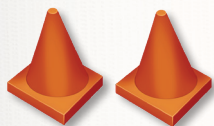




COMPONENTS



2 TRAFFIC CONES



5 CONGESTION TOKENS



1 CITY TRAFFIC PURSUIT DIE



3 PASSENGER TILES



ARLO PLAYER MAT



6 CUSTOM TAXI MEEPLES

COMPONENTS DESCRIPTION



TRAFFIC CONE

Blocks a road segment.



CONGESTION TOKEN

Moving through counts as two movements towards speed limit (*instead of one*).



CITY TRAFFIC PURSUIT DIE

Traffic cone symbols added to pursuit die which trigger movement of traffic cones.



ORANGE PLAYER POWER

Arlo starts the game with \$1, giving him a jump-start on his competitors.



CITY TRAFFIC EXPANSION RULES

ADDITIONAL SETUP

- Place **City Traffic Pursuit Die** (*six sided*) on table and return standard Pursuit Die (*four sided*) to the box.
- Place the **Congestion Tokens** next to the upgrade tokens on the table.

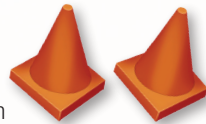
After drafting upgrades, players will place the traffic cones and congestion tokens on the game board as follows:

- The last player in turn order places the two traffic cones (see **Traffic Cone** section for placement rules).
- Starting with the last player, each player places one congestion token on any road segment.



GAMEPLAY

TRAFFIC CONES



Road segments with a traffic cone placed on them cannot be passed through by either the patrol car or taxis. Traffic cones can be used strategically to create detours for competitors, but **may not be placed in such a way that makes any location completely inaccessible**. For example, you may not place a traffic cone on the only accessible drop-off space for a destination. However, if a destination has two accessible drop-off spaces you can use a traffic cone to block one. Traffic cones are shifted during the game using the **City Traffic Pursuit Die** as follows:

When rolling the pursuit die at the end of your turn, if a number is rolled, resolve the patrol car pursuit as usual. However, if the die lands on a traffic cone icon, **move both traffic cones** onto two new spaces (*cannot restrict access to a location*). Re-roll the pursuit die until a number is rolled in order to complete the patrol car pursuit.



CONGESTION TOKENS



Congestion tokens create temporary traffic which requires additional movement to get through spaces on which they are placed. To move through a congestion token, you must count it as **two spaces towards the speed limit** instead of just one. Upon moving through a congestion token, it is removed from the board and placed back in the supply. New congestion tokens are placed **when dropping off passengers** as follows:

After dropping off a passenger, take a congestion token from the supply and place it anywhere along the road in which the drop-off space is located (*horizontally or vertically connected in a straight line from the drop-off space*). If there are no congestion tokens in the supply, take a congestion token already on the board and place it accordingly.

