



A decorative border at the top of the cover features a blue background with gold scrollwork. It contains several circular icons: a train, a person, a bridge, a factory, and another train. The background of the entire cover is a light-colored, textured map.

*Alan R. Moon*

# TICKET TO RIDE



DAYS OF  
WONDER

THE DICE EXPANSION



5x



2x

Jednoduchá trať



Stanice



2x

Dvojitá trať



Lokomotiva  
(žolík)

3x



Tunel

Žeton jednoduché trati



15x

Žeton dvojitě trati












15x




**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. Další prvky hry (pokročilí hráči)

#### 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 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> 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).

