

Ticket to Ride

Story

This is a strategic sample-collecting trip where adventurers take a train from their base station to the mountain to collect ore samples along the way. The one who brings back 4 samples in the same colour, or 5 each with a different colour, wins the prize (and the game) given by a prestigious chemistry lab who needs the samples to do an important experiment.

Resources

- Containers – 8 (This is a four player game. Each player has 2 containers in the same colour.)
- Ore samples – 56 (There are 8 ores for each of the 7 colors. In total there are 56 ores.)
- Mine stops (sample discovery sites) with colors corresponding with the ore sample colors – 7
- Ticket cards – 24 (4 sets of number 1 to 6)

Gameboard

The railway consists of 7 stops. Each player has 2 containers (each player has a unique colour). Players ride the train by moving containers for a distance determined by the number on the ticket they draw. They can load the ore samples at the mine stops (i.e. discovery sites). Each player has a storage place at one of the four corners of the game board. After ores are shipped back to the base station, they can be unloaded to the storage place.

Preparation

Eight samples of the same color are placed in each discovery site next to the mine stops. Each player's pair of containers are placed in the waiting area next to the train station. Starting player is chosen (randomly) and then it goes clockwise.

Move

Each player gets to draw a ticket from a shuffled deck. The number on the ticket drawn in each turn allows the player to take a combination of different actions:

- To ride one space away costs 1 point.
- Both loading and unloading a sample to and from the containers costs 2 points.
- Unloading samples when you reach the home station is free.

Riding the train

- All points must be used for each ticket drawn on each turn.
- When both containers are in the waiting area, only one is allowed to get on the train.
- When one is in the waiting area, the player can choose to move it onto the train or not.
- When both containers are on the train, both must be moved.
- Each container can carry one sample at a time.

Loading or unloading samples

- Samples can only be unloaded or loaded at the start or end of the move not in the middle.
- Unloading and loading the same colored samples in a single turn is not allowed. You may however unload and load different colors - unloading a yellow sample, for example, in order to load a blue one (at a total cost of four credits).
- You can unload a sample onto any discovery site—it doesn't have to be the same color as the sample.

How does the game end?

The first player to bring 4 samples in the same colour or 5 samples all in different colours wins the game. The game therefore ends.