

## Components

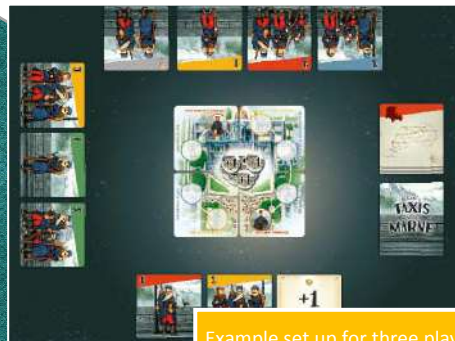


## The Game

On September 6th and 7th 1914, at the First Battle of the Marne, 600 Parisian taxis requisitioned by order of General Gallieni gather at the Invalides. The objective of this unprecedented military maneuver is to send quickly a reinforcement of 4000 men of an infantry brigade. As a lieutenant in charge of logistics, you cooperate to embark soldiers and organize convoys. You have a great responsibility: face the challenge without giving up to the pressure of taxis that accumulate!

## Set up

- Create the game board, using the 4 Place des Invalides cards.
- Place the officer tokens on two places (of the same colour) on the board. You can choose the colour.
- Place the 7 Taxi tokens in the middle of the board.
- Shuffle the Taxi cards and place them face down on the table. This is the Taxi pile.
- Shuffle the Soldier cards. Deal 10 Soldier cards to the players, one at a time. With 3 or 4 players, some players will have more cards than others. Players place their Soldier cards face up in their play area. *(For Solo play: 5 cards in your play area, 5 in the reserve)*
- The rest of the Soldier cards forms the Soldier pile. Place these cards face down. Leave room for a Soldiers discard pile.
- The hairiest player goes first.



## Gameplay

Players play in turns, clockwise. Each turn consists of two phases: The **Taxi Arrival phase** and **Players Action Phase**

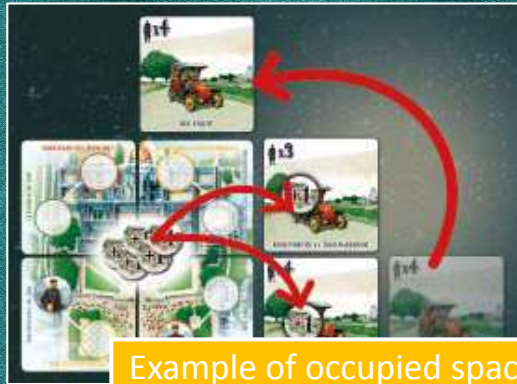
**Taxi Arrival:** Take the top Taxi card from the Taxi pile, and add it to the game board, at the indicated street.

If this place is already occupied by another taxi, place it on the next available street, anti-clockwise (same sense of a French roundabout). Place a Taxi token on every taxi that you had to pass to get to the next available street (including your original indicated street). A Taxi can never have more than one Taxi token.

Taxi cards show the minimum number of Soldiers it can carry.

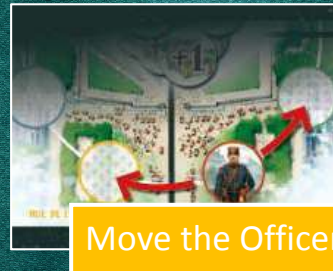
Some cards will have symbols on them. These symbols represent events. These events happen immediately after adding the taxi, and effects last the whole round. For an explanation of events, see below.

If a player cannot add a Taxi to the game board (all places are occupied, or the Taxi pile is empty), the game ends. See "End of Game".



### Option 2: Move the Officer

Move the Officer token one space on the game board. The sense does not matter: you can move your Officer clockwise or anti-clockwise.



### Option 4 (continued):

If the three conditions are met, discard the **Soldiers** cards. Set the **Taxi** card aside: these are the **Taxis** you have sent to Marne successfully, and will determine how well you've done in the game.

**Player's Action Phase.** After the Taxi Arrival Phase, a player gets to take three actions out of a choice of four. They can take these actions in whatever order they want. They can take the same action twice.

### Option 1: Mobilize the troops

Take the top card from the **Soldiers** pile, and add it to your game. If the **Soldiers** pile is empty, shuffle the discard pile to create a new **Soldiers** pile.

*At the end of your turn, you may not have more than five **Soldier** cards in play. Discard as many as necessary to get your number of **Soldier** cards down to five. You can chose which cards you want to discard. Add them to the discard pile.*

### Option 3: Trading cards

Trade one of the cards in your play area with one of the cards in another player's play area.  
*Solo play: trade with reserve.*

### Option 4: Load and send Taxi

Three conditions have to be met to Load and Send a Taxi:

1. There has to be an Officer token on the corresponding space (street)
2. Load the right amount of **Soldiers** in the **Taxi** (minimum number is indicated on the Taxi card, but add one if there's a Taxi token on the card). Play **Soldier** Cards from your play area to the Taxi.
3. The **Soldiers** have to have the same colour as the space (street). Grey **soldier** cards can be played on any street.



### BONUS ACTIONS

Some **Soldier** cards do not contain soldiers, but indicate Bonus actions instead. Players can play Bonus actions anytime during their turn, provided they discard the Bonus action from their play area to the **Soldiers** discard pile. This Bonus action does not count towards one of the three actions a player can take. Bonus actions are described on the card.

## End of Game

The game ends in one of two ways: During the **Taxi Arrival phase** either there is no space available to add another **Taxi** to the game board, or there are no **Taxi** cards available in the **Taxi** pile.

In both cases, take the **Taxi** cards that were sent successfully and add up the numbers indicated on the cards (the minimum number of soldiers that could have used the **Taxi**)

1-39: **The Dark Night**. Your soldiers fell asleep while waiting for their taxis.

40-45: **Traffic Jam**. The **Taxi** drivers are showing signs of impatience.

46-48: **Well done**. Tonight, thanks to you, most **Taxis** were sent off to Marne.

59-51: **The Spectacle**. The citizens of Paris have gathered to see this spectacular sight.

52-54: **A Night to Remember**. People will remember this night for a long time.

55+ points: **You've written History!**

## Events



No Bonus Actions during this turn



Players are not allowed to speak during this turn.  
*In case of SOLO play: you can't trade cards.*



Immediately discard one card from your Play Area.



Immediate add another **Taxi**.