

ALVIN THE ALIEN

You may claim routes connected to Alvin's city. You score points normally (not halved) for completed destination tickets showing Alvin's city.



MINA MAIZE

You may play two (2) Yellow cards as if they were a Locomotive.



ROGER THE ENGINEER

Once during the game, as your action, you may search through the deck of destination tickets, select one, and add it to your hand. Discard this card when you use this ability.



ELISE CERISE

You may play two (2) Red cards as if they were a Locomotive.



NIELS THE NEWSBOY

At the start of your turn, you may look at the top card of the train deck. If you do, you must take train cards as your action.



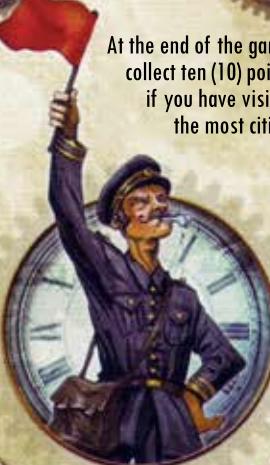
DARLIN' CLEMENTINE

You may play two (2) Orange cards as if they were a Locomotive.



STATION AGENT #10

At the end of the game, collect ten (10) points if you have visited the most cities.



INSPECTOR CLOUSEAU

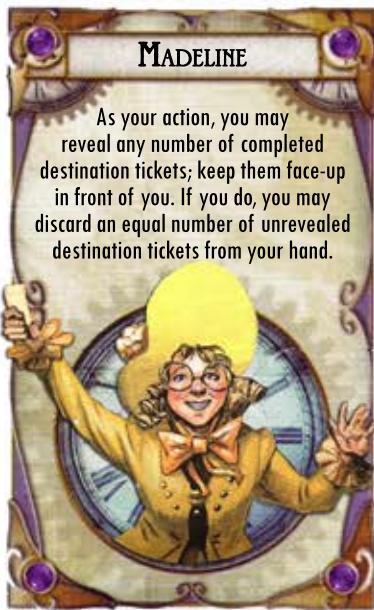
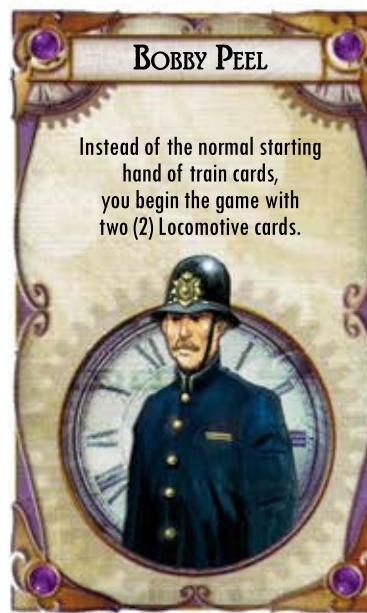
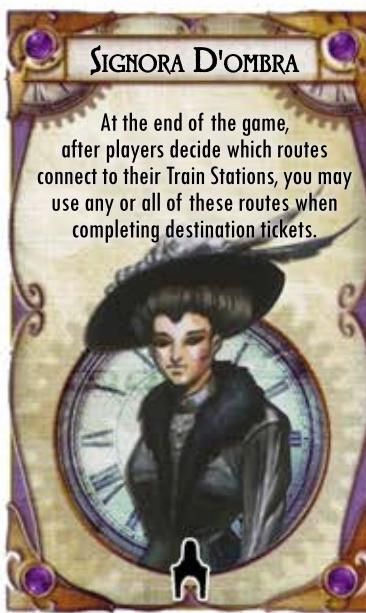
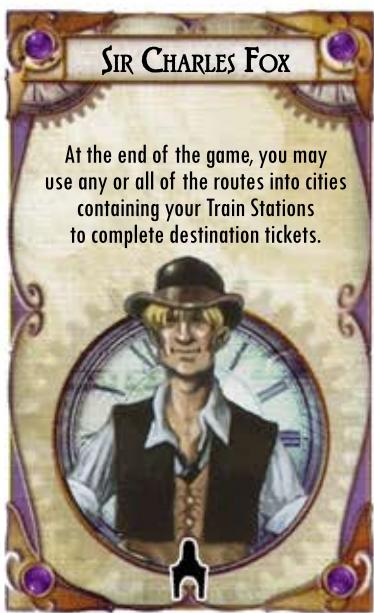
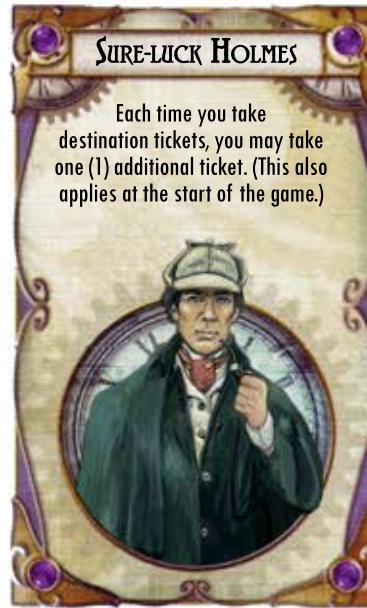
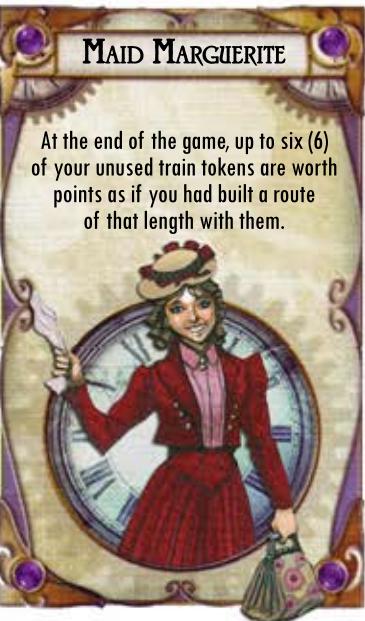
At the end of the game, the lowest valued destination ticket you have completed is worth twice as many points.



C. VANDERBILT

At the end of the game, collect ten (10) points if you have connected the two (2) opposing cities nearest to the short edges of the board.





TIEN YOW JEME

You may claim mountain routes without discarding a train to the mountain crossing area, if you wish. Each train you discard to the mountain crossing area earns you three (3) points instead of two (2).



SU YIN SNOW

You may play two (2) White cards as if they were a Locomotive.



MI PEKING

At any time, you (but not your teammate) may look at the shared cards of an opposing team.



JUAN WAY TIKAT

You do not lose points when exchanging train tokens for ship tokens, or vice versa.



ORI GAMI

You may discard any two (2) cards to place a harbor.
You may build a harbor in a city even if you do not have a route into it.



CAPT. CONGO RUE

You may play ship cards as if they were train cards of the same color.



BLONDIE BUMSTEAD

You may play train cards as if they were ship cards of the same color.



FYODOR PIRATSKY

As your action, you may discard train card(s) to claim a route already claimed by another player. There is no change in points. Indicate your shared claim to the route by replacing half the tokens on the route with your own.



SVEN GOOLIE

You may use Locomotive cards when claiming regular routes (in addition to ferries and tunnels).



JASGATA SINGH

As your turn, you may discard one (1) destination ticket. If you do, draw the top card from the destination ticket deck and add it to your hand.



LAKSHMI SOOD

You may claim two (2) routes in a single turn by discarding one (1) additional train card of the appropriate type for each route.



PRINCESS AYESHA

When you claim one side of a double route, you may claim the other side as well, if you have enough train tokens to do so and it has not yet been claimed. You gain no extra points for claiming the other side of the double route.



WITCH HAZEL

On your turn, in addition to your normal action, you may exchange one (1) train card in your hand for one (1) face-up train card. (It may not be a Locomotive.)



HAROLD THE YETI

When another player claims a route, you may immediately reveal one (1) completed destination ticket; place it face-up in front of you. If you do, take all of the train cards discarded by that player into your hand.



DANNY THE DIGGER

You never discard extra cards when claiming a tunnel route. Also, when another player claims a tunnel route, you may take one (1) train card discarded by that player into your hand.



QUINN THE ESKIMO

When claiming a ferry route, you may play regular train cards of the appropriate type in place of required Locomotives. In addition, when another player claims a ferry route, you may take one (1) train card discarded by that player into your hand.



DR. LIVINGSTRAIN

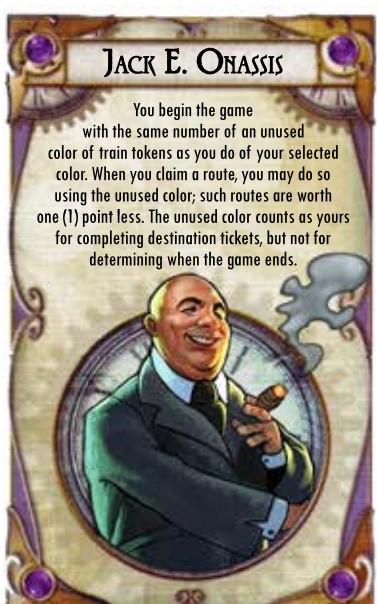
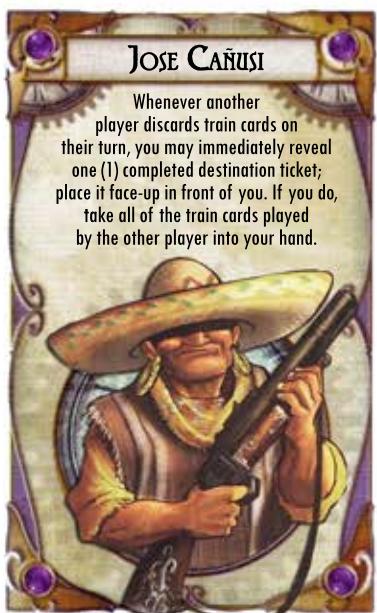
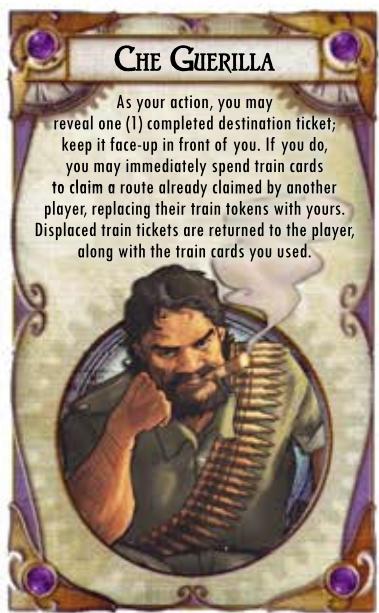
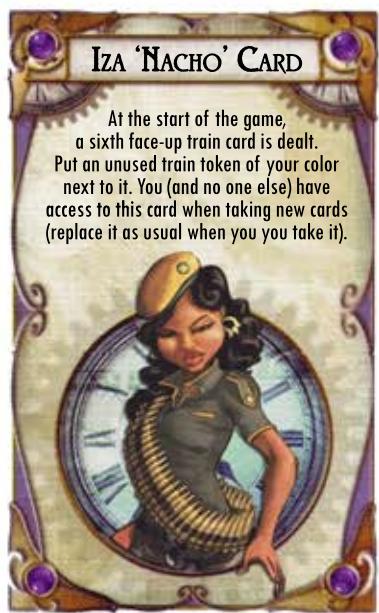
When you claim a route of any length, you may double its value by discarding a single terrain card or Locomotive.



J.C. FREMONT

Whenever you claim a route, you may also draw one (1) train card. (It may not be a face-up Locomotive.)





LITTLE LISSY

You begin the game with three (3) extra train tokens.



LOTTA BRIDGIDA

Each time you add a destination ticket to your hand (including at the start of the game), you gain two (2) extra Bridge Toll Tokens (taken from the bank).



HANS BRINKER

Bridge Toll Tokens you would normally pay to another player go to the bank instead.



LADY LORELEY

You may claim the other side of a double route, regardless of the number of players, and you may claim routes anywhere; a concession card is not required.



CONDUCTOR CARLOS

Each of your Train Stations is worth four (4) points at the end of the game, whether you build it or not.



HERCULE PERRIER

At the end of the game, collect one (1) extra point for each destination ticket you have completed.



CHARLES COBALT

You may play two (2) Blue cards as if they were a Locomotive.



DOKTOR MAUVE

You may play two (2) Purple cards as if they were a Locomotive.



DEXTER DINOSAUR

You may claim routes connected to Dexter's city. You score points normally (not halved) for completed destination tickets showing Dexter's city.



ALFIE ESCHER

You may score all of the connections you have completed on destination tickets that have multiple possible scoring connections.



ZIPPY THE REINDEER

Once per game, you may claim and score a route of your own design between two (2) nearby cities as if it were an existing grey route. Your train tokens must fit end-to-end between the cities without crossing other routes or cities. The route may be no longer than another route on the map. Discard this card when you use this ability.



PRINCE ZULU

You may mix and match train cards of the colors shown on one (1) terrain card in front of you when claiming a route, as if they all were one of those colors. If you do, discard the terrain card. You may not double the value of that route.



FU MAN CHU-CHU

Whenever another player discards destination tickets, you may immediately look at them. If you do, you must keep at least one of them.



MAESTRO MIKHAIL

On your turn, in addition to your normal action, you may place two train cards of the same color under this card (slightly offset to show the color), discarding any cards already there (alternatively, you may discard any cards under this card). Any player may play two train cards of this color as if they were a Locomotive.



GAMBLIN' JIM DEUCE

If you choose to draw two train cards off the top of the deck, you may reveal them to all players before looking at them. If you do and they match, you may draw a third card off the top of the deck.



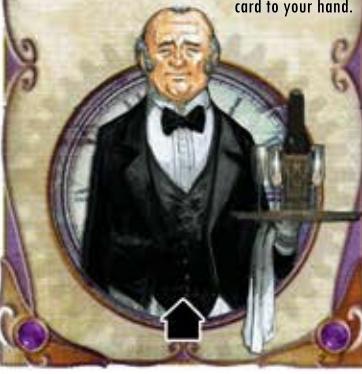
JOE HODO

Whenever you draw destination tickets, you may choose to discard all of them (including at the start of the game). If you do, you must place one of your train tokens on this card for each destination ticket discarded. Train tokens on this card count as if they have been used but are never worth points.



REGINALD JEEVES

When another player claims a route into a city with one of your Depots, the cards used to claim that route are placed beneath this character card. On a future turn, as your action, return one of your Depots from its city to the game box, then add all of the train cards beneath this character card to your hand.



C.C. HIGGINS

For each Locomotive you play when claiming a route, you are entitled to one (1) extra Stock Share from that route.



JOHN HENRY

When you claim a route, you may do so using one (1) fewer card than needed, earning points as if the route were one (1) segment shorter. (You must still use the same number of train tokens.)



CHARACTERS

An expansion by Paul Cunningham for all Ticket To Ride games

Instructions: Shuffle the Character cards with no icons on the bottom, along with those bearing the icon of any Ticket To Ride expansion sets in play. Before any other cards are dealt at the start of the game, each player receives two Character cards, places one face-up in front of him or her, and discards the other. Play proceeds as usual.

CHARACTERS

Below are the icons used to indicate Ticket To Ride sets.

	Europe (stations)		Alvin & Dexter
	Marklin / Deutschland		India
	Nordic Countries		Africa
	Switzerland		Nederland
	1912 (depots)		United Kingdom
	Asia		Pennsylvania
	Team Play		Rails & Sails

**TICKET TO RIDE
CHARACTERS**

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