Transportation Planner Rules v8

PnP game for 1-4 Players

Overview/Pitch Video can be found HERE.

In Transportation Planner you will be incharge of setting up the bus routes for the town, which starts at City Hall. To do so, you will be rolling dice to create bus routes around the city, build shops, and earn money when customers go to previously built shops. The player with the most money at the end of the game wins!

Contents and set up

- Print out one player sheet per player.
- Grab one pencil/pen per player.
- Grab two six sided dice.
- The last player to have ridden a bus is the start player.
- You are now ready to begin.

Gameplay

The game will take place over 12 rounds, represented as days on your player sheet. At the end of each round, all players will mark out the current day (1-12). Once all days have been marked, the game is over, and players will then add up their money. The player with the most money wins!.

Rounds are broken into 3 phases: Roll, Write, Score

Roll: The start player rolls both dice, then decides which die they would like to use for drawing segments, and which die they would like to use for scoring shops. They will then place them in the corresponding area at the top right of their player sheet.

Write: Players then simultaneously draw a continuous set of connected line segments equal to the number on the selected die. The first segment must start at a previous bus stop (explained below), and all segments may only connect to a circle that has no segments connected to it, or a circle that has a bus stop. This means that dots may have a max of two segments connected to them, while bus stops may have up to six.

After completing this step, fill in the dot at the end of the segments drawn. This is a bus stop.

Each player may now pick the starting or the ending bus stop and build all shops connected to it. To do so, mark out all the die faces that are in one of the 6 adjacent hex to that bus stop. Lastly, mark off all circles next to all of those shops in the “Total Shops,” Section. This will matter for scoring.

Score: Lastly, look at the second die placed in the Scoring Shop Section of the sheet. This die indicates what type of shop will bring money into the city. Players simultaneously check how many built shops they have of this die and mark out money circles equal to that amount at the bottom of their player sheet. Players may use either the 1 or the 3 based on how much money you earn.

Landmarks

Around the board you will notice landmarks that are indicated with a star. If at any time a player has at least one segment attached to every dot surrounding the landmark, they may mark out that landmark. At the end of the game each player will gain extra money based on the number of landmarks they have marked out. Check the graph to the left of the player sheet to see how much money that is.

Parks

One the player board you will see parks represented in green with either a park bench or a tree. Parks allow you to create an extra bus route adjacent to the park. At the start of any Write Phase, you may fill in one of the circles next to a park that previously had a route connected to it. After doing so, mark out that park icon. It may not be used again.

End of Round/Game

Once all players have used both dice, mark out the current round. The start player now rotates to the left. Have that player roll the dice again, and complete all the steps above. Once you have played 12 rounds, the game is over. Count up the total money you have made from shops and landmarks, and the player with the most is the winner. In the event of a tie, the player with the most of one building wins. If still tied, compare 2nd most buildings and so on. *Note: In the last round, players may not have enough room to write in a route, if this is the case, you may just complete the score portion.*

If you are playing the game solo, here is a chart to see how well you did (needs more testing):

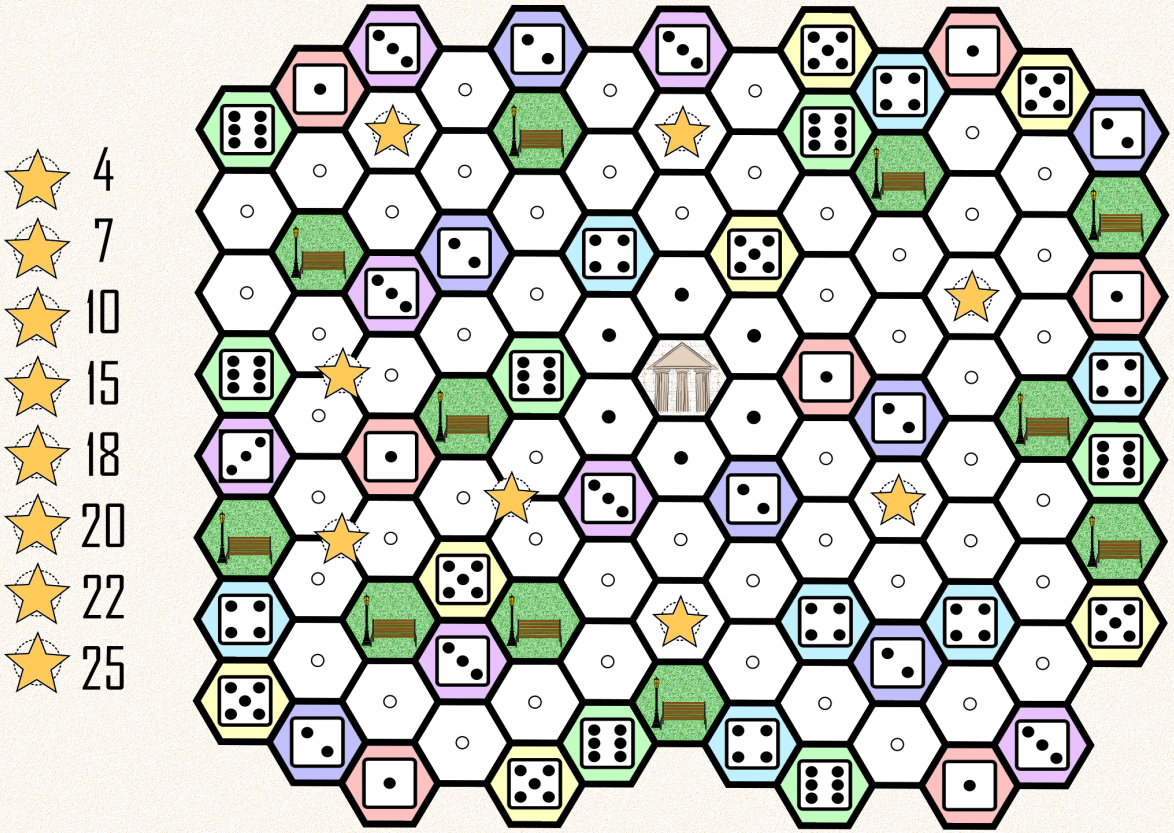
1-55: Gopher / 56-65: Secretary / 66-70: Police Chief / 71-75: Planning Director / 76+: Mayor

Special Thanks to:
Jurgis Rodin,Gottfried Bartjes, Karan Sharma, grumpyspidergames and Andy D for playtesting.

Thanks to Threemegisto for helping translate the rules to Spanish! Also, thank you Gottfried for his help with making a full color map board.

Days

1 2 3 4 5 6 7 8 9 10 11 12



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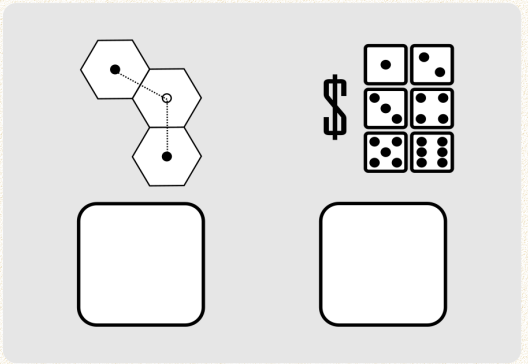
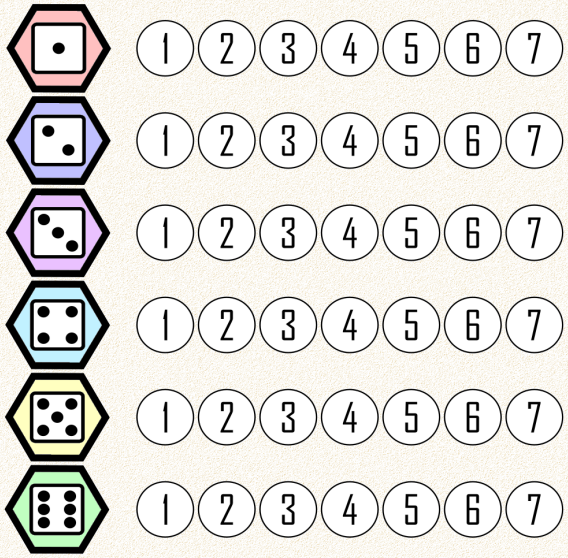
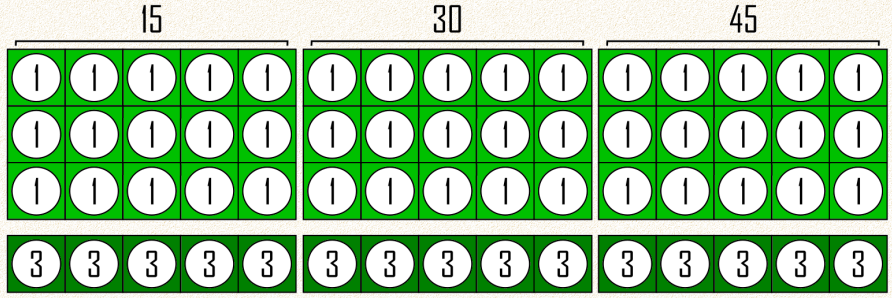


Total Shops



Money



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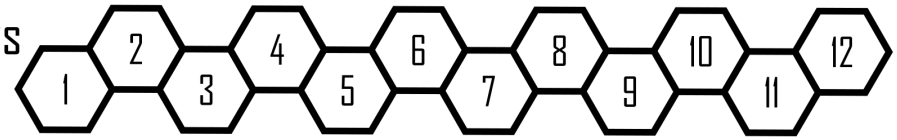
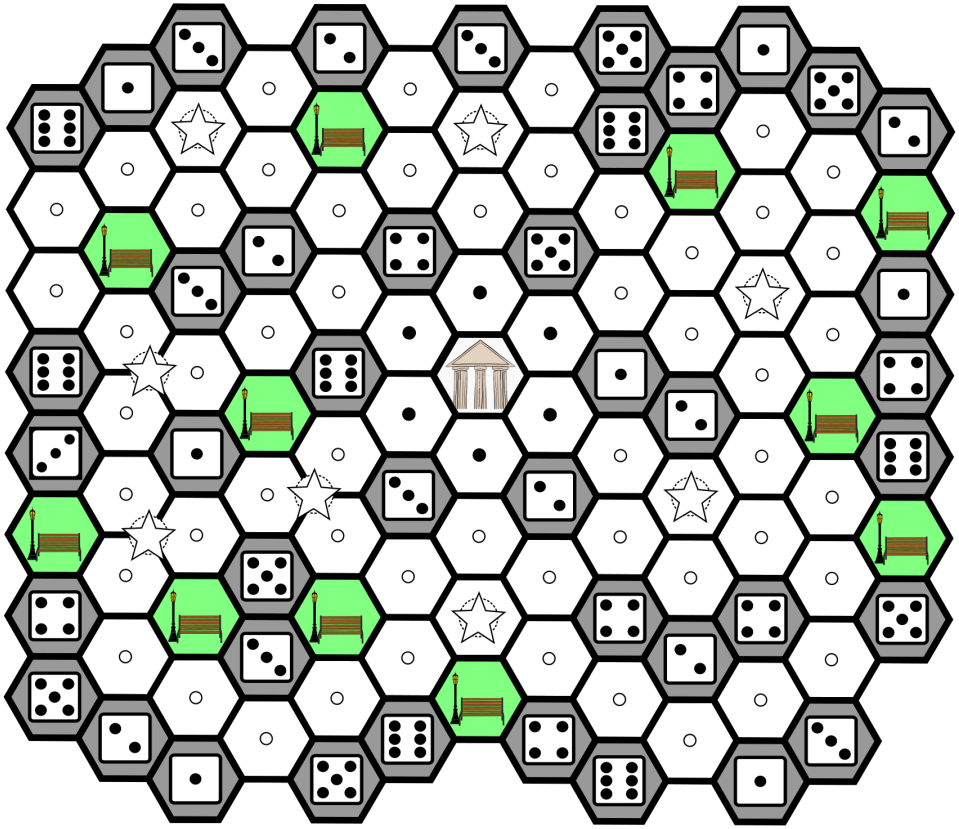
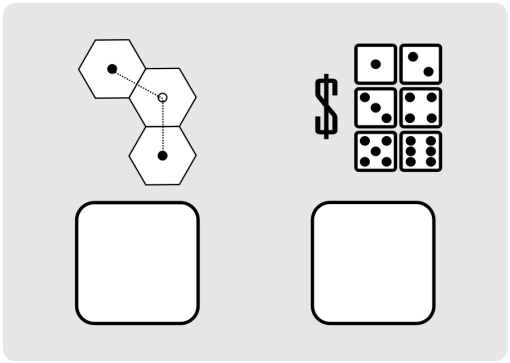
Total = _____

Days







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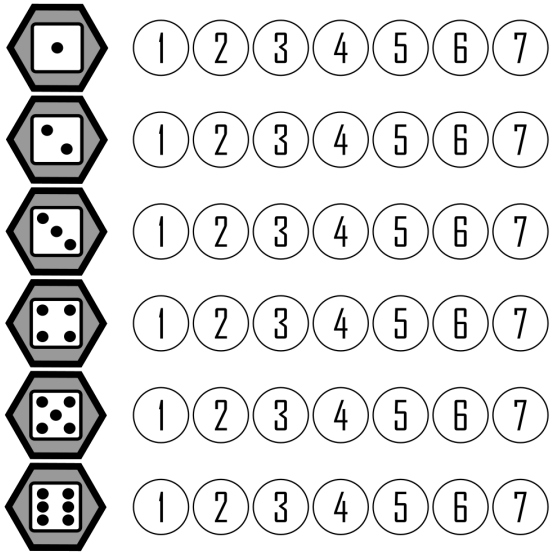

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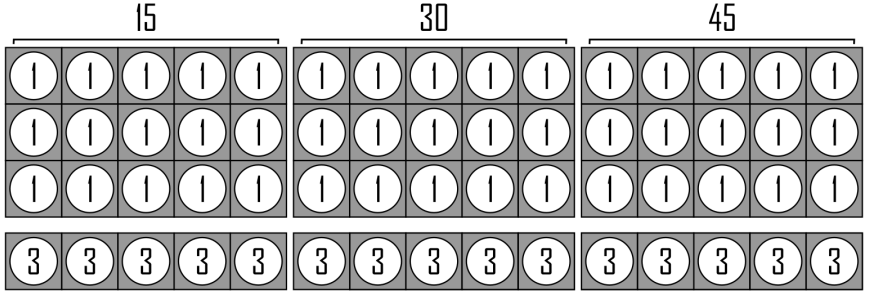

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1 + 3 = ____ = ____

Total = _____