Ticket to Ride

Choose **1** action per turn:
  A) Draw Destination Tickets:
   • Draw 3, keep at least 1
  B) Claim a Route:
   • # Train Cards equal to route length
   • Cards match route color (or grey route)
   • Locomotives (rainbow) are wild
  C) Draw Train Cards:
   • 1 face-up locomotive (rainbow), *or*
   • 2 total from face-up or top-of-deck

Route Points:
1 car = 1 pt   2 cars = 2 pts   3 cars = 4 pts
4 cars = 7 pts   5 cars = 10 pts 6 cars = 15 pts