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Ticket to ride first journey board game rules

Menu My Account Days of Wonder® Play Different.™ Easy to learn and play fast, Ticket to Ride: First Journey is the perfect introduction to the Ticket to Ride series. Players collect train cards, claim routes on the map, and try to connect the cities shown on their tickets to win. So get on board and embark on your very own railway adventure! Grandfather! I found this weird old hat in the attic. What is that? Good grief, that's the engineer's cap I wore when I was a railway worker. I traveled all over the country with this thing... Listen to me get bored with Grandpa's stories. But we love stories! Tell us what it was like to be an engineer. Well, I've traveled everywhere -- New York, Chicago, LA -- but one thing I'll never forget is my first trip. It all started when I arrived at the station... 1 Game Board 80 Plastic Trains 72 Train Cards 32 Ticket Cards 4 Bonus Ticket Cards & 1 Golden Ticket Card 1 Rule Sheet 2-4 Players Age 6+ 15-30 Minutes When the idea was suggested, I wasn't sure if I could make Ticket to Ride easy enough to be a breeze. The result was therefore extremely satisfactory. In the very first Playtest I completed the first ticket in the game. I hit the ticket on the table and announced according to TICKET and tried to be funny and annoying at the same time. Immediately, that became the norm in the game. It's especially fun when you fill out a ticket, draw a new ticket that you can fill out, and then turn off the second ticket and scream again. With adults, you can play a game in just 10 minutes. For children it can take 20-30 minutes, but also 4- and 5-year-olds can enjoy the game with a little supervision. The beautiful art is the icing on the cake and really facilitates the game of the younger version. Learn more about Alan R. Moon players of all ages can now venture through America by train in Alan R. Moon's Ticket to Ride: First Journey! With a brand new map and simplified rules, First Journey is the perfect way to introduce new players to the game of cross-country travel. Just like in Ticket to Ride, players collect train tickets, claim routes and try to connect cities from coast to coast. In First Journey, however, the routes are shorter, train tickets are drawn directly from the deck, and the game ends when a player completes six tickets and claims the Golden Ticket as the prize. Get on board, travelers - your incredible first trip awaits you! Learn more on the Days of Wonder website. My First Journey is a scaled version of the popular Ticket to Ride game. Ticket to ride was created by Alan Moon and is designed in the form of board games in German style (or Euro style). While these games can have human interaction, this interaction is often as American style games. They are usually not considered party games like Trivial Pursuit or Cards Against Humanity. Instead, they require a deeper reflection (Note: That's why I like my first trip, because there are still critical critical and planning, but is easy enough to be enjoyed by my 7-year-old). In My First Journey, you are the first player to complete six train routes in America. Each route connects well-known American cities. Players can also claim credit for a route if they build routes that span the United States (called coast to coast). Player spins are simplified by allowing you to perform only one of three actions: 1) draw Two Cards, 2) Place moves on the board (claiming a route) or drop your two route maps to get new routes. More detailed rule explanations below. The game is marketed as 6+, and the BoardGameGeek community seems to agree with this assessment. My 7-year-old loves playing the game and first learned it a few months before her seventh birthday. Number of players: 2-4 (while enjoying the time I spend with my daughter playing with the two of us, I find it more enjoyable when the wife or niece joins us for at least three of us). Time to Play: I've seen this listed as up to 30 minutes, but my experience is that most games are completed within 15-20 minutes, especially when everyone knows exactly how to play. Game Publisher: Days of Wonder (I suggest watching your other games on Amazon!) The game includes: 1 board 80 plastic moves (plus a few extras of each suit) 72 draw cards 32 cards 4 Coast-to-Coast bonus cards Cards 1 golden ticket Train Cards Ticket Cards Game Board Plastic Trains Plastic Trains: you play them on the board; each player has 20. Train cards: To claim a route, you must have the corresponding number corresponding to the route (e.B. 3 Blues or 2 Greens) Ticket Cards: These represent the tickets you want to complete (e.B. From New York to Winnipeg) Coast-to-Coast Cards: These are bonus tickets that a player can earn by having routes that connect the East Coast to the West Coast Golden Ticket : A fun add-on that the winner deserves; Does not affect the game Claiming a Route: Occurs when a player plays train cards that correspond to a route on the board (e.B. requires a yellow train card or a blue train card to Washington) Filling out a ticket: This happens when a player builds a continuous train line between two cities represented on one of their two ticket card double routes. : Some cities have two connecting routes; these are called double routes (and no player is allowed to claim both routes; stop being selfish!) Starting the game requires: placing the board so that all players can reach Each player Deal 20 moves of their chosen suit Dealing 4 train cards to each player; remaining train cards easily placed for each player to draw from the dealt of 2 ticket cards to each player; if convenient, make it easy for any player to reach, but not as important as the train cards front side side The youngest player goes first (meaning that I always go last in my household): Play Play Clockwise. In a curve, players have three options: Draw two train cards claim to a route Throw both ticket cards to draw two new tickets (especially if your path is blocked late in the game) claim to a route As already mentioned, claiming a route includes playing train cards that correspond to a route on the board. To use the same example, if you claim a route between Washington and New York, a player must play either a yellow train card or a blue train card (not both). As soon as a player does this, they place one of their plastic moves in the appropriate place (in this case, the yellow or blue rectangle). You place the played train cards face down next to the train deck. These can be reshuffled in the deck running during the game. You can claim any route you want as long as you have the appropriate number and color cards. You can claim only one route per round. Locomotives (wild cards) can represent any color. Fill out a ticket As soon as you build a continuous train line between cities on one of your two ticket cards, you have filled in a ticket. Once done, you: announce to the other players that you have completed a ticket that turns the ticket card face up in front of you a new ticket card a happy dance (optional) winning the game The game ends immediately when a player claims his sixth ticket (either 6 ticket cards or 5 tickets + 1 Coast-to-Coast card). The game can also end when a player puts his last move on the board. The winner in this case is who has the most tickets (which could lead to a draw). What happens if you don't have any trains anymore? The game ends when a player runs from his 20 moves. The player or players who have the most completed tickets to date will win the game. For this reason, it can be a late game strategy to run yourself off the trains if you know you are ahead in the total number of completed tickets. How do I claim a map from coast to coast? Once you have a continuous line of trains connecting the East Coast (Miami, Washington DC, New York) with the West Coast (Seattle, San Francisco, Los Angeles), all you need to do is let the other players know that you have completed the ticket from coast to coast. Make sure you add a map from coast to coast to your other completed tickets to count your 6-ticket destination. Can a player get more than one map from coast to coast? No. Each player can only get one card from coast to coast in a game. What happens if I draw a ticket and already have a continuous train line connecting the two cities? Congratulations! You can immediately announce that you have completed the ticket and draw a new card. That happened to my daughter in our last game. Needless to say, she was quite happy and won the game on the spot! 1. You don't have to claim one just because you have the cards to fit them. Sometimes a route helps you solve a ticket. And sometimes it would require you to use a wild card that you might save better. I had success in keeping my wild cards, but also punished by never using the color(s) train cards I needed. 2. I don't find it advantageous to track routes that are directly connected to me to fill out a ticket. The only case where this is not true is when I try to use all my moves to claim the alternative victory (to have the most tickets when someone runs off the trains). I bought our copy from Amazon, but you can also buy from Target or Walmart. Link to MLB Home Run Leaders 2020 - Total, Pro Plate Appearance, Position and Team Link to Machine Gun Porcuparrot: Tale of a 7-Game Ikorra Draft

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