

Ticket to Ride: Märklin

A game for 2-5 players by Alan R. Moon. Condensed rules by Eric Postpischil, <https://edp.org>.

Setup

Put the board and the Most Completed Tickets tile on the table.

Give each player 45 train cars and 3 passengers of one color and put the matching score marker by the start of the score track.

On each city in Germany, stack tokens shown by the color of the city's dot, highest numbers on top:

- On the 1 black city, stack 4 black tokens: 7, 6, 5, 4.
- On the 6 red cities, stack 3 red tokens: 4, 3, 2.
- On the 12 yellow cities, stack 2 yellow tokens: 3, 2.
- On the 16 white cities, put a single white token: 1.

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 11 each of 8 colors, 14 plain locomotives, 6 "+4" locomotives, and 10 passenger cards.)

Shuffle the short destination tickets (blue background). Stack facedown by board.

Shuffle the long destination tickets (brown background). Stack facedown by board.

Each player announces a combination of 4 short and long destination tickets and draws them.

Each player keeps 2-4 destination tickets and returns others. Shuffle returned tickets into their respective decks.

The player with the best collection of Märklin trains or the youngest player 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, draws destination ticket cards, or moves a passenger.

- 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 Cards

Draw 1 face-up plain locomotive or draw 2 cards (neither of which is a face-up plain locomotive).

- You may draw from the top 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.
- If, at any time, 3 of the 5 face-up cards are plain locomotives, discard all 5 and deal 5 new cards.
- If, at any time, 3 of the 5 face-up cards are passenger cards, discard all 5 and deal 5 new cards.
- When the deck is exhausted, shuffle the discards thoroughly.

Claim a Route

A route is a set of marked spaces on the board connecting 2 cities, including unnamed cities outside Germany.

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.
- You may play any number of plain locomotives in lieu of the same number of cards of the color.
- On a route of 4 or more spaces, you may play "+4" locomotives in lieu of the same number of cards of the color.
- In a double or triple route, claim any individual route. No player may have two routes in a double or triple.
- With 2 or 3 players, only one route of a double or triple 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 1/2/3/4/5/6/7 spaces, score 1/2/4/7/10/15/18 points.

You may also place a passenger in one of the cities on the route, if there is currently no passenger there.

- Passengers may not be placed in the unnamed cities outside Germany.

Draw Destination Ticket Cards

Announce a combination of 4 short and long destination tickets and draw them. Keep 1-4 of them. Return unkept cards to the bottoms of their decks.

- If there are insufficient cards left, draw only what is available.

Move Passengers

Move a passenger on the board along any of your connected routes, using each route at most once (on this turn).

You may also move along a route with an opponent's train cars by discarding 1 passenger card per such move.

Passengers may not move to an unnamed city outside Germany, either as an intermediate or a final stop.

At each city the passenger moves to (not the start city), take the highest merchandise token.

- Score merchandise points immediately (but keep the tokens for later recounting).

Your passenger may visit cities with other passengers.

After completing the moves, remove the passenger from the game.

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Game End

Recount completed route and merchandise 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 Most Completed Tickets tile 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 highest merchandise total.