

Destination tickets - between cities

At your turn, you may take three cards and keep at least one. Unwanted ones go back into the ticket deck.

Once chosen and kept, tickets cannot be discarded.

If the player can set down a continuous route that spans the ticket, they will gain the points shown at the end of the game.

Otherwise, they lose that many points!



Station buildings - in cities

As their turn, travellers may build a station where there isn't one.

For the first station, the player discards one carriage card of their choice. For the second, it's two identical cards: three for the third station. (*Engines can be used as wildcards.*)

By owning a station, a player can use one train coming in or going out of it that's owned by another player: only one.

This may help them to achieve their ticket journeys.

Stations and cities never block anyone's journey.

Each unbuilt station is worth 4 points at the end.

Score reminder

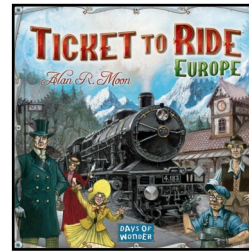
These are the points that travellers gain immediately they claim a route.

It shows the number of carriages (including engines) and the points awarded.

For example, a route with four carriages gains 7 points.

Number of Carriages	Points Awarded
1 x	1
2 x	2
3 x	4
4 x	7
6 x	15
8 x	21

45 (x 5) = 225



Ticket to Ride

Rules resumé & reminders

FunGames4CasualPlayers.com



How can we win?

It's points we're after! Most points wins.

Whilst playing

► by running a train of your colour on a route between two stations

At the end

► by having trains running between two cities, as showing on your destination tickets

► by completing the longest continuous route: the European Express bonus

► by having unbuilt stations in hand

For starters - everyone will have

- 45 coloured train cars
- One long route destination ticket (blue)
- Three shorter route destination tickets (brown)



At least two of these four tickets must be kept: more if the traveller wishes. The others go back into the box: not the draw-pile.

When it's your turn - do one of these four

We're allowed to do only one.

- A - Draw train cards
- B - Claim a route between cities
- C - Draw a destination ticket
- D - Build a city's station

Train cards - carriages, trucks, and engines

Carriages and trucks.

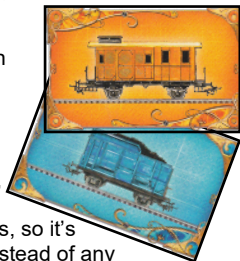
There are eight different kinds, each having its own distinctive colour. There's a dozen of each.



Engines.

There's just one type of engine, but it's showing all the eight colours of the carriages & trucks, so it's a wild card, and can be used instead of any carriage or truck: as many of them as the traveller wishes.

(There are fourteen of them.)



Drawing train cards

There are five train cards on display ... and an unseen pack.

► You may draw two cards from either of these. You may take one from each, in any order.

► **Immediately** a face-up card is removed, it is replaced from the pack.

► There's one **major reservation** - if a player takes an engine from the face-up five as their first choice, they cannot take any second card that turn.

But if they first take an engine (unseen) from the pack, they may take another card from the pack or from those face-up.

But they can't take a face-up engine second: it must be the first to be taken.

Similarly, if an engine turns up after first choosing a non-engine from the face-up five, it cannot be taken.

Three engines

If three engines appear on display, all five cards go into the discard pile, and five new ones are laid out.

There is no limit to the number of cards permitted in hand.

If the deck is used up, shuffle the discard pile (well) into a new deck. It may help to return cards to the deck in a slightly 'dispersed' fashion.

How to claim a route - and a ticket to ride between cities

Markers on the board between cities represent carriage-cards. The colours show what colour carriage cards must be played in order to claim the route. (*Engines are wildcards.*)

They do not show what colour the train must be. So, the traveller owning blue train pieces can place two on the route between Madrid and Barcelona by playing yellow carriage-cards.

Grey spaces can be cards of any colour: only one colour within the route though.



Tunnels

Tunnels are shown by spaces with dark edges & 'bumps', and with their carriage colours inset in little boxes. The tunnels from Pamplona to Madrid and to Barcelona show black, white, and grey carriages.

To claim a tunnel, players must first lay down the cards needed. Then the top three of the pack are turned over. For each revealed card that matches the cards laid (engines do count as one) the claimant must lay down another of the same colour (or an engine) from their hand.

If they can't, or choose not to, they take back all their cards, and the turn ends. The three revealed cards go back to the discard.

Ferries

Water crossings are by ferry.

Being grey, they can be claimed with carriage cards of any colour. Where an engine is showing, that space must be occupied by an engine.

Double routes

A few cities are linked by double routes, as Bruxelles & Paris, and Dieppe & London. Players can claim only one of them - not both.

** Travellers' trains are scored immediately

The number of carriages determines the score, which is taken as soon as a city to city link is made.

