Turbo Taxi

Contents

- 5 sets of 12 tiles (Each set: 3 Curves, 3 Straights, 3 Tees, 1 Crossing, 1 Double-Curve, 1 Dead end)
- 2 Yellow & 2 Red House and car markers
- 1 Office Board (showing 9 offices)

Set up

Each player is given one set of tiles. These tiles should be sorted face up by type for easy access. The office board is placed in the center. The set of tiles with the turbo taxi back is shuffled and placed face down next to the board.

Players decide how to place houses and car markers on the outside edge of those offices. The 4 corner offices, which have 2 free edges, may receive two markers. The other four may only receive one marker. The top tile of the center stack is turned over and placed in the center square of the office board (the "center tile").

Play

Each Player finds the tile matching the center tile, and sets it in the same orientation in front of him (the "start tile"). The Players now use the remaining tiles in their sets to build a network of roads. Not on the board, but adding to the start tile in front of them. (The office board remains untouched.)

The tiles are placed so that:

1. The network must be the same size as the board 3x3. So the network is composed of 9 of each player's 12 tiles. The start tile must match the same type and alignment of the center tile on the office board.
2. All roads must connect to other roads or a tile which has a marker (house or car). Roads may only lead to the outside edge of the board if a marker is placed on the same location on the board.
3. Both markers of the same color (one house, one car) must be connected through the roads. (These can be two separate routes or a single route connecting all four markers)

Scoring

The player who finishes his route first wins. If he claims to have won the round, but his solution breaks a rule, he sits out the rest of the round. The player with the first correct solution takes the center tile and sets it aside to note his score. Occasionally there is no solution for a network. In this case reshuffle the center tile bock into the deck, and draw a new one.

Play 12 rounds, and change the place where the markers are every three rounds. The player with the most scoring tiles wins.