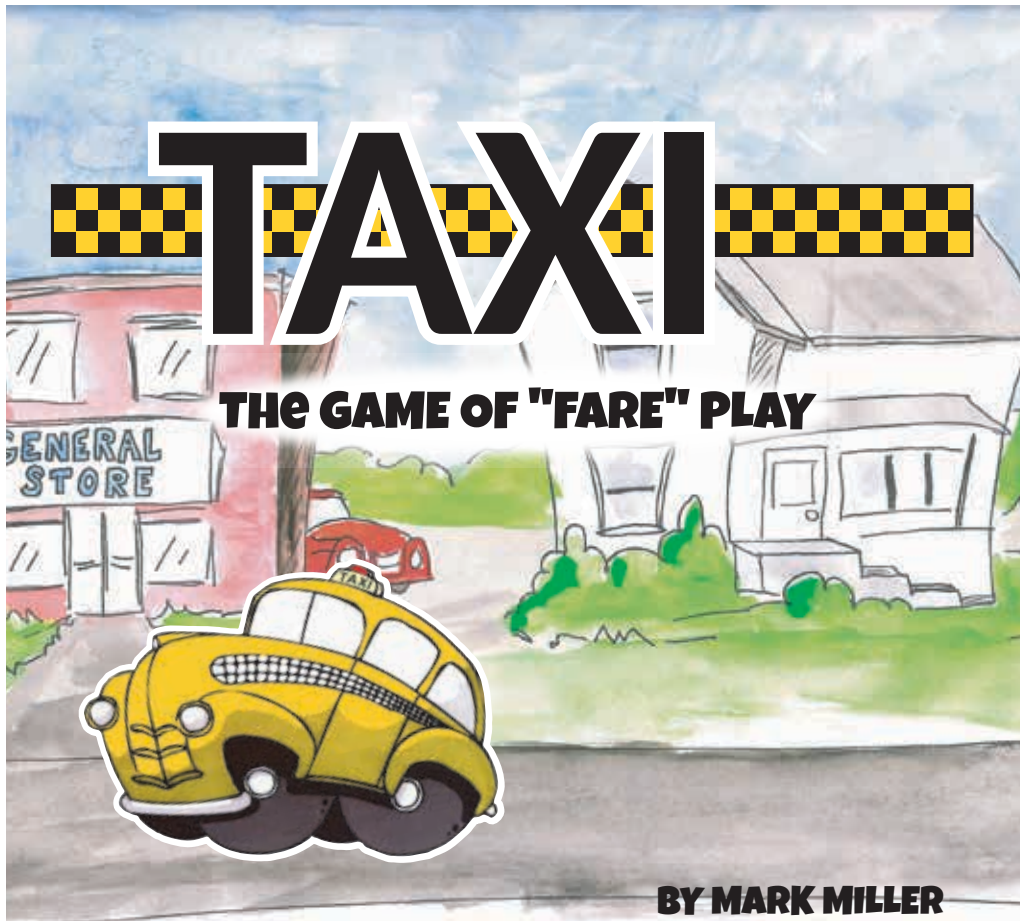


TAXI

THE GAME OF "FARE" PLAY



BY MARK MILLER

DRIVER'S MANUAL

RULES FOR TAXI

2 to 6 Players
Ages 13 to Adult
30-90 Minutes

THE GAME OF
'FARE' PLAY



OBJECT:

In Taxi, your goal is to create an unblocked path of Road Segments from your starting location to your ending location, as shown on your FARE card. This is called "Completing your FARE." Place Road Segment cards on the shared Tile Map to build your path and strategically place obstacles to block opponents. The first player to complete their FARE and keep it unblocked until their next turn wins!

COMPONENTS

105 Card
Main Deck



15 FARE
Cards



MAIN DECK - CONTENTS

1 Starting
Segment



11 Obstacle
Cards



1 Hearse
Card



7 Access
Cards



6 Location
Cards



15 Traffic
Cards



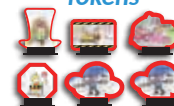
3 Reaction
Cards



61 Road
Segments



6 Obstacle
Tokens



1 Hearse
Token



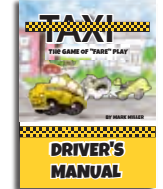
7 Token
Stands



6 Quick Reference
Cards



1 Rulebook



LETS PLAY!

SETUP:

Remove **OBSTACLE TOKENS** and **HEARSE** token from the punch card and insert each token into a plastic stand

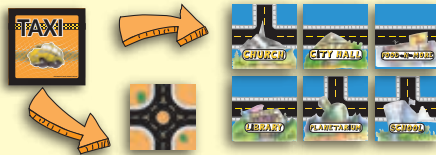
GAME PREPARATION:

- 1 Set aside the **OBSTACLE** and **HEARSE** tokens to become the token pool
- 2 Give a Quick Reference card to each player
- 3 REMOVE the six **LOCATION** cards and the **STARTING SEGMENT** card from the square Main Deck

Example:

STEP 3

Remove all 6 Locations and Starting Segment from the deck



- 4 Place the **STARTING SEGMENT** card face up in the center of the table
- 5 SHUFFLE the remaining square cards (**LOCATION** cards still removed) and deal 5 cards to each player

- 6 Shuffle the 15 **FARE** cards, deal 1 to each player, ~~X~~ Side up, and set the rest aside



- 7 SPLIT the square Main Deck approximately in half
- 8 DISPERSE the **LOCATION** cards, one at a time, randomly back into the top half of the Main Deck and then shuffle that half again
- 9 PLACE the top half of the Main Deck (with the **LOCATION** cards) face down on top of the other half to form the draw pile

Example:

STEP 7

Split deck in half



STEP 8

Disperse Locations into top half and shuffle

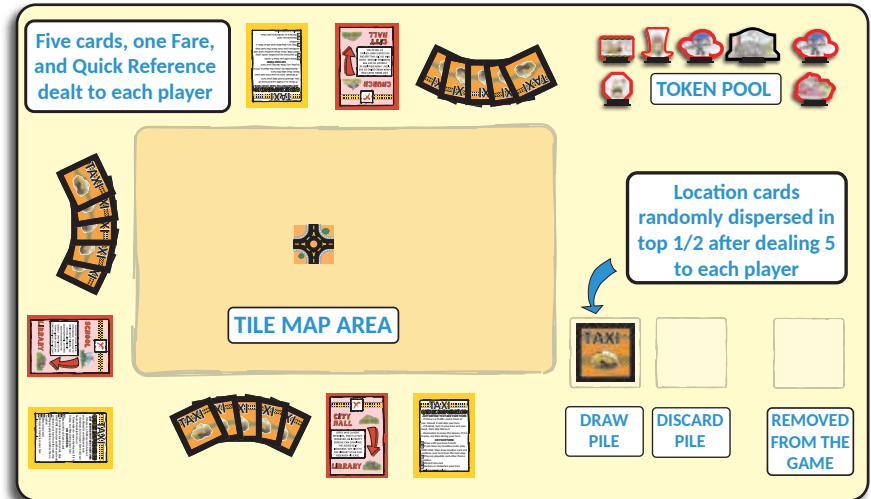
STEP 9

Place top half onto bottom half



- 10 Reserve an area for building the Tile Map - most tables should work
- 11 The first player to play is the one who most recently rode in a vehicle with someone else driving

STARTING LAYOUT



GAMEPLAY:

During the course of the game, players will construct paths using **ROAD segment** and **LOCATION** cards. Players will also place **OBSTACLE TOKENS** to block paths between locations and use **TRAFFIC** cards to otherwise wreak havoc.

ORDER OF PLAY:

- Move the **HEARSE** any time during your turn if it is in play
- *Immediately prior to taking your turn:*
- If someone has played a yellow **TRAFFIC** card in front of you, discard it and skip your turn (**TRAFFIC** cards explained on page 7)
- If your Fare seems too hard to complete, instead of taking your turn you may discard your **FARE** card and get a new one

(See '**STARTING OVER WITH A NEW FARE**' on page 6)

Play hands as follows, with some exceptions, depending on card play:



- 1 Draw cards until you have 5 cards in your hand
If the Draw Pile is empty, shuffle and reuse the discard pile
- 2 If you have one or more **LOCATION** card in your hand, you MUST put ONE AND ONLY ONE into play (place it or pass it to another player to place immediately, explained below), and then draw another card and continue your turn at step 3

If the **LOCATION** card you play matches one of your **FARE** card locations:

- » Pass the card to the first player on your left who does not have a matching **LOCATION** on their **FARE** card and that player then plays the **LOCATION** card immediately in any legal position on the Tile Map
- » If all players have the **LOCATION** on their **FARE** card, you then place the **LOCATION** card in any legal position on the Tile Map

Example:

- A You have two **LOCATION** cards in your hand



- B You MUST play one of the **LOCATION** cards (place it or pass to another player who places it immediately)

- C You then draw another card and continue your turn from step 3, saving the second Location for your next turn

- 3 Play one and only one **ROAD SEGMENT**, **TRAFFIC**, or **OBSTACLE** card (see **CARD DESCRIPTIONS**) unless a card says otherwise

Play a **ROAD SEGMENT** card by adding it to the Tile Map as described on page 10

Play a **TRAFFIC** card as described on page 7

Play an **OBSTACLE** card by REMOVING IT FROM THE GAME as described on page 8

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- 4 Discard as follows, unless otherwise directed by a card you played:
 - A. Discard one card if you played a card
 - B. Discard two cards if you had no playable cards

*Remember: You must not discard **LOCATION** cards...EVER*

- 5 **DECLARE** or **UNDECLARE** your Fare if applicable (see below)
- 6 Play then continues clockwise



FARE DECLARED

- » **When to Declare:** If your Fare path is clear at the end of your turn
- » **How to Declare:** Flip your **FARE** card to the green ✓ side to indicate "**FARE DECLARED**"

Once Declared, your opponents have until the start of your next turn to block or change your path

Note: Skipping a turn or being forced to play a card does not count as your turn

» **Restrictions:**

- A. You MUST NOT Declare if you have drawn a new **FARE** card this turn
- B. You must only Declare on your turn

FARE NEEDED

- » **When to Undeclare:** If, at the end of your current turn, you find that:
 - A. Your Fare path is blocked and you can't clear it
 - or
 - B. Your Fare path is connected incorrectly due to a One-Way path
- » **How to Undeclare:** Flip your **FARE** card to the red X side to indicate "**FARE NEEDED**"

5

WINNING THE GAME:

If you **DECLARED** your Fare on your previous turn and **at any time during your current turn** your Fare path is unblocked, YOU WIN THE GAME!



STARTING OVER WITH A NEW FARE:

- » If **DECLARING** your Fare is too difficult due to the roadway layout, you may:
 - Discard your **FARE** card and your hand (except **LOCATION** cards) and pass play to the next player
 - On your next turn, have another player randomly select a new **FARE** card for you and refill your hand to 5 cards
 - Play your turn as usual
 - Shuffle your old **FARE** card back into the deck
- » There is no limit to the number of times you may trade in your cards instead of playing your turn

***NOTE*:** You **MUST NOT DECLARE** your Fare on the same turn during which you draw a new **FARE** card



CARD DESCRIPTIONS

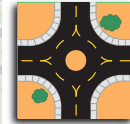
***NOTE*:** Card text always supercedes rules

FARE:



- » **Purpose:** **FARE** cards specify the starting (top of card) and ending (bottom of card) **LOCATIONS** for your Fare
- » Your goal is to build the roadway to connect these two **LOCATION** cards in a starting-to-ending direction
- » ✓ Green side indicates **FARE DECLARED**
- » ✗ Red side indicates **FARE NEEDED**

STARTING SEGMENT: » During game setup, place the **STARTING SEGMENT** card in the center of the playing area



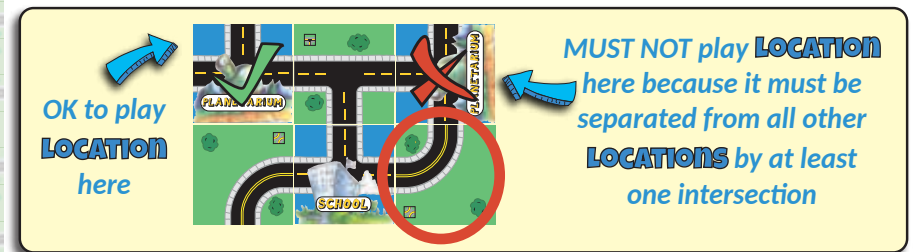
(See '**GAME PREPARATION**' on page 2)

- » This card is considered to be a **ROAD SEGMENT** on the Tile Map, and is the foundation for future road paths

LOCATION: » **LOCATION** cards are the starting and ending **LOCATIONS** for the Fares specified on the **FARE** cards



- » You **MUST** play a **LOCATION** card in a position where it is separated from all other **LOCATION** cards by at least one intersection



OK to play **LOCATION** here

MUST NOT play **LOCATION** here because it must be separated from all other **LOCATIONS** by at least one intersection

TRAFFIC: » You will use **TRAFFIC** cards to gain advantages or just mess with your opponents heads a little



- » To play a **TRAFFIC** card, simply follow the directions on the card
- » If you play a **TRAFFIC** card that involves all players, it is still considered to be your turn even though other players may be playing cards
- » Unless the card says otherwise, discard the **TRAFFIC** card after playing it
- » When multiple **TRAFFIC** cards are in play during the same turn, resolve the most recently played one first

REACTION: » You will use **REACTION** cards to counteract a **TRAFFIC** card played by an opponent



- » Play a **REACTION** card immediately after another player plays a **TRAFFIC** card, either against you or another player, by following the directions on the card

- OBSTACLE:**
- » You will use **OBSTACLE** cards to put the various **OBSTACLE TOKENS** into play in order to block other players' **FARE** path(s)
 - » To play an **OBSTACLE** card, simply follow the directions on the card and then remove it from the game



Remove the card from the game when you play it

How to play an Obstacle Card



- HEARSE:**
- » You will use the **HEARSE** card to put the **HEARSE** Obstacle Token into play
 - » To play a **HEARSE** card, simply follow the directions on the card

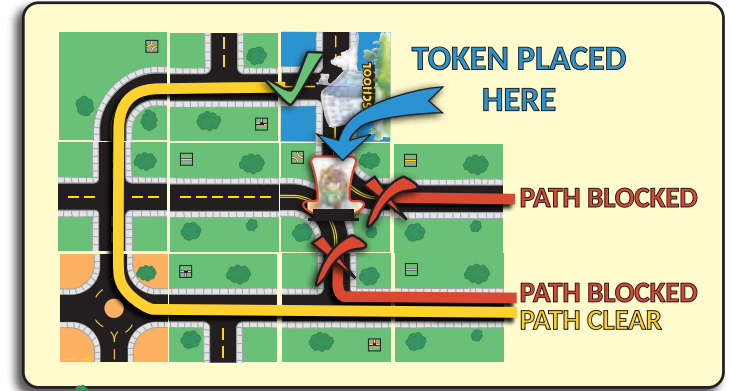


- ACCESS:**
- » You will use **ACCESS** cards to remove **OBSTACLE TOKENS** from the Tile Map
 - » To play an **ACCESS** card, discard it and then remove one of the appropriate **OBSTACLE TOKENS** from the Tile Map



TOKENS:

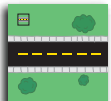
- OBSTACLE TOKENS:**
- » You will use **OBSTACLE TOKENS** to block paths between intersections in an attempt to keep other players from having a completed **FARE**
 - » To play an **OBSTACLE TOKEN**, simply follow the directions on the **OBSTACLE** card
 - » When you place an **OBSTACLE TOKEN** on a **ROAD SEGMENT** you have blocked ALL PATHS that go through that **ROAD SEGMENT**



- BLIZZARD**
- » You may move an **OBSTACLE TOKEN** that is already on the Tile Map to a different **ROAD SEGMENT** only if *all* matching **OBSTACLE TOKENS** are currently in play on the Tile Map
- HEARSE:**
- » The **HEARSE** is a moving obstacle that blocks the current roadway on which it is traveling and obeys **ONE WAY** paths
 - » To play the **HEARSE** place it on any **ROAD SEGMENT** that is orthogonally adjacent to the Church (cannot be played if the church is not yet on the Tile Map)
 - » Each player must move the **HEARSE** one tile during their turn
 - » You must not reverse the direction of the **HEARSE** until it reaches an intersection or a dead end
 - » The **HEARSE**'s movement is not blocked by other Obstacles and it may travel on **LOCATION** paths
 - » In the case of Bridge and Double Curve **ROAD SEGMENTS** the **HEARSE** blocks **ONLY THE PATH IT WAS FOLLOWING** when it arrived at that **ROAD SEGMENT**

ROAD SEGMENT:

STRAIGHT



CURVE



ONE WAY



CROSSROAD



TEE



DOUBLE CURVE

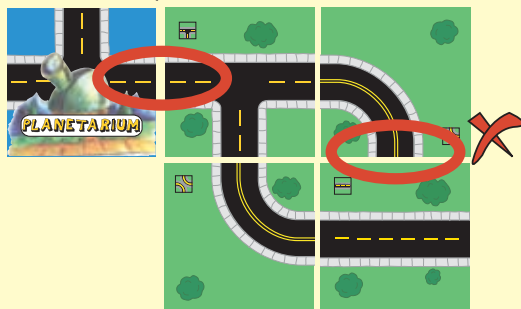


BRIDGE



Intersections

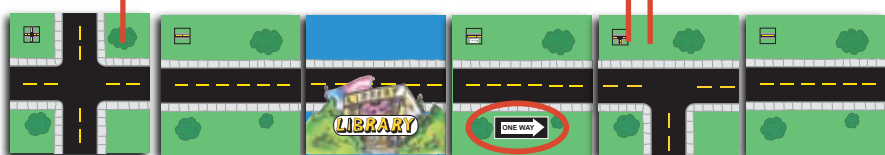
NOTE: All roadway edges of a **ROAD SEGMENT** or **LOCATION** that you play **MUST** touch either an existing roadway edge or empty space



- » The Crossroad and Tee **ROAD SEGMENTS** are the only Intersections
- » You are limited to placing ONE AND ONLY ONE **ONE WAY** card in the path between two intersections
- » When you play a **ONE WAY** card, the entire path between intersections (not the intersections themselves) becomes one way

THIS SECTION ONE WAY

NOT ONE WAY



CHALLENGING / TOURNAMENT RULES:

For tournaments, or for more challenging play, use the following rule changes:

- » You **MUST** play an **OBSTACLE TOKEN** so that it is separated from all other **OBSTACLE TOKENS** by at least one intersection
- » You **MUST NOT** play a **ROAD SEGMENT** in a position that would cause a dead-end, or would cause another **ROAD SEGMENT**, **LOCATION** or **OBSTACLE TOKEN** (already on the playing field) to be illegally played



TWO PLAYER GAME:

For a two player game, use tournament rules above with these changes:

- » Remove the **Steal-A-Fare** card from the game
- » You **MUST** play a **LOCATION** card in a position where it is separated from all other **LOCATION** cards by at least **TWO** intersections
- » You **MUST NOT** use any Lose-A-Turn card during any turn when your **FARE** is Declared
- » After you have Declared your **FARE**, you **MUST** keep your path clear for **TWO** consecutive turns to win

CREDITS:

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Special Thanks:

To my incredible wife, Mary Miller, whose unwavering support, encouragement, and keen eye for detail have been invaluable. Thank you for always keeping me on track and for your endless patience with my constant stream of inventions, some of which actually come to life.



PLAY FARE!