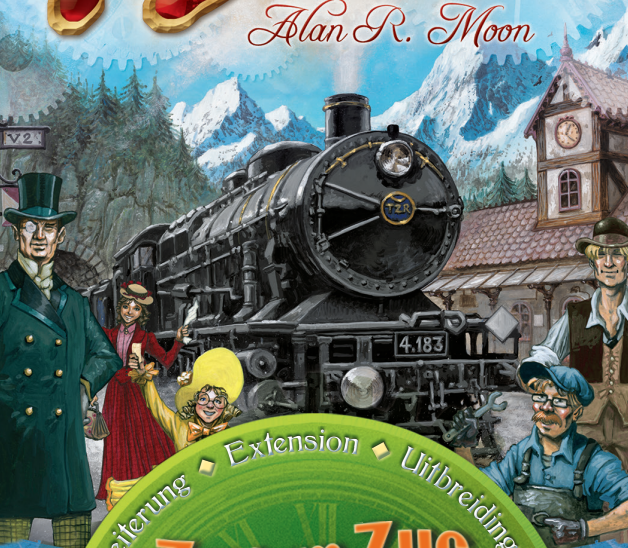


EUROPA 

1912

Alan R. Moon



Expansion  Erweiterung  Extension  Uitbreiding  Expansione

ZUG um ZUG
TICKET TO RIDE
LES AVENTURIERS
DU RAIL

DAYS OF
WONDER

EUROPA



Welcome to Alan R. Moon's *Ticket to Ride® - Europa 1912*, the newest expansion for the best-selling board game series, *Ticket to Ride®*.

Much like what 1910 did for the original *Ticket to Ride®*, 1912 invites you to (re-) visit *Ticket to Ride® Europe* on a whole new train ride!

THIS EXPANSION CONTAINS

- ◆ 5 New Players' Warehouses and 25 new Train Depots (5 in each color)
- ◆ 55 New Destination Tickets, all marked with a 1912 logo in their upper right corner:
 - 6 New long routes (blue background)
 - 19 New regular routes
 - 30 New big city routes (Big Cities logo)
- ◆ The original 46 Destination Tickets (6 long, 25 regular and 15 big city) that came with *Ticket to Ride® Europe*.

WAREHOUSES & DEPOTS

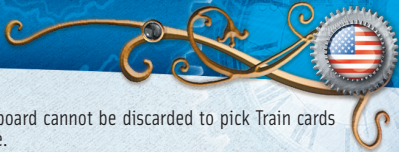
Warehouses & Depots can be used with any *Ticket to Ride* map, not just *Ticket to Ride Europe*. However, our favorite way to play is with the *Big Cities of Europe* variant. All rules remain the same as in your original game, except as follows:

- ◆ At the start of the game, once the players have received their Train cards and selected the Tickets they wish to keep, each player gets a Warehouse and 5 Depots of matching color. The Warehouse is placed in front of each player, with 4 Depots next to it. The 5th Depot is placed in any city on the board, starting with the player who will go last in the game, and proceeding counter-clockwise around the table. The game then begins.
- ◆ Each time a player uses his turn to **Draw Train Car cards**, he *must* first draw the top card off the Train Car deck and place it in a Warehouse (either his or another player's) without looking at it, before drawing his own Train cards in hand.
- ◆ Each time a player uses his turn to **Claim a Route** into a city with a player's Depot in it, he may pick all the Train cards from that player's Warehouse, by discarding one of his own Depots from his Warehouse back into the game box.
- ◆ In addition to his regular turn, a player may always, as a **Free Action**, take one or more Depots still next to his Warehouse and place them on any empty cities.
- ◆ At the end of the game, the player(s) with the most unused Depot(s) next to their Warehouse score(s) 10 points. In case of a tie, all tied players score the bonus.

Additional details

- ◆ There can never be more than 1 Depot in any city. Once placed on the board, a Depot can never be moved nor removed (nor co-exist with a Station in *Ticket to Ride® Europe*).





Depots placed on the board cannot be discarded to pick Train cards piled up in a Warehouse.

◆ Players may pick cards from their own Warehouse, when claiming a Route into a city containing their own Depot. And players may pick cards from 2 Warehouses in a single turn, when claiming a Route that connects 2 cities each with its own Depot; to do so, they must discard 2 of their own Depots however.

◆ The number of Train cards stored in a Warehouse is open information (i.e. anyone may ask how many there are).

◆ In the unlikely event there are no more Train Car cards left to draw or reshuffle and one or more players have run out of Depots, all Warehouses are immediately emptied out and the Train cards reshuffled into a new draw pile.



NEW TICKETS

While there are countless ways to discover Europe using the new Tickets in this expansion, here are our favorite three variants:

EUROPE EXPANDED

◆ Add the 19 new regular routes (with the 1912 logo) to the original set of Destination Tickets (cards without a 1912 logo).

◆ All other rules remain unchanged.



MEGA EUROPE

◆ Shuffle all 12 long routes together, and deal 2 to each player. Each player may keep one or none, but not both. Discard all long routes that aren't kept; remove them from the game.

◆ Shuffle all the other Tickets (both regular and big city, new and original) from this expansion together and deal 5 to each player. If a player kept a long route, he must now keep at least 2 of these other Tickets. If he didn't keep a long route, he must keep at least 3 instead.

◆ All other rules remain unchanged.



BIG CITIES OF EUROPE

◆ The long routes are not used in this version.

◆ Place the Big Cities of Europe card visible to all players.

◆ Shuffle all big city Tickets (cards with the Big Cities logo). Deal 5 to each player. Each player must keep at least 2.

◆ During the game, if a player chooses to Draw Destination Tickets, he draws 4 and must keep at least 1.



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4



6



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

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