



Ticket to Ride - Manual(Group 06)

Starting the Game

Playing Local

To play local choose the button labeled "solo" after starting the game. To add a player click the  button.

To remove a player click the  button. Set the player's AI using the  button. In order to start the game, all player must have non-empty unique names.

Playing an online game


To Play on online game click the button labeled "online" after starting the game. Now you can either host a game by clicking on "create a game" or join a game by clicking on "join a game"

Hosting a game

After clicking "create a game", a new scene should appear. In order to play a game with other people, one must enter a code to share into the top center text field, alternatively a code can be generated using the blue button next to the text field. Also name of the host must be entered. After that the "create" button can be pressed, which finalizes the name and the code. Afterwards the one must wait until enough other players join. During that time the code can still be viewed left to the start game button. Once enough players have joined, the start game button can be pressed to start the game

Joining a game

After clicking "join a game", a new scene should appear. The code of the game you want to enter must be set in the text box at the top labeled "Session ID". After that you can set the name using the text field in the

middle. To make the player an AI click the  button. After you join, you simply have to wait for the host to start the game.

Playing the Game

Choosing the starting destination cards

When the game starts, each player is required to choose 2 to 5 destination cards. To do this, he needs to click on the cards he wants and then press the button on the bottom right.

Showing the cards

To cycle through the hand cards, the arrows besides the destination and wagon cards can be used. By pressing the "Show Cards" button the other players cards can be looked at. To return to your own cards, press the "Show your own cards" button in the bottom.

Drawing wagon cards

To draw wagon cards, click on one of the open wagon cards on the right of the screen. Alternatively the covert draw pile can be chosen. After choosing the first card, it is no longer possible to perform any action besides drawing a second card.

Drawing destination cards

To draw new destination cards, click on the destination card pile on the top right of the screen. Then, 3 cards will be shown of which at least one has to be chosen by clicking on it. To confirm the selection, click on the button on the bottom right.

Claiming routes

To claim a route, first choose the wagon cards needed. This is done by clicking on the cards. It might be necessary to cycle through the cards with the arrow buttons. After choosing the cards, click on the route. When it is not possible to claim the route with the selected cards, an error message will be displayed and another route or different cards can be selected. For tunnels, after the initial selection, a prompt will appear asking for 0 to 3 additional cards. They can be chosen and then confirmed by pressing the button on the bottom right.

Undo and Redo

The arrow buttons on the bottom right can be used to un- and redo turns. This option is disabled when playing online.

End of the game

When the game is over, the resulting points will be shown together with the placement of the players. Then either a new game can be started "start game" or the game can be restarted with the players in the same configuration using the "restart game" button or the game can be exited.