

A close-up photograph of the Ticket to Ride board game components. The top half shows a portion of the game board with a map of North America, featuring cities like Dallas, Houston, and Omaha. Several colorful train cars (yellow, blue, black, green) are placed on the board. The bottom half shows several train cards with numbers 69, 66, 65, 63, and 62. Each card has a red cylinder on top and a blue cylinder on the bottom. The cards are arranged in a row, and some are partially overlapping. The background is a dark blue gradient.

# TICKET TO RIDE

**Ticket to Ride** is a cross-country train adventure in which players collect and play matching train cards to claim railway routes connecting cities throughout North America. The longer the routes, the more points they earn.

- 2-5 Players
- 30-60 Minutes
- Ages 8+

## Game Type

- Gateway
- Family

## Game Mechanism

- Route Building
- Hand Management
- Set Collection

## Game Theme

- Trains
- Travel

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## Inventory

- 1 Rulebook
- 1 US Map Gameboard
- 110 Train Cards
- 30 Destination Ticket Cards
- 1 Summary Scoring Card
- 1 Longest Continuous Path Bonus Card
- 5 Wooden Scoring Markers (1 x 5 Colors)
- 240 Colored Train Cars:
  - 45 x Blue
  - 45 x Red
  - 45 x Green
  - 45 x Yellow
  - 45 x Black

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245 00 \$aTicket to ride \$h[game] : \$bthe cross-country train adventure game! / \$cAlan R. Moon.

264 1 \$aLos Altos, CA : \$bDays of Wonder, \$c2004, 2012.

300 \$a1 game (1 board map of North American train routes, 240 colored train cars, 15 colored train stations, 158 illustrated cards, 5 wooden scoring markers, 1 rules booklet) : \$bcardboard, plastic ; \$cin box 30 X 30cm

336 \$atactile three-dimensional form \$btcf \$2rdacontent

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500 \$aTitle from rules booklet.

500 \$aFor 2-5 players.

500 \$aDuration of play: 45 minutes.

508 \$aGame design by Alan R. Moon ; illustrations by Julien Delval.

521 \$aAge 8 to adult.

520 \$aIntense strategic and tactical decisions every turn! Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Simple enough to be taught in a few minutes, and with enough action and tension to keep new players involved and in the game for the duration.

650 0 \$aRailroad trains \$xGames.

651 0 \$aNorth America \$xGames.

655 7 \$aBoard games.

700 1 \$aMoon, Alan R., \$d1952-

710 2 \$aDays of Wonder, Inc.

999 \$aUMO