

T.REX IS MY CAB DRIVER,
RAAWWR!

Driver's Handbook



Chris Morris – Apr. 23, 2012 – GAT 210C
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SUMMARY

T.REX IS MY CAB DRIVER, RAAWWWR! is a fast-paced action game for four players. Take control of the famous Tyrannosaurus Taxi Service and experience the everyday challenges faced by its hardworking cabbies. New fares are popping up all the time, humans and dinosaurs alike; it's up to you to figure out how to quickly pick up and deliver your customers around the city. Watch out though, the Polizia are always on the lookout for lawbreakers! They definitely don't appreciate speeding taxi cabs, especially ones driven by Mr. Tyrannosaurus Waldorf Rex! Try to complete as many fares as you can before getting captured!

CONTENTS

Game Board

Fare Deck (20 Checkered Cards)

Rage Tracker (3 Blue Cards)

1x Taxi Cab Token (Yellow)

3x Polizia Car Tokens (Red, Orange, Green)

5x 6-Sided Dice (D6)

20x Fare Tokens (Yellow)

12x Rage Tokens (Red, Orange, Green)

SETUP

ONE: Roll 1D6, the highest roller will play as the **Taxi Cab**.

The remaining players each take a **Polizia** Car Token of their choice.

In the event of a tie, players may roll off until a winner has been decided.

TWO: Turn order follows in a clockwise fashion, starting with the **Taxi Cab**.

THREE: Place the Tokens on their appropriate board tiles, labeled as **T.Rex Taxi Co.** (Yellow) and **Dino City Polizia** (Blue).

FOUR: Place the **Fare Tokens** in a pile next to the game board; these are used to keep track of the number of fares successfully delivered by the **Taxi Cab**.

FIVE: Shuffle the **FARE DECK** place it face down adjacent to the board. Give one **RAGE TRACKER** card and three matching **Rage Tokens** to each **Polizia** player.

TERMINOLOGY

FARE(S): A **FARE** counts as one complete trip: a "**Pick Up**" and its subsequent "**Delivery**." Completing a **FARE** allows the **T.Rex Taxi Co.** to add one **FARE TOKEN** to their Score.

TILES

Streets: Street tiles are black with yellow lines, all cars can move along the streets.

Alleyway: Alleys are street tiles with orange blocks on each side, only Taxi Cabs can move through these tiles.

Buildings: Buildings are simple grey blocks, vehicles cannot move through these squares.

Dino City Polizia: This is the starting and return tile for all Polizia Cars, all cars can move through this tile if it is currently empty.

T.Rex Taxi Co.: This is the starting tile for the Taxi Cab, all cars can move through this tile if it is currently empty.

OBJECTIVE

T.REX TAXI CO.

The objective of the **T.Rex Taxi Co.** is to complete as many Fares as possible while avoiding capture by the **Polizia**. Each FARE that is successfully **Delivered** allows the Cab Driver to take one FARE TOKEN from the pile and add it to their score.

POLIZIA

The objective of the **Polizia** is to intercept and capture the **T.Rex Taxi Cab**, a notorious menace to society and the bane of Chief Bronto's existence.

MOVEMENT

T.REX TAXI CO.

The **Taxi Cab** can roll up to 2D6 on their turn, taking the combined amount as their Movement Speed. The Cab can travel orthogonally through the **Streets** and **Alleyways** on the Game Board, moving up to the amount of their Speed, but no less than one tile. The **Taxi Cab** cannot stop on or move through **Polizia Cars**.

POLIZIA

In order to determine Movement Speed, **Polizia Cars** can roll 1D6 plus one point per RAGE that is currently accumulated (See: **Polizia: Rage Tracker**). The **Polizia Cars** can travel orthogonally through the **Streets** on the game board, moving up to the amount of their Speed value, but no less than one tile.

Polizia Cars are high-end sports vehicles and as such, are too wide to travel through any narrow **Alleyways**.

Polizia can move through each other, but cannot stop on the same square as another **Polizia Car**.

Polizia cannot move through the **Taxi Cab**, but can land on it to **ATTEMPT ARREST**. (See: **Polizia: Attempting Arrest**)

TURN PROCEDURES

T.REX TAXI CO.

PICK UP

ONE: At the beginning of the game and after each subsequent **Delivery**, the T.Rex Taxi Co. will need to obtain a new **Pick Up** location. This is accomplished by drawing a card from the Fare Deck, taking care to keep it hidden from the **Polizia**. This card indicates a specific tile on the game board where the Taxi Cab must land to complete their **Pick Up** job. (If a **Pick Up** job is currently in progress, skip to **Step Two**.)

TWO: Perform Movement.

THREE: Upon landing at the **Pick Up** location specified on the card, the card must be revealed to the **Polizia** and placed face up in front of the **Cab Driver**.

FOUR: After a Movement Action or **Pick Up** has been completed, end your turn.

DELIVERY

ONE: Once the **T.Rex Taxi Co.** has successfully “**Picked Up**” a new passenger, they may draw a new card from the Fare Deck, again taking care to keep this card hidden from the **Polizia**. This indicates a specific tile on the game board where the **Taxi Cab** must land to complete their **Delivery** job. (If a **Delivery** job is currently in progress, skip to **Step Two**.)

TWO: On subsequent turns, if they still have a **Delivery** job in progress, they may perform their Movement and continue towards the goal indicated on the card.

THREE: Once the **FARE** has been **Delivered**, the card must be revealed to the **Polizia** and placed with the previous **Pick Up** card. This indicates one complete **FARE**, utilizing those two board locations. The **Cab Driver** may place a **FARE TOKEN** on top of these cards to indicate that a point has been earned.

FOUR: After Movement or a **Delivery** job has been completed, end your turn.

POLIZIA

RAGE TRACKER

Each **Polizia** has a **Rage Tracker** card; this indicates the current **Rage** level of their **Polizia Car**. **Rage** is accumulated by failing an **Arrest Attempt** and crashing the vehicle. While **Polizia** may crash multiple times, only one **Rage** is added per crash and only up to the maximum of **THREE**. **Rage** allows the **Polizia Officer** to add an additional point per **Rage** to their Movement and **Attempt Arrest** rolls until the end of the current game.

MOVEMENT

Directly following the **Taxi Cab's** turn, each **Polizia** player takes their turn in clockwise order.

At the beginning the turn, take a Movement action and attempt to pursue and **Capture** the **Taxi Cab**. Landing on the same tile as the **Taxi Cab** allows you to **Attempt Arrest**.

ATTEMPTING ARREST

Upon landing on the **Taxi Cab**, the **Polizia Car** and **Cab Driver** roll off to determine if a **Capture** is made. The **Polizia** rolls 1D6 and adds their **Rage Modifier**, while the **Cab Driver** rolls 2D6. If the **Polizia** ties or beats the combined dice roll of the **Cab**, a **CAPTURE** is made and the **Polizia** achieve Victory. (See: **Victory: Capturing**)

If the **Cab** wins the roll, however, the **Polizia Car** crashes and must return to the **Dino City Polizia** tile, adding one **Rage Token** of matching color to the next level on their **Rage Tracker** card.

CORNERING & BLOCKING

If a **Polizia Car** would move into a position that would prevent the **Taxi Cab** from moving on its next turn, this is considered a cornering or blocking maneuver.

Situations in which this might occur are as follows:

Blocking a **Taxi Cab** that is inside of an **Alleyway**: If a **Polizia Car** has blocked one of the **Alleyway** entrances and a second car pulls up to close off the remaining path, an immediate **Arrest Attempt** is initiated. Both **Polizia** roll against the **Taxi Cab** and combine their roll amounts and **Rage Modifiers** to determine if a **Capture** is successful. If the **Arrest Attempt** is unsuccessful, all of the **Polizia Cars** crash and return to the **Dino City Polizia** tile and add one **Rage** point to their **Tracker**.

A Cornering/Flanking **Arrest Attempt** occurs when a **Polizia Car** blocks off the last potential exit route that the **Taxi Cab** might have on normal **Street Tiles**. They must either land on the **Taxi Cab**, or in the final exit tile that is directly adjacent to the **Taxi Cab**. All **Polizia** receive a flanking bonus during their **Arrest Attempt**.

Like Blocking, all **Polizia Cars** roll against the **Taxi Cab** and combine their roll amounts and **Rage Modifiers** to determine if the **Capture** is successful. If the attempt is unsuccessful, all of the **Polizia Cars** crash and return to the **Dino City Polizia** tile and add one **Rage** point to their **Tracker**.

END: After Movement Action or Arrest Attempt has been completed, end your turn.

VICTORY

T.REX TAXI CO.

The **T.Rex Taxi Co.** can achieve victory by successfully completing five **FARES (Deliveries)** and adding the Fare Tokens to their score.

POLIZIA

The **Polizia** can achieve victory by intercepting and **Capturing** the **Cab Driver**. All **Polizia** players either **WIN** or **LOSE** together, but the officer who makes the arrest gets a large bonus on their paycheck at the end of the year. Everyone else gets chewed out by Chief Bronto!

SWITCHING CAB DRIVERS

After a game reaches completion, with either side achieving victory, the **Cab Driver** retains any Fare Tokens that were earned. Reset the game board and cards, with the next player in **CLOCKWISE** order becoming the new **Cab Driver**. Turn Order still follows in clockwise fashion from the new **Cab Driver**.

After each player has had an opportunity to play as the **Taxi Cab**, the winner is the player with the highest number of collected Fare Tokens. In the event of a tie, all tied players are declared winners. Multiple matches can be played if determined in advanced. If Fare tokens are exhausted, continue to keep score on a separate piece of paper.

CREDITS

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