

Ticket to Ride Korean Peninsula

Welcome to Ticket to Ride™ Korean Peninsula – an aggressive and fast-paced custom expansion in 2000.

This Rules booklet describes the game play changes specific to the Korean Peninsula Custom Map and assumes that you are familiar with the rules first introduced in Ticket to Ride: Nordic Countries.

# of Players	Suggested Ages	Playing Time
2-3	8 and up	45-60'

This game is an expansion and requires that you use the following game parts from one of the previous versions of Ticket to Ride:

- A reserve of 45 Trains per player and matching Scoring Markers taken from any of the following:
 - Ticket to Ride or Ticket to Ride Europe
- 110 Train Car Cards taken from:
 - Ticket to Ride, Ticket to Ride Europe or USA 1910 expansion

PRIMARY & SECONDARY DESTINATION TICKETS

This expansion includes 16 Primary and 30 Secondary Destination Tickets.

At the start of the game, each player is dealt 2 Primary and 3 Secondary ones, of which he must keep 1 Primary and 1 or more Secondary Destination Tickets. Primary Destination Tickets not kept nor dealt at game's start, back in the game box without looking at them. Secondary Destination Tickets not kept, either at game's start or following a draw of new Destination Tickets in mid-game, are removed from the game and put back in the box.

During the game, if a player wishes to draw additional Destination Tickets, he draws 3 new Secondary Tickets, of which he must keep at least 1. Tickets not kept are removed from the game and put back in the box.

DOUBLE ROUTES, LOCOMOTIVES, FERRIES & TUNNELS

See the parts in question of Ticket to Ride: Nordic Countries. In particular, the rules for Locomotive cards are different from other maps!

CROSSING MDL

Some routes in the central areas on the map, touch the dashed gray line or the military demarcation line. Each time successfully claiming such a route, the neighbor on his left randomly chooses a half of the Destination Tickets (round up) of the player just claimed the route, to look at them secretly, and returns them to the owner. The neighbor must not say anything on them!

RIDING EXPRESS TRAINS

Once during the game, if a player play a set of Locomotive cards (without any substitute for a Locomotive) to claim a ferry or tunnel route, he may immediately announce that he has just ridden an Express Train to get double points for that route. Each Train car on that route is lied on its side. Don't forget that Locomotives may only be played for Ferry or Tunnel routes!

END GAME BONUS

The player who has completed the most Destination Tickets receives the Globetrotter Bonus card and adds 10 points to his score. In the case of a tie, all tied players score the 10 point bonus.