you wish and if you have them.

THE BOARD

The board consists of 19 **cities** in Poland and 9 in neighbouring countries. Some licence has been taken with regard to the geography to enhance the play and to maximise the board space.

All the tracks are coloured in this game so there is no opportunity to select your preferred colour for a route (except with the good grace of a Famous Name). There are no parallel tracks but again a Famous Name may be able to help.

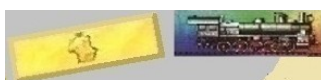
In all cases engines can be used as wild cards. Three cards of the track colour cannot be used in place of an engine in this game. There are various categories of route which are played as follows:-



These are **normal** routes. They require one wagon card of the appropriate colour per space.



These are **Famous Name** opportunity spaces. If you are on a genuine route to complete a ticket and you fill one of these spaces you may pay with one engine and pick up the appropriate Famous Name card (if it is still available). You may not claim a card retrospectively.



These are **ferries**. Normally they require one engine card per engine space and the appropriate number of wagon cards. However there is only one ferry on this board and it requires 2 engine cards.



These are **external routes** outside Poland. They are more challenging but generate double points. You must use both colour cards. Before you place wagons on your chosen track you must turn over the top 3 train cards – for either colour wagon turned over you must play an extra card of that colour. Thus, e.g., a track of 3 black/white spaces - with 1 engine card, 1 black train card and 1 white train card turned over - will require 4 black and 4 white cards to be played to achieve the 3 spaces and earn you the 2 x 4 points..

THE CARDS

The **ticket** cards specify a journey between two locations which you may complete in any combination of contiguous routes and a value which will be added to your score at the end of the game. Failure to complete a ticket by the end of the game will result in the points being deducted from your score.

The **chance** cards may represent a location tourist attraction with a value: the points will be added or deducted at the end of the game depending on whether or not you travel to that location. Alternatively they may offer a benefit or dis-benefit: any such cards which are played are then returned to the bottom of the deck.

The **Famous Name** cards contain a value appropriate to the seniority of each Famous Name. The values of all Famous Names you have retained at the end of the game will be added to your score and there is a bonus for the player with the most Famous Names. However you may use a Famous Name during the game, if you wish, to allow you to build a parallel route (like the original) or build a route in a different colour. Any cards played in this way must be returned to the Famous Name card deck.

The **bonus** cards represent rewards at the end of the game for various achievements. They may be displayed to remind players of their value.

THE GAME

Shuffle the **train** cards. Deal 4 unexposed to each player. Expose the top 5 of the remaining deck and place it unexposed alongside the upturned cards.

Shuffle the **ticket** cards. Deal 5 to each player and place the remainder unexposed on the table.

Shuffle the **chance** cards. Deal 5 to each player and place the remainder unexposed on the table.

Shuffle the **Famous Name** cards. Deal a card to each player. The player with the highest value starts and play passes clockwise round the table. Subsequently you take it in turn (clockwise) to start. Restore the cards to the table.

Each player must keep at least 3 route cards and at least 3 chance cards – returning unwanted cards unseen to the bottom of the appropriate deck.

If you wish, you may return ALL 3 sets of cards to the bottoms of the decks and take a fresh deal BUT you must then keep ALL the cards.

On your turn you have various options:

- either** pick up 1 exposed engine
- or** pick up 2 exposed wagon cards
- or** pick up 1 exposed wagon card and 1 card from the top of the deck
- or** pick up 2 cards from the top of the deck
- N.B.** as soon as an exposed card is taken it must be replaced from the top of the deck

- or** pick up 3 ticket cards plus 3 chance cards (you must keep at least 1 of each, returning the balance unseen as above)

- or** “burn 5” - discard any 5 train cards to the exposed (used) deck and pick up 5 new unexposed cards in exchange

- or** place wagons on a route between 2 locations (by the rules above).

Throughout the game, the used train cards should be shuffled and placed under the deck.

Should any deck of cards run out, the game must continue with reduced options without them or until discards appear.

When your wagon stock becomes less than 3, you **may** call time – then each player has 1 more turn before the game closes. If your stock becomes zero, you **must** call time - you may use your final turn to draw cards or play a chance card or do nothing

Tip: your last turn (unless needed to complete a ticket or chance card) is best served by either completing any route which will achieve a **bonus** or by completing the longest possible route anywhere with your wagons and cards to gain maximum points.

END OF THE GAME

- A reduce players' scores by the values of any uncompleted tickets and chance cards,
- B award the bonuses and
- C add the values of any completed tickets, chance cards and Famous Name cards to the players' scores.

THE WINNER HAS THE HIGHEST SCORE.