Ticket to Ride: Nordic Countries

A game for 2-3 players by Alan R. Moon. Condensed rules by Eric Postpischil, https://edp.org.

Setup

Put the board and the Globetrotter card on table.

Give each player 40 train cars of one color and put the matching score marker by the start of the score track.

Shuffle the train cards. Deal each player 4 facedown. Deal 5 face-up in a row by board. Stack rest facedown by row.
- (The deck has 12 each of 8 colors and 14 locomotives.)

Shuffle the destination ticket cards. Deal each player 5 facedown. Stack rest facedown by board.

Each player keeps 2-5 destination ticket cards and returns others. Remove returned cards from game.

The most experienced traveler starts.

Play

Play clockwise until a player has 2 or fewer train cars left. Then each player, including that one, takes a final turn.

On each turn, a player either draws train cards, claims a route, or draws destination ticket cards.
- You must perform an action. If there are no train cards to draw, you must perform a different action.

(All player cards are held secretly.)

Draw Train Cards

Twice: Take the top card of the train deck or take a face-up train card and replace it from the deck.
- You may see the new face-up card before deciding where to take your second card from.
- When the deck is exhausted, shuffle the discards thoroughly.
- (Rules of other Ticket to Ride games about taking a locomotive or about flushing the display do not apply.)

Claim a Route

A route is a set of marked spaces on the board connecting 2 cities.

Regular Route

Play a set of train cards matching the color and length (one card per space) of an empty route.
- For a gray route, use any 1 color.
- Locomotives may not be used in a regular route.
- In a double route, claim either side. No player may have both sides of a double route.
- With 3 players, another player may claim the other side. With 2, only one side of a double route may be claimed.

Fill in the route with your train cars and discard the played cards. (You may not claim a route you cannot fill.)

For a route of 1/2/3/4/5/6/9 spaces, score 1/2/4/7/10/15/27 points.

Ferry Route (shows 1 or more locomotives)

Use the regular rules, but:
- For each locomotive space in the route, play 1 locomotive card or any 3 cards.
- For each other space, play 1 matching color card, 1 locomotive card, or any 3 cards.

Tunnel Route (heavy border)

Use the regular rules, but:
- You may play any mix of locomotive cards and matching color cards.
- After playing cards, reveal the top 3 cards of the train deck.
- For each matching color or locomotive card revealed, play either a matching color or locomotive card.
  - If you do, fill in the route, discard the played cards, and score normally.
  - If you cannot or do not, take your played cards back and discard the revealed cards. This ends your turn.
  - If you played only locomotives, then no color matches, even on a colored route; only revealed locomotives require playing another card, and only locomotives may be played for them.

Murmansk-Lieska Route

Use the regular rules, but you may play any 4 cards (including locomotives) as 1 of the matching color, repeatedly.

Draw Destination Ticket Cards

Draw 3 destination ticket cards. Keep 1-3 of them. Remove unkept cards from the game.
- If there are fewer than 3 cards in the deck, draw all that are available.

Game End

Recount completed route scores, to correct errors and omissions.

Add or subtract the points of each held destination ticket according to whether the player completed it or not.

* A destination ticket is completed if there is a path of the player's train cars connecting the two cities it shows.

Give the Globetrotter card to the player who completed the most tickets and give them 10 points.

* If there is a tie, give each tied player 10 points.

The player with the most points wins.

* Break a tie in favor of the player who completed the most destination tickets, then in favor of longest route.