

The gray Routes, on the other hand, can be claimed with a set of cards of any one color.

You can claim any open Route on the board, even if it is not connected to a Route you previously claimed. **You cannot claim more than one Route per turn.**

If you do not have enough Streetcars left to place one on each space of a given Streetcar Route, you cannot claim that Route.

You can claim this black **Streetcar Route** that is two spaces long by discarding any of the following sets of cards:

A



B



C



The same cards can be used to claim this Subway Route.



When you claim a Route, you immediately record the points you received, based on the Route Scoring Tables printed on the board and move your Scoring Marker on the Scoring Track accordingly. Note that Streetcar Routes and Subway Routes do not grant the same number of points.

Double Routes

Some Locations are connected by Double Routes (two Routes connecting the same adjacent Locations). A single player cannot claim both Routes of a Double Route.

Note: In two player games, once one Route of a Double Route is claimed, the other one cannot be claimed by the other player.

DRAW DESTINATION TICKET CARDS

Each Destination Ticket card shows two Locations and a point value. At the end of the game, you score the point value of each Destination Ticket card you completed or lose the point value for cards not completed. To complete a Destination Ticket card, you must connect the two locations listed on the card by creating a continuous path of Routes you claimed. You may have any number of Destination Ticket cards.



This action allows you to draw more Destination Ticket cards. To do so, draw two cards from the top of the Destination Ticket cards deck. You must keep at least one of those cards, but may keep both of them if you want. Any returned cards are placed at the bottom of the Destination Ticket cards deck. You cannot discard a Destination Ticket card once you have chosen to keep it.

If there is only one Destination Ticket card left in the deck, you can still perform this action but must keep the card.

Destination Ticket cards and their completion must be kept secret from other players until the end of the game.

GAME END AND FINAL SCORING

When a player has zero or one playing pieces left in their supply (of any combination of Streetcars and Subway cars), each player, including that player, gets one last turn. Then the game ends and players calculate their final scores:

➡ Players should have already accounted for the points they earned as they claimed Routes. To make sure there was no mistake, you may want to recount the points for each player's Routes.

➡ Then, each player reveals all their Destination Ticket cards, adds the value of each card they completed to their score, and subtracts the value of any card they failed to complete.

The player with the most points wins the game.

In case of a tie, the tied player who completed the most Destination Ticket cards wins. If players are still tied, they happily share the victory.

Credits

Game design by Alan R. Moon

Illustrations by Julien Delval / Graphic Design by Cyrille Daujean

Editing by Jesse Rasmussen

A special thanks from Alan and DoW to all those who helped play test the game: Janet Moon, Stuart Hatch, Lee Hatch, Emilee Lawson-Hatch, Ryan Hatch, Amanda & Keith Ward, Bobby West.

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Alan R. Moon

TICKET TO RIDE BERLIN



DAYS OF
WONDER

Discover **Unter den Linden**, and immerse yourself in the young cultural capital of Europe. Enjoy a sightseeing cruise on the river **Spree**, ride a bike through the **Brandenburg Gate**, or be amazed by the masterpieces displayed in the **Pergamon Museum**.

SETUP

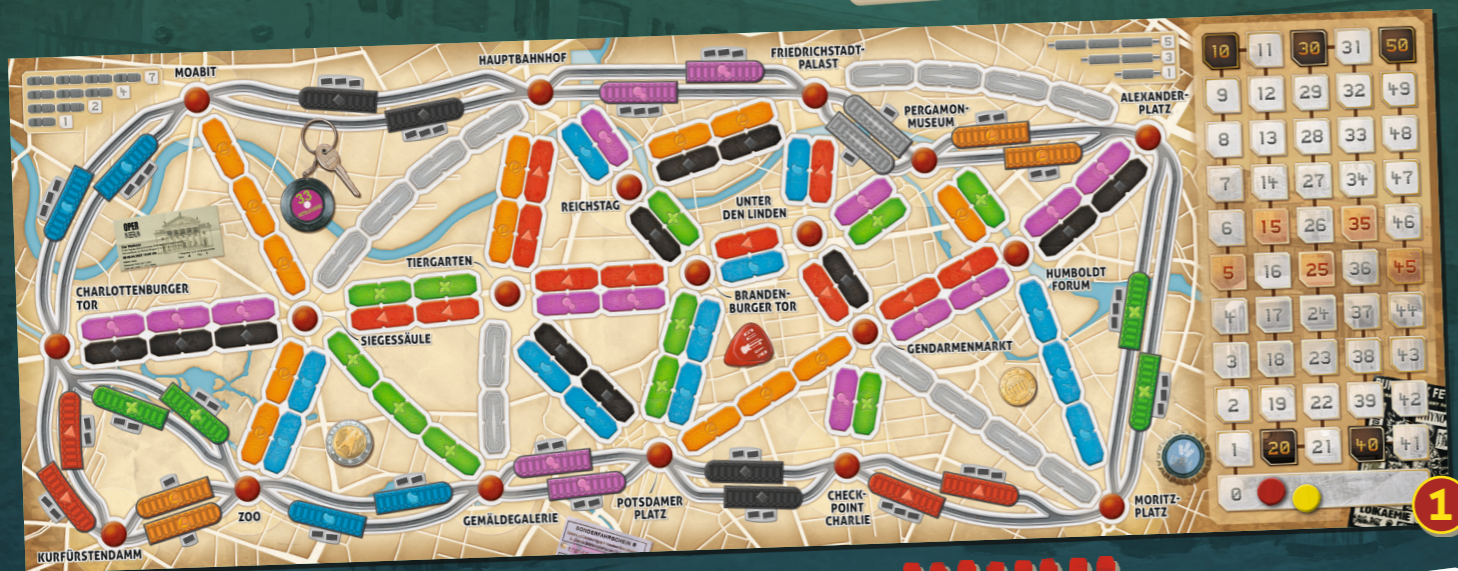
Place the board in the center of the table. Each player chooses a color and takes the matching Subway Cars, Streetcars, and Scoring Marker. Put all Scoring Markers on the 0 spot of the scoring Track 1.

Shuffle the Transportation cards and deal a starting hand of two cards to each player 2. Place the remaining deck of Transportation cards near the board and flip the top five cards from the deck face up 3. If by doing so, three of the five face up cards are Bicycle cards, immediately discard all five cards and flip five new cards face up to replace them.

Shuffle the Destination Ticket cards and deal two to each player 4. Each player looks at their Destination Ticket cards and decides which ones they wish to keep. Each player must keep one card, but may keep both. If they choose to keep only one, the returned card is placed on the bottom of the Destination Ticket deck. Then place this deck next to the board 5. Players must keep their Destination Ticket cards secret until the end of the game.

Randomly select the first player. Play will then proceed in clockwise order starting with that player.

You are now ready to begin.



- 1 board map of Berlin's transportation network

- 44 Streetcars (11 in each color)



- 20 Subway Cars (5 in each color)



- A few spare Streetcars and Subway Cars

- 4 Scoring Markers

- 44 Transportation cards (8 multi-colored Bicycle cards and 6 cards of each following color: blue, green, black, purple, red, orange)



- 22 Destination Ticket cards



- This rule leaflet

OBJECT OF THE GAME

At the end of the game, the player who scored the most points wins. You score points by:

- Claiming a Route between two adjacent Locations on the board;
- Successfully completing a Continuous Path of Routes between the two Locations listed on your Destination Ticket(s);

You also lose points for each of your Destination Ticket cards you do not complete by the end of the game.

THE GAME TURN

Starting with the first player and proceeding in clockwise order, players take turns until the game ends. On your turn, you must do one (and only one) of the following three actions: draw Transportation cards, claim a Route, or draw Destination Ticket cards.

DRAW TRANSPORTATION CARDS

Transportation cards match the Route colors on the board (blue, green, black, purple, red, orange) except for Bicycle cards which are multicolored

and act as wild cards (they represent any color when claiming a Route). You may have any number of Transportation cards in your hand at any time.



This action allows you to draw two Transportation cards. You may take the top card from the deck (a blind draw) or take any one of the five face up cards. In this case, immediately replace it with the top card from the deck.

As an exception, if you take a faceup Bicycle card as your first card, you cannot take another card on that turn. You cannot take a faceup Bicycle card as your second card either.

If, at any time, three of the five faceup Transportation cards are Bicycle cards, immediately discard all five cards and flip five new cards face up from the deck to replace them.

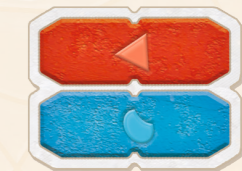
When the deck is empty, shuffle the discarded cards to create a new Transportation cards deck.

CLAIM A ROUTE

There are two different types of Routes on the map. A Streetcar Route is a set of continuous colored spaces (in some instances, gray spaces) between two adjacent Locations on the map. A Subway Route is a gray line featuring a single colored space (in some instances, a gray space) between two adjacent Locations on the map.

Streetcar Routes can contain only Streetcars, while **Subway Routes** can contain only Subway Cars.

To claim a **Streetcar Route**, you must discard a number of cards from your hand equal to the number of spaces in the Route and place a Streetcar on each of those spaces.



To claim a **Subway Route**, you must discard as many cards from your hand as the number of cards pictured next to the space on the Route and place one and only one Subway Car on this space.



Most Routes require a specific set of cards. For example, a Blue Route must be claimed by discarding Blue Transportation cards.