

Alan R. Moon

# WSIAŚĆ DO POCIĄGU<sup>™</sup>

## POLSKA



From the sea to the Tatras, as Poland is long and wide, there are beautiful areas that are just waiting to be discovered. Do you want to breathe in a fresh sea breeze at the Gulf of Gdansk? Or maybe you prefer charming mountain trails around Zakopane? *Ticket to Ride: Poland* will take you on a unique journey to the past, during which you will play a railway magnate from the last century and contribute to the development of a major rail network - not only throughout Poland, but also in neighboring countries.

This rule book is intended for players familiar with the basic rules of *Ticket to Ride* and describes only the rules specific to the Poland map. This expansion has been designed for 2-4 players.

To play the game, you will need (from *Ticket to Ride: USA* or *Ticket to Ride: Europe*): all Train Car Cards, 35 Train Cars (not 45 as in the basic game) for each player and 1 Scoring Marker in each player's color. From this expansion you will need the 20 Neighboring Country Cards and 35 Destination Ticket Cards.

## Setting up the Game

- ♦ Sort the Neighboring Country Cards by country, then place them face down near the board next to their respective countries. Make sure that the cards have been arranged in ascending order (the highest scoring card should be on top).
- ♦ Shuffle the Destination Ticket Cards and deal 4 to each player. Each player must keep at least 2 of them. Shuffle the returned cards and place them on the bottom of the deck.

## Special Rules

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

### 1. Draw Train Car Cards

The rules for drawing Train Car Cards are the same as in the basic version of the game.

### 2. Claim a Route

The rules for Double-Routes are the same as in the basic version of the game. In a 2- or 3-player game, only one of

the Double-Routes can be used. A player can claim either of the two routes between cities, but the other route is then closed to other players. In a 4-player game, both routes can be claimed by players, but the same player cannot claim both.

The Poland map also includes new Special Routes that connect Poland with its neighboring countries. These routes are available to everyone regardless of the number of players, but the same player cannot claim more than one route into a neighboring country.

After claiming a Special Route, you first score points as normal. When you reach a neighboring country, check to see if you have earned a bonus. From now until the end of the game, if you have at least one neighboring country in your existing railway network and you connect a new neighboring country to it, you can take the top card from the stacks of all countries in the newly created/expanded network (if there are still cards available) and place them face up in front of you. In time, you may acquire more than one card of a given country. If a stack of cards is exhausted, players will simply no longer receive a bonus for that country.

It's a good idea to let the other players know which Neighboring Country Cards you take so that they can check your accuracy, and to let them know which stacks are possibly being depleted.

### 3. Draw Destination Tickets

The rules for drawing Ticket Cards are the same as in the basic version of the game.





### Example 1:



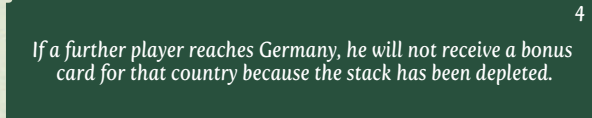
If you are the first player to connect Russia with Germany, take the 7-point cards from the stacks of both countries.



Later, if another player connects Germany with the Czech Republic, he takes a 4-point card from the Germany stack and a 10-point card from the Czech Republic stack.



Still later in the game, if you connect Belarus to your railway network (connecting it with Russia and Germany) you take the 3-point Germany card, the 4-point Russia card and the 6-point Belarus card.



If a further player reaches Germany, he will not receive a bonus card for that country because the stack has been depleted.

At some point in the game, you have connected Russia with Belarus, and Ukraine with Slovakia, creating 2 separate networks. Thus, you receive 1 card from each of 4 countries. If you then claim routes that connect these 2 networks, you do not receive any Neighboring Country Card, since you have not connected your existing railway network to a new country. However, if you later connect the Czech Republic to your railway network, and the appropriate stacks are still available, you will receive the top cards of all 5 countries! Not bad!



### Example 2:

## Game End Scoring

In addition to the game end scoring as in the basic version of the game, each player counts the value of the Neighboring Country Cards he has claimed and adds it to his score.

The player with the most points wins the game. In the event of a tie, the player who has completed the most Destination Tickets wins. If there is still a tie, the tied player who earned the most points with Destination Tickets wins. If the tie continues, the tied players share the victory.

Sharp-eyed players will notice that the art design of the *Ticket to Ride: Poland* map board refers to the 1950s, although the board also shows the contemporary borders between Poland and its neighboring countries. We decided to do this in order to introduce players to the railway climate of the past century and at the same time maintain the legibility of the map. Thanks to this the game does not lose its educational value, and can be an extremely interesting geography lesson!

DEVELOPMENT

**Game Design:** Alan R. Moon  
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### Play testers:

Dziękujemy wszystkim, którzy testowali ten dodatek.  
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