

TUK-TUK

CRAZY PASSENGER PURSUIT





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You're running your own tuk-tuk company in a bustling city! But with rivals rushing in from every street corner, only the quickest will score the most jobs. Will it be you?

Weave through traffic, dash to the right stations, and earn points or money for every successful drop-off. Just watch out: the more passengers you carry, the slower you go... and the easier it is for sneaky opponents to steal them away! Clever shortcuts and special actions will help you speed ahead or throw your competitors off course. Will your tuk-tuk company go the extra mile and rule the city's streets?

Overview

Take turns in a clockwise order. On your turn, move your tuk-tuks in order to pick up and drop off passengers. Tuk-tuks drive forwards or backwards on the roads, and at intersections they may turn in any direction. As soon as tuk-tuks pass or overtake other tuk-tuks, the passing or overtaking tuk-tuk may poach 1 passenger by paying Coins. Collecting or dropping off passengers ends the movement of your tuk-tuk.

As soon as you deliver passengers indicated on an Assignment card to a station for which you have a Station card, you earn points and receive new cards. You also receive an Action card, which you can use for a special advantage. The first player to earn 18 points, wins the game immediately!



Content

1 Double-sided game board
(one side for 2 players, the other side for 3-6 players)



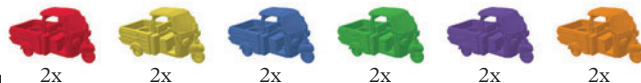
30 Action cards
8x coin, 8x +2 squares, 8x shortcut, 6x obstruction cards



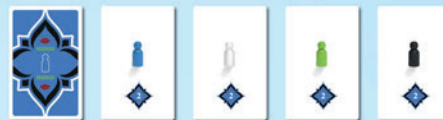
6 Speed cards, in 6 different player colours



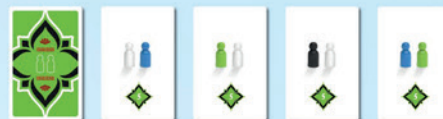
12 Tuk-tuks, in 6 different player colours



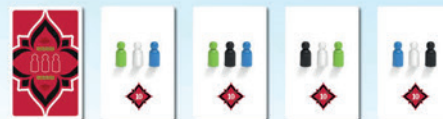
24 Assignment cards for 1 passenger
(blue backs)



18 Assignment cards for 2 passengers
(green backs)



8 Assignment cards for 3 passengers
(red backs)



24 Station cards



3 Obstruction tokens



1 Colour die



24 Coins



1 Standard 6-sided die
(for 3-6 players)



1 Custom die 1-3
(for 2 players)



15 Passengers



SETUP

- 1 Place the **game board** in the middle of the play area, with the side of the board for your player count (2 or 3-6) face up.



3-6 players



2 players

- 2 Place the **dice** next to the board. In a **2-player** game use the custom die instead of the standard 6-sided die.



colour die



3-6 players



2 players

- 3 Shuffle the **Action cards** and place them next to the board to form a face down draw pile.
- 4 Separate the **Assignment cards** by their colour. Shuffle each pile separately to form three face down draw piles and place them next to the board. Place the Assignment card pile for 1 and 2 passengers (blue and green) next to the pile of Action cards. Place the Assignment card pile for 3 passengers (red) on the opposite side of the board.
- 5 Reveal the top card of the Assignment card pile for 3 passengers (red) and place it face up next to the draw pile.
- 6 Shuffle the **Station cards** to form a face down draw pile and place it next to the 1 and 2 passenger Assignment cards (blue and green).
- 7 Each player chooses a colour. Take the **Speed card** and **2 tuk-tuks** of your chosen colour.

- 8 Give each player **2 Coins** and place the remaining Coins in a supply next to the Assignment card pile for 3 passengers (red).

- 9 Place the **Obstruction tokens** next to the Coin supply.

- 10 Determine the **starting player** using a method of your choice.

- 11 Starting with the starting player and proceeding clockwise, take turns to place one of your tuk-tuks on any space on the board. Repeat this until all players have placed both of their tuk-tuks. You may not place two tuk-tuks on the same space.

- 12 Depending on the number of players, place a number of passengers on the board. For each passenger, roll both dice. Place the passenger on the spot indicated by the colour and number shown on the dice. You may not place more than two passengers on the same stop. Re-roll both dice until a suitable space is selected.



Spot: yellow number 5

PLAYERS	GREEN	WHITE	BLUE	BLACK	GOLD
2	1	1	1	1	1
3	2	2	2	2	1
4	2	2	2	2	2
5	3	3	3	3	2
6	3	3	3	3	3

Place any unused passengers back into the box.

- 13 Give each player one Assignment card for 1 passenger (blue), one Assignment card for 2 passengers (green), one Station card, and one Action card. All drawn from their corresponding draw piles. Keep your cards in your hand and secret from other players.
The game is now ready to begin!

Gameplay

You each take turns in a clockwise order, starting with the starting player. On your turn, you may move **both** your tuk-tuks once each or instead spend 1 **Coin**  to move one of your tuk-tuks twice while the other one does not move at all. When a tuk-tuk picks up or drops off a passenger, it ends its movement. You earn points by dropping off passengers at specific locations to match the requirements of your Assignment and Station cards. The first person to gain 18 points wins the game immediately.

Movement

Tuk-tuks may drive forwards or backwards on the roads, and at intersections they may turn in any direction. Tuk-tuks cannot turn anywhere other than at an intersection. Every tuk-tuk has a base movement of five spaces. For each passenger the tuk-tuk carries, the amount of spaces it can move each turn is reduced by one. Each tuk-tuk may carry up to three passengers. A tuk-tuk may move a number of spaces up to its movement value only if it is driving forwards. A tuk-tuk may move zero spaces to pick up or drop off passengers at its current location. Turning at an intersection does not count as a movement. If you choose to move your tuk-tuk in reverse, it can move a maximum of one space, regardless of how many passengers are onboard. Tuk-tuks may pass or overtake each other but cannot finish on the same space. If your tuk-tuk passes or overtakes another tuk-tuk you do not count the occupied space towards your movement value.

	⇒ 5
	⇒ 4
	⇒ 3
	⇒ 2
	⇐ 1

EXAMPLE: Martin (**red**) is moving his first tuk-tuk. It has no passengers on board so may move up to 5 spaces. He chooses to move 2 spaces forwards, then turns left at the intersection, then moves 2 more spaces. He chooses to end his movement, forgoing the final movement.



EXAMPLE: Yuki (**green**) is moving her second tuk-tuk, it has 2 passengers on board so may move up to 3 spaces. She chooses to move forwards. As Robert (**blue**) has a tuk-tuk ahead, Yuki's tuk-tuk moves passed it, not counting that space towards the 3 movements. As a result she moves 4 spaces and must then end her movement.



Picking Up Passengers

If a tuk-tuk ends its movement on a space that has 1 or more passengers on adjacent stops, you may pick up 1 or both passengers. Place the passengers in your tuk-tuk. Remember: from now on, this tuk-tuk will drive fewer spaces per movement.

EXAMPLE: Martin (**red**) ended his movement on a space that has an adjacent stop with 2 passengers. He chooses to collect the black passenger, placing it in his tuk-tuk.



Dropping Off Passengers

Passengers may be dropped off at stops, or at stations. Some spaces have a maximum of 2 adjacent stops, to pick up or drop off passengers. If there are no empty stops available at that space, you cannot drop the passengers off there. Each station has 4 drop-off spaces, where you may drop off any number of passengers to that station. You may only drop off passengers at a station if you fulfil an assignment, or if it is a golden passenger.

NOTE: A tuk-tuk may move 0 spaces to pick up or drop off at its current location. This counts as a movement!

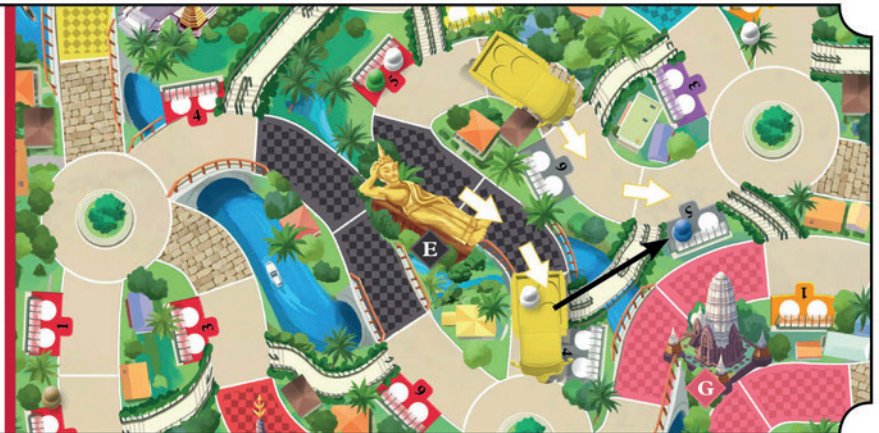
Shortcuts

If a tuk-tuk ends its movement on a space adjacent to a shortcut, you may drop off passengers, who then walk via those alleys to the space on the other side of the shortcut, where they can be picked up again. If the shortcut has a second shortcut to another space, you may choose to move the passenger to either of the 2 possible spaces.



Tip: You can speed up your tuk-tuk by dropping passengers off at a shortcut and picking them up later with the same tuk-tuk that dropped them off, or with your other tuk-tuk. Of course, you do run the risk of another player picking up your passengers before you can.

EXAMPLE: Zoya (**yellow**) is moving her tuk-tuks. She chooses this tuk-tuk first and moves it 2 spaces to the space adjacent to a shortcut. She then chooses to send the blue passenger through the shortcut. She then moves her other tuk-tuk to where the passenger now stands, and picks it up.



Fulfilling Assignments

Each station contains 4 drop-off spaces. If you drop off passengers indicated on an available Assignment card (the one for 3 passengers face up on the table, for each player to be fulfilled, or one from your hand) to one of the 2 stations for which you have a matching Station card, you have completed the drop off and will earn the points for that assignment. The passengers may be dropped off by both of your tuk-tuks, but they must be dropped off during the same turn and at the same station in order to complete the Assignment card. If you drop off passengers with your first tuk-tuk, you may still move your second tuk-tuk as normal. You may complete multiple Assignment cards at the same station during a single turn or during a single tuk-tuk movement. Each passenger may only be used once when completing Assignment cards.

Keep the completed Assignment cards face up in front of you to track the points you have scored. After fulfilling one (or multiple) Assignments, place the used Station card on a discard pile next to the Station card draw pile, and draw a new Station card. Replace the Assignment by drawing a new Assignment card from the draw pile matching the back side colour of the Assignment you completed, or reveal a new card from the Assignment card draw pile for 3 passengers as required. Also draw an Action card (see *Action cards*, page 11). Your hand may contain multiple Action cards. The passengers are relocated on the board, in the order shown on the Assignment card. For each dropped off passenger, in the order indicated on the Assignment card, roll the dice to determine a new location for the passenger to be placed.

Picking up or dropping off passengers ends that tuk-tuk's movement; it may not move again this turn (except if you use 1 Coin 🪙 to let the tuk-tuk move twice).

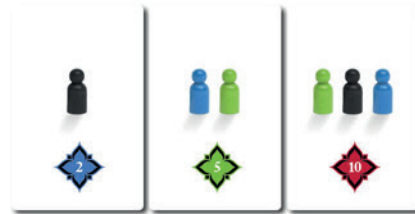
NOTE: In a 2-player game you can't choose a station, since only 1 station of each Station card applies.

EXAMPLE: One of Robert's tuk-tuks (**blue**) is at an intersection. He chooses to move this tuk-tuk 3 spaces to a red station space, in order to drop off its white passenger. Then Robert chooses to move his other tuk-tuk (on the other side of the station) 0 spaces, in order to drop off its black passenger. He reveals a matching Assignment card and Station card, and has therefore completed a successful drop off. He places the Assignment card face up in front of him to show the points scored, discards the Station card and draws a replacement Assignment card and Station card. He also draws an Action card. He must then relocate the passengers onto the board. Starting with the black passenger, he rolls the dice to determine a new location. The white passenger is next, but the rolled stops are full so he must roll again. Finally the white passenger is also placed in the same way.



Assignment Cards

There are three types of Assignment cards, each card showing a set number of passengers. Whenever you are dropping off passengers, you are trying to get the passengers shown on one of the Assignment cards to one of the stations shown on your Station card. You may try to complete either of the Assignment cards you have in your hand or the face up card open to all players, next to the draw pile of Assignment cards for 3 players.



Station Cards and Stations

Each Station card shows 2 possible stations. When you are trying to complete an Assignment card, you must drop off all the passengers for that Assignment to 1 of the stations on your Station card; they cannot be split between the 2 stations. Each station has 4 spaces around it for tuk-tuks to drop off passengers, marked with a diamond pattern.



Golden Passengers

Golden passengers are high-paying passengers; you may pick them up as normal and they will also slow your tuk-tuk down as normal. If you drop off a golden passenger (with or without passengers from an Assignment card) at a station for which you have a Station card, the golden passenger earns you 2 Coins 🪙. Immediately roll the dice to determine a new location for the golden passenger. Discard the Station card and draw a new one as normal. Whenever you drop off a golden passenger, you do not receive an Action card or Assignment card unless also completing an Assignment.

EXAMPLE: Martin (red) chooses to drop off a golden passenger at this station, since he has a matching Station card. He does not need an Assignment card to do so. Martin takes 2 Coins 🪙 from the supply, discards his Station card and draws a new one. He rolls the dice and places the golden passenger at the rolled stop.



NOTE: There can never be 2 tuk-tuks on the same space. So you cannot drop off or pick up passengers on a space where another tuk-tuk is located.

Overtaking/Passing Tuk-tuks and Poaching Passengers

As soon as one of your tuk-tuks drives past another tuk-tuk (from any direction), you may poach one passenger by paying 1 Coin 🪙 to the player whose tuk-tuk you poached from. You may poach a passenger from your own tuk-tuks without paying the coin. Complete your movement before resolving a maximum of 1 poach from each tuk-tuk you have passed. You cannot poach a passenger when moving in reverse.

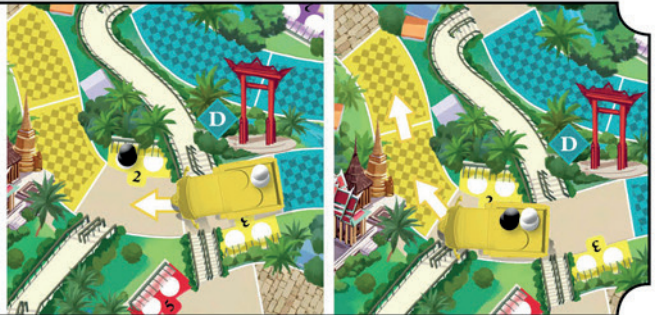
EXAMPLE: Yuki's tuk-tuk (green) moves past 3 other tuk-tuks during her movement. She chooses to poach 1 passenger from Robert (blue), paying him 1 Coin 🪙. She cannot poach the other passenger as there is a maximum of 1 per tuk-tuk. She chooses not to poach a passenger from Zoya's tuk-tuk (yellow) since she doesn't need it and would rather move more on her next turn. Although her tuk-tuk now carries 1 passenger, she still moved all 5 spaces this turn, as poaching is resolved after movement.



Moving One Tuk-tuk Twice

Instead of moving both of your tuk-tuks once each, you may spend 1 Coin 🪙 (that goes back to the supply) to move 1 of your tuk-tuks twice. This tuk-tuk may pick up or drop off passengers at the end of each of its movements. The other tuk-tuk may not move, pick up, or drop off. It does nothing this turn.

EXAMPLE: Zoya (yellow) chooses to spend 1 Coin 🪙 to move this tuk-tuk twice. She first moves 1 space to pick up a black passenger. Then she moves the same tuk-tuk again to drop off the black and white passengers at the station. Her second tuk-tuk does nothing this turn.



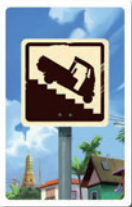
Action Cards

Whenever you complete an Assignment, you receive an Action card as a reward. You may keep these Action cards in your hand (without showing them to other players). At any time on your turn you may play a maximum of 1 Action card to perform the action on the card. You may have any number of Action cards in your hand. When you use an Action card, place it in a discard pile next to the draw pile.



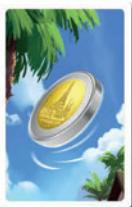
+2 (8x). You may move 1 of your tuk-tuks an additional 2 spaces, regardless of the number of passengers in the tuk-tuk. This may also be done when moving in reverse. If you pay 1 **Coin** to have the same tuk-tuk make 2 movements, the Action card only applies to 1 of the 2 movements.

EXAMPLE: Martin (**red**) plays this Action card. He chooses to move this tuk-tuk 3 spaces backwards. It passes another tuk-tuk when doing so, skipping that space without counting it. He cannot poach a passenger since the tuk-tuk is moving in reverse.

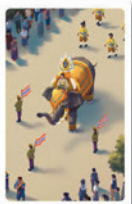


Shortcut (8x). You may use this card while moving a tuk-tuk, to move that tuk-tuk from a space adjacent to a shortcut to the space on the other side of the shortcut. Simply count the spaces, not the shortcut itself. After moving through the shortcut you may choose which direction your tuk-tuk faces.

EXAMPLE: Yuki (**green**) plays this Action card. She chooses to move her tuk-tuk through the shortcut in her second step from space to space, and continues her movement once she exits the other side of the shortcut, so her tuk-tuk finishes its movement at the station.



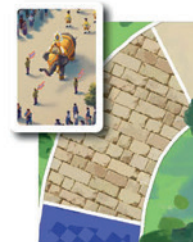
Coin (8x). Take 1 **Coin** from the supply. The Coin may be used immediately.



Obstruction Card (6x). Place the corresponding Obstruction token (parade, roadblock, or market) on a cobblestones space of your choice, with the 'picture' side face up. The token remains on the board until it is removed. To remove an Obstruction token you must end one of your tuk-tuk movements on one of the 2 adjacent spaces. On your next turn do not move that tuk-tuk and flip the token over to show the 'cobblestones with the construction cones' side. At the start of your next turn, remove the token from the board and you may move the adjacent tuk-tuk as normal. As long as a specific Obstruction token is on the board, the matching Action card cannot be played by any player.

The Obstruction token blocks all tuk-tuks of any colour. If the tuk-tuk next to an Obstruction token does not wait a turn, but drives backwards (away from the token) or enters another road via a shortcut, the obstruction token remains in place until a tuk-tuk has waited one whole turn next to the Obstruction token, before the token may be flipped over and then removed.

EXAMPLE: Robert (**blue**) plays the Obstruction card (parade) and places the parade token on this space. On her next turn Zoya (**yellow**) decides to remove the obstruction. She moves 1 of her tuk-tuks to an adjacent space and ends her movement. On Zoya's next turn she does not move this tuk-tuk and may therefore flip the token. At the start of Zoya's next turn the Obstruction token is removed and the tuk-tuk may move as normal.



cobblestones space



cobblestones with the construction cones

End of the Game

As soon as a player has a total of 18 or more points, that player has won the game immediately! The numbers on the assignment cards indicate the number of points for that assignment. Coins are not worth points.



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WARNING! Choking hazard. Not suitable for children under the age of 3. Contains small parts. Game components might differ from the images used in the rulebook.