

Ticket to Ride: 10th Anniversary

A game for 2-5 players by Alan R. Moon. Condensed rules by Eric Postpischil, <https://edp.org>.

Setup

Put the board and the Longest Path Bonus card on table.

Give each player 45 train cars of one color and put the matching score marker by the start of the score track.

Shuffle the train cards. Deal each player 4 facedown. Deal 5 face-up in a row by board. Stack rest facedown by row.

- (The deck has 12 each of 8 colors and 14 wild locomotives.)

Shuffle the destination ticket cards. Deal each player 3 facedown. Stack rest facedown by board.

Each player keeps 2-3 destination ticket cards and may return 1. Remove returned cards from game.

The most experienced traveler starts.

Play

Play clockwise until a player has 2 or fewer train cars left. Then each player, including that one, takes a final turn.

On each turn, a player either draws train cards, claims a route, or draws destination ticket cards.

- You must perform an action. If there are no train cards to draw, you must perform a different action.

(All player cards are held secretly.)

Draw Train Cards

Draw 1 face-up locomotive or draw 2 cards (neither of which is a face-up locomotive).

- You may draw from the top of the train deck or take a face-up train card and replace it from the deck.
- You may see the new face-up card before deciding where to take your second card from.
- If, at any time, 3 of the 5 face-up cards are locomotives, discard all 5 and deal 5 new cards.
- When the deck is exhausted, shuffle the discards thoroughly.

Claim a Route

A route is a set of marked spaces on the board connecting 2 cities.

Play a set of train cards matching the color and length (one card per space) of an empty route.

- For a gray route, use any 1 color.
- You may play any number of locomotives in lieu of the same number cards of the color.
- In a double route, claim either side. No player may have both sides of a double route.
- With 2 or 3 players, only one side of a double route may be claimed.

Fill in the route with your train cars and discard the played cards. (You may not claim a route you cannot fill.)

For a route of 1/2/3/4/5/6 spaces, score 1/2/4/7/10/15 points.

Draw Destination Ticket Cards

Draw 3 destination ticket cards. Keep 1-3 of them. Return unkept cards to the bottom of the deck.

- If there are fewer than 3 cards in the deck, draw all that are available.
-

Game End

Recount completed route scores, to correct errors and omissions.

Add or subtract the points of each held destination ticket according to whether the player completed it or not.

- A destination ticket is completed if there is a path of the player's train cars connecting the two cities it shows.

Give the Longest Path Bonus card to the player with the longest continuous path and give them 10 points.

- The length of a path is the number of cars it passes through from start to end without using any car twice.
 - (Thus a loop is allowed and is only counted once. A dead-end branch cannot be counted since the path would have to double back, using cars twice. A path could not traverse all parts of a compound loop that required it to traverse some cars twice.)

- If there is a tie, give each tied player 10 points.

The player with the most points wins.

- Break a tie in favor of the player who completed the most destination tickets, then in favor of longest path.