

# TAG CITY

## OVERVIEW

Players are graffiti **taggers** racing to tag sections of the city the fastest. Dice will determine graffiti shapes – grab those to tag whole blocks at a time! If you finish a district or stretch of the city first, make sure you brag about it – that prestige belongs to you! Once the battle is over, only the very best tagger will be remembered!

## COMPONENTS

### Pitch

Welcome to the underground tag battle!

Graffiti tagging is a competitive sport and each of your friends claim they can tag the city the fastest. Are you really going to let those bold claims go unchallenged? You grab your Bomb Shark and the battle begins!

Express yourself. Tag every block, street and alley. You vow that by the end of the day, you will be the all city!

4 city boards



1 HQ board



14 graffiti tokens



5 dice

1 leader pawn



4 erasable markers

## Set Up

Place the HQ board in the middle of the table. For your first play, we suggest you use Side A of the board, with the printed shapes. In this case, place the corresponding graffiti tokens on the board. If you want to freestyle, use Side B of the HQ board and choose a graffiti token for each of the six outer board sections. Whichever side you choose, place the small graffiti tokens in the middle of the board.

Each tagger takes a city board and an erasable marker. All taggers should place their board with the same side face-up, using Side A for their first play and Side B once the group feels more adventurous.

One tagger takes the leader pawn and becomes the **leader** for the first turn. The leader then takes a number of dice equal to the number of taggers + 1 (3 dice in a 2-tagger game, 4 dice in a 3-tagger game, or 5 dice in a 4-tagger game). Return excess dice to the game box – they will not be used in this game.

Now you're ready to paint the city!



## GAMEPLAY

The leader rolls all the dice and then places each die on the HQ board, thus deciding which graffiti shapes taggers can use this round. The value of each die determines where the leader can place it – either one of two adjacent spaces. A space may contain several dice showing different values.



Once all the dice have been placed, taggers decide how they want to paint their city. Begin with the tagger to the left of the leader. This tagger takes a single die of their choice from the HQ board. They then **tag the city** by drawing the shape associated with the die they chose onto their own city board.

Alternatively, the tagger may lose prestige to either **use a drone**, allowing to paint their city with any shape on the board, or **check social networks**, allowing them to pass their turn.

Once the tagger is finished, play moves to the next tagger to the left. In the same way, this tagger chooses their own die and has the same three options. The leader is the last tagger to choose a die.

## Tag the City

Once a tagger has taken a die, they draw the associated graffiti shape immediately on their city board. The shape may be drawn on any free area on the city board's grid and the shape **may be rotated** or **flipped**. If necessary, the tagger may use the graffiti token to see how the shape can be drawn on their city board. The tagger must cross or colour the squares under the shape and then return the graffiti token to the HQ board. Once drawn, graffiti cannot be moved, altered or erased.



When drawing a shape:

- ⚠️ Taggers must draw the complete shape.
- ⚠️ Taggers must not place any part of the shape outside the city.
- ⚠️ Taggers must not place any part of the shape on a square previously tagged on their board.
- ⚠️ Taggers may place shapes across district boundaries.

## The Final Die

Once all taggers have chosen a die, there will be one die remaining. All taggers use this die simultaneously, **taking the appropriate shape, using a drone, or checking their social networks.**

Then, the leader pawn is passed clockwise to the next tagger. The new leader gathers all the dice and the round begins again.

## Scoring points

When a tagger fills a column, a row, or a district in their city board, the tagger announces this to the other taggers by stating the feature's letter, number, or colour, and circles the corresponding prestige points. If they are the first to fill that feature, the tagger circles the high value associated with it and **the other taggers cross out this value**. If that column, row, or district has already been filled by another tagger, (i.e., the high value has been crossed out) then the active tagger circles the low value. Several taggers may circle the low value, but normally only one may circle the high value.

- ⚠️ If several taggers complete the same scoring feature with the last die, it is possible for all those taggers to circle the higher value box, if it has not already been crossed out.





## Use a Drone

A tagger may decide to use a drone to cheat. In this case, instead of drawing the shape that corresponds to their die, they may choose any shape on the HQ board, even a little shape in the middle of the board. In fact, this is the only way to draw one of the little shapes.

When using a drone, the tagger must circle one of the negative values on the remote on their city board – cheating has made that tagger lose prestige.



## Check Social Networks

A tagger may decide to paint nothing this turn and instead check for updates on their social networks. In this case, instead of drawing the shape that corresponds to their die, the tagger circles an available bubble of their choice around the character on their board. This section is common and the other taggers cross the chosen bubble around their character on their own boards.

**⚠️ If several taggers decide to check their social networks with the last die, they all circle the same free bubble.**



# End of the Battle

The tag battle ends when one of the three following conditions has been met:

- All of the high values (columns, row and districts) have been circled or crossed.
- All of the social network bubbles around the characters have been circled or crossed (remember that this area is shared between taggers).
- All of the squares on the remote of the drone of a single tagger have been circled.

End the turn as usual, using all the dice. If a tagger has run out of drone spots, they can no longer use their drone. If there are no more social network bubbles, taggers can check social networks without further penalties.

Once the tag battle is over, each tagger adds the values in the circled values in squares and bubbles on their city board (showing both positive and negative prestige points). The tagger with the highest total prestige points is the best tagger. They are the new ALL CITY!

In the case of a tie, the tied tagger who circled the most social network bubbles is the winner – they took the best care of their online presence. If it is still a tie, the all city will be determined in the next Tag City battle!

## CREDIT:

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