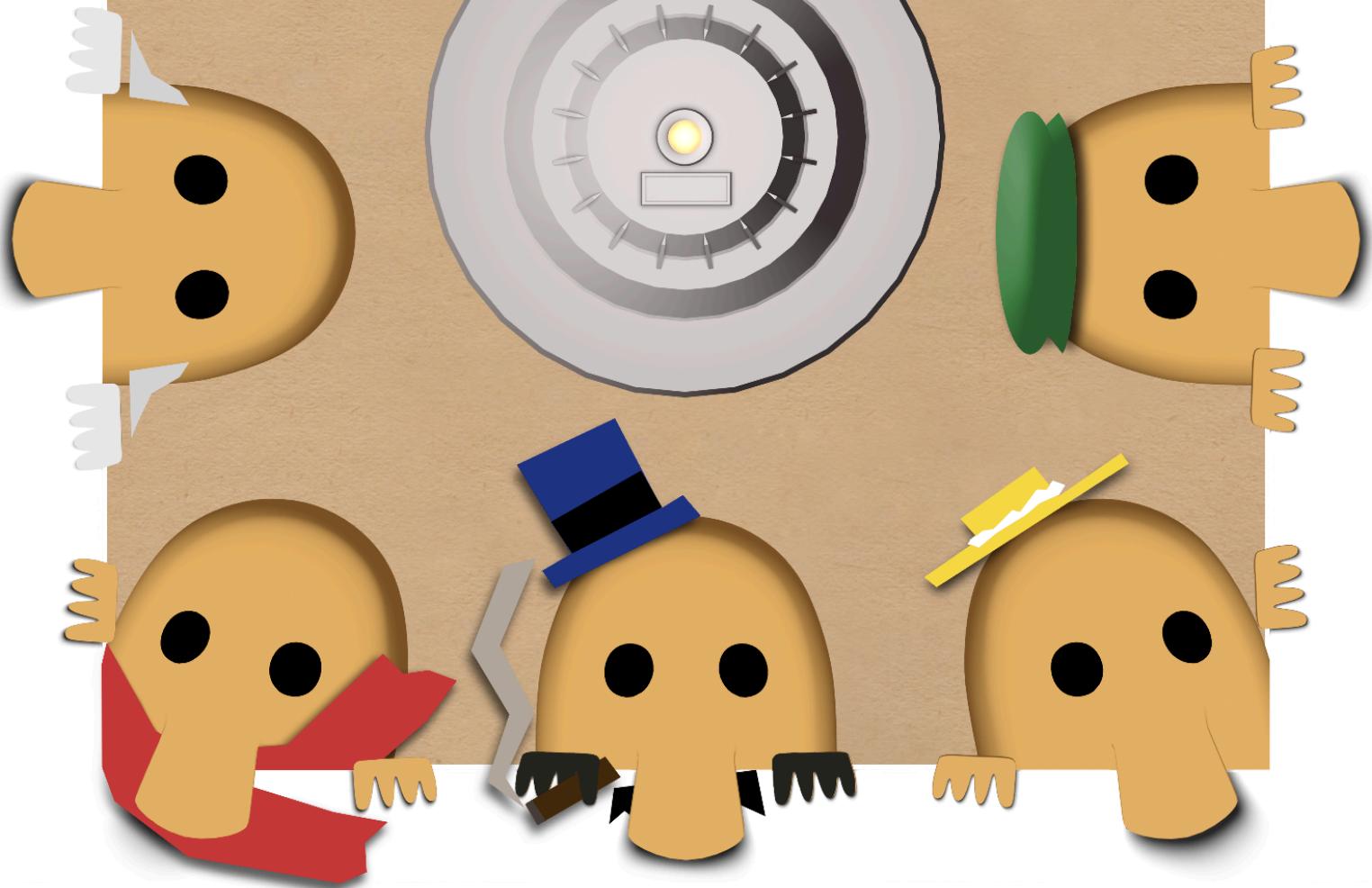


Quick Start

Shuffle the train car cards and deal 4 to each player. Place the rest face-down near the board; this is the draw pile. Draw five cards from the draw pile and place them nearby, face-up. Shuffle the destination ticket cards and deal 3 to each player; each player may reject 1 card. Place the rest face-down near the board as another draw pile. Place the longest route and point summary cards next to the board. Place the score marker pucks on the starting position on the score ribbon on the board's border. Each player should have 45 train car pieces of a single color. *See inside for more detailed setup instructions.*

TICKET TO RIDE



Components



Train Car cards (110)

Destination Route cards (30)

Points Summary card (1)

Five wooden **Player Markers**: **Blue**, **Red**, **Green**, **Yellow**, **Black**

Locomotive cards (14)

Longest Route card (1)

Colored Train car (240, 15 spare)

Setting up the Game

Mix **Locomotive** cards and shuffle with the deck of **Train Car** cards. Deal 4 of the shuffled cards to each player. Place the remaining deck near the game board face down. Take 5 cards and place them face-up.

Shuffle **Destination Ticket** cards and deal 3 to each player. The player may look at their own cards and have the optional choice to return only 1 destination card they do not like. Returned cards are placed at the bottom of the deck. Place the remaining deck near the game board face-down.

Place **Longest Route** and **Points Summary** cards near the board for easy player access.

Each player has 45 **Colored Train** cars of their respective color. All participating **Scoring Markers** are placed at the start corner of the game board scoring track. The scoring track is on the border of the board.

All aboard! The game is ready.

- Players were supposed to count their points while game was played
 - Allowed to re-count each other's points
- Destination tickets that each player has is revealed
- Everyone adds points on each destination ticket card they completed to their point total and subtracts points on ones they didn't
- Players figure out who has longest continuous route
 - Determined by amount of total points for whole route
 - Can't count same plastic train(s) twice
 - What counts:
 - Loops
 - Passing through same city
- Player with longest continuous route is awarded 10-point bonus card
 - If there's a tie for route length, everyone tied is awarded the bonus
- Player with most total points win
 - If there is a tie, player with most completed destination tickets wins
 - If there's still a tie, player with longest continuous path bonus wins

Credits



Stephen: objectives, setting up the game, cover art, editing

Evan: train car cards, cover art, editing

Tre: game end and scoring

Kaylan: game turn, claiming routes and Destination Ticket

Object of the Game

The objective is to score the greatest number of points. This goal is met through *claiming routes, completing destination cards, and completing the largest continuous route.*

There is a penalty for not completing destination cards by the end of the game. The player with the most points after **Calculating Scores Wins!**

The Game Turn

The most experienced traveler of the group goes first. Discuss who visited the most cities. Then, play clockwise around the table.

Each player can make one of three choices for their turn:

- **Draw two Train Car cards.** You can draw two cards from the face-up pile on the table and immediately replace the cards from the top of the train car card deck. You can also draw cards from the deck: if you do this, you cannot see the card's color until you draw. You can draw from either the face-up pile or train car card deck, as long as you take two cards in total.
- **Claim a route on the board.** You must match the number and color of spaces between cities with the same number and color of Train Car cards. For each route claimed, add points to your score according to the scoring table. Move your scoring marker around the border to track each player's score.
- **Draw three Destination Ticket cards.** You must keep at least two of these cards for each draw, but you can keep all three if you wish. You must keep these Destination Ticket cards for the entire game. You gain or lose points towards your final score according to the number on the card. Keep your Destination Ticket routes secret until the end of the game when everyone counts their final score.

Train Car Cards



As shown, there are nine different train car cards in the game: red, orange, yellow, green, blue, purple, white, black, and the wild card. Aside from the wild card, these correspond with colors on the board. If the player comes to possess several cards of a single color (ex. 4 red cards), that player can use those cards to claim a route of that same color. The wild card can stand in for a card of any color. Grey routes on the board, in a similar manner, can be claimed by a set of cards of any color.

When drawing, three face-up wild cards require that the five face-up draw cards be discarded and replaced. If a wild card is drawn from these face-up cards, only one card can be drawn. Please note that this does not apply to the regular face-down draw pile. A player may have any number of cards in his hand. When the draw cards are exhausted, the discard pile is thoroughly reshuffled and used as a new draw pile. If no cards are available for reshuffle, the game continues without cards until discarded cards are available.

Claiming Routes

During your turn, you can claim only one route between two adjacent cities. To claim a route, you must have the same number of train car cards as the number of spaces on the board. Additionally, the train car cards must match the colors on the spaces.

For the gray spaces on the board, you can use any card color. Play a matching color set for each gray route. Some adjacent cities have two routes you can use. One player cannot claim both routes to the same city. If there is a game played by two or three players, only one route can be used. If a player claims one side of the dual route, the other side is closed.

Drawing Destination Ticket Cards

During your turn, you can choose to draw Destination Ticket cards. You must draw three cards. Look at your cards: you must keep at least two, but you can keep all three if you wish.

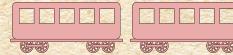
Keep your Destination Ticket cards secret from the other players until the end of the game. If you complete the route on your card, add the number of points written on the bottom right of the card to your final score. If you fail to complete the route, deduct the number on the card from your final score.

Game End

- Every player gets one last turn after one player's stock of train cars is less than three

Calculating Scores

Route Scoring Table

Route Length	Points scored
1 	1
2 	2
3 	4
4 	7
5 	10
6 	15