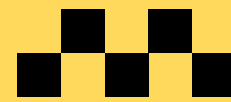


CURBSIDE



Object of the Game

You and your fellow Taxi drivers race for fares in Curbside, a strategic game of ride sharing. Compete against other players to pick up and drop off passengers phoned in by dispatch. Place tiles to create a pathway to passengers and their destinations. Reroute your GPS when a path won't get you there fast enough. But watch your gas meter! With every space your Taxi moves, your gas goes down. The game ends when all the passengers arrive at their destinations or a Taxi runs out of gas. Happy passengers reward you with stars. Whoever gets the most stars win!



Contents

- 1 Game Board
- 1 Destination Board
- 50 Tiles
- 10 Passenger Cards
- 10 Passenger Meeples
- 5 Destination Pieces
- 4 Taxis
- 4 Gas Meters
- 4 Stars
- 2 Dice (1 white, 1 red)

Winning

The player who earned stars from picking up passengers is the winner. The game ends when all 10 passenger cards are collected. In the case of a tie, the winner is the one with more gas in their tank. If there is still a tie, the player closest to completing another passenger drop off wins.

Tiles

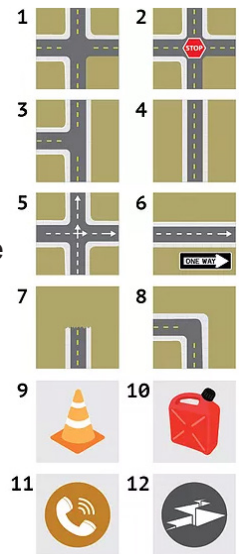
1. **4-way Intersection:** Your Taxi can move vertical and horizontal.
2. **4-way Intersection with a Stop Sign:** Taxi can move vertical and horizontal but if you drive through it, you must use two movement actions to get through.
3. **3-way:** Your Taxi can move in whichever way the roads are pointed.
4. **2-way:** Your Taxi can move in whichever way the roads are pointed.
5. **One-way 4-way Intersection:** Your Taxi can only move in the direction the arrows are pointed.
6. **One-way Street:** Your Taxi can only move in the direction the arrows are pointed.
7. **Broken Road:** Only one-way in or out for your Taxi.
8. **90 Degree Street:** Follow the street turns with your Taxi.

9. Construction Cone: If you draw this card, roll 2 dice (1 white, 1 red) to determine where the tile is placed on the board. It cannot be placed anywhere a Taxi, passenger, or destination exists. Re-roll until you find a valid location. If a road tile is already there, place the cone on top of the existing tile. This tile cannot be touched until it is your turn again.

10. Gas Canteen: Keep this in your hand until you are ready to play. Once played, add 3 gas points to your meter. For more information on gas points, turn to page 3.

11. Re-Route: Dispatch has called in a false destination. Choose a passenger or destination piece to re-roll and place in a new location. This card can only be played on the player whose turn it is.

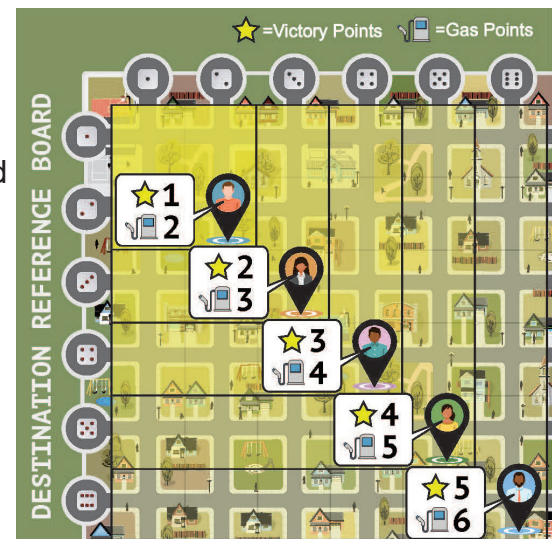
12. Pothole: Play this card on your turn. Place this tile to block any spot on the board that doesn't have a car, passenger or destination piece on it. Potholes last until the start of your next turn.



Destination Board

Passenger trips are worth different values depending on how far your route is. After rolling the location of the passenger and their destination, determine how far that trip is using the destination board. This determines how many stars (victory points) that passenger's trip is worth. Place the same color meeple as the passenger meeple on the destination board to show how many stars and gas you get after dropping off that passenger. After the drop off, collect a passenger card, add the correct number of stars and gas to your fare gauge and gas meter card.

- 2x2 is 1 star / 2 gas
- 3x3 is 2 stars / 3 gas
- 4x4 is 3 stars / 4 gas
- 5x5 is 4 stars / 5 gas
- 6x6 is 5 stars / 6 gas

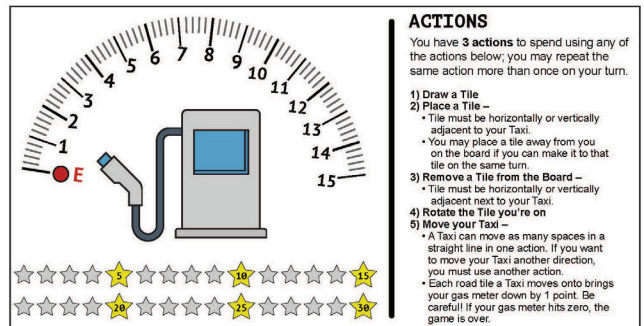


Set Up

1. Place each Taxi and a 4-way road tile in a corner as their starting position.
2. Hand everyone a gas meter card that will be used to reference actions, manage gas and stars (VP). As well as a star with the same color as your Taxi.
3. Roll 2 dice (1 white, 1 red) for each passenger to determine where they start on the board.
 - The white die represents the X axis on the board's grid, the red die represents the Y axis.
 - Place one more passenger than there are players.
4. Roll the dice for each passenger's drop off destination. Each passenger's color matches their destination piece.
 - Re-roll if a passenger and their destination are on the same tile or if a passenger is rolled on the same space as a Taxi.
 - Place the matching color meeple on the destination board to indicate the point value you will receive by completing that trip.
5. Give every player 3 random tiles from the deck, a gas canteen and re-route tile to begin.

Game Play

- You have 3 action points to spend using any of the actions below; you may repeat the same action more than once on your turn.
 - Draw a Tile**
 - Place a Tile –**
 - Tile must be horizontally or vertically adjacent to your Taxi.
 - You may place a tile away from you on the board if you can make it to that tile on the same turn.
 - Remove a Tile from the board –**
 - Tile must be horizontally or vertically adjacent next to your Taxi. Discard the tile to the bottom of the deck.
 - Rotate the Tile you're on**
 - Move your Taxi –**
 - A Taxi can move as many spaces in a straight line in one action. If you want to move your Taxi another direction, you must use another action.
 - Each road tile a Taxi moves onto brings your gas meter down by 1 point. Be careful! If your gas meter hits zero, the game is over.
 - Picking up/dropping off passengers does NOT count as an action.
 - You must stop on a location you are picking up/dropping off a passenger at.



- Work your way around the board to pick up and drop off passengers.
 - Multiple Taxis can be on the same tile.
 - You cannot turn a tile if someone else is on it with you.
 - You may not pick up multiple passengers during one trip.
 - If you are on a tile with a passenger, you must take it if your car is empty.
 - Make sure to follow any one-way street tiles.
- Once a passenger is dropped off successfully, re-roll to re-place the passenger and destination pieces on the board.
 - A passenger and their drop off cannot be placed on the same space. A passenger can not be placed on the same space as a Taxi. Re-roll if this happens.
- When you drop off a passenger, collect the gas points and stars (VP) related to the trip's distance. A colored meeple on top of the destination board indicates how long the route was. Add the gas and star points indicated on the destination board to your gas tank.
- Take a passenger card, once all 10 are taken the game is over.

End Game

Players take turns until either someone runs out of gas or all 10 passenger cards are collected.

The player who has the most stars from picking up passengers is the winner. In the case of a tie, the winner is the one with more gas in their tank. If there is still a tie whatever player was closer to completing another passenger drop off wins.

If a person intentionally ends the game by losing gas, they will be penalized 3 stars or can choose to leave the game.

Creator

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