

Ticket to ride – New Zealand Cycleway Version

Build the most cycleways around New Zealand to win points and win the game. Appendix A has instructions for setting up the game from scratch.

Components

- 1 map of New Zealand
- 240 Coloured Cycleway pieces (45 each in Blue, Red, Green, Yellow and Black, plus some extra replacement bikes in each colour)
- 15 Coloured bike over-ramps (three each, matching the cycleway colours)
- 144 Illustrated bike cards including:
 - Mountain bike
 - Road racer
 - Family bike
 - Recumbant
 - Penny farthing
 - Delivery bike
 - Tandem
 - Cheating Camel Bike Trailer Wild Card

Other bits

- 6 Long Route Guides with a blue background
- 36 Regular Route Guides with a red background
- 1 Cycling Bell Award for the Longest Continuous Path
- 5 Scoring Markers (1 each of the 5 players' colours)
- 1 Rules booklet (this is what you are reading)

Each player receives:

- A set of coloured cycleways (45 for 3 players, 35 for 4 -5 players).
- A matching set of three Coloured bike over-ramps and the corresponding Scoring Marker. Each player places their Scoring marker above the Scoring Track in the Tasman Sea. Throughout the game, each time a player scores points, they will advance their marker accordingly.
- Shuffle the bike cards and deal a starting hand of four cards to each player. Place the remaining deck of Cycleway cards near the board, then turn the top five cards from the deck face up, and lay them one next to the other.
- Take the deck of Route Guides and separate the long routes (the six Route Guides with a blue background) from the regular routes; Shuffle the long routes, and randomly deal one to each player. Put any remaining long routes back in the game box without letting anyone see them.
- Now shuffle the regular Route Guides. Deal three to each player and place the remainder in a draw pile face down, next to the board.
- You are now ready to begin.

Beginning of the game

Before taking their first turn, players must choose which Route Guides they will keep from among those they were initially dealt. Each player must keep a minimum of two Route Guides although they may keep more. Put any Route Guides you wish to discard back in the game box without letting any of the other players see them. The Route Guides that are put away may either be long routes or regular ones. The Route Guides you decide to keep are held until the end of the game. The object of the game is to build cycleways along as many routes as possible and score points in the process. Any cycleway route not completed will result in points being deducted.

The Game Turn

The player who has cycled the furthest distance in the last week begins the game, and play then proceeds clockwise. On their turn, a player must perform one (and only one) of the following four actions:

- Draw Bike Car Cards — The player may draw two bike cards (or just one, if the card selected is a face-up Cheating Camel Bike Trailer Wild Card).
- Claim a Route — The player claims a route on the board by playing a set of Bike cards from their hand that match the colour and quantity of the spaces that make up the route. They place one of their coloured bikes on each space, and scores the number of points indicated on the Route Scoring Table for that route's length;
- Draw Route Guides — The player draws three Route Guides from the top of the Route Guides deck, and must keep at least one of them;
- Build a Bike Over-ramp — The player may build a bike over-ramp in any town that does not yet have one. To build their first bike over-ramp, the player plays one Bike card of any colour and places one of their bike over-ramps on that town. To build their second bike over-ramp, a player must play a set of two cards of the same colour, and to build their third over-ramp a set of three cards of the same colour.

Drawing Bike Cards

There are seven types of regular Bike cards, in quantities of 12 each, and 14 Cheating Camel Bike Trailer Wild Card. The colours of each type of Bike card match the colours of various routes between towns on the board — Pink, Blue, Orange, White, Green, Yellow and Red. If a player chooses to draw Bike cards, they may draw two cards per turn. Either of these cards can be drawn from the five face-up cards next to the board or from the top of the deck (blind draw). If drawing a face-up card, the player must immediately replace it with a new card taken from the top of the draw pile. If a player selects a face-up Cheating Camel Bike Trailer Wild Card, it is the only card they may pick this turn.

A player may have any number of cards in their hand at any time. When the draw pile is exhausted, the discards are reshuffled into a new draw pile deck. The cards must be shuffled thoroughly, since they will usually have been discarded in sets. In the unlikely event there are no cards left in the deck, and no discards available to shuffle as a result of players hoarding cards in their hands, a player will not be able to draw Bike Cards. They must then Claim a Route, Draw Route Guides or Build an over-ramp.

Cheating Camel Bike Trailer Wild Card

Cheating Camel Bike Trailer Wild Card can be played along with any set of cards when claiming a route. If a face-up Cheating Camel Bike Trailer Wild Card is picked during a card draw, it must be the only card picked that turn. If a Cheating Camel Bike Trailer Wild Card is turned over as a replacement for a first card drawn during the turn, or if a Cheating Camel Bike Trailer Wild Card is available face-up but not picked up as the first (and only) card, it cannot be selected as a second card. However, if a player is lucky enough to get a Cheating Camel Bike

Trailer Wild Card from the top of the deck in a blind draw, it still counts as a single card and the player may still draw a total of two cards that turn.

Claiming Routes

A route is a set of continuous coloured spaces between two adjacent towns on the map. To claim a route, a player must play a set of Bike Cards whose colour and quantity match the colour and number of spaces of the chosen route. Most routes require a specific set of coloured cards to claim them. Cheating Camel Bike Trailer Wild Cards can always act as a stand-in for any given colour. When a route is claimed, the player places one of their cycleway pieces on each of the spaces of the route. All the cards from the set used to claim the route are then discarded. The player then immediately records their score by moving the Scoring Marker the appropriate number of spaces along the Scoring Track, per the Route Scoring Table in the South Pacific Ocean.

A player may claim any open route on the board. They are never required to connect to any of their previously played routes. A route must be claimed in its entirety during a single turn. For example, you cannot lay two bikes on a three-space route and wait for the next turn to lay the third bike. No more than one route may be claimed in a given player's turn.

Double - Routes

Some towns are connected by Double-Routes. These are routes whose spaces are parallel and equal in number from one town to the other. One player can never claim both routes between the same cities during the course of the game. Be aware of routes that are partially parallel to each other but are linked to different cities. These are not double-routes.

Through Routes

When a route of the same colour passes through a town a player may either stop at the town or continue right through. The longer the route the more points earned so continuing through is the preferred option.

Ferries

Ferries are special routes linking two adjacent towns across a body of water. To claim a Ferry Route a player must first lay down the number of cards required by the length of the route. Wild cards may be included in this. The top three cards of the bike card draw pile are then turned over. If any of the cards turned over match the colour of the route, then an additional card of the same colour must be played from the player's hand. If any of the cards turned over is a wild card, then an additional wild card must be played from the player's hand. Only then can the route be claimed. If the player does not have enough additional cards of the matching colour the player takes all the cards back into their hand and their turn ends.

If a player attempts to go across a ferry with Cheating Camel Bike Trailer Wild Cards only, they will need to play an extra wild card if a wild card is turned over in the three cards taken from the bike card draw pile.

Black Routes

The Black Routes may be claimed by any colour of bike cards.

Drawing More Route Guides

A player can use their turn to draw additional Route Guide cards. To do so, they draw three new cards from the top of the Route Guide Deck. If there are less than three Route Guides left in the deck, the player only draws the cards that are available. A player drawing Route Guides must keep at least one of them, but may choose to keep two, or all three. Any drawn Route Guide not kept in hand is placed at the bottom of the Route Guide Deck. Route Guides drawn

and not immediately discarded must be kept until the end of the game. They cannot be discarded during a later Route Guide draw.

The towns listed on a Route Guide represent travel goals for the player; they can result in a bonus or a penalty. If, by the end of the game, a player has created a continuous path of their colour cycleways between the two towns named on a Route Guide they hold, they score the additional points indicated by the Point Value on the Route Guide. If they have failed to complete a continuous path between those cities, they deduct the Point Value on the Route Guide from total score. Route Guides are kept secret from other players until the game's final scoring. A player may have any number of Route Guides during the game.

Building An Over-Ramp

A Bike Over-ramp allows its owner to use one, and only one, of the routes belonging to another player, into (or out of) that town to help them connect the towns on their Route Guides. Over-ramps may be built on any unoccupied town, even if it currently has no claimed routes into it. Two players may never build an over-ramp in the same town. Each player may build a maximum of one over-ramp per turn, and three over-ramp throughout the course of the game. To build their first over-ramp, a player plays and discards one bike card from their hand, and places one of their coloured over-ramps on the chosen town. To build a second over-ramp, the player must play and discard a set of two cards of any one colour; and to build their third, a set of three Bike cards of any one colour. As usual, you can replace any number of cards by wild cards.

If a player uses the same over-ramp to help connect towns on several different route guides, they must use the same route into the town with the over-ramp for all of those Route Guides. The over-ramp owner does not need to decide which route they will use until the end of the game. A player is never required to build any over-ramps. For each over-ramp a player has not used, four points are added to their score at the end of the game.

Game End

When any one player's stock of coloured cycleways gets to one piece or less, each player gets one final turn then the game ends.

Calculating Scores

Players should have already accounted for the points they earned as they completed various routes. To make sure no mistakes were made, you may want to recount the points for each player's routes. Players must then reveal all of their Route Guides. The value of successfully completed Route Guides is added to their total score. The value for any incomplete Route Guides is deducted from their total score. Remember that each over-ramp played allows its owner to use one (and only one) route belonging to another player into that town for the purpose of completing a Route Guide.

Add to the score of each player four points for each unplayed over-ramp they still have in reserve.

Finally, give the 10 point Cycling Bell Bonus to the player who have the Longest Continuous Path on the board. When evaluating and comparing path lengths, only take into account continuous lines of cycleways of the same colour. A continuous path may include loops, and pass through the same town several times, but a given cycleway piece may never be used twice in the same continuous path. Over-ramps, and the opponents' routes they may provide access to, do not count for the purpose of computing paths and claiming the longest one. If

several players are tied for the longest path, they each receive the 20 point bonus from the Cycle Bell Bonus Card.

The player with the most points wins the game. If two or more players are tied with the most points, the player who has completed the most Route Guides is the winner. If still tied, the player who used the least number of over-ramps is declared the winner. In the unlikely event players are still tied, the player with the Cycle Bell Bonus Card wins.

Appendix A – setting up the game

1. Print the map with a colour printer onto nine pieces of white A4 paper and glue to hardboard or stiff cardboard. You can use one large piece of board or several smaller pieces with tape/hinges at the edges if you wish to be able to fold the board up.
2. Print the bike cards onto coloured paper as follows

Tandem	red
Delivery bike	yellow
Recumbent	green
Family bikes	brown
Penny farthing	pink
Mountain bike	orange
Road racer	blue
Rickshaw	white

Cheating Camel Bike Trailer Wild Cards can be any colour. Glue the coloured paper onto white cardboard leaving a 5mm border around the coloured paper. You will need 12 cards of each colour, so there are 4 spares on each page. There are 14 Cheating Camel Bike Trailer Wild Card, so only 2 spare. Any photocopy shop should be able to supply the coloured paper.

3. Print the route guides onto coloured cardboard, blue for long routes and red for regular routes.
4. Find multicoloured foam pieces for the cycleway pieces. You will need different colours for each player, up to 5 players. Cut the foam into 25mm lengths and approximately 6-8mm width/height. Painted wood will work well if you can't find foam. You will need 45 pieces for each player, though some spares are always handy. Also cut out an 'n' shape for the bike over-ramps that will fit over a cycleway piece.
5. Cut out some counters of the same colour as the cycleway pieces, approximately 15mm round or square for score keepers.
6. Play the game.