



How to Play Teaching Guides: #1 Ticket to Ride

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #1 of The How to Play Podcast available at www.howtoplaypodcast.com

1 The Hook - What the Game is About

"Welcome to Ticket to Ride. You are an investor trying to make your fortune building the railroads of America in the 19th century. To win this game you are trying score the most points by building track on the board to connect cities.

You will have destination cards that offer you points to connect two of the cities on the board with your color train. Every time you build track, represented by your color of trains on the board, you will also get points. In the game players will take turns either picking up cards to help them lay track, playing cards to lay track or picking up more destination tickets.

At the end of the game you score points for destination cards you have completed and lose points for cards that you missed. You add that to the points you scored from putting your trains, or track, on the board and the player with the most points wins!"

2 The Meat - How to Play the Game

1. Accomplishing Destination Tickets

1.1 Key to the game is connecting two cities on Destination Tickets to score points

1.2 You get three cards to start the game with, you must keep two

1.3 The farther away the cities are the more points the ticket is worth

1.4 If you fail to connect the cities you lose that many points instead

2. The three options you can choose on your turn
 - 2.1 Pick up Train Cards OR Play cards to lay track OR Draw tickets
 - 2.2 Picking up Train Cards
 - 2.2.1 Need Train Cards to play track, 2 blue cards would let you play on a track with 2 blue rectangles
 - 2.2.2 Choose cards from 5 face up cards or a face down card
 - 2.2.3 Get two cards unless you choose a face up wild card
 - 2.3 Playing Train Cards
 - 2.3.1 Play number of cards and color in a route, anywhere on board
 - 2.3.2 On gray routes a player can use any cards of the same color
 - 2.3.3 Score points depending on length of route
 - 2.4 Draw Destination Tickets - Draw three, keep at least one
3. End of Game - Triggered when a player has two or less trains
 - 3.1 Points added/subtracted for destination tickets
 - 3.2 Ten point bonus to the player with the longest train

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The Hamster - How to Win the Game

1. It's often good to collect lots of cards early in the game
2. Try to plan out three or four routes at a time
3. Recognize when you need to play on critical routes to your network
4. Don't neglect picking up more destination tickets in the midgame
5. Be aware of when the game is going to end
6. Pay attention to how many trains you have left
7. Good Luck and Have Fun!

Credits:

Game Design: Alan Moon

Game Publisher: Days of Wonder

Outline Author: Ryan Sturm ©2011

Teaching outline based upon How to Play Podcast Episode #1

Podcast Website: www.howtoplaypodcast.com Email: howtoplaypodcast@msn.com

Discussion Forum: <http://www.boardgamegeek.com/guild/746>

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