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About This Content

Happy Winter – Unbelievable prices until 01/04/2017 – Discover Ticket to Ride - Switzerland now at a reduced price.

Unlike all our other maps, the Swiss map was initially designed as an Online map, and only later released as an add-on to the board game version. Specially conceived for 2 and 3 player games, this map is board game designer Alan R. Moon's favorite!

Key Features:

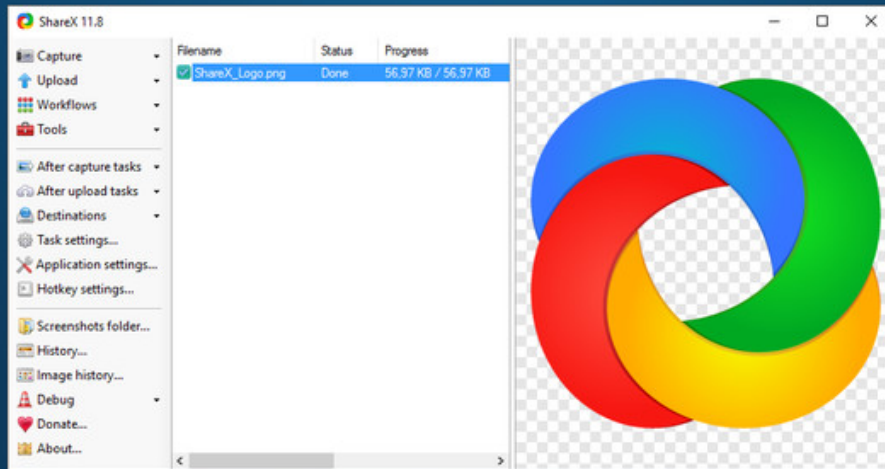
- A whole new map of Switzerland, designed for 2 and 3 players
- New country tickets linking countries to countries and cities to neighboring countries
- New locomotive cards that only work in Tunnels
- Only 40 trains per player – use them wisely!

Title: Ticket to Ride - Switzerland
Genre: Casual, Indie, Strategy
Developer:
Days of Wonder
Publisher:
Days of Wonder, Asmodee Digital
Release Date: 24 May, 2012

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English,French,German







Terrible game. Should really not be on the Steam store. Extremely unpolished, absolutely no tutorial and overall just a pointless waste of time. Developer couldn't even be bothered to include corpses. When you kill something it simply vanishes. Seriously, this should be an extremely rough concept for a game, not sold as a game in itself.. Absolutely THE BEST of aMaze games!! No extra shi*e, just directly to end!! Very nice start. But please improve the watersurface :P

. This DLC is pretty much worth it for the LMGs alone. But like most of the Weapon packs, grab them on a sale!

Brenner <3. Absolute BLAST, every second reminded me of games such as Dark Souls and Bloodborne. Would recommend to anyone I know.. I completed this game in one night and caught a huge case of the feels. Brings back fond memories of Joust on NES. Loving the character design and sprites.

Sweet music and art. The announcer and game in general crack me up.

To navigate the title screen and menus with a keyboard, use WASD (or arrow pad) with LSHIFT to confirm and ESC to go back.. I think i reached my limit in this game. I keep getting error messages as i am at Gideons house using the poles to try and get across the pressure sensitive floor. As a kid i played this game and would get stuck all the time because we didnt have a strategy guide online to follow like i do now. Makes it a lot easier but it is also a clear MUST if your going to play this game. Anyone thats says its cheating and they never used it is a liar OR they spent YEARS trying to beat this game. If they can fix the game i will finish it. As of now i am S.O.L. !. It's the most epic, chaotic, grand offensive in the game, and I love it.. Its like regular DOW but I dont know the difference, probably something.

i picked up tommy tronic and can not get the game to run. it has alot of issues just trying to start the game. Combat literally means wiggling the controller as fast as possible. Absolute garbage at this point. Dont bother!. I really wish steam had a "meh" rating. The story just isn't very compelling, with lots of un-necessary dialog. Sort of like they had a goal for "number of words" or something.

The only big problem is the super-whiny main character. Some people like MC's that are indecisive, passive aggressive, and whiny though. That sounds like sarchasim, but it's my sincere opinion. I've encountered LOTS of this type of main character in books and visual novels :).

I do hope the author(s) tries again though.. Could never survive more than 10-15 minutes even on easy... far to difficult.. If you like breakout / arkanoid type games, you might give this a shot. I'm not dissappointed with my \$1 investment, but it's not worth much more.. If you like M:TG and Diablo/Path of Exile, then this game is for you.. I've tried several times to get into this game because I enjoy the shoot'em'up genre and it seemed like a good contender. It is not. Your weapons and abilities lack power, it just feels like your poking things once you get past the first few missions. The most disapointing part is that the objective of 95% of the rounds is to simply survive, you don't have to kill anything (not that your weapons are powerful enough to take them down anyway) even "mini-bosses" after a certain period just fly away and the mission just ends anticlimactically.

As far as RPG goes, I wouldn't say it is one, the story line is boring and linear.

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