

If there is at least **one** Tourist Token in one of the Locations you just linked, take one Token provided you don't already have one featuring that symbol. If there are Tourist Tokens in both linked Locations, you must choose which Tourist Token you will take following the same restriction. Tourist Tokens are kept in front of you, visible to all players.

When you claim a Route, you immediately record the points you received, based on the Route Scoring Table printed on the board and move your Scoring Marker on the Scoring Track accordingly. Tourist Tokens will score you points at the end of the game.

You can claim this black Route that is three spaces long by discarding any of the following sets of cards:

Double Routes

Some Locations are connected by Double Routes (two Tracks of the same length connecting the same Locations). A single player cannot claim both Tracks of a Double Route.



Note: In two player games, once one Track of a Double Route is claimed, the other one cannot be claimed by the other player.

Ferries

Ferries are special Routes linking two adjacent Locations across a body of water. They are easily identified by the Ferry icon featured on one of the spaces making the Route. To claim a Ferry Route, a player must play a Ferry card for each Ferry symbol on the Route (on this map, one), and the usual set of cards of the proper color for the remaining spaces of that Ferry Route.



Draw Destination Ticket cards

Each Destination Ticket card shows two Locations and a point value. At the end of the game, you score the point value of each Destination Ticket card you completed or lose the point value for cards not completed.



To complete a Destination Ticket card, you must connect the two locations listed on the card by creating a continuous path of Routes you claimed. You may have any number of Destination Ticket cards.

This action allows you to draw more Destination Ticket cards. To do so, draw two cards from the top of the Destination Ticket cards deck. You must keep at least one of those cards, but may keep both of them if you want. Any returned cards are placed at the bottom of the Destination Ticket cards deck. You cannot discard a Destination Ticket card once you have chosen to keep it.

If there is only one Destination Ticket card left in the deck, you can still do this action but must keep the card.

Destination Ticket cards and their completion must be kept secret from other players until the end of the game.

Game End and Final Scoring

When a player has two or fewer Cable Cars left in their supply, each player, including that player, gets one last turn. Then the game ends and players calculate their final scores:

➔ Players should have already accounted for the points they earned as they claimed Routes. To make sure there was no mistake, you may want to recount the points for each player's Routes.

➔ Then, each player reveals all their Destination Ticket cards, adds the value of each card they completed to their score, and subtracts the value of any card they failed to complete.

➔ Finally, each player scores points for the Tourist Tokens they collected according to the following chart:

| | | | | | | | |
|--------|-----|---|---|---|---|---|----|
| Tokens | 0-1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Points | 0 | 1 | 2 | 4 | 6 | 9 | 12 |

The player with the most points wins the game.

In case of a tie, the tied player who completed the most Destination Ticket cards wins. If players are still tied, they happily share the victory.

Credits

Game design by Alan R. Moon

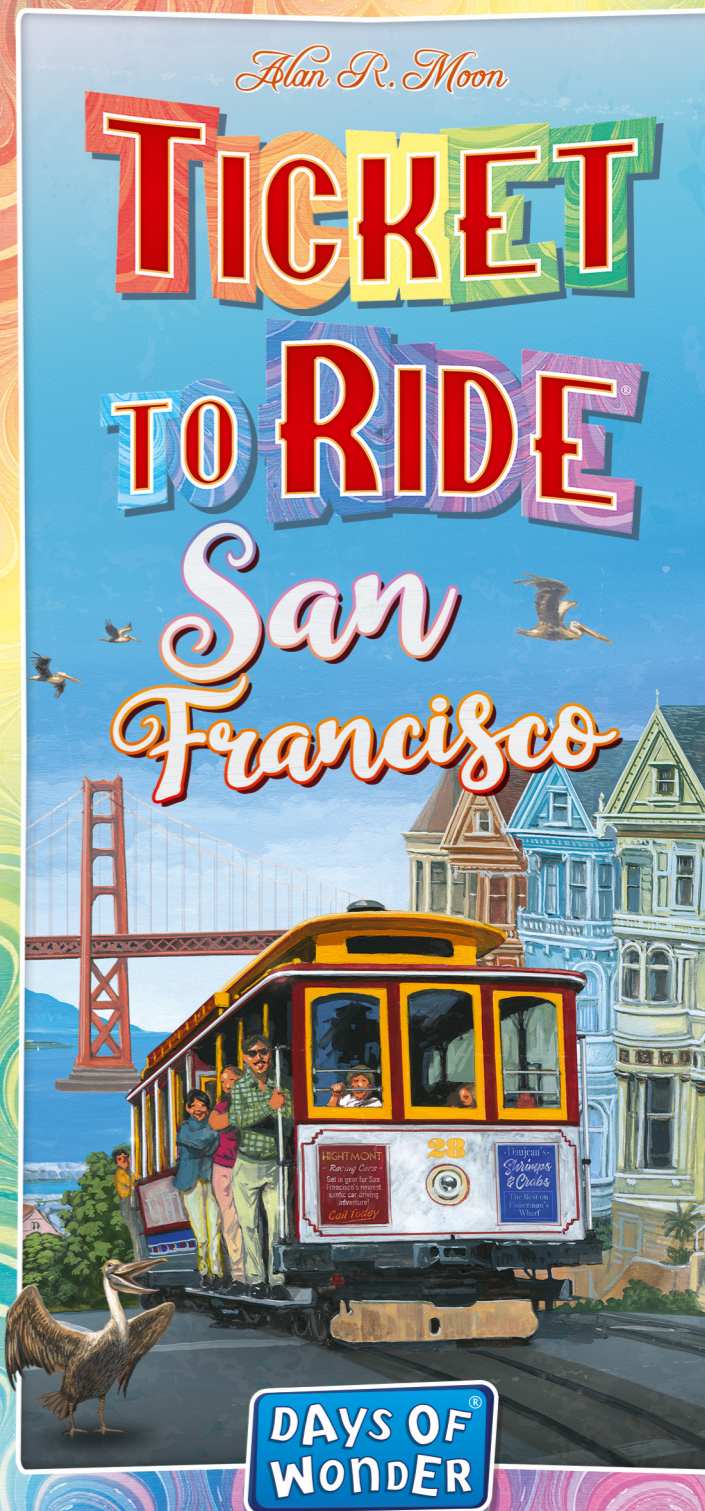
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A special thanks from Alan and DoW to all those who helped play test the game: Janet Moon, Stuart Hatch, Lee Hatch, Emilee Lawson-Hatch, Ryan Hatch, Amanda & Keith Ward, Bobby West.

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Souvenirs weigh heavy in your bag as you lean out from the cable car. Sunlight shimmers through the mist that obscures your view of Alcatraz and the Golden Gate Bridge. San Francisco is truly the Golden City!

Set up

Place the board in the center of the table. Each player takes a set of colored Cable Cars along with its matching Scoring Marker and places this Scoring Marker on the 0 spot of the scoring Track 1.

Stack the Tourist Tokens by symbol and place a stack in each of the following 5 locations on the map: Alcatraz, Golden Gate Bridge, The Embarcadero, Sunset, and Potrero Hill (identified by red spots). Set the two remaining stacks aside for now 2. The number of Tourist Tokens used in each stack depends on the number of players in the game:

- 3 Tokens in four player games;
- 2 Tokens in two and three player games.

Shuffle the Transportation cards and deal a starting hand of two cards to each player 3. Place the remaining deck of Transportation cards near the board and flip the top five cards from the deck face up 4. If by doing so, three of the five face up cards are Ferry cards, immediately discard all five cards and flip five new cards face up to replace them.

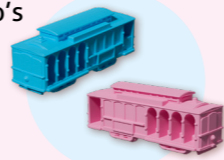
Shuffle the Destination Ticket cards and deal two to each player 5. Each player looks at their Destination Ticket cards and decides which ones they wish to keep. Each player must keep one card, but may keep both. If they choose to keep only one, the returned card is placed on the bottom of the Destination Ticket deck. Then place this deck next to the board 6. Players must keep their Destination Ticket cards secret until the end of the game.

Determine the first player randomly by a way of your choosing. Play will then proceed in clockwise order starting with that player. Before the game starts, in a three or four player game, the last player takes one of the two remaining stacks of Tourist Tokens that were set aside and places it on any location that does not already have a stack. Then the second to last player does the same with the final stack that was set aside. In a two player game, the player who will go second places two stacks of just one token each on any two locations that do not already have stacks. So the board will have five stacks of two tokens and two stacks of one token.

You are now ready to begin.



❖ 1 board map of San Francisco's transportation network



❖ 80 Cable Cars (20 in each color)

❖ A few spare Cable Cars

❖ 21 Tourist Tokens (3 Tokens for each symbol)



❖ 4 Scoring Markers

❖ 44 Transportation cards (8 multi-colored Ferry cards and 6 cards of each following color: blue, green, black, purple, red, orange)



❖ 24 Destination Ticket cards

❖ This rules leaflet



Draw Transportation cards

Transportation cards match the Route colors on the board (blue, green, black, purple, red, orange) except for Ferry cards which are multicolored and act as wild cards (they represent any color when claiming a Route). You may have any number of Transportation cards in your hand at any time.



This action allows you to draw two Transportation cards. You may take the top card from the deck (a blind draw) or take any one of the five face up cards. In this case, immediately replace it with the top card from the deck.

As an exception, if you take a faceup Ferry card as your first card, you cannot take another card on that turn. You cannot take a faceup Ferry card as your second card either.

If, at any time, three of the five faceup Transportation cards are Ferry cards, immediately discard all five cards and flip five new cards face up from the deck to replace them.

When the deck is empty, shuffle the discarded cards to create a new Transportation cards deck.

Object of the Game

At the end of the game, the player who scored the most points wins. You score points by:

- ▶▶ Claiming a Route between two adjacent Locations on the board;
- ▶▶ Successfully completing a Continuous Path of Routes between the two Locations listed on your Destination Ticket(s);
- ▶▶ Collecting a set of unique Tourist Tokens.

You also lose points for each of your Destination Ticket cards you do not complete by the end of the game.

The Game Turn

Starting with the first player and proceeding in clockwise order, players take turns until the game ends. On your turn, you must do one (and only one) of the following three actions: draw Transportation cards, claim a Route, or draw Destination Ticket cards.

Claim a Route

A Route is a set of continuous colored spaces (in some instances, gray spaces) between two adjacent Locations on the map.

To claim a Route, you must discard a number of cards from your hand equal to the number of spaces in the Route and place a Cable Car on each of those spaces. Most Routes require a specific set of cards. For example, a Blue Route must be claimed by discarding Blue Transportation cards. The gray Routes, on the other hand, can be claimed with a set of cards of any one color.

You can claim any open Route on the board, even if it is not connected to a Route you previously claimed. **You cannot claim more than one Route per turn.**

If you do not have enough Cable Cars left to place one on each space of a given Route, you cannot claim that Route.

