

### 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.

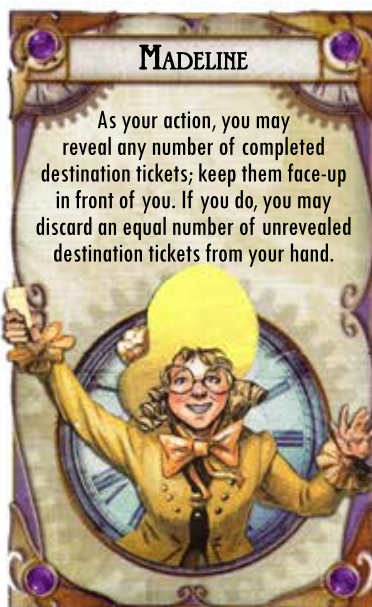
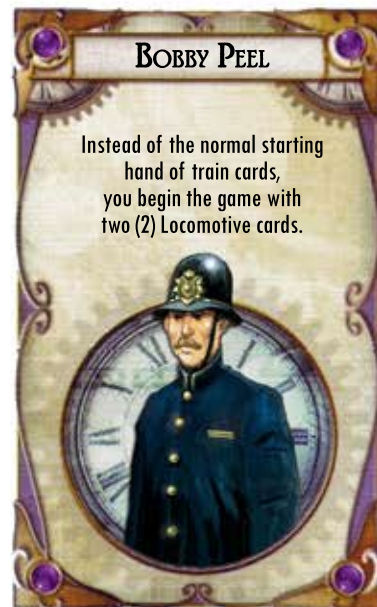
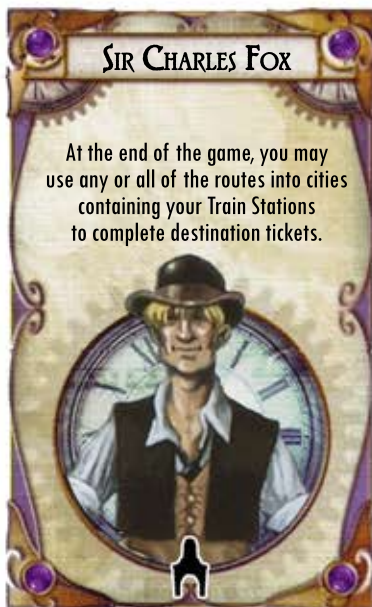
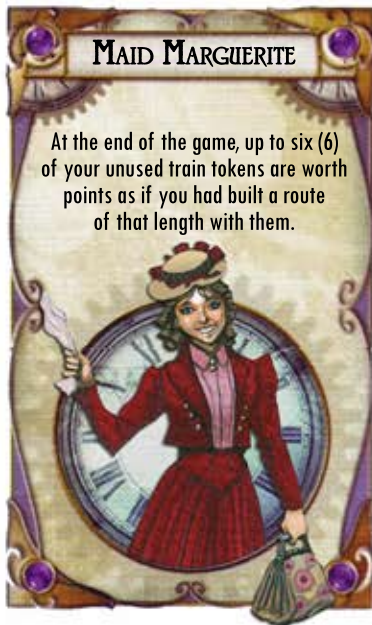


### C. VANDERBILT

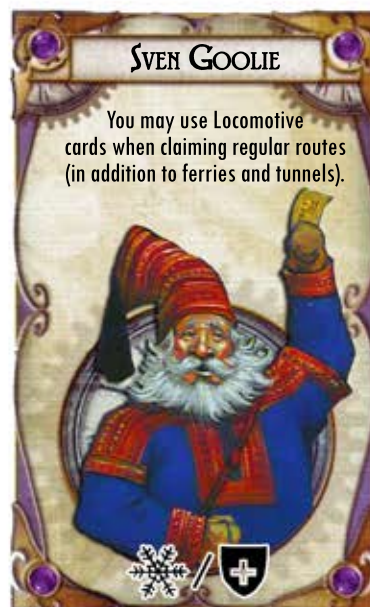
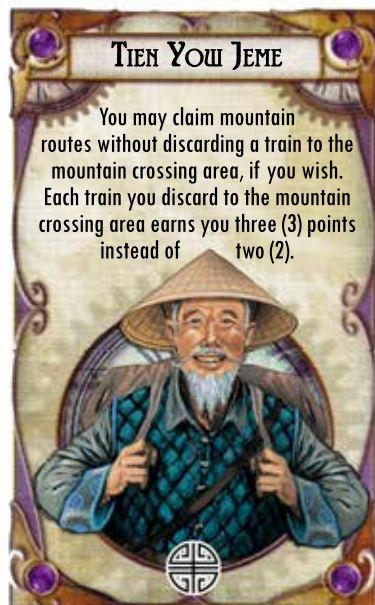
At the end of the game, collect ten (10) points if you have connected the two (2) opposing cities nearest to the short edges of the board.














**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.

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**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.



Icons: Snowflake, Tunnel, Cross, and a circular symbol with a cross.

**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.



Icons: Snowflake, Ferry, and a circular symbol with a cross.


**DR. LIVINGSTAIN**

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

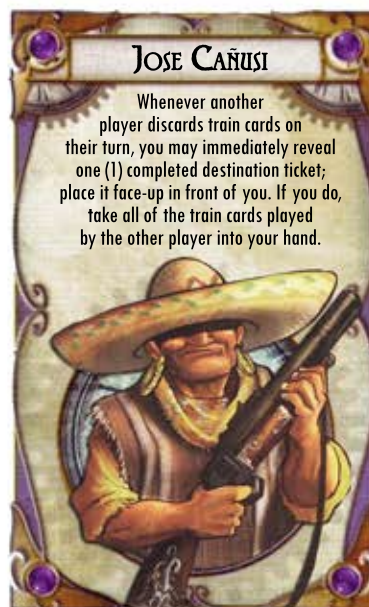
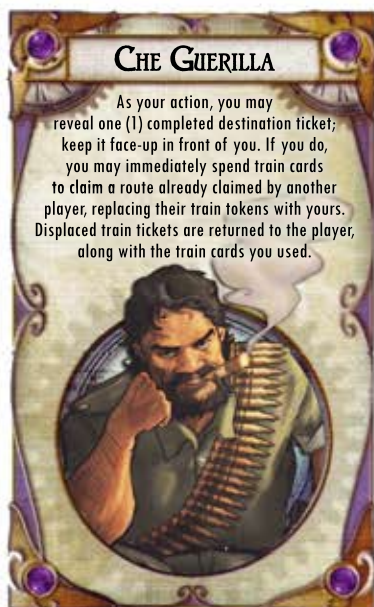
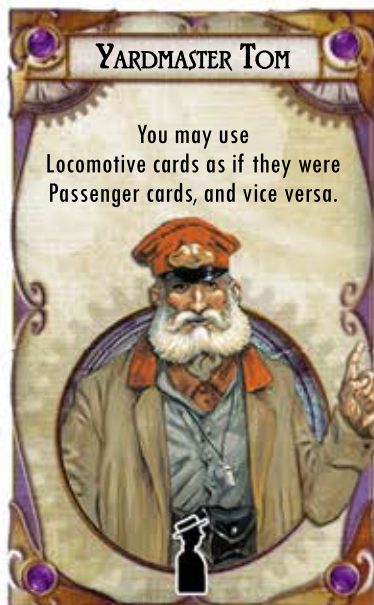


**J.C. FREMONT**

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.



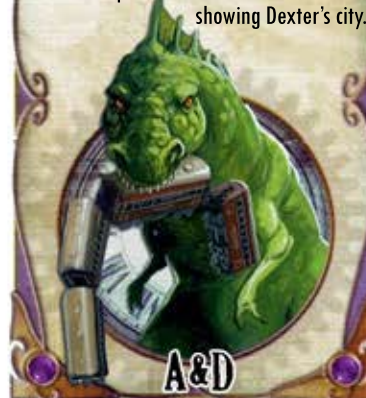
### DOKTOR MAUVE

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



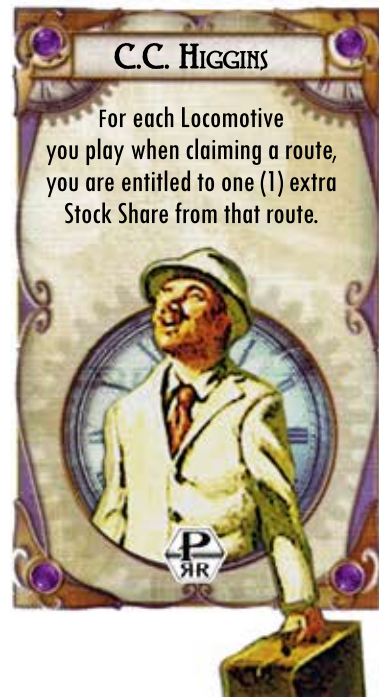
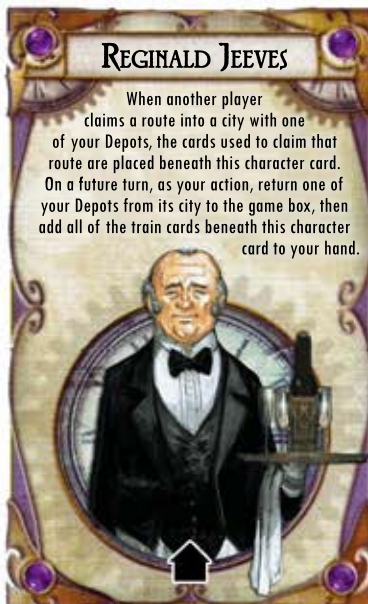
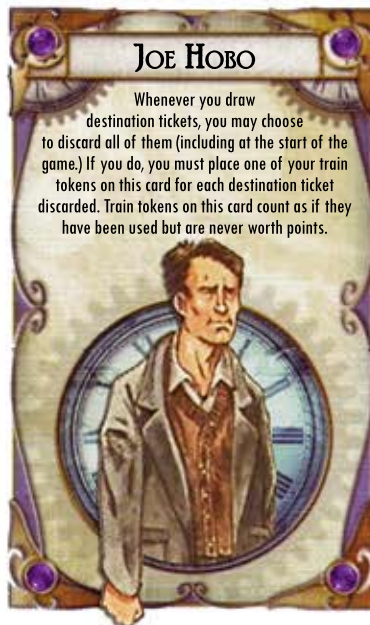
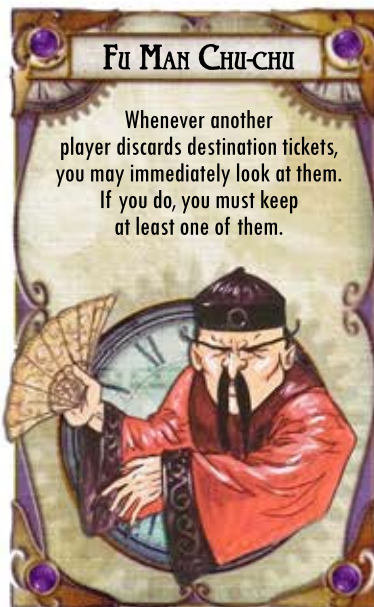
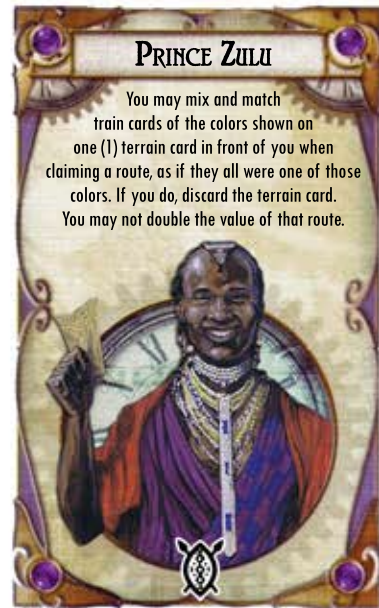
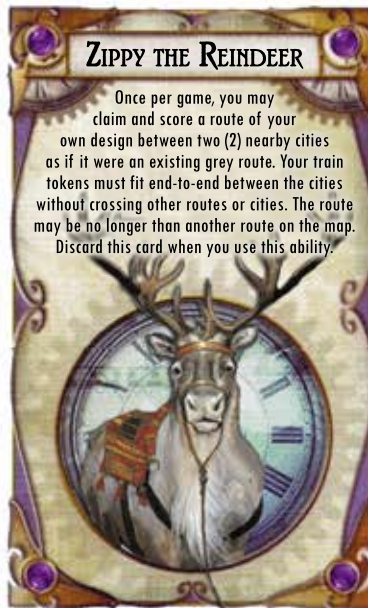
### DEXTER DINOSAUR

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



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## 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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