



TICKET TO RIDE Procedures

Before beginning the game, all players should confirm that only base game components are being used and that each player has a supply of 45 trains.

The player in Seat Two will shuffle each deck, and each player shall have the opportunity to cut them.

The player in Seat One will deal out 4 Train Cards and 3 Destination Tickets to each player, then turn 5 cards from the top of the draw deck face up. At this time, starting with the player in Seat One, all players have the option to place one of their three tickets on the bottom of the destination deck.

The World Series of Board Gaming will use current rules for the base game, with the following additional exceptions and requirements:

All Train Cards, Destination Tickets, and trains must be kept in plain sight.

Train cards must be drawn one at a time, with the second card being drawn only after any face up card taken has been replaced.

When claiming a route, train cards must be laid out in front of you, and a train placed on each card. After all players have had the opportunity to confirm that the required cards are being discarded, the Active Player may then move their trains to the board on the appropriate spaces. The discarded train cards are then moved to the discard pile. At this time, the Active Player should adjust their scoring marker.

When drawing destination tickets, they MAY NOT be mixed with any previously held destination tickets. Before drawing new tickets, any previously held tickets may be examined first, but then must be placed in a face down pile flat on the table. These previously held tickets should remain on the table while the player is choosing what to do with their three newly drawn tickets. A player may not end their turn before choosing which, if any, tickets to legally discard.

When any player has two or fewer trains left in their supply, they must announce it to all other players. They should confirm that all players are aware of the game state before ending their turn.

When a deck needs to be reshuffled, it must be pile shuffled by the player in Seat Three, after which any player may cut. **This must be done as soon as the last card is drawn.**

GAME END SCORING:

Beginning with the player in Seat One, all Destination Tickets will be resolved and those points recorded on the provided scoresheet.

10 points should then be awarded to the player(s) with the Longest Continuous Path and recorded on the provided scoresheet.

Beginning with the player in Seat One, the points for each route should be recounted and recorded on the provided scoresheet.

**WSBG Ticket to Ride
Example Scoresheet**

	Player Name	Destination Tickets	Longest Train	Train Routes	TOTAL	Initials
Seat One						
Seat Two						
Seat Three						
Seat Four						
Seat Five						

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All points should then be totalled on the provided scoresheet, which will be initialed by all players.

If two or more players are tied at game's end, the tying player who completed the most tickets will advance. If the tie remains unbroken, then the tying player who played later on Turn One will advance.

Games of Ticket to Ride at the WSBG will use an active player card. This will allow all players to know whose turn it is and maintain an accurate game state. This card will begin the game with the player in Seat One.

*These procedures are designed to ensure fair play and minimize problems with the game state. They may be amended at any time by a WSBG tournament administrator.