

PLAYIRO

Ticket to Ride Rules (Complete Beginner to Advanced Guide)

Ticket to Ride is a strategic route-building board game where players collect train cards, claim routes on the map, and complete destination tickets for points. While the rules are simple, mastering route timing and blocking opponents requires thoughtful planning and adaptability.

1. Components and Setup

- Each player selects a color and takes 45 train pieces and a scoring marker.
- Shuffle the train card deck and deal 4 cards to each player.
- Reveal 5 train cards face-up beside the deck.
- Shuffle destination tickets; each player draws 3 and keeps at least 2.
- Place scoring markers at zero on the score track.

2. Turn Structure (Choose One Action)

On your turn, perform ONE of the following:

1. Draw Train Cards: • Take two cards from the deck or face-up display. • If you take a face-up locomotive (wild), it counts as your full turn.
2. Claim a Route: • Play matching colored cards equal to route length. • Place your train pieces on the route. • Grey routes may use any single color set.
3. Draw Destination Tickets: • Draw 3 tickets and keep at least 1.

3. Scoring During the Game

Route Length	Points
1	1
2	2
3	4
4	7
5	10
6	15

4. Destination Tickets

Destination tickets show two cities and a point value. If your network connects the two cities, you gain the points. If not completed, you lose those points at the end of the game.

5. End of Game

When any player has two or fewer trains remaining, each player (including that one) takes one final turn. Then scoring is completed: • Add points for completed tickets. • Subtract points for incomplete tickets. • Award 10 bonus points for Longest Continuous Route. Highest total score wins.

6. Strategic Concepts

- Claim critical routes early to avoid being blocked.
- Prioritize longer routes for better point efficiency.
- Monitor opponents' face-up card selections.
- Balance ticket completion with expansion.
- Avoid drawing too many risky late-game tickets.

7. Variants and Editions

Numerous regional editions exist including Europe, London, Nordic Countries, Japan, Germany, Rails & Sails, and many more. While maps and special rules differ, the core turn structure remains consistent.