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Game: **TICKET TO RIDE**
Publisher: **Days of Wonder (2004)**
Page 1: **Rules summary**
(with 1910 variants)



Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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TICKET TO RIDE™

THE CROSS-COUNTRY TRAIN ADVENTURE GAME!

Setup

Each player takes a set of **45 Train Cars** and a matching **Scoring Marker**. Scoring markers go on the Start space of the track around the board.

Shuffle the **Train cards** and deal 4 cards to each player. Place the deck by the board and turn 5 cards faceup, laying them out in a row.

Place the **Longest Path Bonus card** faceup next to the board.

Shuffle the **Destination Tickets**, deal 3 to each player and place the remainder in a facedown deck.

Each player must keep at least 2 of their tickets, but may keep all 3 if they so choose. Any returned cards are placed on the bottom of the deck.

The player who is the most experienced traveller goes first. Play proceeds clockwise.

Variants

1910

Use only the tickets with the **1910** logo in the upper right corner. Replace the Longest Route Bonus card with the **Globetrotter – Most Completed Tickets** bonus card.

The Mega Game

Use both bonus cards. Shuffle all 69 tickets and deal 5 to each player; keep at least 3.

During the game when a player chooses to draw tickets, draw 4 and keep at least 1.

The Big Cities

Use all of the 35 tickets that feature at least 1 **Big City** (printed red). Shuffle the Big Cities tickets and deal 4 to each player; keep at least 2.

During the game when a player chooses to draw tickets, draw 4 and keep at least 1.

Order of Play

On his turn a player must perform **one** only of the following actions:

Draw Train Cards

Draw 2 Train cards. You may take any of the faceup cards or draw from the deck.

Only 1 Locomotive card can be drawn during a turn.

If you draw a faceup card, you immediately turn a replacement card faceup from the deck. You then draw a second card from the faceup cards or the deck.

Claim a Route

Claim a route by playing a set of **Train cards** matching the colour and quantity of the route spaces and then placing one train on each space of the route.

Discard the cards and record the appropriate score for that route's length by moving the Scoring Marker.

Draw Destination Tickets

Draw 3 **Destination Tickets** from the top of the Tickets deck. You must keep at least 1. Returned cards go to the bottom of the deck.

Drawing Train Cards

The colours of Train cards match the routes between cities on the board. A player may have any number of Train cards in his hand at any time.

Locomotives

Locomotives are multi-coloured and act as wild cards that can be part of any set when claiming a route.

If a player selects a faceup Locomotive card, it is the only card he may pick this turn.

If a Locomotive is turned over as a replacement for a first card drawn during the turn, or if a Locomotive is available faceup but not picked up as the first (and only) card, it cannot be selected as a second card.

If at any time, 3 of the faceup cards are Locomotives, all 5 cards are immediately discarded and 5 new ones drawn to replace them.

When the deck is exhausted, the discards are thoroughly reshuffled to form a new deck.

Claiming Routes

A player may claim any route on the board, but only one route per turn. A route must be claimed in its entirety during a single turn.

Gray Routes

Gray coloured routes can be claimed using a set of cards of any one colour.

Double Routes

Some cities are connected by **Double Routes** (two tracks parallel along the entire route). One player cannot claim both routes. **In 2 or 3 player games, only one of the Double Routes can be used.**

Drawing Destination Tickets

Destination Tickets are kept secret until the end of the game and final scoring. A player may have any number of Tickets at any time.

If there are fewer than 3 Tickets left, the player draws only what is available.

Once kept, Tickets must be kept until the end of the game and cannot be discarded during a later Ticket draw.

A Ticket is successfully completed if the player creates a continuous path of his trains between the 2 cities named on the Ticket.

Game End and Scoring

When one player's stock of Trains is down to 2 or less at the end of his turn, each player, including that player, gets one final turn.

The game then ends and final scores are calculated.

Reveal Destination Tickets. The value of successfully completed Tickets is *added* to a player's score and the value of incomplete Tickets is *subtracted* from his score.

Add 10 bonus points to the player who has the Longest Continuous Path of routes. A given Train can never be used twice in the same continuous path. If several players are tied they each receive the bonus.

The player with the most points wins. If a tie, the player who completed the most Destination Tickets wins. If still tied, the player with the Longest Continuous Path bonus card wins.