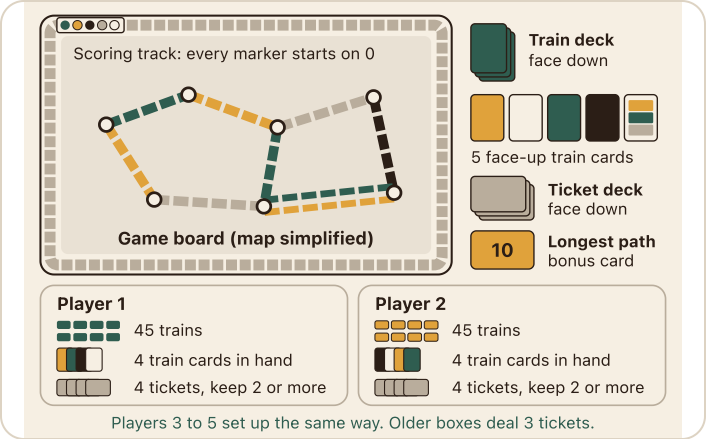
THE LUDARIUM · TEACH SHEET

# Teach Ticket to Ride in ten minutes

2 to 5 players · 30 to 60 minutes · Ages 8 and up

**The goal:** Score the most points by claiming routes, completing your tickets, and building the longest path.




## On your turn

1. Do exactly one: draw train cards, claim a route, or draw tickets.
2. Draw cards: take 2, face up or blind from the deck.
3. A face-up locomotive must be your first card, and it is your only card.
4. Claim: play cards matching the route's color and length, then place your trains.
5. Gray routes take any one color. Locomotives are wild.
6. With 2 or 3 players, only one route of each double pair can be claimed.
7. Draw tickets: take 3, keep at least 1, return the rest to the bottom.

### Three tips for your first game

1. Keep tickets that share cities, so one network pays twice.
2. Claim the routes others want first. Draw cards for the safe ones.
3. Stop drawing new tickets once anyone is down to about 12 trains.

## Setup

1. Put the board in the middle. Every scoring marker starts on 0.
2. Each player takes 45 trains of one color.
3. Deal 4 train cards to each player.
4. Turn 5 train cards face up. If 3 or more are locomotives, discard all 5 and deal 5 new.
5. Put the longest path bonus card next to the board.
6. Deal 4 tickets each. Keep at least 2. Older boxes deal 3.
7. Pick a first player any way you like. Play goes clockwise.

## Scoring

- Routes score when claimed: 1, 2, 4, 7, 10, or 15 points for 1 to 6 trains.
- Each kept ticket you completed adds its value.
- Each kept ticket you did not complete subtracts its value.
- Longest continuous path scores 10. Tied players all score it.
- Tie for the win: most completed tickets, then the longest path card.

**Game end:** When a player ends a turn with 2 or fewer trains, everyone, that player included, gets one final turn. Then reveal tickets and score.

**Free course: theludarium.com/academy/ticket-to-ride/**

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