Components

- **5** District Boards
- **6** Objective Tiles
- **4** Share Pile Cards
- **28** Cop Car Tokens
- **5** Crew Mats
- **90** Crew Tags (18 per player)
- **115** Location Cards
- **5** Reference Cards
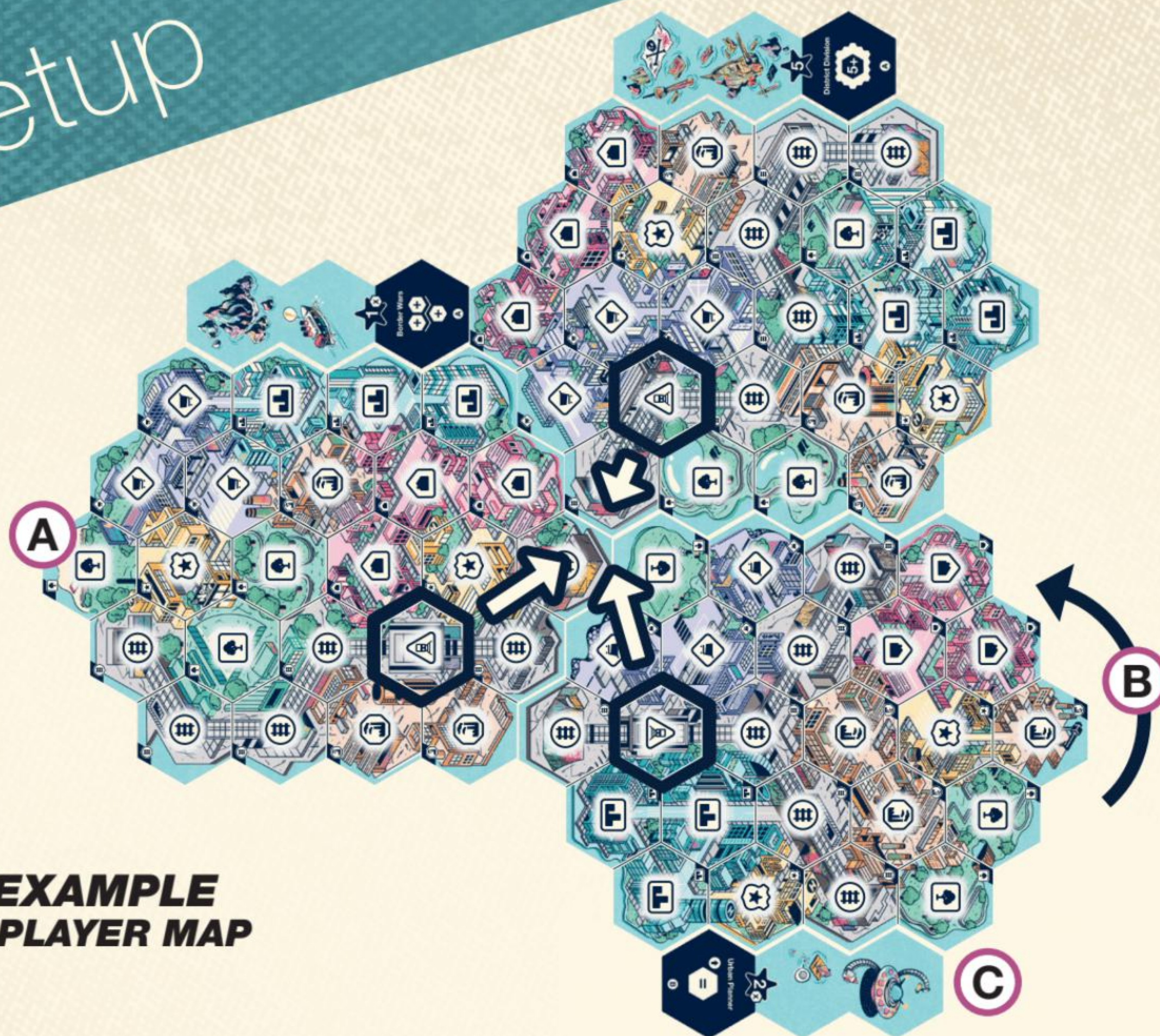
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EXAMPLE 3-PLAYER MAP

City Map Setup

A Randomly select **1 district board per player** and flip each of them to a random side. **Arrange** the districts in the center of the table, using the diagram for your player count on the next page. Return any leftover districts to the box.

B Rotate the districts until each of the **Train Station** hexes (*marked with a* 🚉) are as close as possible to the **center of the map.**

C Shuffle the **objective tiles** and **draw 3.** Flip the first 2 objectives you draw to the **A side** and the 3rd to the **B side.** Place them around the map, wherever convenient.

Player Setup

D Players should sit **more or less evenly apart** around the table. Each player takes a **crew mat** and places it front of themselves with **6 tags** of their color on top of it.

E Each player places all their remaining tags **off their mat** to create their **personal supply.**

F Shuffle all **115 location cards** and deal each player a hand of **3 cards.**

Share & Draw Pile Setup

(F) Place the correct number of **share pile cards** for your player count around the map to mark the locations of **share piles,** as shown in the diagrams below. Return any unused share pile cards to the box.

(G) **Split** the entire remaining deck into a number of piles of **roughly the same size** based on your player count:

Split the deck into **4** piles.

Split the deck into **3** piles.

Split the deck into **4** piles.

Split the deck into **3** piles.

(K) From these piles, randomly select the correct number of **draw piles** for your player count. Place them facedown around the map, as shown in the diagrams below.

(L) Set aside the remaining **unused piles** for the rest of the round. (*These are treated as **discarded,** and won't be used this round.*)

(M) Make a pile of **cop car tokens** next to each of the **draw piles,** with roughly the same number of tokens in each.

You're now ready to play!

Family-Friendly Mode

*If your players are new to the game, or you're looking for a more casual experience, remove "Rail Supreme" from the objective tiles and deal **only 1** random objective tile, set to the **A side.***

NOTE: *Objective tiles and cop cars are not shown in the diagrams below.*

4	*share cards*
2	*draw piles*
2x	*unused piles*

4	*share cards*
2	*draw piles*
1x	*unused pile*

3	*share cards*
3	*draw piles*
1x	*unused pile*

3	*share cards*
3	*draw piles*
0x	*unused piles*
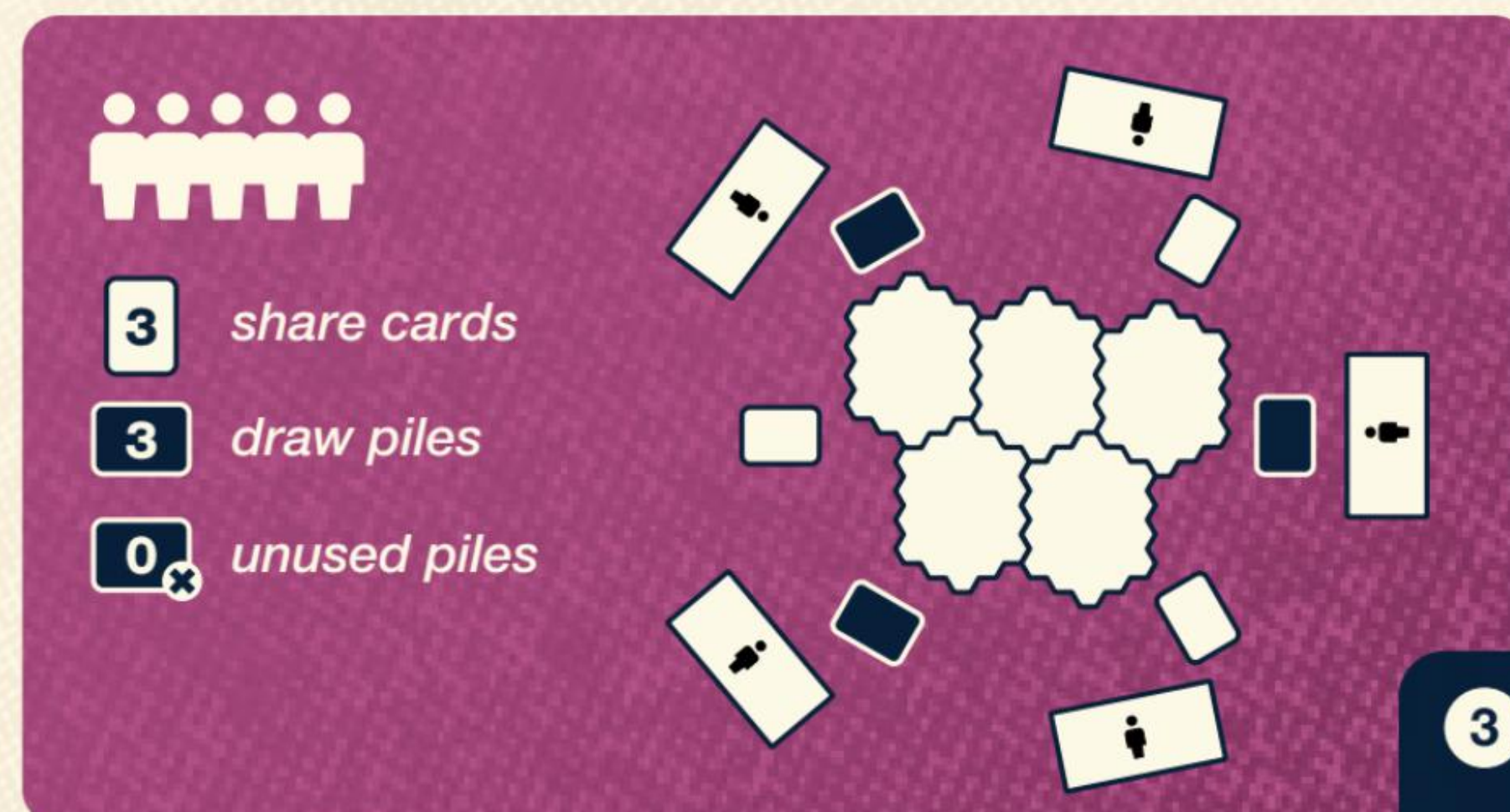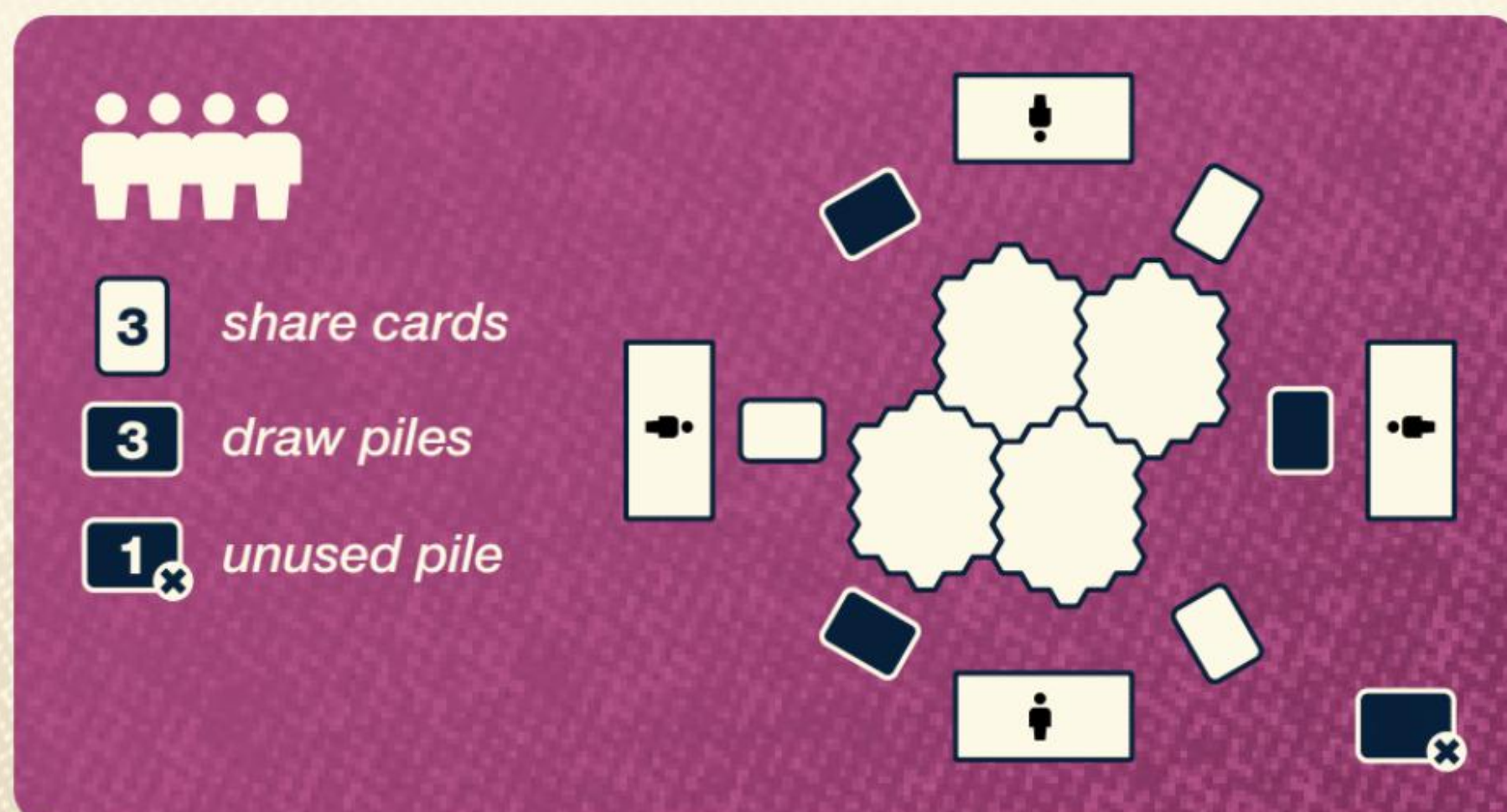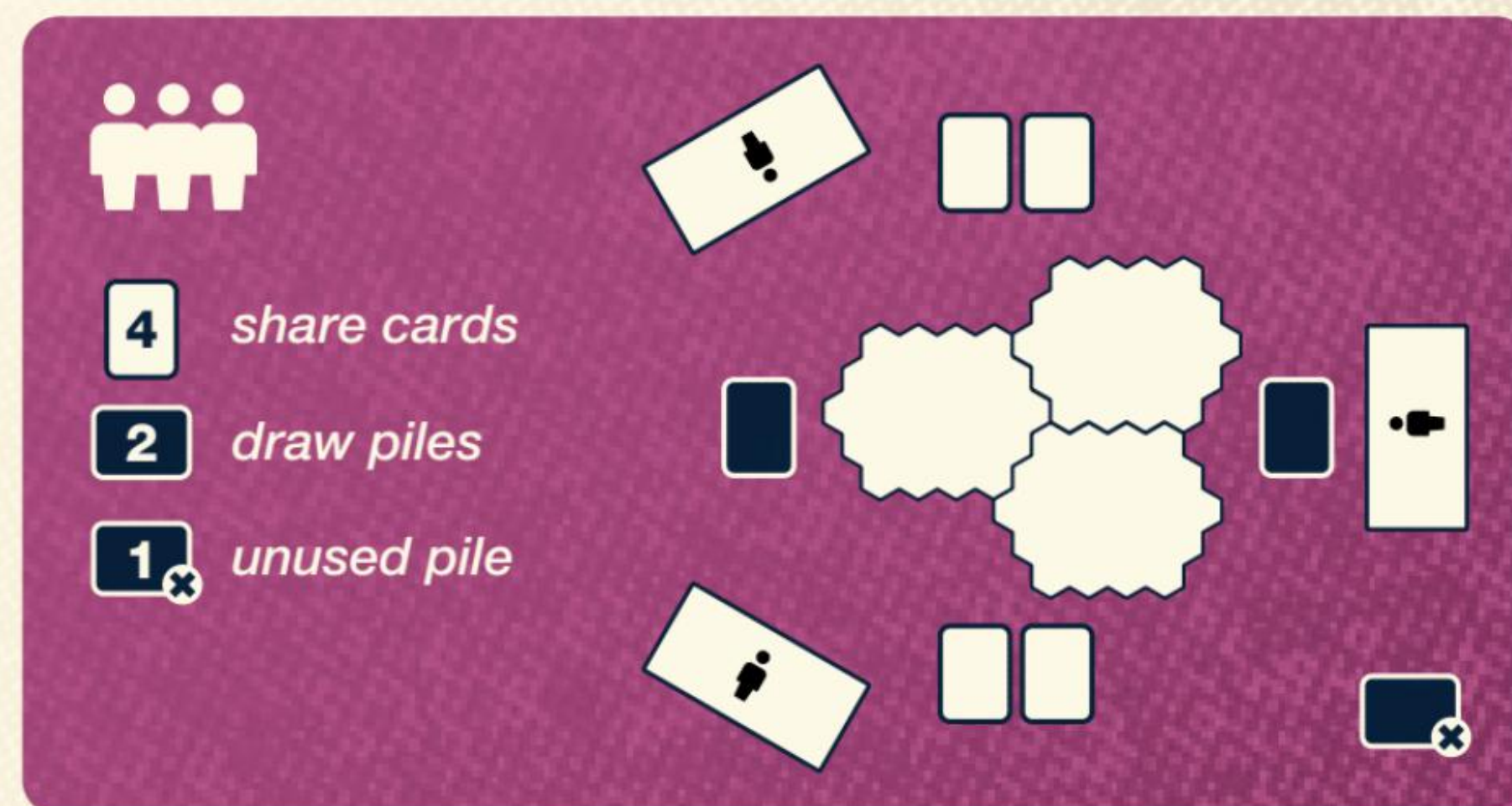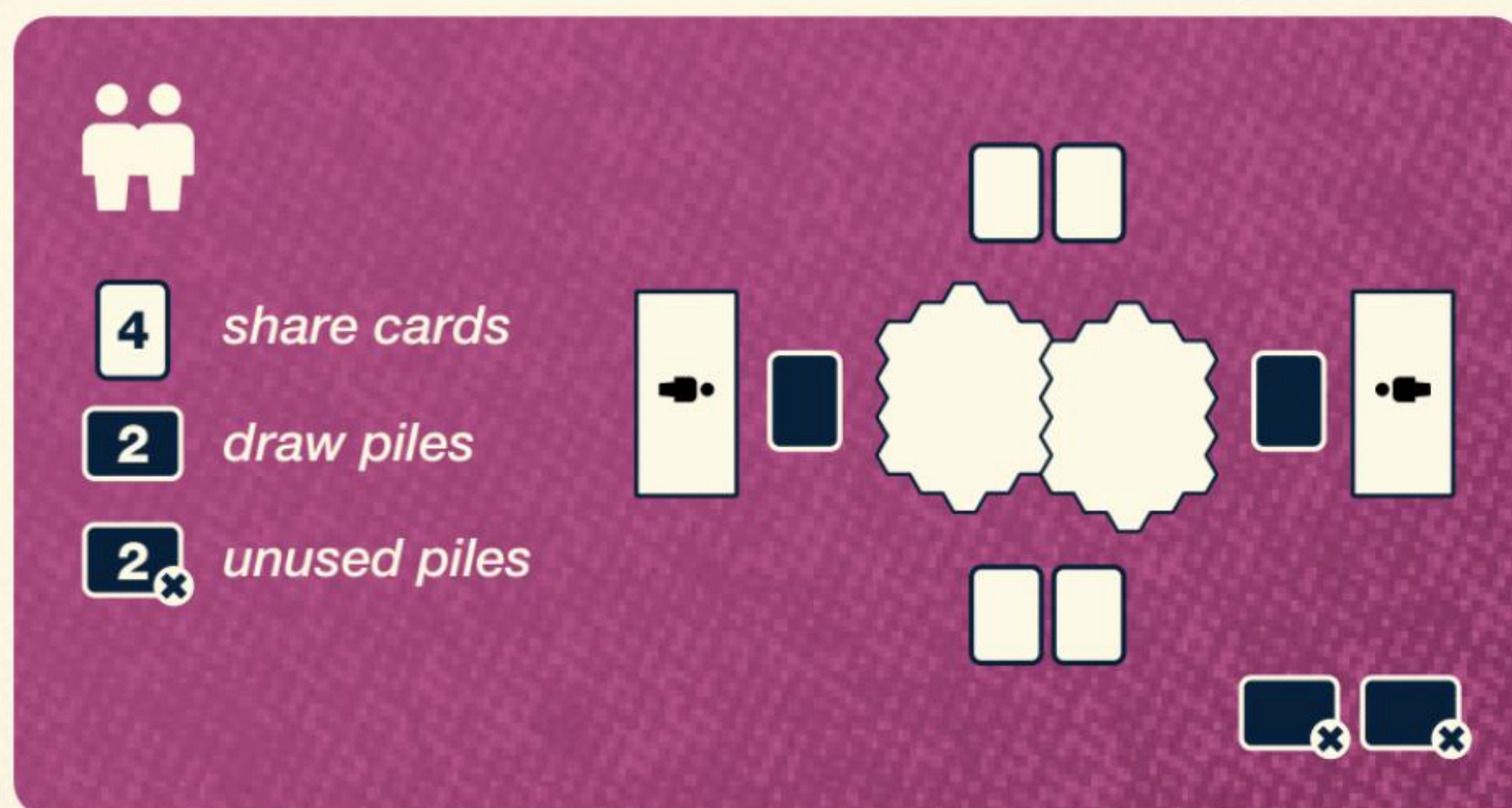
Overview

Spreading your crew's colorful **tags** across the city will build up your artistic cred and give the people of this city something to celebrate.

You want to get as **many** tags out as you can, but you also want to be **creative** about where you place them, so you can complete as many **objectives** as possible.

Make Your Mark

In order to **tag** locations across the city's districts, you need to collect **sets of cards** with matching **location icons**.

Each time you collect a set of **3 cards** that all have the **same icon,** you get to place a tag on a **hex** with that icon anywhere on the map.

At the end of the game, you score points for each **map hex** you've tagged, as well as the **objectives** you've completed. If you score the **most points,** you win!

POINTS
*Your **tags** on hexes with this card's **icon** each score this many points at game end*

ICON
*You can play a card onto a **set** OR **share pile** with the matching icon on top*

COLOR
*You can play a card onto a **share pile** with the matching color on top*

Game Rounds

The game is made up of **3 rounds.** At the end of the **3rd round,** players total up their scores and determine the winner.

There are **no turns** during a round. Once a round has started, everyone takes their actions at the **same time,** in any order they choose.

The only restrictions on **how fast** players can take actions during the round are the **2 Golden Rules,** which ensure everyone has a fair shot at getting the cards they need. Once a round has started, **all players** must follow the Golden Rules at **all times.**

THE GOLDEN RULES

1 You may only draw or play **1 card at a time.**

2 You may have a **max of 3 cards** in your hand at any time.

Starting a Round

Before starting a round, players may want to take a moment to look at their starting hand and review the map.

Once everyone is ready, someone counts down from 3 and shouts **"Go!"** to start the round. Players can then immediately start taking actions.

TIP: *You may find it easier to remember Golden Rule #1 if you use one hand as your "action hand" and the other to hold your hand of cards.*

(2) ACTION
Add to a Set

To make **sets** and get your tags on the map, you must collect **location cards** with matching **icons** on your **crew mat.**

Your crew mat has **2 marked spaces** for **set piles.** If either of these spaces is **empty,** you can **start a new set** there by playing **any card** in your hand (*or any card on top of a share pile; see right*). Once you've started a set, you may **add to it** by playing cards on top of it that have the **matching icon** (color does not matter).

You can **ONLY** have **up to 2 set piles** on the go at a time. If **both** marked spaces on your crew mat have cards in them, you may **not** start another set until you **clear** one of them (*see "Complete a Set," next page, and "Rush a Set," pg. 8*).

EXAMPLE

*If a set pile is empty, you can play **any** card there.*

*If a set pile has cards on it, you can ONLY play cards with the **matching icon** there.*

TIP: It's not always the best move to start a **new set** right away. Sometimes you should **wait** for the right card!

(3) ACTION
Share a Card

If you have cards in your hand that you **can't** or **don't want** to add to your **sets,** you can **get rid of them** by playing them onto any of the **share piles** around the map. This **frees up space** in your hand so you can **draw more cards.**

You can **ONLY** play a card to a share pile if **EITHER**:

(A) The pile is **empty** (there are no cards on top of the share pile card)

OR

(B) The card you wish to share **matches** the **icon OR color** of the top card on the pile.

EXAMPLE

*You can play **any** card onto a share pile that's **empty.***

*Once a share pile has cards, you can ONLY play a card there if it matches the **color OR icon** on top.*

Playing Shared Cards

At **any time** during the round, you may take the **top card** from **any share pile** around the map and play it onto one of your **set piles** (as if it was in your hand).

You can use a shared card to either **start** a new set OR **add to** an existing one. However, to take a shared card, you **must** be able to play it onto one of your sets **immediately** (you must either have an empty pile or a set with the same icon). You may **NOT** put a shared card into your **hand** to save it for later.

If taking the top card from a share pile **reveals another card** underneath it, that card immediately becomes available to play (*since it is now the top card*). If multiple players try to grab a shared card at the same time, the player that touches it first gets to take it. You **may** play cards that you previously shared.

REMEMBER: *Because of Golden Rule #1, you must **finish** placing a shared card on one of your sets **BEFORE** you touch the next card on the pile – which may give someone else a chance to take it!*

④ ACTION
Complete a Set

Whenever one of your set piles has **3 cards**, you may **place a tag** on a matching **map hex** anywhere in the city, and then **clear** the set pile from your crew mat.

To place a tag, take a tag from your **crew mat** and place it on **any unoccupied hex** on the map that has the **same location icon** as the set you completed. You do **not** have to place your tag adjacent to another tag you've placed.

Once you've placed a tag, **clear all cards** in the completed set pile from your crew mat and **discard** them (*see "Discarded Cards," next page*).

If you've placed **all tags** on your crew mat, you must **stop playing** immediately (*see "Running Out of Tags," pg. 8*).

EXAMPLE
*When you **complete** a set, you get to **tag** any matching hex.*

*You can then **clear** the set from your mat to make space for a new one.*

(5) ACTION
Rush a Set

If you are struggling to complete an important set, or you really need to make room for a new set, you can choose to complete and clear a set **early** in exchange for a **penalty** at the end of the game.

To **rush a set**, take a **cop car token** next to any of the draw piles and place it on your crew mat. Then choose one of your set piles with 1 or 2 cards in it and **complete it** as if it had a full 3 cards (place a tag on a matching hex, then clear all cards in the set).

Taking a cop car token has **no immediate effect.** However, at the **end of the game,** you'll have to **remove 1 tag** from the map for each cop car you've taken (*see "Game End," pg. 10*).

EXAMPLE
You can take a cop car to immediately complete and clear a set – but it will cost you at the end of the game!

TIP: *Although you can place your tags anywhere, you'll want to try to cluster them together, since you'll have to remove any solo tags at the end of the game (see pg. 10).*

Discarded Cards

Whenever you **clear** cards off of your crew mat, they are **discarded from the round** and may **not** be drawn or played again by any player.

Your discards should be placed in a **faceup pile** somewhere beside your crew mat that is **not too close** to any of the **share piles** (*so players don't accidentally draw your discards*).

If you are short on table space, players sitting next to each other can discard to the same pile.

Running Out of Tags

You may **ONLY** place tags that are **on your crew mat.** Tags that are still in your **supply** (*not on your crew mat*) are reserved for placement in **future rounds.**

If you manage to place **all tags** on your crew mat during a round, you must immediately **stop playing.** You are **finished** for the round (*see "End of the Round," next page*).
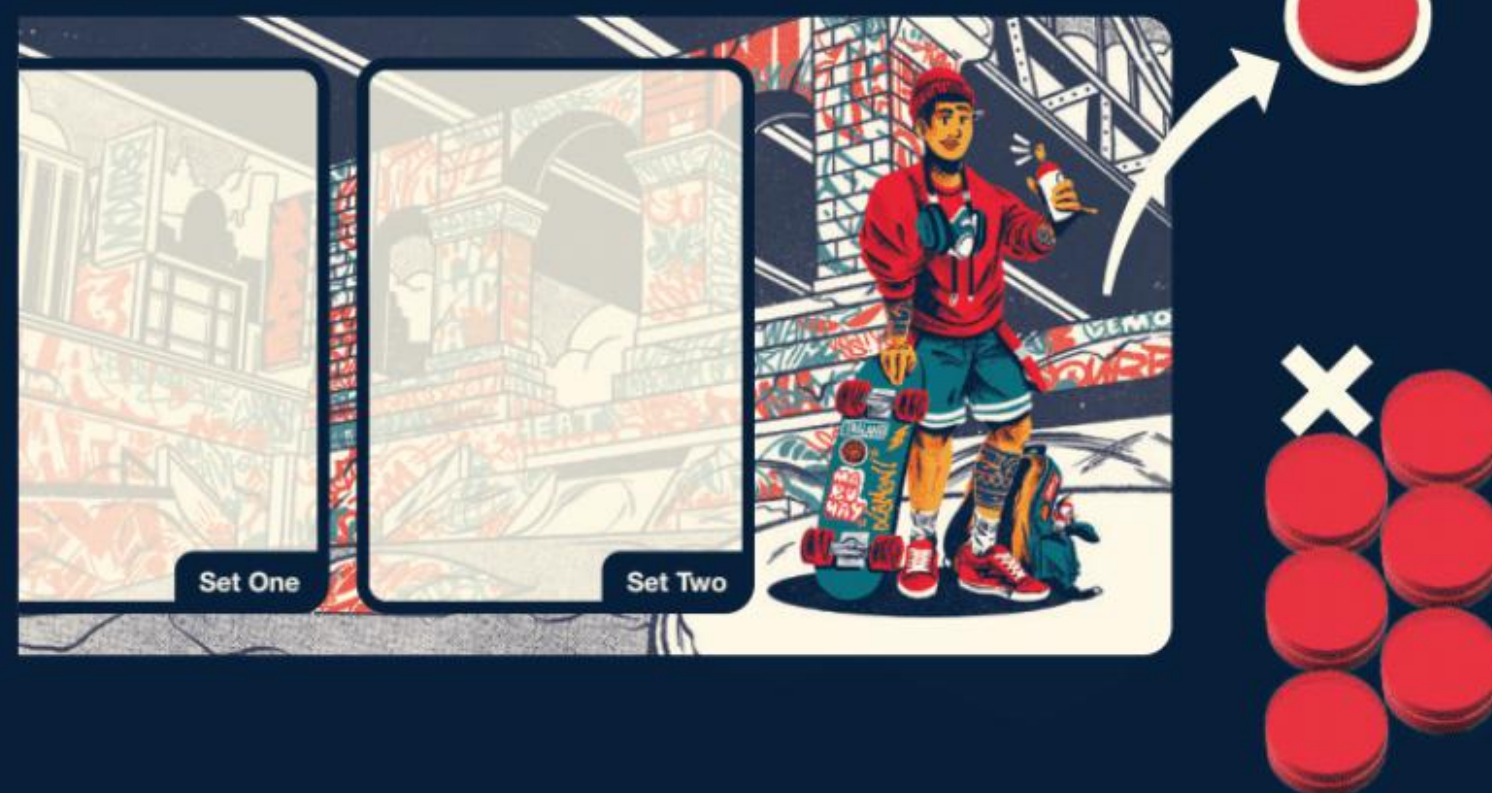
Train Stations

Train Stations are **special hexes** where **multiple players** may place tags.

When you complete a set of Train Station ⚒ icons, you may place one of your tags on **any** Train Station hex where you do not have a tag, even if there are other players' tags there already. If there are, stack your tag **on top** of them.

During final scoring, **every** player who has a tag on a Train Station gets to score it and count it toward objectives.

Clearing Without Placing

If you complete or rush a set, and for some reason you **can't** or **don't want to** place a tag on the map, you **may** clear the set **without** placing a tag.

It is rare but possible that there are **no unoccupied hexes** left on the map that match your completed set. In this case, you **must** clear the set without placing a tag (then continue playing normally).

End of the Round

The **end of the round** is triggered when **EITHER**:

A **All draw piles** around the map are **empty**

OR

B **Only 1 player** has tags remaining on their crew mat.

Once the end of the round is triggered, any players who have **tags on their crew mat** have a **final chance** to finish the sets they are working on. They may continue to take actions normally, except that they may **NOT start any new sets.**

Once the remaining players have **run out** of crew tags, have **completed** all their in-progress sets, OR can take **no legal actions** (they can't draw, share, or add to a set), the **round is over.**

> **TIP:** *If you still have **tags left** at the end of the 1st or 2nd round, don't worry! You'll get to **keep** them and try to place them in the following rounds.*

Starting a New Round

If it is **not** the end of the the 3rd round, follow these steps to set up the **next round:**

1. Each player takes **6 crew tags** from their personal supply and places them on their crew mat, **adding** them to any they have left over from the previous round.

2. Gather up **all cards in the game.** This includes the **card piles** that were set aside during round setup, all players' **discarded cards,** and any cards that are left in **share piles, draw piles, set piles,** or players' **hands.**

3. Shuffle the entire deck and deal each player **3 new cards.** Then split the deck into **piles** and place them around the map (*or set them aside*) exactly as you did during **game setup.**

You're now ready to start the **next round!**

Game End

At the end of the **3rd round,** the game is over! Take the following steps to determine a final winner.

1. **Remove 1 Tag per Cop Car**

2. **Remove All Solo Tags**

3. **Score Objectives**

4. **Score Tags**

1 Remove 1 Tag per Cop Car

Each player must **remove 1 tag** for each **cop car** they collected during the game. You may **choose** each of the tags you remove.

Tags removed this way score **no points** and do **not** contribute to **objectives.**

EXAMPLE

If you have 2 cop cars at the end of the game, you must choose 2 of your tags to remove.
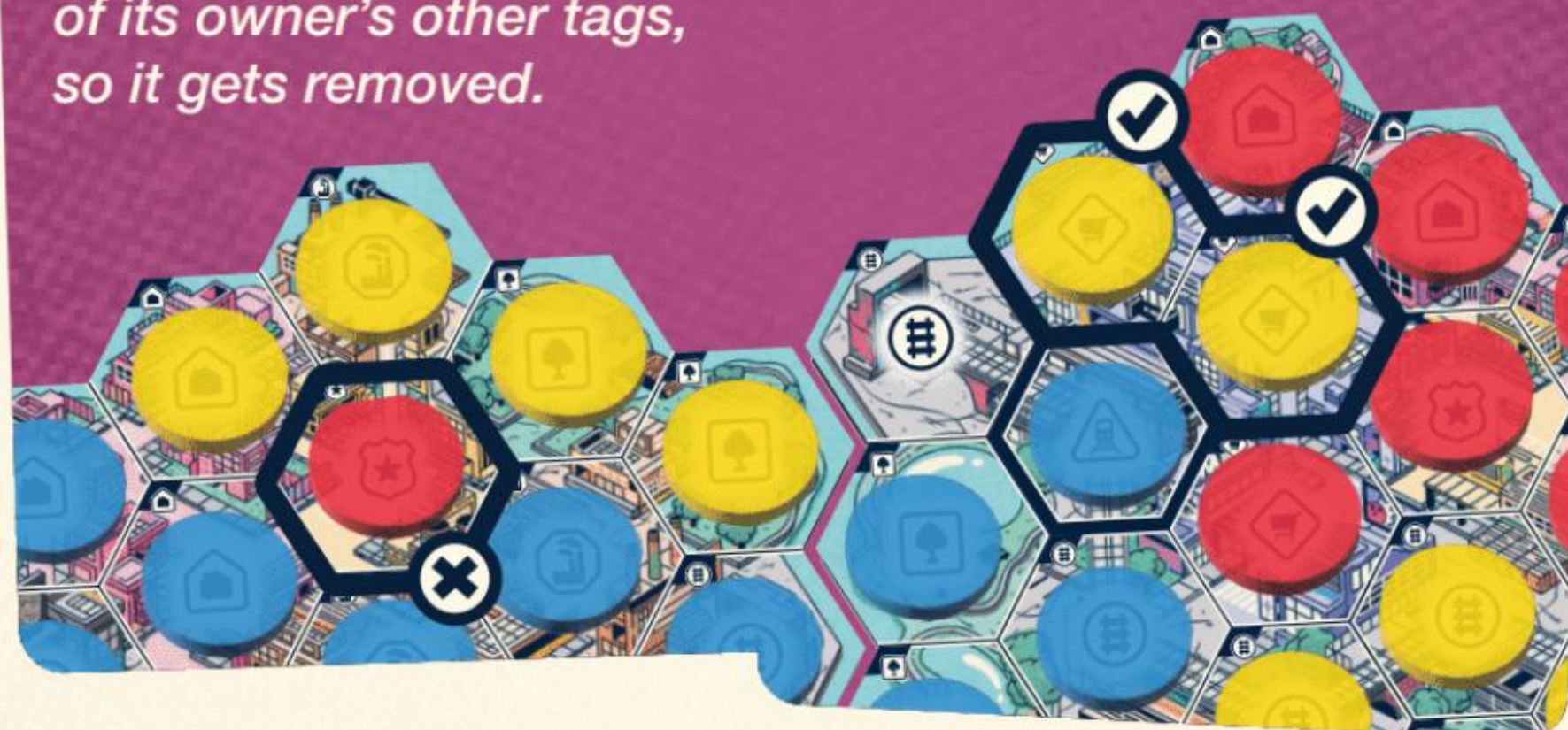
2 Remove All Solo Tags

Next, each player removes each of their tags that is **not adjacent to any of their other tags.**

Tags removed this way score **no points** and do **not** contribute to **objectives.**

EXAMPLE

This tag isn't touching any of its owner's other tags, so it gets removed.

These 2 tags are touching each other, so they stay on the map.

3 Score Objectives

Once everyone has completed steps 1 and 2, players tally up their **final scores.** You will want to use a **pen and paper** to help tally up scores.

First, players score points for **objectives** they've completed. Score each objective one at a time, in any order. Each player may score the same objective **multiple times** if able.

See next section for details on specific objectives.

Tiebreakers

After scoring all objectives and tags, if several players are **tied** for the highest score, the player who took the **fewest cop cars** wins. If there is still a tie, the tied players share the victory.

(4) Score Tags

Next, players add up their points for **each map hex** where they have a **tag.**

Each player first scores all their tags on **1 point** hexes; then their tags on **2 point** hexes; and so on. Remove your tags from the map as you score them.

⚠/▦	=	⭐ 1 EACH
⌂/◈/▥	=	⭐ 2 EACH
⊿/🌲	=	⭐ 3 EACH
⬟	=	⭐ 4 EACH

Tag Clusters

Some objectives refer to **clusters** of tags. A cluster is a set of your tags that are **grouped together,** such that each tag is touching at least 1 other tag in the cluster.

Two groups of tags count as **separate clusters** if **none** of the tags in one cluster are touching **any** tags in the other cluster. If you place a tag that touches 2 of your clusters, it connects them into a **single** cluster.

> *Yellow's tags are split into 2 disconnected clusters.*

TRICORNERS
⭐ 6

Score 6 points per 6 of your tags in a triangle.

Each tag may only count towards 1 triangle.

BESTAGON
⭐ 9

Score 9 points per 7 of your tags in a hexagon.

Each tag may only count towards 1 hexagon.

STRAIGHT SHOOTER
⭐ 6

Score 6 points per 5 of your tags in a straight line.

Each tag may only count towards 1 line.

END OF THE LINE
⭐ 2 ⊗

Score 2 points per tag in your longest unbroken straight line of tags.

Your longest line may cross multiple district boards, and may be in any direction.

⑪

BORDER WARS

1x

Score 1 point per tag touching a border between 2 district boards.

Tags touching multiple borders only score 1 point. Tags touching outside edges of the map score no points.

UNDER THEIR NOSES

1x

Score 1 point per tag touching a Police Station.

An adjacent Police Station may be empty or occupied by any player. Tags ON Stations score no points. Tags touching multiple Stations only score 1 point.

3 OF A KIND

4

Score 4 points per 3 matching icons within the same cluster.

The hexes in a 3 of a kind do not need to touch each other, as long as they are within the same cluster. You may score multiple 3 of a kind within each cluster, but each hex can only be counted towards one 3 of a kind.

URBAN PLANNER

2x

Score 2 points per icon you've tagged of whichever icon type you have the most total tags on.

The icon you have the most of may be spread across multiple clusters.

DISTRICT DIVISION

5

Score 5 points per district board where you have at least 5 total tags.

Your tags may be spread across multiple clusters within the district.

ZONE CONTROL

5

Score 5 points per cluster of at least 3 tags.

Clusters must not touch each other anywhere to be considered separate.

RAIL SUPREME

2x

In each cluster where you've tagged at least 1 Train Station, score 2 points per Train Station and Railway.

Clusters that do not contain a Train Station score no points. Each hex can only be scored once, no matter how many Train Stations are in its cluster.

STATION SNAKE

2x

Connect 2 or more Train Stations with an unbroken path of tags to score 2 points per tag on the path.

You must score the shortest possible unbroken path that connects each tagged Train Station without using any tag more than once. Count each Station on the path once (including start and end).