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## THANKS

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# TAXI



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- B** 6 Taxis
- C** 1 Die
- D** 32 Destination Cards
- E** 58 Taxi Cards
- F** 7 Red Barriers
- G** 5 Orange Cones
- H** 12 One-Way Tokens

## SETUP

- Place the board within easy access of all players.
- Shuffle the Taxi Cards and place them in a face-down pile on the designated space on the Game Board.
- Shuffle the Destination Cards and place them face down near the board.
- Each player chooses their Taxi and places it in the Parking Lot on the board.

## GAME OBJECTIVE

Be the first player to reach all of your destinations.

## GAMEPLAY

Players decide the number of destinations required to win the game; usually two or three.

Each player draws one Destination Card, looks at it, and places it face down in front of them, without showing it to the other players. This is the destination they must take their passenger to.

A new Destination Card is only drawn once the previous one has been completed.

The youngest player starts, and play moves in a clockwise direction.

On their turn, the player rolls the die and advances their Taxi the number of spaces indicated by the die.







**If their Taxi finishes its movement on a grey space:** nothing happens, and the player's turn ends.

**If their Taxi finishes its movement on an orange space:** the player draws a Taxi Card and follows the directions written on it. Once the card has been used, it is placed in a face-up discard pile in the indicated space on the board.

**If their Taxi arrives at its destination:** the player stops their Taxi on the destination space, even if the number on the die is greater than the number of moves to this space. They then reveal their Destination Card, show it to the other players, and draw a new Destination Card. The game continues in turn order.

**If a player gets stuck in a One-Way loop:** they keep taking turns until their Taxi lands on a yellow space and they can draw a Taxi Card that

allows them to either change or remove a One-Way Token.

**If a Taxi gets stuck** against a Barrier or an obstacle, and the player cannot move backward due to a One-Way, the player rolls the die.

- If they roll a 3 or 4, they draw a Taxi Card. If the card allows them to change or remove a One-Way Token, or to remove or move through an obstacle or Barrier, they can then move the number of spaces shown on the die (either 3 or 4).

- If any other number is rolled, they must wait for their next turn.

- On their second turn in this condition, they must try to roll a 3 or 4 once again. If they roll any other number, they must wait until their next turn.

- On their third turn in this condition, the player rolls the die and moves normally, passing through the obstacle.

The game ends immediately once a player has completed the required number of Destination Cards, as agreed upon at the beginning of the game.

## CARD CLARIFICATIONS



### PLACE A ONE-WAY TOKEN

The player must place a One-Way Token on one of the designated spots on the board.

A One-Way Token may never be placed on top of another One-Way Token, however, a One-Way Token may be placed under a Taxi.

If a player places a token on a street where a Taxi is located, that player must obey this new One-Way Token. One-Way Tokens affect traffic circulation on the street segments between two sets of pedestrian crosswalks (yellow hash-marks).



### CHANGE THE DIRECTION OF A ONE-WAY TOKEN

The player must change the direction of any One-Way Token on the board.

If there are no One-Way Tokens on the board, the player does nothing. The permanent One-Way near the Parking Lot cannot change direction.



### PLACE A BARRIER

The player must place a red Barrier on a pedestrian crosswalk (yellow hash-marks) to block a street of

their choice. No player may pass through a Barrier unless they possess a card that permits it. Blocking the Parking Lot exit is forbidden.



### PLACE A CONE

The player must place an orange Cone on the numbered space indicated by the card.

No player may pass through this Cone unless they possess a card that permits it.

If a Cone is placed on a space occupied by a Taxi, the Taxi is moved to the side and the Cone is placed on the space. This does not otherwise affect the Taxi, which may move on its turn as usual.



### REMOVE AN OBSTACLE

The player may remove a Barrier, a One-Way Token, or a Cone.



### CHANCE

These cards may be kept and used when the player chooses. After it has been used, it is placed in the discard pile.

