

Alan R. Moon

TICKET TO RIDE

JAPAN



MAP COLLECTION
7

DAYS OF WONDER

 2-5	 8+	 30-60'
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Welcome to Ticket to Ride® Japan. Hop on a Bullet Train to zoom across the country and admire Mount Fuji through the mist, or stop in the mountains to visit snow monkeys in their hot springs. You're also just in time to see the blooming cherry blossoms near these ancient castles. If you prefer the bustling megalopolises, on the other hand, then maybe the Tokyo subway will be more your speed. However you decide to travel across Japan, enjoy the ride and mark off your destinations before your competitors.

This rules booklet describes the game play changes specific to the Japan Map and assumes that you are familiar with the rules first introduced in the original Ticket to Ride. This expansion is designed for 2-5 players.

Some locations on the map are connected by Double Routes. These are Routes whose spaces are parallel and equal in number from one location to the other. In 4 and 5 Player games, players can use all tracks of the Double Routes, though the same player cannot claim more than one track of those Routes. In 2 and 3 Player games, only one Route of the Double Routes can be claimed. Once a player has claimed one of these, the other Route forming the Double Route is locked and unavailable to other players.

To play with this expansion, you need **20 Trains** per player, the matching Scoring Markers and the Train Car cards taken from Ticket to Ride or Ticket to Ride Europe (the base game), along with the new components described below.

NEW COMPONENTS

- ◆ 54 Destination Tickets cards
- ◆ 16 white Bullet Train miniatures
- ◆ 7 Bullet Train Progression Markers

SET UP

- ◆ Place the Bullet Train miniatures close to the board.
- ◆ Each player takes the Bullet Train Progression Marker that matches the color they are playing and places it on the "0" spot of the Bullet Train Track on the board.
- ◆ Deal 4 Destination Ticket cards to each player. Each player must keep at least 2, but may keep 3 or all 4 Destination Ticket cards if they want to. Shuffle any discarded Ticket cards together and put them under the deck.

SPECIAL RULES

On your turn, you must perform one (and only one) of the following three actions:

Draw Train Car Cards

The card draw action follows the exact same rules as the base game.

Claim a Route

Bullet Train Routes



This map introduces a new kind of Route: the Bullet Train Route. Players will work together towards the development of a great Bullet Train network across the country. Once a Bullet Train Route is claimed, it can be used by any player to complete their Destination Tickets. There will still be competition, though, because at the end of the game the players who contributed most to this project will get a bigger reward...



To claim a Bullet Train Route, a player needs to play as many cards of the same color as the number of spaces in that Route (Locomotive cards can be used, as usual).

Once this is done, instead of scoring the Route in the usual way, they advance their Progression Marker on the Bullet Train Track by as many spaces as the number of cards they just played and place a **single** white Bullet Train on the space that shows a Bullet Train icon on that Route instead of their own Train Cars.

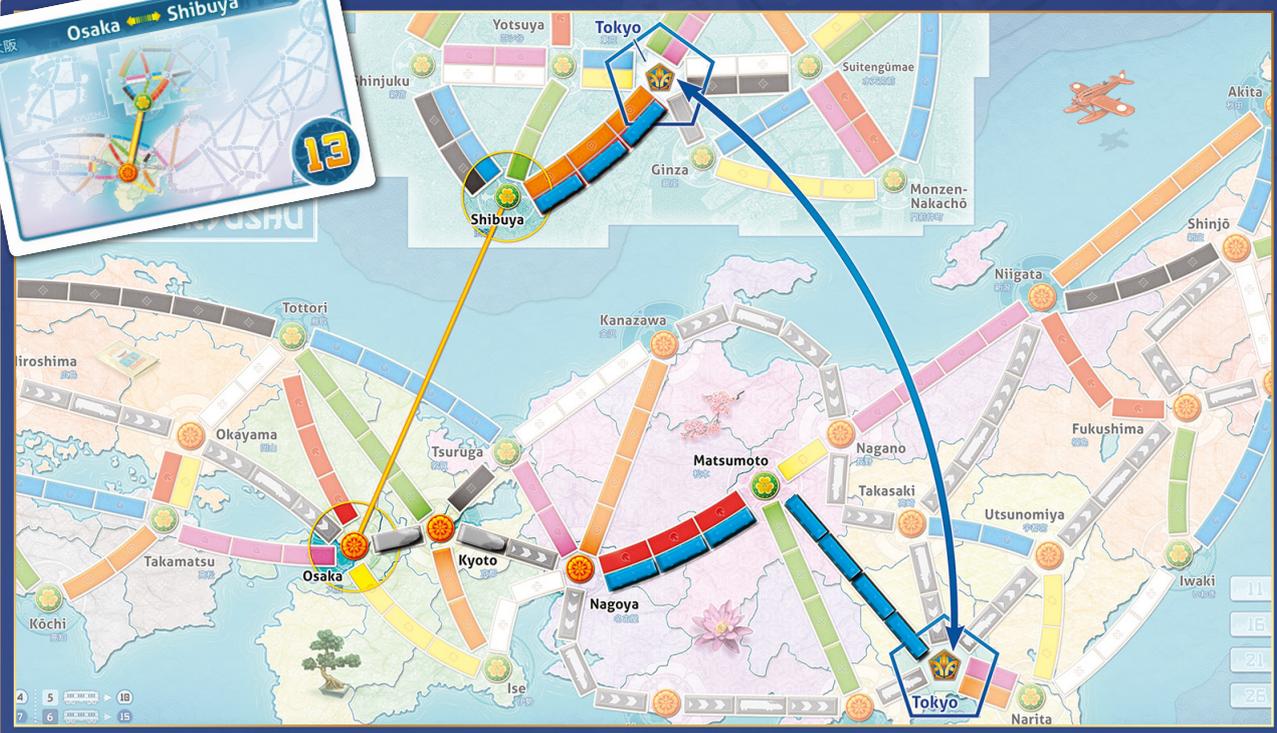
If you run out of Bullet Train miniatures, all unclaimed Bullet Train Routes become standard gray Routes. Players can now claim them with their own Train Cars (place one Train Car per space on the Route), following the rules from the base game with no more progression on the Bullet Train Track.

The Aomori-Hakodate Route case

There are two Routes between Aomori and Hakodate but they don't have the same number of spaces.

This means that they are not a double Route and that those Routes follow the usual rules.





To complete the Osaka to Shibuya Destination Ticket, you need to connect Osaka to Tokyo (via a continuous chain of Routes with your trains and/or claimed Bullet Train Routes) on the main board and Tokyo to Shibuya on the zoomed-in map.

Kyushu Island and Tokyo subway

These 2 regions appear on the board as zoomed-in parts of the map. Routes in these areas are claimed following the usual rules.

To complete Destination Tickets in and out of these regions, consider that a Route which leads to Tokyo or Kokura on the main board is connected to all Routes that are connected to the same city on the zoomed-in part of the board. In effect both Tokyo locations (on the main map and the zoomed-in section) are the same location and both Kokura locations are the same location.

Draw Destination Tickets



A player draws 3 Destination Tickets from the top of the deck. He must keep at least one of them, but he may keep two or all three if he chooses. Any returned cards are placed at the bottom of the deck.

To complete Destination Tickets players can use any mix of routes with wagons in their color or claimed Bullet Train Routes whether or not they claimed them themselves.

END OF THE GAME AND BULLET TRAIN BONUS

When one player's stock of colored plastic trains gets down to only 0, 1 or 2 trains left at the end of their turn and there are 0, 1 or 2 Bullet Trains left in the supply, each player, including that player, gets one final turn. The game then ends and players calculate their final scores adding points for their Destination Cards and the Bullet Train Bonus described as follows.

Depending on the player count and their relative positions on the Bullet Train Track, players win or lose bonus points according to this chart:

	5 players	4 players	3 players	2 players
1	+25	+20	+15	+10
2	+15	+10	+5	-10
3	+5	0	-10	
4	-5	-10		
5	-10			
Missed	-20	-20	-20	-20

In case of a tie, all tied players score the points for their position and the next player gets the points from the position as if there was no tie.

For instance, in a 5 player game if two players are tied for second place and one player didn't play a single Bullet Train Route, the bonuses would be awarded as follows:

- ◆ 25 points for the first player,
- ◆ 15 points for both tied players
- ◆ -5 points for the player behind them
- ◆ -20 points for the player who didn't participate.

There is no Globetrotter or Longest Route bonus in this version.

Editing by Jesse Rasmussen

CREDITS

Game design by Alan R. Moon

Illustrations by Julien Delval

Graphic Design by Cyrille Daujean

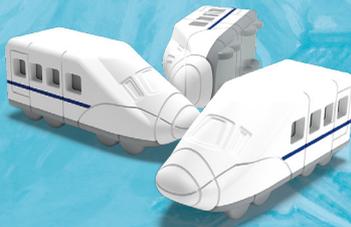
Play Testing • Tests • Spieletests • Pruebas de Juego • プレイテスター
• Testspelers • Teste de jogo • Spiltestere • Spilltesting
• Speltestare • Kiitokset

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Janet E. Moon, Bobby West, Martha Garcia-Murillo & Ian MacInnes,
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2



10



16



4



12



18



6



14



20



8



22

DAYS OF
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Alan R. Moon

TICKET TO RIDE

ITALY



MAP COLLECTION
7

DAYS OF
WONDER



2-5



8+



30-60'



Welcome to Ticket to Ride® Italy. As you ride through the countryside, enjoy the alpen glow on majestic peaks and sunsets behind cypress hedges in glorious Tuscan landscapes. You can also hop aboard a ferry to reach Sicily or neighboring countries...but don't forget why you're in Italy. Can you build the most impressive rail network and connect the most regions around the country?

This rules booklet describes the game play changes specific to the Italy Map and assumes that you are familiar with the rules first introduced in the original Ticket to Ride. This expansion is designed for 2-5 players.

Some cities are connected by Double or Triple Routes. These are Routes whose spaces are parallel and equal in number from one city to the other. In 4 and 5 Player games, players can use all tracks of the Double or Triple Routes, though the same player cannot claim more than one track of those Routes. In 2 and 3 Player games, only one Route of the Double or Triple Routes can be claimed. Once a player has claimed one of these, the other Route(s) forming the Double or Triple Route are locked and unavailable to other players.

To play with this expansion, you need 45 Trains per player, the matching Scoring Markers and the Train Car cards taken from Ticket to Ride or Ticket to Ride Europe, along with the new components described below.

NEW COMPONENTS

- ◆ 56 Destination Ticket cards
- ◆ 10 Ferry Cards

SET UP

- ◆ Place the Ferry Cards in a pile, close to the Train Car Cards deck.
- ◆ Deal 5 Destination Ticket cards to each player. Each player must keep at least 3. Shuffle the discarded Ticket cards together and put them under the deck.

NEIGHBORING COUNTRIES AND MONACO

Some Destination Tickets include the name of a zone (either one of Italy's neighboring countries or Monaco) instead of one (or both) of the cities. Each route leading to one of those zones is a dead-end and separate from others: Different routes leading toward the same zone are not considered connected together.

SPECIAL RULES

On your turn, you must perform one (and only one) of the following four actions:

Draw Train Car Cards

The card draw action follows the exact same rules as the base game.

Draw 1 Ferry Card

You may not have more than 2 Ferry Cards in hand. Therefore if you already have 2 Ferry Cards, you cannot choose this action.



Claim a Route

On this map, all gray Routes are Ferry Routes.

On those routes, spaces with a Wave Symbol require either Locomotive cards or Ferry cards. Spaces without Wave Symbols follow the same rules as the usual gray Routes (mix of Train Car cards of the same color and Locomotive Cards)



One Ferry Card can be used for up to 2 spaces with a Wave Symbol whereas Locomotive Cards are only ever worth one space each.

Ferry Cards cannot be used on regular Routes or on Ferry Route spaces without a Wave Symbol.



All the following combinations are valid to take this Ferry Route:



or



or



or



or



Draw Destination Tickets

A player draws 4 Destination Tickets from the top of the deck. He must keep at least one of them, but he may keep two, three or all four if he chooses. Any returned cards are placed at the bottom of the deck.



END OF THE GAME AND REGIONS BONUS

There are 17 named Regions on the map. All cities are part of one of them (as denoted by the unique coat of arms on the city spots, the text color, and the small text under their names).

At the end of the game, each player counts the number of Regions that they connected together and scores points according to the following chart:

Regions	Points
 x ?	?
5	1
6	2
7	4
8	7
9	11
10	16
11	22
12	29
13	37
14	46
15+	56

If a player has two (or more) distinct networks, these networks are scored separately.

There are 3 special Regions on the board: Sardegna, Sicilia and Puglia.

Each of these Regions count as 2 Regions instead of one toward the bonus if all their cities are part of the same network.

There is no Globetrotter or Longest Route bonus in this version.

In the situation below, the blue player would score 2 points for her Regions at the end of the game (5 Regions in the northern network and 5 Regions in the southern one).



By claiming the Firenze to Pisa Route, she manages to connect all her Regions together for 11 points (There are 9 Regions in her network now, not 10 as both Firenze and Pisa are in the same one, but it's still a nice move!)

 x 9	11
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Editing by Jesse Rasmussen

CREDITS

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Graphic Design by Cyrille Daujean

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			14		22



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