

# Complete, Proofread rule of Critter Cab

## *STORYLINE:*

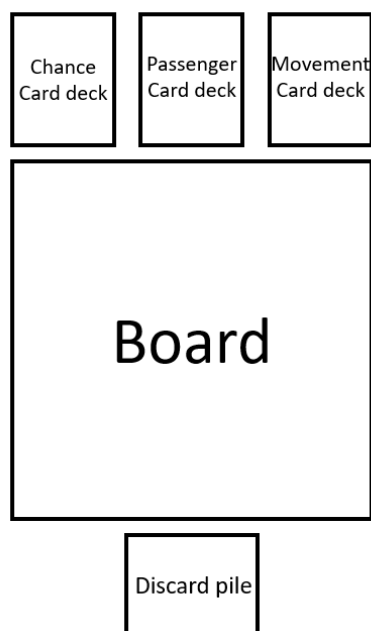
You are a Taxi driver for a cab company named Critter Cab, sharing the same goal as your colleagues to be the 'Critter of the month'. "Whoever can earn the most revenue will be the next 'Critter of the Month'" Your boss announced. Hearing this, you and your peers dash to your taxi to start your shift...

Earn as many coins as possible to get the title of Critter of the Month.

Objective: Earn as many coins as possible

## How to set up Critter Cab

Here's a visual on how to set the game:



\*You do not have to put it exactly as the outline shown above. Having the card deck and board be placed as such helps to organise.

## Types of taxis

- River taxi (amphibious vehicle) - 4 pax, able to cross rivers and stream lanes.

Paths coloured in light blue are shortcuts that the River taxi can use to travel across the board.

- Family Taxi - 6 Pax at a time (can only accept new passengers once all passengers have alighted)

When the player with Family taxi as their taxi card starts their turn, they will *draw 2 Passenger Cards* and see if the sum of passengers is **less or equal to 6**.

- If the sum of passengers is **less than or equal to 6**, they can pick up **both** passengers and must send **all of them** to their destination before getting new passengers.
- If the sum of passengers is **more than 6**, they can only choose 1 of the Passenger Cards. The other passenger card will be placed back to the Passenger Card deck and the deck of passenger card must be *reshuffled*.

- Limousine - 4 pax, Gains 2 more money from VIPS

The player with the Limousine taxi card would want to look out for the symbol that looks like a coin with a top hat at the top left corner of the passenger card. This indicates that the passenger is a 'Very Important Person' (VIP) and loves luxurious rides, hence giving **2 coins** as tips to limousine drivers.

- Flying Taxi - 4 pax, can fly only to certain places

Paths coloured in dark blue are shortcuts that the Flying taxi can use to travel across the board.

## Summary of rules

1. Before the game starts, *shuffle* Chance Cards, Passenger Cards and Movement Card decks **Separately**. Every player will have 1 Taxi Card, 1 Small Figurine of their choice and 3 random Movement Cards that they will draw from the Movement Card deck. Make space for all extra Taxi Cards, Movement Cards. **Set a time limit. (35-60 mins)**
2. On the first turn, choose to start at **any** taxi stand. Put a figurine on the Taxi Stand Tile and 'pick-up' a Passenger Card. Hold this Passenger card in your hand.
3. Choose **1 of the 3** Movement cards to move towards **1 of the 2** destinations by *discarding* the chosen Movement Card (put the used Movement Card discard pile). When there are no more cards to redraw, the cards will have to be reshuffled and be used again as card decks.) and move your figurine according to the number of moves shown on the card. If the taxi is already at one of the destinations the passenger wants, the player will have to bring the passenger to the other destination.

When the player discards a Movement card, they will have to draw a new Movement card.

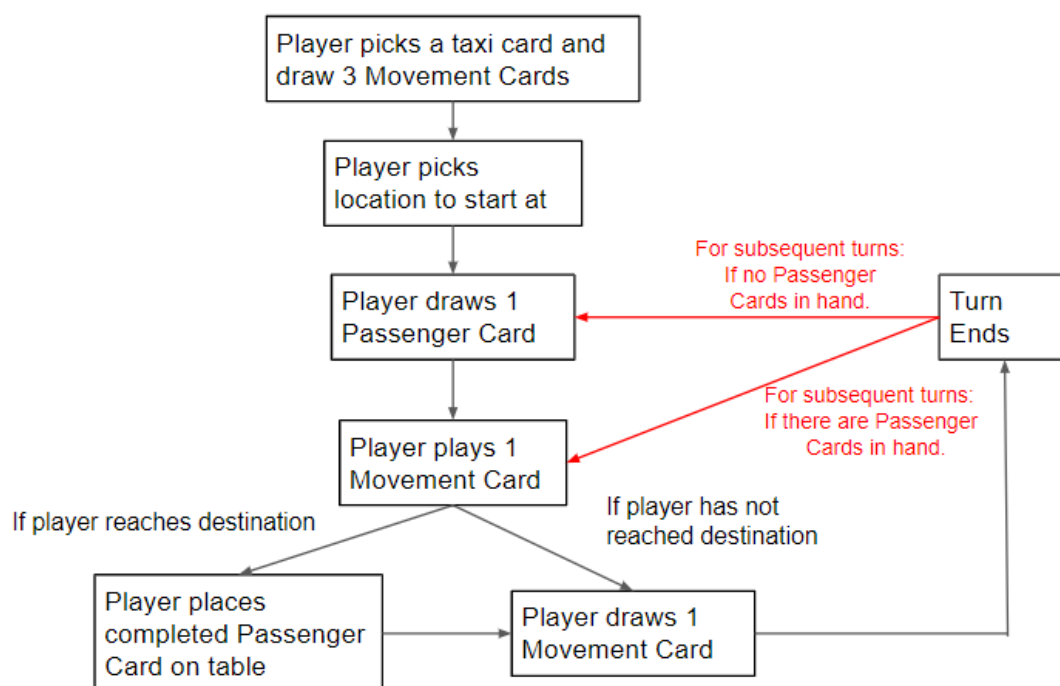
***\*\*Note that the players must use up all the moves from the movement card they played. If the player does not land on the taxi stand destination by the time they use up the number of moves, it is considered that the taxi did not reach the destination yet.***

4. Once you reach the passenger's destination, the Passenger Card will be in your permanent possession: The card will be placed down, face up on your side of the table. This indicates that you have successfully brought your passenger(s) to their destination, thus receiving the taxi fare.

**\*\*After all Passenger Cards in hand have been placed on the table, a new passenger card (2 Passenger Cards for Family Taxi) should be drawn from the Passenger Card deck.**

5. In the following turns, get the passenger(s) to their destination. If the taxi does not have passengers inside, *draw* a passenger at the start of the turn and then move to the passenger's chosen destination shown on the Movement Card.
6. If you land on the Chance Card Tile, *draw* a Chance Card. Depending on the Chance Card, you can either play it immediately or keep it to use later.
7. Repeat steps 5 and 6 until the time runs out. Winner will be the one who has the most profit.

Here is the game sequence diagram:



## Comprehensive rules

### CARDS EXPLAINED

- **Taxi cards:**

The top text of the cards has the name of the taxi. The bottom text indicates the ability of the taxi.

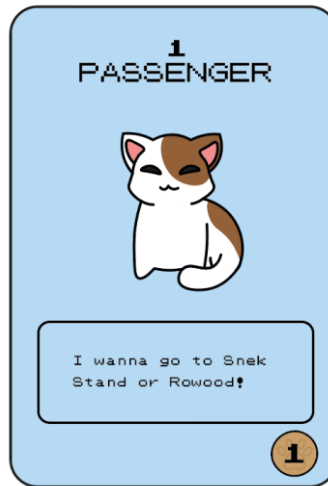


Eg. Family Taxi- the text below says 'You obtained Family taxi! (pax 6) Ability: Able to carry more passengers' . (pax 6) means the max number of passengers allowed in the taxi.

- **Normal Passenger cards:**

For normal Passenger cards the bottom box of text indicates two destinations that the passenger wants to go.

The coins below the box of text shows the taxi fare that the passenger(s) will pay to the players once the players successfully dropped them off.



Eg. 1 passenger Card - Right below there is a bottom text saying 'I wanna go to Snek Stand or Rowood!' Indicating 2 different locations that players can choose to drop off the passenger. Should the player already be at 1 of the destination, the player must travel to the other taxi stand to drop off the passenger. There is a coin below that indicates the coins earned from dropping the passenger off.

- **VIP Passenger Cards:**

Like the normal Passenger Cards, VIP Passenger Cards have a bottom box of text that indicates two destinations that the passenger wants to go and the coins below the box of text shows the taxi fare that the passenger(s) will pay to the players once the players successfully dropped them off.

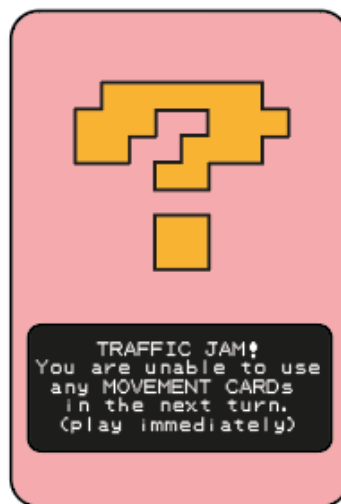
The player with Limousine can earn extra two coins for every VIP passenger card they have.



Eg. 2 VIPs passenger card- The top text that says '2 VIPs' is the indication from the passenger card that this is a VIP card. Right below there is a bottom text saying 'I wanna go to Westengate or Snowy City!' Indicating 2 different locations that players can choose to drop off the passenger. Should the player already be at 1 of the destination, the player must travel to the other taxi stand to drop off the passenger. There is a coin below that indicates the coins earned from dropping the passenger off.

- **Chance Cards:**

Chance Cards have a box of text to indicate an action a player must act on. Some of the chance cards can be played later and others immediately, those will be indicated on the card itself.



Eg. Traffic Jam Chance card - The Chance card has a bottom text that says 'TRAFFIC JAM! You are unable to use any MOVEMENT CARDS in the next turn. (play immediately)' This technically means skip the next turn. This card has to be discarded and played immediately.

- **Movement Cards:**

The Movement Card has a number at the top of the card that indicates the number of movements the user must use up should the player choose to play it. The player must use up all the moves they have. The bottom text is to confirm how many moves the card grants the players.

Used Movement Cards are to be discarded by putting the Movement Card into the Movement Card Deck and *reshuffle* the deck.



Eg .Movement cards- The card has a bottom text that says ‘1 MOVEMENT CARD This card allows you to move 1 space’. This means that when you play the card, you can only move once. Players can decide to move in any direction, even backwards should they have the movements to do so.

## HOW TO PLAY

Before the game starts, players will *shuffle* Chance Card, Passenger Card and Movement Card decks **Separately**.

Every player will have **1 Taxi Card** and **1 Small Figurine** of their choice and 3 random Movement Cards that they will draw from the Movement Card deck. Any extra Taxi Cards and Movement Cards will be placed to one side as well. Players will then decide the time for the timer they want to set before the game. (35-60 mins)

### Sequence for first turn:

1. Put figurine on any taxi stand of your choice
2. Draw Passenger Card(s)

\*Exception to family taxis. Refer to [Types of Taxis](#).

3. Use 1 Movement Card and move the figurine accordingly. Should head towards the passenger’s destination
4. Replenish the Movement Card.
  - 4.1. If the player reaches a chance tile, they must *draw* a Chance Card. Depending on the card, they must either play immediately or play later.
  - 4.2. If the player reaches the passenger’s designated drop off point, they will drop off their passenger by placing the card on the table in front of them as indication that they have dropped their passenger. If a player has no Passenger Cards on hand, it means they have no passengers in their taxi.

## 5. End of turn

### Sequence for other turn

Players that have dropped off their passenger will draw Passenger Card(s). They will follow **'Sequence for first turn'** by following steps from step 2 onwards.

Those that have not dropped off their passenger yet (have Passenger Cards on hand) will follow **'Sequence for first turn'** by following steps from step 3 onwards.

## FAQs

### **Q: Is there a direction I need to go around the board?**

A: No, you can go in any direction you want, including moving back ,so long as you are using up the number of movement(s) you have been granted from the movement card you play during your turn.

### **Q: What happens when I run out of Movement cards in the Movement Cards deck?**

A: You have to replenish the cards by reshuffling the cards from the discard pile. The discard pile consists of movement cards, passenger cards, chance cards. Should any of the decks require replenishment, players will have to use the cards from the discard pile:separate the cards according to the type of cards and reshuffle,ensure that the cards are faced down so that the draw of cards is random and fair. You can pause time during the replenishment of cards.

### **Q: What happens when there are no more passenger cards?**

A: The game will end.

### **Q:When can I pause the timer?**

A: The timer should only be paused if the players are taking a break or replenishing the card decks. If a player is lengthening their turn, the timer should not be paused.

### **Q: What is the use of a timer?**

A: The timer adds the sense of emergency while the player tries to get as many coins as possible, it can also be seen as a challenge for the players. It also serves as a trigger of anger emotion as the player before you might take a longer time to finish their turn. This is to allow the players to feel what it is to be a driver when the driver in front of them does not seem to budge.



**Q: For the Bet! Chance card, do I have to use my Movement card?**

A: No, you have won 3 free moves. You have to use all of the moves: the same rule as movement cards.