CHRISTOPH BEHRE

SPACE TAXI

Roll the dice to start your space adventure!

for 3 to 5 players aged 8 or over

All aboard! Get ready for launch: 3 – 2 – 1 and lift-off! Once everyone is aboard, the space taxi sets off at full speed. But avoid failure to launch: this can have disastrous consequences! Who can fill the taxi with the most aliens of the same species, ensure the right amount of fuel, smuggle valuable crystals – and get the most points?

CONTENTS

1 board with the space taxi and scoring key

5 number tiles (0-4)

0   1   2   3   4

27 Space Coins

1 smuggling die (8-sided)

3 fuel dice with the digits 1-6

6 passenger dice with alien symbols

- 1 game manual
- You will also need a pencil and paper.

AIM OF THE GAME

The aim is to score the most points by strategically „playing" the dice – along with the luck of the throw.

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PREPARATION

- Before the first game, carefully press the space coins and number tiles out of the perforated sheets.

- Place the board in the middle of the table.
  Place all dice beside it.

- Give each player 3 space coins.
  Place the remaining coins in a draw pile.

- Designate one player as the scorer.
  They will need a pencil and paper.

RULES

Each game of Space Taxi consists of several rounds:
5 rounds for 3 players, and 4 rounds for 4-5 players.

- The last player to have taken a taxi starts the first round.
  Players then take turns clockwise.

- The player whose turn it is takes all 10 dice. The player to their left takes the number tiles (0-4) and places these face-up in a row in front of them.

- The first player then starts to roll the dice. A player can roll the dice up to 5 times in each turn. After each throw, they must decide how many dice to place on the relevant squares on the board. The player to their left then turns over the number tile that corresponds to the selected number of dice.

  Each number tile may only be used once in any given turn, and the tiles with the numbers 1, 2, 3 and 4 must be used.

  The 0 is optional and can (but does not have to) be used when the player is not happy with a throw.

Example: It's Andi's turn. After his first throw, he decides to place 3 dice on the board. Bea, the player to his left, turns over the number 3 tile. Andi rolls the remaining 7 dice and decides to play a further 2. Bea turns over the number 2 tile.

After his third throw, with 5 dice, Andi can now place 1 or 4 dice on the board (2 and 3 are no longer available), or 0 if he is not happy with the throw.

To see how exactly the dice are placed, see page 2.

See *The dice* for the rules on playing the three different types of die.

- A player continues to throw until all dice have been played. Their score is then calculated (see Scoring).

- Once the score has been calculated, the next player takes the 10 dice and the player on their left the 5 number tiles, which are once again placed face-up in a row. The player with the dice now starts their turn and throws until they have discarded all dice, and their score is then calculated. The round ends when each player has taken a turn and the scores for the round are then calculated (see *Scoring the round*).

THE DICE

Different rules apply to playing the different types of die:

Passenger dice

Each passenger die has 5 different alien symbols and one thumbs-up symbol. The thumbs-up symbol is a joker.

Aliens of a given species do not like to travel alone, so they try and take the taxi at least in twos. Two aliens of the same species represent a pair, and that is the smallest combination for which you will be awarded points at the end of a turn. The more aliens of the same species there are in your taxi, the more points you will get (see Scoring). The passenger dice are placed on the taxi seats (on the thumb symbols). Single aliens can also be placed in the taxi as passengers, but you should then add at least one die of the same species in the same turn. No points are awarded at the end of a turn for single aliens of a given species.

Beispiel: One set of three and one pair give you 2+1= 3 points. No points are awarded for the sixth die, as there are no points for aliens travelling alone.

Tip: If a player throws multiple aliens of the same species at once, they can place either all or just some of those aliens in the taxi. Dice with different types of alien can also be added to the taxi on the same throw.

Thumbs-up symbol

Joker: Players can use a die as a joker if they throw the thumbs-up symbol. To use a joker, you must return 1 space coin to the draw pile. You can then turn the die in question to whichever alien you wish and place it in the taxi. There is no limit to the number of jokers that can be used in any one turn provided the player has enough coins to pay for them.

Fuel dice

The space taxi needs to be refuelled before it can take off. In each turn, the player must therefore place the 3 fuel dice on the flame symbols on the taxi wings. At the end of the turn, the numbers on the three fuel dice are added up. If the total is 7, 8, 9 or 10, the taxi can take off.

A total of **6 or less** or **11 or more** will result in a **failure to launch**! This brings the player's turn to an end and means zero points for that round.

If the space taxi manages to take off, the points for the passenger dice are multiplied by the fuel score factor (see *Scoring*).

Smuggling die

Players can also use the space taxi to smuggle valuable crystals, which are worth up to 8 extra points. After the first throw, the player can decide whether to play the smuggling die immediately or take a gamble and hold out for a better throw.

Playing immediately: The smuggling die is placed in the crystal mine (on the crystal symbol) and the throw is scored at the end of the turn.

Improving your throw: You can roll the smuggling as often as you like, but the new throw must always be **at least as high** as the previous. Throw a lower number and your smuggling attempt will fail.

The die is then placed beside the board and not scored at the end of the round, but the player is allowed to continue their turn.

However, the smuggling die must still be included in the number of dice played (number tile).

Space coins

Each player starts with 3 space coins. A player receives 2 new space coins whenever they manage to fill all 6 seats in the taxi with valid combinations of aliens (no points are awarded for single aliens, who are removed from the taxi before scoring).

Space coins can be used in two different ways:

1. You can pay 1 space coin to use a joker you have thrown. You play a joker by turning a die for which you have thrown the thumbs-up symbol to an alien of your choice and placing it in the taxi.

2. At the end of their turn, a player can improve their score with an additional 2 points per space coin.

Note: Space coins obtained in one turn can be used immediately. The space coins must be paid before the next player starts their turn.

SCORING

Once all dice have been played, the player calculates their score. The scoring system is also displayed on the board, see page 2.

Scoring is as follows:

1. **Fuel dice:** The numbers on the three fuel dice are added together. The space taxi can only launch if the total is 7, 8, 9 or 10! The total represents a factor by which the passenger dice are then multiplied:

$7 \rightarrow$ **1** $8 \rightarrow$ **2** $9 \rightarrow$ **3** $10 \rightarrow$ **4**

A total of **less than 7** or **more than 10** results in a **FAILURE TO LAUNCH** and the player then receives zero points for that round.

2. **Passenger dice** Dice for single aliens are not worth any points and are removed from the taxi.

The following scores are awarded for each species of which there is more than one alien in the taxi:

Pair	**1 Points**	Group of five	**5 Points**
Group of three	**2 Points**	Group of six	**8 Points**
Group of four	**3 Points**		

A player who has succeeded in filling all 6 seats in the taxi with valid combinations of aliens is awarded two 2 space coins from the draw pile. If the draw pile has been used up, the player will receive nothing.

3. The points for the **smuggling die** are now also added, provided the player has managed to place it in the crystal mine.

4. If the player wishes, they can now improve their overall score by returning one or more of the **space coins** they have collected. 2 points are awarded for each coin.

SCORING THE ROUND

The round ends once each player has taken a turn. The scores for that round are then compared. The worst score is discounted and the player in question scores 0. If more than one player shares the worst score, all players with that score lose their points for the round. The player with the highest score for the round starts the next round.

THE END OF THE GAME

The game ends after
5 rounds for 3 players, and
4 rounds for 4-5 players.

Each player's individual scores for the rounds are added together. The player with most points in total wins. If more than one player scores the highest total, they are joint winners.

Tip: The space coins lose their value at the end of the game. They should therefore be used to improve your score in the final round at the latest.

Overall scoring:

👍 **X** 🔥 **+** 👽 **+** 🪐

Passenger dice score **x** fuel dice factor **+** smuggling die score **+** space coin score

EXAMPLE WITH 3 PLAYERS

Andi is to start and takes all 10 dice. Bea is sitting to his left. She takes the number tiles and places them face-up in front of her. Andi rolls all dice:

he places the red and green aliens in the taxi.
Bea turns over the number 4 tile.
Andi rolls the remaining six dice:

he pays one space coin to use the joker, turning the die to the green alien and placing it in the taxi. He is lucky: he rolls a higher number with the smuggling die than on the previous throw, which means his smuggling attempt has been successful and he can place the die in the crystal mine. Bea turns over the number 2 tile.

Andi rolls the remaining 4 dice:

he rolls a 1 with a fuel die and places it on one of the wings with the flame symbol. Bea turns over the number 1 tile.

Andi rolls the remaining three dice:

Andi places the red alien in the taxi and the pair of 4s on the two remaining wings with the flame symbols. He has now played all the dice. Bea turns over the number 3 tile. As Andi has been happy with all his throws, he has not needed the 0 tile and his turn ends after 4 rolls of the dice.

SCORING

The taxi is able to launch as the fuel level is between 7 and 10. Andi's score is calculated as follows:

Passenger dice: for the two groups of three, he is awarded 4 points (2 per group of three).

Fuel dice: the numbers total 9, which represents a factor of 3, by which the 4 points for the passenger dice are then multiplied.

Smuggling die: smuggling was successful and the 6 on the smuggling die means 6 extra points.

Space coins: Andi receives 2 space coins for the full taxi. He decides not to improve his score by returning space coins. His final score for the round is therefore:

$$4 \quad \times \quad 3 \quad + \quad 6 \quad + \quad 0 \quad = \quad \textbf{18 Points}$$

The score is recorded and the dice and number tiles are passed on clockwise to the next players.

Now it is Bea's turn. She takes the dice and Chris to her left takes the number tiles, which he places face-up in front of him.

Bea's first throw:

she rolls 5 green aliens, but as she can only place a maximum of 4 dice on the board, one green alien has to be left out. Chris turns over the number 4 tile.

Bea rolls the remaining 6 dice:

she is not happy with the throw and decides to roll all 6 dice again. Chris turns over the 0 tile.

Bea places the green alien on the board. The number on the smuggling die is lower than in the previous throw – so Bea's attempt at smuggling has failed and the die is taken out of play. Although the smuggling die will not be scored, it must still be included in the total number of dice played (number tile). Chris turns over the number 2 tile.

Bea is lucky: the numbers on the fuel die come to a total of 10 – the best possible fuel level. Chris turns over the number 3 tile.

Bea rolls again and must now place the final passenger die in the taxi. Chris turns over the 1 tile.

The score is then calculated:

SCORING

The single red alien is removed and not included in the score as it is the only passenger of its species. The 5 remaining passengers of the same species are worth a total of 5 points; the fuel dice represent a factor of 4; there are no points for the failed smuggling attempt. She does not want to use any space coins to improve her score either.

Her score for the round is therefore:

$5 \times 4 + 0 + 0 =$ **20 Points**

It is now **Chris's** turn.

 Throughout his turn he is unlucky: the total for his fuel dice is too high and the taxi fails to launch. He scores 0 points for this round.

Once each player has taken a turn, the **round is scored:**

SCORING THE ROUND

The scores for that round are then compared and the worst is discounted. In this case, Chris has the worst score.

Bea, who scored the highest, starts the next round. The game ends after 5 rounds. The player with the highest overall score wins the game.

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