TICKET TO RIDE

Call Number: GVB002 (all branches)

**Getting Started**

1. Place the board in the centre of the table, and have each player take all Train Cars matching their chosen colour.
2. Place the Scoring Markers on the 1 space on the Scoring Track, located around the edge of the game board.
3. Place the Longest Path Bonus card face-up near the board.
4. Shuffle the Train Car cards and deal 4 to each player.
5. Place the Train Car deck near the board and deal 5 cards face-up.
6. Shuffle the Destination Ticket cards and deal 3 cards to each player. Players must keep at least 1 Destination Ticket card.
7. The most experienced traveler goes first, then play continues clockwise around the table.

**Winning The Game**

The winner has the most points at the end. Earn points by:

- **Claiming a route**—1–15 points
- Completing a **Destination Ticket**—4–22 points
- Having the **Longest Path**—10 points

You lose **points** for **Destination Tickets** you do not complete!

When a player has less than 3 Train Cars left, each player gets one more turn, then the game ends. Everyone reveals their Destination Tickets and adjusts their score.

**Game Mechanics**

- You can only perform one action per turn
- You can have as many cards as you want
- Keep your Destination Ticket cards to yourself
- Claim Routes by discarding matching Train Car cards
- Claim Routes anywhere on the game board
- Claim Gray Routes with any colour
- Discard Locomotive cards as any colour
- Two players can claim **Double-Routes**, but only with 4 or more players
- The Longest Path may pass through the same city multiple times

**Tips**

- Longer routes are worth many more points than shorter ones—save your Train Car cards for bigger rewards!
- Draw more Destination Tickets from time to time—completed Tickets are worth many points!
- The east coast has many shorter routes, so you must spend many turns to connect cities there.
- You can block other players from reaching cities, but don’t be surprised if they return the favour!
- Remember to move your Scoring Marker when you claim a route—it can be easy to forget.
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Build train routes across North America!
Collect matching cards and exchange them for routes.
Earn extra points for connecting specific cities!

TAking your turn

Take one of the following actions:

1. **Draw 2 Train Car cards**, from either the deck or the five face-up cards.
   a. You can draw one from each group of cards.
   b. When you draw a face-up card, replace it immediately.
   c. You can draw a face-up Locomotive card, but it must be the only card you draw that turn. You can draw one from the deck and still draw again.

2. **Draw 3 Destination Ticket cards. You must keep at least 1 of them.**

3. **Claim 1 Route** by discarding Train Car cards and placing your Train Cars on the Route.
   a. You must discard one card for each segment of the Route. The cards must match the colour of the Route on the game board. You can claim Gray Routes with any colour, but the cards must match.
   b. When someone claims a Route, other players cannot claim it. Dual-Routes have room for two players, but they are only used with 4 or more players. You cannot claim both sides of a Dual-Route.
   c. You do not have to connect new Routes to existing ones.

You can borrow this game from the library! Bring the call number on this page to the circulation desk. You can borrow board games for 1 week.