

TICKET TO RIDE: ASTRO EDITION

Supplemental Instructions

Equipment

A standard edition of Ticket To Ride is required. Omit the Destination Ticket cards and use the Ticket to Ride: Astro Edition Destination Tickets.

Game Play

Game play works exactly like the original Ticket To Ride with a few new features in the Astro Edition, revolving around the three highlighted constellations: Orion, Cassiopeia, and Ursa Major (containing the Big Dipper).

- I. Special Destination Tickets require the connection of all stars within these constellations. Players do not have to connect *all* paths within the constellation, just ensure that there is a route to get from any star in the constellation to any other star. Either of the connected paths below (left two examples) would be adequate to earn the points available on the Destination Ticket. The rightmost example is not yet finished.

Done! A route exists to get to each star in the constellation.



Done! Alternate route also works.



Not yet! No route from Rigel or Saiph to others.



- II. Within these three highlighted constellations, the normal rules governing double-routes in two- and three-player games do NOT apply. Even in two- or three-player games, players may claim **both** paths in a double-route within these constellations. The normal rules against using both paths in a double-route still apply outside these three areas.

Ticket to Ride: Astro Edition was developed for the Days of Wonder map contest in spring 2011. Details on the development of this edition are available at: <http://buriedinthenoise.com/ttrastro>

Questions? Comments? Contact Josh Wilson: joshwilson1977@gmail.com