Setup

1. Give each player their own set of train pieces
2. Place the score trackers on the correct corner of the board
3. Shuffle the route deck
   (a) Give each player 3
   (b) Players must keep *at least* 2
   (c) These are kept secret to the player
   (d) Set deck to side of board
4. Shuffle the train deck
   (a) Give each player 4
   (b) Place 5 face up cards and deck next to board
5. Set out **Longest Path Bonus** card next to board

Goal of the Game

The player with the most points at the end of the game wins. Players get points by:

- Claiming a route between two adjacent cities on the map
- Completing a *continuous* path between the cities on one of the destination tickets
- Having the longest continuous path at the end of the game

Player Turn

Perform 1 of the following:

- Draw 2 train cards
  - Cards can be drawn from face-up options, the **train deck**, or a combination of both
  - Only 1 card can be drawn if a face-up locomotive is taken
  - Second draw can never be a face-up locomotive
  - If face up card is drawn first, replenish from deck *before* drawing a second card from the train deck or available face up cards
- Draw new route cards
  - Give player 3 cards from top of **destination deck**
  - The player must keep *at least* 1
- Claim a route
  - Return number of *matching* train cards from hand
  - Locomotives count as wild cards and can be any color
  - Returned train cards must match color of route
  - Gray routes require any colored set of train cards
  - Place player's trains on each space of route
  - Double routes only count as single routes in 2 and 3 player games
  - Give player points depending on route length. Check board for values

End Game

The game ends when a player has 2 or less plastic trains left. Everyone, including the player, gets one final turn.

Then the players calculate their score as follows:

1. Players should already have accumulated their scores for claiming routes on the score tracker
2. Add each **Destination ticket** value if completed, subtract if not
3. The player with the longest continuous path of trains gets 10 bonus points
4. If two players tied, use number of completed destination tickets, otherwise use **Longest Continuous Path**, else fist fight