

Ticket to Ride - London 2-4 players 15 mins (v2)

Setup:

1. Put game board map in center of table
2. Each player takes train tokens & score token on zero
3. Shuffle transportation cards (flag back) and deal 2 face down to each player
 - a. Cards match route colors on the game board map
 - b. Bus cards are multi-color and are "wild"
 - c. There is no limit to how many cards you can have during game play
4. Flip the top 5 transportation cards face up next to the game board. If 3 are a bus (wild) card, discard all and flip 5 new cards face up.
5. Shuffle destination cards (ticket back) and deal 2 to each player face down & they keep 1 or both. If they discard one it goes to the bottom of the deck.
6. Keep both decks near the game board map

Objective:

1. Claim routes between adjacent locations
2. Complete a continuous path of routes between locations on your destination ticket card
3. Complete districts by connecting all its locations (each district has a different color circle on map locations - the number in the circle is the points you get for connecting each location with that color and number)
4. You lose points for each destination ticket card you do not complete by game end

Game Play:

1. Choose a starting player, then play goes clockwise
2. ON your turn you MUST do only ONE of these actions:
 - a. **Draw 1 or 2 transportation** (flag back) cards
 - You may draw from the deck or the 5 face up cards
 - If you first pick a bus card from the face up cards it is the only card you get. Otherwise you get 2 cards
 - When you pick a card from the 5 face up immediately replace it with a new card from the deck (if you turn up a bus card after your 1st pick, you may take it as your 2nd card)
 - If the deck is empty, shuffle the discard pile to make a new deck

b. Claim ONE route

- Discard 1 card for each bus token you place on each spot of a route matching the color of the route on the game board
- If a route is gray you chose 1 color for all your cards to match
- If locations are connected by two routes, no player may claim BOTH of those routes (in a 2 player game only 1 of a double route may be used)

- You can claim any route on the map (no need to branch off a route you already own)
- If you do not have enough bus tokens you cannot claim that route
- Each time you claim a route, move your score token based on the Route Scoring Table (on the board)
- If you finish one of your destination cards, do NOT say anything until the end of the game.

c. Draw destination ticket cards (keep secret)

- Each card shows 2 locations you must connect to gain the points listed on the card. At game end, if you have NOT connected the 2 locations you LOSE that many points!
- These cards are a good way to gain points, but it is risky if you cannot connect the 2 locations on a card
- Each turn you may choose to draw 2 destination ticket cards. You MUST keep 1 but may keep both. If you keep just one, the other is placed at the bottom of the deck. If there is only 1 card left in the deck you may choose it but must keep it.

Game End and Final Scoring:

1. When a player has only 2 (or less) bus tokens the final round begins. Each player (including that player) gets one more turn!
2. Double check the points for each players routes on the map (in case they missed taking points for one)
3. Each player reveals their destination cards and gains points for the ones connected and loses points for those they failed to connect.
4. Each player scores points for each district fully connected. Every destination with that district color must connect in some way to another destination of that destination color (you do not lose points for failing this).
5. Player with the most points wins. Tie breaker is having the most destination ticket cards.