

Press Release: Ticket to Ride Celebrates 20 Years!

A Journey Across a Global Network

In 2024, Ticket to Ride celebrates its 20th anniversary. This iconic board game, created by Alan R. Moon and published by Days of Wonder in 2004, has made its mark on modern board gaming with its simplicity and strategic depth. Many players confess to discovering the joy of board gaming through these tiny trains and 'Tickets.' Alan R. Moon hopes his game will become "the new Monopoly," a game that unites families and generations across the globe. Let's dive into the story of a global success.

"I am proud to be the world's largest train producer," says Adrien Martinot, game line manager of Ticket to Ride.

The Story of a Game

The idea for Ticket to Ride was conceived during a walk by the ocean. Alan R. Moon, already an established game designer, was reflecting on a session of a complex war game that was not working out. Inspired by the waves, he recalls, "I turned around, raced home... and drafted the first version of the game... which is about 80-85% of the final version." The game won the prestigious Spiel des Jahres in 2004 and the As d'Or for Game of the Year in 2005.

The success of Ticket to Ride is based on its simple, accessible rules. The creator's golden rule is that no matter how the game evolves, its rules should fit on a train ticket. It takes just a few minutes to explain the game's principles: collecting wagon and locomotive cards to place little trains and connect cities on a map while blocking opponents from completing their own routes. This simplicity does not prevent the game from having great strategic depth, making each game unique and engaging. Addictive and ever-evolving, the game has continuously offered new experiences and emotions to its community and an ever-growing audience.

Evolution and Innovations

Since its release, Ticket to Ride has continuously reinvented itself. Players can find:

- Three children's versions, "My First Journey," with USA, Europe, and a Ghost Train edition!
- A "Cities" series exploring London, New York, Amsterdam, San Francisco, Berlin, and Paris. More compact and faster, these City versions retain the core game experience while adding a few rule twists to spice things up!
- The "Map Collection," a series of expansions that introduce new maps and rule variants that shake up players' habits. This summer, players can explore the Iberia and South

Korea maps, which introduce drafting phases into the game, as well as "festival" cards that influence the gameplay.

- Ticket to Ride Legacy: Legends of the West, a 12-game campaign with evolving scenarios that narrate the development of rail in the United States.

- A "print and play" version during lockdown, goodies, digital editions (mobile app), and an adaptation on the BoardGameArena platform. A mobile app has been recently updated, featuring new maps that are continuously released.

Cultural and Community Impact

Ticket to Ride has created a community of passionate fans. Alan R. Moon regularly receives heartfelt testimonials, like one from a nun in Minnesota or a grandfather playing with his grandchildren. The game has inspired themed weddings and trips following the routes of the game maps.

It even extends to a cookbook!

A Deserved Success

With sales exceeding 18 million copies and translations into over 30 languages, Ticket to Ride has become a global phenomenon. Alan R. Moon attributes much of this success to luck and Days of Wonder's astute choices: "I tell people I did a lot to have the opportunity to succeed, but in the end, it was 90% luck."

To celebrate its 20th anniversary, Days of Wonder is preparing special events, tournaments, and new expansions. A surprise is also planned for 2024, promising new adventures for players worldwide.

5 Unrevealed Facts About Ticket to Ride

1. On the original USA map, Minneapolis was indicated, but Duluth, being a crucial railway hub, had to be featured on the board. Minneapolis was replaced by Duluth, but its position on the map was not changed and is thus not accurate.
2. The games contain numerous Easter eggs. For example, the number on the locomotive on the Ticket to Ride Europe box corresponds to the illustrator Julien Delval's daughter's birth date (19.11.03).
3. Since its online debut on Board Game Arena, there have been 8 million online games of Ticket to Ride USA!
4. All the little trains aligned would circle the moon six times.
5. More than 18 million copies of the game have been sold worldwide.

For more information, visit www.daysofwonder.com.

About Days of Wonder

Days of Wonder develops and publishes unique games in their genre. The company's "Play Different" slogan reflects its vision of publishing: Days of Wonder limits its productions to very few new games, focusing on quality rather than quantity, and developing highly refined digital adaptations. The unparalleled successes—such as Ticket to Ride the world's best-

selling train game; Smallworld® _and its epic conquests in a fantastic universe; Memoir 44®, the World War II reference game with over twenty expansions and HEAT Pedal to the metal—motivate Days of Wonder to raise the bar ever higher. Days of Wonder board games are distributed in 40 countries and their digital versions are available on the App Store, Google Play, Steam, and the Days of Wonder website at www.daysofwonder.com.

About Asmodee

Asmodee Group is a leading international games publisher and distributor committed to telling amazing stories through great games with over 43 million games sold yearly in more than 50 countries. Through our portfolio of iconic game titles, including Catan, Ticket to Ride, Pandemic, Dead of Winter, Splendor, 7 Wonders, Just One, Dobble/Spot it!, KeyForge and Star Wars: X-Wing, we create a dynamic transmedia experience for players across a variety of digital and physical platforms. Asmodee also creates inspiring and innovative products in partnership with leading entertainment and technology companies. With a global workforce of over 2300 people, Asmodee operates in Europe, North America, South America and Asia. Asmodee is headquartered in Guyancourt, France. Learn more at corporate.asmodee.com. Days of Wonder, Corinth, Yamataï, Quadropolis, Five Tribes, Ticket to Ride, Small World, Memoir '44 are all trademarks or registered trademarks of Days of Wonder, Inc. All other trademarks are the property of their respective owners.