

You can claim any open Route on the board, even if it is not connected to a Route you previously claimed. You cannot claim more than one Route per turn.

If you do not have enough plastic Buses left to place one on each space of a given Route, you cannot claim that Route.

When you claim a Route, you immediately record the points you received, based on the Route Scoring Table printed on the board and move your Scoring Marker on the Scoring Track accordingly.

You can claim a Yellow Route that is three spaces long by discarding any of the following sets of cards:



Draw Destination Ticket cards

Each Destination Ticket card shows two Locations and a point value. At the end of the game, you score the point value of each Destination Ticket card you completed or lose the point value for cards not completed. To complete a Destination Ticket card, you must connect the two locations listed on the card by creating a continuous path of Routes you claimed. You may have any number of Destination Ticket cards.

This action allows you to draw more Destination Ticket cards. To do so, draw two cards from the top of the Destination Ticket cards deck. You must keep at least one of those cards, but may keep both of them if you want. Any returned cards are placed at the bottom of the Destination Ticket cards deck. You cannot discard a Destination Ticket card once you have chosen to keep it.

If there is only one Destination Ticket card left in the deck, you can still do this action but must keep the card.

Destination Ticket cards and their completion must be kept secret from other players until the end of the game.



GAME END AND FINAL SCORING

When a player has two or fewer plastic Buses left in their supply, each player - including that player - gets one last turn. Then the game ends and players calculate their final scores:

- Players should have already accounted for the points they earned as they claimed Routes. To make sure there was no mistake, you may want to recount the points for each player's Routes.
- Then, each player reveals all their Destination Ticket cards, adds the value of each card they completed to their score, and subtracts the value of any card they failed to complete.
- Finally, each player scores the value of every District they completed. A District is made up of Locations of the same colour and number. This number is also the Points value of the District. To complete a District, a player must link each Location with each other Location in that District, in no particular order.



The player with the most points wins the game.

In case of a tie, the tied player who completed the most Destination Ticket cards wins. If players are still tied, they happily share the victory.

CREDITS

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