

Components

- 1 Board map of train routes
- 30 Colored Train Cars (15 each in different colors)

Setting up the Game

Place the board map in the center of the table. Each player takes a set of 15 Colored Train Cars. Deal 2 black cards and 2 white cards to each player (1). Place the remaining cards face up in two piles. One black and one white pile (2).

Shuffle the Destination Ticket cards and deal 2 cards to each player (3). Each player looks at their Destination Tickets and decides which ones they wish to keep. A player must keep at least one, but may keep both if he chooses. Any returned cards are placed on the bottom of the Destination Ticket deck. This deck is then placed next to the board (4). Players keep their Destination Tickets secret until the end of the game.

You are now ready to begin.

Object of the Game

The object of the game is to score the highest number of total points. Points can be scored by:

- Claiming a Route between two adjacent cities on the map;
- Successfully completing a Continuous Path of routes.

Points are lost if you do not successfully complete the route given on the Destination Ticket(s) you kept.

The Game Turn

The player who is the most experienced traveler goes first. Play then proceeds clockwise around the table, each player taking one turn at a time until the game ends. On his turn, a player must perform one (and only one) of the following three actions:

Draw Train Car Cards - The player may draw 2 Train Car cards from either the black or the white deck.

Claim a Route - The player may claim a route on the board by playing a set of Train Car cards that match the color and length of the route and then placing on of his colored trains on each space of this route.

Train Car Cards

There are 2 types of Train Car cards. The colors of both types of Train Car card match various routes between cities on the board - White, and Black

A player may have any number of cards in his hand at any time.

Discarded cards may be put back into the face up piles of their appropriate color.

In the unlikely event that there are no cards left in the face up pile and there are no discards, (because players are hoarding many cards in their hands), a player cannot draw Train Car Cards. Instead he may only claim a Route or draw Destination Ticket cards.

Claiming Routes

To claim a route, a player must play a set of cards equal to the number of spaces in the route. A set of cards must be of the same type. The routes require a specific type of set. For example a White route must be claimed using White-colored Passenger Car cards.

When a route is claimed, the player places one of his plastic trains in each of the spaces of the route. All the cards in the set used to claim the route are then discarded.

A player may claim any open route on the board. He is never required to connect to any of his previously played routes. A player may only claim a maximum of one route, hence connect two adjacent cities, never more, on his turn.

Route Scoring Table

When a player claims a route, he records the points he receives by logging his points in the log sheet.

Destination Ticket Cards

Each Destination Ticket includes, the name of two cities on the map and a Point Value. If a player successfully completes a series of routes that connect the two cities, they will add the amounts of points indicated on the Destination Ticket to their point totals at the end of the game. If they do not successfully connect the two cities, they deduct the amount of points indicated.

Destination Tickets are kept secret from other players until the game's final scoring.

Game End

When one player is unable to claim any route due to not having enough colored plastic trains, each player gets one final turn. The game then ends, and players calculate their final scores.

Calculating Scores

Players should have already accounted for the points earned as they completed different routes. To make sure no mistakes were made, you may want to re-count the points for each player's routes.

Players should then reveal all their Destination Tickets and add (or subtract) the value of their Destination Tickets still in hand, based on whether they successfully (or not) connected those cities together.

The player with the most points wins the game. If two or more players are tied for the most points, the player who has completed the most Destination Tickets wins.

Game Strategies

- **Block Strategy** – Attempt to block other players and prevent them from accumulating points.
- **Destination Strategy** – Focus on the completion of your destination card(s)
- **Longest/Shortest Destination Strategy** - using longest/shortest path to complete your destination card(s)

- **Conqueror Strategy** – Attempting to complete **ALL** Destination Cards by interconnecting them.
- **Point Monger Strategy** – Completion of Destination Cards based with priority on cards based on point value.
- **Card Monger Strategy** – Ability to complete highest amount of Destination cards possible.
- **Few Turns Strategy** – Ability to complete the destination cards with priority on the card(s) with the lowest number of turns.
- **Empty Hand Strategy** – Play every card in your hand that you possibly can.
- **Iron Empire Strategy** – Attempt to own an entire section of the board by connecting all roads around a *single* point
- **Picky Conductor Strategy** – Continually draw cards until you have exactly what you need to complete your desired destination card.