



Knight Bus

Mini-Expansion by Stefano Negro

Disclaimer

This is an unofficial fan-made expansion to the board game Ticket to Ride: London.

All rights belong to the publisher Days of Wonder and the designer Alan R. Moon.

I also don't claim in any way, shape or form any ownership to the Harry Potter's characters which belong to their creator J.K. Rowling.



In order to play this little expansion for Ticket to Ride: London you will need one **Knightbus** pawn (you can customize a spare purple bus and/or place it upside down to tell it apart from regular buses if purple is in play), two **Bus-stop Tokens** and a **Knightbus Ticket** not included in the game.

Additional Setup

As part of the standard setup draw a **Destination Ticket** and place it face-up at reach of all players. This ticket is shared and can be claimed by any player who is currently driving the **Knightbus** and completes the route between the two destinations with it. The two **Bus-Stop Tokens** are used to mark the end destinations on the map according to the current shared ticket. At the beginning of the game, place the **Knightbus** by one of the **Bus-Stops** on the map. The **Knightbus Ticket** is used to claim temporary ownership of the **Knightbus** as explained below. The End game and end game scoring is the same as in the standard rules.

The Game

The game is played according to the standard rules with the following changes:

- A shared Ticket card is face up near the play area. The 2 destination points on the ticket are marked with the **Bus-Stop Tokens**.
- Whenever a player draws a **pink** or a **multi-coloured** Transportation card they immediately take the **Knightbus Ticket** and can move the **Knightbus**.

Moving the Knightbus

You can move the **Knightbus** only if you have the **Knightbus Ticket** during your turn and only if you claim a route adjacent to it. (In this case, the **Knightbus** will move onto the next stop as it is never placed on a route). You can also discard a pink card to move it over existing routes. You cannot move the **Knightbus** if you are drawing cards.

If the **Knightbus** reaches a **Bus-Stop Token** while under your control take it. If you take both **Bus-Stop Tokens** you can immediately claim the points on the shared ticket, discard it and draw a new one adjusting the 2 **Bus-Stop Tokens** on the map according to the new shared ticket (but the Knightbus stays where it is). If 2 players have a **Bus-Stop Token** each, divide the point value of the shared ticket by two (rounded down).

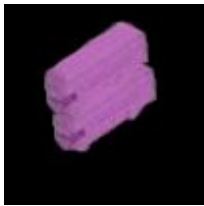
Below some cutouts for the **Bus-Stop Tokens and **Knightbus Ticket** you can use and a mockup example of how you could make a **Knightbus** using purple spare Buses:*



← **Knightbus Ticket**



← **Bus-Stop Tokens**



← **Mockup example of a customized Knightbus**