

Tåg till Rydsgård



- an unofficial Scanian expansion for Ticket to Ride



Rules

Hi there!

We're so glad that you want to join in and play Train to Rydsgård! The modern classic Ticket to Ride is almost immeasurably popular and has sold many millions of copies worldwide since it came out in 2004.

From the very beginning, people around the world also started making their own maps for the game. A hobby that only grew from the fact that Days of Wonder, the company behind Ticket to Ride, took kindly to this and even linked to various fan creations from the game's website. Now in the 20s, you can find hundreds of fan maps available for downloading and printing if you fancy playing in Seattle, Canada, Lithuania, Ohio or just about any other place imaginable. But at the beginning of the previous decade, Magnus Bodin, after seeing an old railway map in a museum, thought that a Scanian version was also needed. All said and done, he had soon cut and pasted together the first version of what was to become Tåg till Rydsgård.

The work shifts over

After that, the project fell into oblivion, until maybe five years later when Johan Norrman, Petter Duvander & Jonas Birgersson came along and thought that this deserved a more elaborate version - maybe they could even print a small

edition? Could there be enough people interested to print 500 copies, which was the smallest possible edition from the printer?

Crowdfunding

Equipped with a completed game, fantastically illustrated by Peter Svård and Petter Lönegård and enthusiastically cheered on by new friends at Skånetrafiken, a campaign was started with the goal and hope of having collected enough buyers in a month.

It only took about a day before we reached that goal and in total we printed a first edition of 2,500 copies, amazing!

The project ended up getting a lot of attention, so when the shipment arrived we already had inboxes full of requests for a second edition. And here we are now.

Rydsgård 2.0

During the summer and autumn of 2023, we had gathered enough energy to get going. We wanted to take the opportunity to do some polishing on details that we thought could be improved from the original.

Everything has a back side

Even though it took over 10 years to get the first Train to Rydsgård in place, not all parts were quite as elaborate as one might have thought. The back of the bo-

ard, for instance. We only discovered a few days before the print deadline that we had ordered double-sided printing. We couldn't waste such an opportunity on just having a plain back. A couple of days of unbridled creativity led to the finished idea. Someone wanted a picnic cloth, someone talked about stickers and someone reminded us of our friend Marcus Nelson, who jokingly told us during the project that we should also make the world's most boring Ticket to Ride out of Lund's relatively newly inaugurated tram line. All said and done, all this and more got to make up the back of the board. In many ways the most fun part of the whole project that far.

Twice the maps

But seeing as we had a little more time this time around - we thought we should offer a second map on the back. And as an added challenge; now we knew we could make a Ticket to Ride map in 10 years but how fast can we do it when we have all the tools in place? Petter suggested that Øresund Runt could be suitable and to make it with a little more stations so that it would be more suitable for larger numbers of players.

Work began on a Thursday in July and when Lund's Spelfestival had a game night at Grand Hotel the following Monday, we had a playable prototype in place!

Around Øresund

After about 20 game groups signed up as beta testers in the fall of 2023, we felt that Øresund Runt deserved its place on the back of Tåg till Rydsgård second edition. Two maps for the price of one!

What else is new?

This rulebook has been updated and expanded with the rules for the new map and more. One of the very few improvement suggestions we have received on the original map was that the train spots on the map were a little too small. That map has therefore now been completely reworked with new and slightly more elongated train spots. The box has also had a few details adjusted and the front of the train cards has been rotated 180 degrees compared to how they were before.

Once again, many thanks for wanting to join this trip, we wish you a lot of fun with Tåg till Rydsgård and Øresund Runt!

If you want to know more about what we are up to in the future, you are welcome to visit gamelablund.se and ttrs.se

The map illustrations in Tåg till Rydsgård are based on data from OpenStreetMap, © OpenStreetMap's contributors and are distributed under the CC BY-SA license. Read more at openstreetmap.org, opendatacommons.org, and creativecommons.org.



Tåg till Rydsgård is, at least partially, an almost completely accurate reproduction of some of the railway stations and lines that have historically served Sweden's southernmost parts. The rules generally follow Days of Wonder's rules from the original Ticket to Ride, with exceptions and additions below.

Tåg till Rydsgård is not a complete game; you need game pieces (the train carriages) from Ticket to Ride, Ticket to Ride – Europe, Ticket to Ride – Germany or similar to be able to play. The number of train carriages depends on the number of players as in the following table:

Players	Cars
2	40
3	35
4	30

Just as in regular Ticket to Ride, each player starts with five train cards and three ticket cards; at least two of which must be kept. Tickets you discard are removed from play.

Starting player

The player who last visited Teckomatorp starts. If this is shared between two players, the player who can most convincingly pronounce the word "rullebör" is the starting player. Or you simply let chance decide who starts.

Tickets

The tickets in Tåg till Rydsgård work in the same way as in the original game but with the addition of problem tickets, symbolized by a 🚧 and news text instead of a train route. Each such ticket gives -4 points in the final tally, but if you collect three or more, they instead give +10 points at the end of the game as reward for your troubles. The problem tickets otherwise work like regular tickets and you decide for yourself whether you want to keep them or return them. Just as in regular Ticket to Ride, you draw three ticket cards and must keep at least one.

Angry landowners and a bridge

Along certain stretches (such as between Hörby and Tollarp) there are notoriously bitter landowners. Building railroads along these stretches meets more resistance than usual. The same applies to the lengthy negotiations between Sweden and Denmark on the Helsingborg-Helsingör stretch. These routes are managed in the same way as tunnels in Ticket to Ride – Europe: start your move by showing which route you want to build and the train cards you plan to use. Draw three train cards from the draw pile. If one or more of the cards has the same colour as the ones you laid down, you must be able to match that number with cards from your hand.

If you are unable, or unwilling, to put down extra cards you may take back the train cards from the table. The routes in question are marked with a dashed line around each box on the route.

To build the Øresund bridge you need to match the number of engines on your chosen route. Two engines and three cards of a colour of your choice for the grey track, and one engine and four blue cards for the blue track.

Route bonuses

The first player to control the entire Southern Main Line gets 10 bonus points. This means that you must have built a line that stretches from Malmö to Älmhult via Lund, Örtofta, Eslöv, Höör and Hässleholm (all marked with lime green dashed line). If a second player covers the same distance, they get 5 bonus points.

Credits

Tåg till Rydsgård was produced by Lund residents Magnus Bodin, Petter Duvander, Johan Norrman & Jonas Birgersson, with fantastic illustrations by Peter Svärd (Svärd Bläck & Magi) and Petter Lönegård (Lönegård & Co). Thanks to Anna Bothom, Christina Elwing and the rest of our friends at Skånetrafiken for your support and enthusiasm. Last but not least, thank you for supporting our project, we hope you'll enjoy it! If you want to know more or have comments or questions, please visit our website at ttrs.se



Øresund Runt lets you go on slightly longer trips in our western neighbour than you could in Tåg till Rydsgård. There are significantly more stations here and the map is therefore better suited for more players.

The rules are also slightly different, above all we recommend that you use the stations found in Ticket to Ride - Europe. The number of train cars and stations each player starts with depends on the number of players according to the following table:

Players	Cars	Stations
2	45	-
3	40	1
4	35	1
5	35	2

Just like in regular Ticket to Ride, each player starts with five train cards and three ticket cards, of which at least two must be kept. Tickets you opt out are removed from play and placed back in the box. If you don't have access to a Ticket to Ride - Europe, it is of course fine to replace the stations with any kind of game piece, find something that is roughly the same color as the respective player's carriages and that is suitable for placing on the cities on the board, perhaps some dice or cubes from another game.

Starting player

The player who last ate a smørrebrød starts. If this is shared between two players, the player who can most credibly pronounce "hold da kæft" starts. Or you simply let chance decide who starts.

Tickets

The tickets in Øresund Runt work in the same way as in the original game. Just like in regular Ticket to Ride, you draw three ticket cards and must keep at least one, any cards that are returned are placed at the bottom of the draw pile.

Special rules

Just like in Tåg till Rydsgård, it takes a little extra effort to get across the Sound. Whether it concerns the train ferries or the Øresund Bridge, the routes contain a certain number of locomotive symbols. The player must match these with locomotive cards, in addition to having enough cards of any suit for the remaining distance. For example, if a player wants to build the section Limhamn - Dragør, then three cards of the same suit and a locomotive card are required. For the bridge, the equivalent applies with four cards of any color and two locomotive cards, and so on.

Øresund Runt represents an expansive region with a large population where many travel by public transport to get to their jobs and education every day. In Ticket to Ride terms, this means that it is a map where it can easily become crowded between players. To mitigate the effect somewhat, we recommend playing with stations. Building a station is a fourth move option on your turn. Building your first station costs a train card of your choice. If you build a second station in a later move, it costs two cards (of the same suit). The station is then placed in any city that does not already contain a station. The station then allows the owning player to use one (1) stretch owned by an opponent into, or out of, the current city. You don't have to choose which stretch this is until the end of the game.

Final bonuses

On the Øresund Runt map, the same rules apply as in many of the classic Ticket to Ride games - that is, the player who controls the longest continuous stretch at the end of the game gets 10 bonus points. If you played with the stations from Ticket to Ride - Europe, the rule that each unused station the player has left at the end of the game gives 4 extra points also applies.

Postscript

Øresund Runt was developed by the same group of people as Tåg till Rydsgård. We would like to say a big thank you to all the players at the board game evenings at Grand Hotel as well as all the great members of our Facebook group who signed up as beta testers of Øresund Runt.



New ideas are born

Work with Tåg till Rydsgård has led to many great meetings and situations. On the very first day of delivery, people flocked to our premises in Lund, despite the fact that we weren't able to give notice until earlier that same day when the truck with 2,500 copies had finally arrived.



The very first pallet of games on its way out for long-awaited delivery



The delivery coincided with Sydsvenskan coming by and documenting. Here, Johan shows off the first copy



The biggest cheer of the first delivery day came when we got this picture of the train drivers Maja-Stina Johansson and Sofia Bergqvist in their workplace (photo: Maja-Stina Johansson)

All the positive reactions from happy board gamers inspired lots of new ideas for the future. And we weren't the only ones. Ideas flowed in our Facebook group. Among other things, Disa Välemark and Christian Malmqvist did a fantastic job turning Krösatåg, Pågatåg and Öresundståg into printable 3D models. These would come in handy, as it turned out, since we had an idea to manufacture a giant board to take with us to fairs and gaming conventions.

The 3.5 m² **Tåg till Rydsgård Bauta** saw the light of day at Kodachicon in Lund where we had players all open hours of the day. As a complement, we received help from Magnus Markus at Utopia Sprawl, partly modeling Lund's trams and SJ's B5 carriage, and partly to get these printed in a suitable (huge) size.

A YEAR WITH TÅG TILL RYDSGÅRD



Close-up of Tåg till Rydsgård Bauta with the carriages from Utopia Sprawl. Standard carriages from Ticket to Ride for size comparison



Gaming association DMF offered board games among the hundreds of cosplaying visitors at Kodachicon. Cece was the one who succeeded best in the Rydsgård tournament and won a sought-after copy



The Bauta board also got to travel to Samspel in Karlshamn during the autumn, where it got a center stage placement together with a prototype of Øresund Runt

In the late autumn of 2023 the work on the second edition of Tåg till Rydsgård was dragging on and it wouldn't be completed until early 2024.

Between work with the changes to the original there was a little time to spare and the idea came to give all our lovely friends a small bonus for the holiday season.

Therefore, on December 1, a small map similar to the city games Ticket to Ride New York, London etc. was launched. Train to Rydberg pays tribute to the game's creator Alan R. Moon by taking place on the moon itself. Build a monorail through the moon dust to connect some of the most famous moon bases in sci-fi history!

Train to Rydberg was also a test to see how far image-generating AI had come and whether we could benefit from it in prototyping. All illustrations in the game (except the graphical elements we reused from Train to Rydsgård) are created with Microsoft Bing's image creator, which at the time was based on Dall-E 3.

Just like Tåg till Rydsgård and Øresund Runt, Tåg till Rydberg can be freely downloaded for printing directly from our website: ttrs.se/tag-till-rydberg/

