

# Ticket to Ride

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*Radland Expansion Pack 2010*

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This expansion pack introduces trading into the Ticket to Ride USA game. In addition, some extra bonus cards and special cards can be added as well as a few map alterations.

## Trading rules

-Each turn, a player may choose to do only ONE of the following:

- Draw train cards
- Build
- Draw trip cards
- Trade

-A trade may only be carried out between the player whose turn it currently is, and one other player.

-Only one trade per turn may be executed.

-Trades generally follow the same rules as drawing cards (except you're "drawing" from another player, but must "discard" your trade collateral to that player).

-No more than two cards per player may be exchanged per trade, and trades must be one-for-one or two-for-two (e.g. a black for a red; or, a purple and a yellow for a green and a blue; or two reds for a black and a yellow, etc.). Not allowed would be one-for-two trades (e.g. a red for two blues).

-The only exception to this is for 'magic' cards (wild cards). If a wild card is to be exchanged as part of a trade, two-for-one is allowed (where two regular cards may be swapped for a single magic card). As with drawing cards from the face-up assortment, if a magic card is part of a trade, that is the only card that may be "drawn" or "discarded" as part of that side of the trade.

## Trading schemes

### **-Unlimited trading**

-No limits on number of trades per game (likely to be an "ok" strategy but could accelerate building to the point of being harried). This would be a good scheme to try out first.

**-Limited trading.** Limited trading is facilitated by means of a set of “trade cards”. For a trade to be completed, both the originator (person whose turn it is) and target (person who the trade is executed with) of a trade must have an unused “trade card” and be willing to spend their trade card to execute the trade. When a trade is executed, the unused trade card of both the originator and target must turn over their trade card. If no unused trade cards are available, then no trade may be made. Trade cards may not be traded. (*NB: An alteration to this strategy that \*might\* be functional would be for only the originator to have to turn over his or her trade card on execution of a trade*).

**-Upper bounds (N):** An upper bound may be set. E.g. no more than N (N=3) trade cards (total of used and unused) per player.

**-Initialization (M)** – at the start of the game, M (M={0,1,2,3}) trade cards are distributed to all players to enable trading right away.

**-Risk-reward trading (T)** – trade cards may be obtained as part of the trip-card-drawing step. When trip cards are drawn, a trade card may be obtained for each trip card that is returned. This allows up to T trade cards (T={0,1,2}) to be obtained along with trip cards. The theory here is that there is a risk that must be taken in order to get more trade cards, providing a more dynamic upper bound on trading. Using this scheme, a set of players who like to take risks or are voracious traders can get more trade cards; while a set of players who play close to the vest would also receive some trade cards, though fewer than in the former case.

*-Slight variation for added challenge* – if there is an upper bound on trade cards, that upper bound also applies to the total number of trip cards that are discarded. In other words, if a player has already obtained all of their trade cards, then he or she may obtain neither any more trade cards, nor discard any more trip cards beyond that upper bound (forcing the player to choose trip and trade cards sparingly).

**-Combinations.** Some combination of the above schemes could work well. Some example combinations:

**-Upper bound of N=3. Initialization of M=3.** (Every player can execute no more than 3 trades, and trade cards are distributed at the start of the game only.)

**-Initialization of M=2. Risk-reward trading enabled.** (Every player is given 2 trade cards at the beginning, and may draw any number of additional trade cards via the risk-reward scheme).

**-Upper bound of M=5. Initialization of M=2. Risk-reward trading enabled.** (Every player is given 2 trade cards at the beginning, and may draw up to 3 additional trade cards via the risk-reward scheme).

-etc...

## Special Cards / Additional Uses of Trade Cards

The introduction of trade cards to the game could simultaneously be used to introduce a few extra special cards that could spice up game play. Since unused “trade cards” are kept face down, additional markings could be added to indicate whether a trade card is a simple trade card, or a special card, such as:

-**“Last turn” card.** The holder of this card is allowed the same privilege as the person who ends the game – the holder gets the “last turn” where the player may build a single additional route segment using whatever train cards and trains remain in his/her possession at the end of the game. So, the game-ender gets the “last turn”, and the holder of this card gets the “last last turn”. If the holder of this card is the same as the player who ends the game, either a second building turn may be taken OR the card may be exchanged for 5 points.

-**Unused trade cards could be exchanged for points** at the end of the game. Different denominations (P) could be printed on the trade cards (e.g.  $P=\{0,1,2,5,10\}$ ) which could also add incentives / disincentives towards trading and/or acquiring trade cards. Different distributions of points (including random) could be used to alter strategies.

-**Double-any-route card.** Use this card to double the point value of any route that you completed.

-**Natural disaster card.** This card could be used during the game to wipe out any single route segment on the board of an opposing player. In the case of shared routes, only one of the routes may be wiped out. This card could be used to either open up a route that you need to build, or to penalize an opposing player who may have too many big route segments built up.

*\* Some of the cards above could also take the form of special trip cards. The main drawback to that approach would be the difficulty in incorporating them into the existing game since they would be printed on different stock, making them less “secret”. Therefore, making them trade cards could work better at least for a home application.*

## Additional end-of-game bonuses

-**Most trades** (5 points)

-**Longest route** (via the free expansion pack online) (10 points)

-etc...

## Map alterations

-**Mississippi River** – any time the Mississippi River is crossed E/W, you need to build a railroad bridge, where two trains are consumed as opposed to 1 (these trains would count towards point totals, longest train).

-**Grand Canyon** – routing to/from Phoenix is only possible from Denver and Santa Fe. (Eliminate PHX/LAX, PHX/SLC).

-**Acela Express** – the Boston/NYC/DC route could be folded into a single 6-car route of any color.

-**Panama Canal** – a route from Miami to Los Angeles can be built using 14 trains, where two cards of every color must be used (2 red, 2 black, 2 purple, 2 green, 2 blue, 2 white, 2 orange). Aside from trip card points (if any) and contribution towards longest train (counts as 14 train cars), at the end of the game this route counts only as 3 5-car trains (30 points).

-**Trans-Canada Express** – a direct route from Montreal to Vancouver via Toronto may be built using 14 trains: 7 red ones and 7 white ones. This route must be built in one turn by a single player. At the end of the game, this route counts only as 3 5-car trains (30 points) and contributes towards longest train at face value (14 trains), and may be applied towards trip cards.