

**RULEBOOK**



You are a driver in the *City of Ixat*. The city is growing at an unprecedented pace and the arrival of *Zipp Taxi*, a new driving app, has led to fierce competition. As the traditional taxi industry has been upended, drivers compete to provide the best service and attract the highest paying customers. Do you have what it takes to come out on top in this *Taxi Derby*?

## BEGIN ROUTE

### OVERVIEW

The objective of **Taxi Derby** is to be the player with the most money at the end of the game. Money is collected when you pick up passengers and drop them off around the city. Sounds easy right? Well, passengers in the *City of Ixat* are very picky and require taxis with specific upgrades. Because taxi upgrades can only be purchased while your taxi is unoccupied, you must plan your turns carefully by deciding whether it will benefit you more to upgrade your ride or snag an available passenger before your opponents do.

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## GAME COMPONENTS



5 Player Mats



4 Game Boards



5 Taxi Meeples



5 Wooden Tracker Cubes



1 Patrol Car Meeple



1 Pursuit Die



50 Money Tokens



5 Money Cards



34 Traffic Ticket Cards



1 Bonus Scoring Board



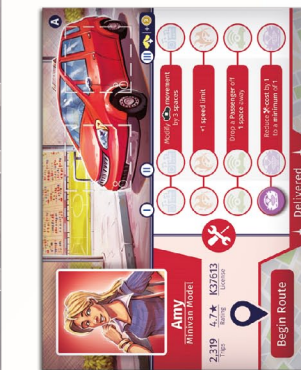
1 Solo Player Board



47 Wooden Taxi Upgrade Tokens



65 Passenger Tiles



# 1 GAME BOARD

The game board is set up by taking the four pieces and arranging them randomly in a 2x2 square pattern. Spaces on the board (a) are the rectangular road sections and DO NOT include the intersections. The outer border (b) of the game board is **not a valid road** and cannot be moved onto.



# 2 PLAYER MATS

Each player takes a player mat and the corresponding colored taxi meeple and cube. For first-time players, it is recommended to use the **A-Side** of the player mat.



# 3 TAXI UPGRADE TOKEN PLACEMENT

Draw the required amount of taxi upgrade tokens based on the number of players (see the chart below) and distribute them randomly across all stores on the game board indicated by the (c). Return any unused tokens to the box.

PLAYERS	TOKENS	TOKENS PER STORE
1-2	12	1
3-4	24	2
5	36	3

# 4 PASSENGER STACK FORMATION

Separate the 65 passenger tiles by the color on the back of each (green, yellow, red and purple). Shuffle each stack of passenger tiles separately and then form 5 passenger stacks facedown as follows (starting at the bottom of each stack): **1 purple tile, 2 red tiles, 3 yellow tiles** and then **3 green tiles** on top. This will form 5 stacks with 9 total passengers in each stack. These five stacks are placed on the passenger stack icons (d) located throughout the city. Two passengers are drawn from the top of each stack and placed



on the board face up on the single passenger icons (e) located next to the passenger stacks. Any remaining passengers are placed back into the box.

# 5 TRAFFIC TICKETS

Shuffle the deck of traffic ticket cards and place them facedown next to the game board.

# 6 BONUS SCORING BOARD

Place the bonus scoring board next to the game board and place each player's tracker cube on the start location of the speeding track at the bottom of the board (f).

# 7 PATROL CAR STARTING LOCATION

Place the black patrol car meeple on one of the two spaces in front of the police station.

# 8 FIRST PLAYER

The first player is the person who most recently rode in a taxi.

# 9 STARTING UPGRADES AND LOCATIONS

A draft is performed to select each player's starting location and upgrade as follows (g):

**1** - Randomly draw upgrade tokens equal to the number of players and place them on the table. Starting with the first player, players will select from among the available upgrades and place the chosen upgrade on their player mat. Selection proceeds clockwise until all players have selected an upgrade.

**2** - Starting with the player who selected the last upgrade and moving counter-clockwise, choose a desintation and place your taxi at one of the two drop-off spaces (h) at the location. No two players may select the same starting location (i.e. *only one person may start at the stadium, airport, etc.*).



GAME BOARD



1 TAXI UPGRADE STORES

Taxi upgrade stores are marked on the city grid board with an upgrade store icon and a money upgrade cost (\$1, \$2 or \$3 money icon). You may only purchase **ONE** taxi upgrade from each store per turn and must pay the required amount listed on the upgrade store before adding the upgrade token to their player mat.

Taxi upgrades on the board are **NOT** replenished when they are purchased.



2 PASSENGER PICK-UP LOCATIONS

Passenger pick-up locations are marked on the game board with a pick-up icon (↑). If a taxi lands on a space with pick-up icon, they may pick up and place the face-up passenger tile into one of the available seats at the top of their player mat.

3 PASSENGER STACK

The stack of face-down passengers is placed here. New passenger tiles are revealed from the passenger stack as needed after the active player's turn is over.

4 PASSENGER DROP-OFF LOCATIONS

The city contains five destinations. Each destination has two spaces indicated as drop off locations are marked on the game board with a drop-off icon (↓).

PASSENGER TILES

Each passenger tile represents a unique individual needing to get somewhere in the *City of Ixat*.

1 PASSENGER TYPE

The color and icon at the top of the tile indicate the passenger type. Bonuses are awarded at the end of game for collecting the most of each passenger type.

2 PASSENGER REQUIREMENTS

Indicates which upgrade(s) and/or other requirements you must meet in order to pick up the passenger.

3 PASSENGER DESTINATION

Location icon indicating where the passenger needs to be delivered.

4 PAYMENT

Indicates the amount that a passenger will pay.

For a detailed description of all symbols related to passenger types, requirements, destinations, and payment, see the **Symbol Overview and Description** section (page 11).



PLAYER MAT A-SIDE



1 PASSENGER SEATS

Passenger tiles picked up are placed in this section.

2 TAXI UPGRADES

Upon being purchased, taxi upgrade tokens are placed in the first available location from left to right.

3 TAXI UPGRADE TIERS

- **Tier 1** – Allows you to pick up passengers with the matching icon requirement.
- **Tier 2** – Unlocks a special ability for the duration of the game.
- **Tier 3** – Each passenger dropped off with the matching symbol will pay an additional \$3.

4 DELIVERED

All delivered passengers are placed below the player mat to reference as needed for gameplay and end of game scoring.

For A-Side of the player mat, a maximum of **two** passengers can be carried at a time. However on B-Side of the mat, an additional passenger seat can be unlocked by obtaining the **Tier 2 Luxury** upgrade ability.

PLAYER MAT B-SIDE



1 PLAYER SPECIAL ABILITY

Each driver has a different special ability and fare bonus relating to a particular destination.

2 TAXI UPGRADE TIERS

The B-Side of the player mats also features four new upgrade abilities for more advanced gameplay.

See **Symbol Overview and Description** Section for a more detailed description of all taxi upgrade and special player abilities.

TRAFFIC TICKETS

Traffic tickets cards are drawn by players who get caught speeding on their turn.

1 TRAFFIC TICKET FINE

See **Traffic Ticket** Section (page 10) for detailed summary of traffic ticket fines.



## MOVEMENT

On your turn, move *as many spaces* as you wish while performing actions in between your movements (see the **Actions** section). Although you can move as many spaces as you prefer, the **City of Ixat** has a speed limit of 4 spaces. As soon as you move 5 or more spaces, you are speeding and will be chased by the patrol car!

A space is defined as a rectangular road section on the board (a). The intersections (b) between road sections are not considered spaces. Likewise, the outside border road (c) on the edge of the map may not be moved onto during gameplay.



## ACTIONS

You can perform up to **two actions per turn**, so long as you perform the first action before speeding (moving 5 or more spaces). If you do not perform an action before speeding, you are limited to one action on your turn. The patrol car will always activate before your final action can be performed (see **Patrol Car** section). In some cases you may prefer to move without performing any

The available actions are:

## PICK UP A PASSENGER

Pick up a passenger by moving your taxi onto a pick-up location, taking the passenger tile, and placing it into one of the available seats on your player mat. Note that you must have the required taxi upgrade(s) to pick up certain passengers.



New passengers from the passenger stack are **NOT** turned over until the end of a player's turn.



## DROP OFF A PASSENGER

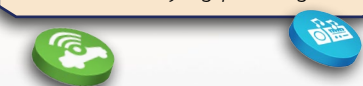
Drop off a passenger off by moving your taxi onto the drop-off space at the destination, placing the passenger tile in the delivered section below your player mat, and taking the payment shown on the passenger tile from the money supply. If you have two passengers aboard going to the *same destination*, both passengers may be dropped off using a *single action*.



## PURCHASE AN UPGRADE

Purchase a taxi upgrade by moving to a store location, paying the amount indicated on the store icon, taking an upgrade token, and placing the token on your player mat. Only **ONE** up upgrade may be purchased from an individual store per turn, but purchasing upgrades from separate stores on a turn is permitted.

You may **NOT** upgrade your taxi while carrying passengers.



## PATROL CAR

Before performing your final action, you will either perform a **patrol** or a **pursuit** action depending on if you sped (moved 5 or more spaces) during your turn.



## PATROL

If you **DID NOT** speed during your turn, you may move the patrol car up to 4 spaces in any direction.



**EXAMPLE:** Cami only moves 4 spaces because the patrol car is close to her taxi and she wants to avoid speeding. She decides to end her turn without performing any other actions. Because she didn't speed, she ends her turn by moving the patrol car 4 spaces away from her.

## PURSUIT

If you **DID** speed on your turn, you will roll the *pursuit die* in order to determine how many spaces the patrol car moves. Roll the die and *multiply* its result by the number of spaces you moved *over the speed limit*. Then move the patrol car in the most direct route towards your taxi. If the patrol car reaches your taxi, it stops and you must draw a traffic ticket card (see **Traffic Ticket** section). In case of a disagreement on the most direct patrol car route, the player to the right of the active player moves the patrol car.

**EXAMPLE:** Jimmy moves 6 spaces to reach an upgrade store. Because Jimmy did not perform any actions before speeding, he is limited to one action this turn. Before performing the upgrade action, he rolls the *pursuit die* and moves the patrol car. The patrol car doesn't reach him and Jimmy finishes by purchasing his upgrade.

**EXAMPLE:** Bailee (blue taxi) moves 3 spaces (a) and purchases a stereo upgrade for her taxi for \$3 (b). Since she has not sped yet, she is allowed to take a second action. She then moves an additional 2 spaces to pick up David (c). In total, she moved 5 spaces and therefore sped by 1 space (5 spaces moved minus 4 space speed limit = 1 space sped). Before she can pick up David she must roll the *pursuit die* and multiply the result by the 1 space she sped. Bailee rolled a 2 and the patrol car (black car) moved 2 spaces (1 space sped x 2 on pursuit die = 2 spaces) (d) but did not catch her. Bailee then ends her turn by completing her 2nd action of picking up David (e).



END OF THE GAME

TRAFFIC TICKETS

If the patrol car reaches your taxi during pursuit, you will receive a traffic ticket. You must draw and reveal the top card from the traffic ticket deck and pay the fine listed at the bottom of the ticket card.



Traffic ticket fines include:

- Warnings (9 cards)
- Monetary fines (16 cards)
- Loss of upgrade (7 cards)
- Arrested (2 cards)

The number of tickets you have recieved affects some passenger requirements, so keep your traffic ticket cards face up in front of you. If a ticket forces you to lose an upgrade that is required by a current passenger, you can still keep the passenger after losing the upgrade. Similarly, you may also keep passengers with a restriction on the number of tickets the player may have.

PAY THE FINE

If you have enough money/upgrades to pay the ticket, you may keep your passengers complete your final action.



END OF GAME

The end of game phase is triggered when either:

- Four stacks of passenger tiles are depleted on the board
- Three passenger stacks are cleared with all adjacent face-up locations empty as well.

**OPTIONAL:** Deplete 3 or all 5 passenger tile stacks for condensed or extended playing time.

ARRESTED

If you do not have sufficient money/upgrades to pay the traffic ticket (*or the fine says "Arrested"*), then you are arrested. You must *abandon* any passengers you were carrying and place your taxi on the Police Station. Your turn ends immediately.

ABANDONED PASSENGERS

Abandoned passengers are placed on the board in the nearest available city block that does not contain any passengers, passenger stacks, or upgrade locations. These passengers are then available for any player to pick up regardless of upgrade requirements (*these passengers are desperate*). To pick up an abandoned passenger, a taxi must land on a space adjacent to the passenger.

**EXCEPTION:** If a player only has one upgrade on their taxi, they may choose to be arrested to avoid losing it.

END OF TURN

Your turn immediately ends once you have moved the patrol car, completing your final action (*if any action was initiated before patrol car was moved*). If you sped by 3 or more spaces on your turn, move cube up on space on the speeding track.

The player who initiated the end of game phase completes their turn. The last round will then commence with each player taking one final turn (*including the player who initiated the end of game*).

END OF GAME BONUSES

Before final scoring, total your number of upgrades, tickets and passengers delivered and compare to the other player's totals. End of game bonuses are awarded to the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place players

End of Game Bonuses					
Most 🚗			Least 🚗		
4	2	1	4	2	1
Most 🚒			Most 🚒		
8	5	3	6	4	2
Most 🚓			Most 🚓		
6	4	2	6	4	2

based on the amounts shown on the bonus scoring board. In the case of a tie, the tying players will add up the bonus amounts (1<sup>st</sup> and 2<sup>nd</sup> or 2<sup>nd</sup> and 3<sup>rd</sup>) and then divide by two (*rounded up*). If more than two players tie for third place, no amount is awarded.

- For a 2-player game, only the 1<sup>st</sup> place amount is awarded.
- For a 3-player game, only 1<sup>st</sup> and 2<sup>nd</sup> place amounts are awarded.

**EXAMPLE:** In a 3-player game, \$4 and \$2 are awarded to the players with the first and second most taxi upgrades respectively.

SPEEDING TRACK BONUS

The player who speeds the most during the course of the game will receive a large bonus. Each turn you *speed* by 3 or more spaces, move your wooden tracker cube up one space on the speeding track. Typically this means moving 7 or more spaces (4 speed limit + 3 over = 7 spaces), but players with an increased speed limit (A-Side turbo upgrade ability) must move 8 spaces to meet this requirement. If your wooden cube is still on the start space at the end of the game, you are not awarded anything even if you might be 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup>.

**Speeding Track**  
Speed 3 or more spaces, +1 on track

Start 2 4 6 8 10  
1 3 5 7 9

WINNER

After the end of game bonuses have been awarded, total your money and compare with other players. The person with the most money is declared the **winner of Taxi Derby**. If two players tied, the person that delivered the most passengers is declared the winner. If both players delivered the same amount of passengers, the victory is shared.

SYMBOL OVERVIEW AND DESCRIPTION

SYMBOL OVERVIEW AND DESCRIPTION

DROP-OFF LOCATION ICONS



UPGRADE ICONS



BASE PASSENGER TYPES



SOLO PASSENGER ICON

These passengers will not ride in taxis with another passenger. They must be carried by themselves.

MONEY ICON

This icon shows the amount of money you get paid or have to pay.

WILD UPGRADE

This icon represents any upgrade (Stereo, Wifi, Turbo or Luxury).

PASSENGER TYPE MULTIPLIER

Criminal and secret agent passengers are willing to pay more if the player has delivered previous passengers of their respective type.



**EXAMPLE:** On previous turns, Sara had successfully delivered 1 agent. In her current turn she delivers a second agent with a passenger tile that shows a payout of \$1 times the number of agents delivered plus one. Sara would receive a payment of \$2 (\$1 x 2 agents). If this was Sara's first agent she would receive a payout of \$1 instead.

1 TRAFFIC TICKETS

Passengers with this icon are not willing to be picked up by a taxi that has received more tickets than the number shown.

SPEED PAYOUT

- Passengers with this icon will pay:
- \$1 if you move 1–5 spaces on the turn you drop them off
  - \$2 if you move 6–7 spaces on the turn you drop them off
  - \$3 if you move 8 or more spaces on the turn you drop them off

LUCKY PAYOUT

When dropping off a passenger with this icon, roll the die. Take an amount of money equal to the result shown on the die.

4 DIE ROLL

To pick this passenger up, a player must land on the pickup location and roll the die. If the result matches the number shown, the passenger is successfully acquired. Each attempt to pick up the passenger counts as an action.

PATROL CAR

This icon represents the patrol car.

PATROL CAR NEAR

To pick this passenger up, the patrol car must be *within* the number of spaces shown from the pickup location.

PATROL CAR AWAY

To pick this passenger up, the patrol car must be *outside* the number of spaces shown from the pickup location.

CHOOSE UPGRADE FROM BOARD

When this passenger is delivered, take a free upgrade from any store on the board.

DRAW RANDOM UPGRADE

When this passenger is delivered, draw a random upgrade from the box.

NEIGHBORHOOD

This icon represents one of the 4 quadrants on the board. If this icon is displayed in the requirements section, you must move from one quadrant to another before picking up the passenger.

LOSE UPGRADE ON TRAFFIC TICKET

You lose an upgrade of your choice.

WARNING! ON TRAFFIC TICKET

No fine is required to be paid. The ticket still counts towards the end of game ticket total.

ARRESTED ON TRAFFIC TICKET

Your current passengers must be *abandoned* and your taxi moved to the police station. Your turn is immediately over.

MOVING YOUR TAXI

Move your taxi in any direction by the number of spaces shown on the icon. These spaces don't count towards speeding.

MOVING PATROL CAR

Move the patrol car in any direction by the number of spaces shown on the icon.

UPGRADE ABILITIES

A-SIDE

• **Stereo Ability** – Modify the movement of the patrol in both Patrol AND Pursuit modes to your advantage.

• **Turbo Ability** – Move one additional space before you are considered speeding and the patrol car Pursuit is activated.

• **Wifi Ability** – Drop off passengers one space away from the designated drop off location.

• **Luxury Ability** – Reduce the cost of \$2 and \$3 taxi upgrades to \$1 and \$2 respectively.

B-SIDE

• **Stereo Ability** – Immediately take one upgrade token from any store location on the board.

• **Turbo Ability** – When you move onto the same space as another car (including the patrol car), immediately move three spaces without counting them towards your total movement for the turn (these spaces don't count towards speeding).

• **Wifi Ability** – Perform an additional action (pick-up a passenger, drop-off a passenger, or purchase a taxi upgrade) before speeding. Your total action limit is now three as opposed to two. Note that as soon you begin speeding you are still limited to one action that is contingent upon the outcome of the patrol car pursuit.

• **Luxury Ability** – You now have an additional passenger seat, enabling you to carry up to three passengers at a time. Note that passengers with a solo passenger icon must still be carried by themselves.

PLAYER POWER ABILITIES

BLUE

If a 4 is rolled on the pursuit die, you may choose to re-roll the dice once.

GREEN

At the end of your turn (after resolving the patrol car actions), you have the option to move 2 additional spaces by rolling the pursuit die. If you roll a 1, 2, or 3, you are successful and can take the extra movement. If you roll a 4, the extra movement is not taken. Additionally, if you are carrying any passengers, you must *abandon* one passenger of your choice in the nearest available city block (same rules apply to abandoned passengers as described in Traffic Tickets section).

WHITE

Modify the movement of the patrol car during Patrol and Pursuit by one space.

RED

Prior to drawing a traffic ticket card, you may avoid the ticket by rolling the pursuit die. If you roll a 1 or 2 they do not receive a ticket. However, if you roll a 3 or 4 then you must draw the card and pay \$1 in addition to any fine listed on the ticket.

YELLOW

In between turns, when another player receives a ticket, immediately move up to three spaces. This ability can be used at most once in between turns.

NIGHT BOARD

The back side of the game board provides a new layout with two new types of road segments:

- one-way roads
- back alleys

ONE-WAY ROADS

One-way roads must be moved onto in the direction indicated by the arrow on the road.

BACK ALLEYS

Back alleys present an opportunity for you to gain additional movement at the risk of having to *abandon* passengers on board. Upon entering a back alley, you will roll the pursuit die and the outcome will be as follows:

No passengers on board:  
1 = 3 → 2-4 = end turn

criminal (🔪) on board:  
1-2 = 5 → 3-4 = end turn and abandon passenger

Agent (🕒) on board:  
1 = 2 → 2-4 = end turn and abandon passenger

Other passenger on board:  
1-2 = 3 → 3-4 = end turn and abandon passenger

OVERVIEW

The objective of Taxi Derby's solo mode is to *deliver the most passengers* possible while evading the patrol car. In solo mode, you will perform the same actions as in a multiplayer game while balancing two new aspects:

- your fuel level
- the patrol car's interest in your activities

These two new aspects are tracked during the course of the game using the Solo Player Board and colored wooden tracker cubes. Make sure to keep an eye on your fuel level and the patrol car. You will be able to deliver passengers and earn money at the expense of fuel. As the number of passengers you deliver increases, the patrol car will pursue you more aggressively! How long will your *crazy taxi ride* last?

SETUP

Follow the setup instructions for a multiplayer game (see page 5) with the following modifications:

- Steps 1-3 are performed with no modification
- Step 4: Remove *Serenity* and *Mrs. X* passenger tiles during solo play. Reduce the number of passengers in each stack to 7 total (1 purple tile, 2 red tiles, 2 yellow tiles and 2 green tiles).
- Step 5: Ticket deck is returned to the box (not used).
- Step 6: Place the Solo Player Board (back side of the Bonus Scoring Board) face up on the table next to your player mat.
- Step 7 is performed with no modification.
- Steps 8-9: Randomly draw one starting upgrade and place it on your player mat. Place your taxi meeple on the drop-off space at any destination.
- Place five wooden tracker cubes (white, orange, green, blue, and red) on the Solo Game board on their starting locations:

- 1

Patrol Car Interest Cube
- 2

Fuel Cube
- 3

Passengers Cube
- 4

Bribe Cube
- 5

Decoy Cube



GAMEPLAY PHASES

Solo gameplay is divided into two phases: the **Player Phase** and the **Patrol Car Phase**.

PLAYER PHASE AND FUEL

Your turn consists of moving your taxi as far as you wish and performing **one** of the following actions:

- Purchase an upgrade (🔧) (-1 ⛽)
  - Drop off a passenger (↓) (-1 ⛽)
  - Pick up a passenger (↑) (+2 ⛽)
  - Choose to end movement (-1 ⛽) (in order to avoid speeding)
- without taking one of the actions listed above.

Once you have moved, performed an action, and accounted for fuel cost, the **Player Phase** ends and **Patrol Car Phase** begins.

REFUELING: Each time you pick up a passenger (↑), you will increase your fuel by 2.

PATROL CAR PHASE

During this phase, the patrol car is moved towards your taxi in the most direct route possible. The amount of spaces moved is determined by the icon above the patrol car interest cube. Initially, the patrol car will only move one space each turn, but

this amount will quickly increase in one of two ways:

- speeding
- number of passengers delivered

**Note:** special abilities that modify the movement of the patrol cop can only reduce the patrol cop movement to a *minimum of one space*. If you succesfully evade the patrol cop, the player phase then begins again.

PATROL CAR SPEED UP

The patrol car's interest will increase at set intervals. For every 4 passengers delivered, move the passengers cube and patrol car interest cube one space up on their respective tracks. Additionally, the speed limit of 4 spaces is still applicable in the *City of Ixat*. If you sped during your turn, you must also increase the patrol car interest by one space on the track. Patrol car speed up occurs at the end of the player phase and *before* the patrol car phase begins.

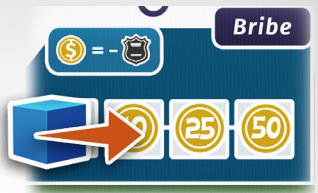
To help you remember to increase the patrol car interest cube, place delivered passengers in rows of 4. Every time a row is completed, move the patrol car interest cube up one space.

Solo Player Abilities

Solo player abilities (**Bribe** and **Decoy**) allow you to more effectively evade the patrol car. These abilities may be used at any point during your turn, but may **NOT** be used during the patrol car phase to avoid the outcome of an unfortunate die roll. To use either ability, pay the amount shown in the next available space on the track, apply the ability effect, and then advance the cube one space on the track. Using these abilities does not count as an action or consume fuel. Each successive use will cost more money and both abilities can only be used a maximum of three times. Use them wisely!

BRIBE

The Bribe ability allows you to decrease patrol car interest cube by one space.



DECOY

The Decoy ability allows you to enlist the help of a decoy in distracting the patrol car. Move the patrol car 3 spaces any direction desired.



END OF GAME

The game ends if either of the following conditions are met:

- The patrol car catches you (lands on same space as your taxi).
- Your fuel cube and the patrol car interest cube meet or pass each other on their respective tracks.
- All passengers in the game are delivered.

In solo mode, your score is the total number of passengers delivered before being caught by the patrol car. Compare your score to the reference chart below to see how you did as a taxi driver.

PASSENGERS	SUCCESS
1-5	FIND ANOTHER JOB
6-10	PRETTY GOOD
11-15	WELL DONE
16-20	FANTASTIC
21-25	BORN TO DRIVE
26-30	TAXI SUPER HERO
31+	TAXI DERBY HALL OF FAME!

# HONORARY PRODUCERS

Thank you to our **Honorary Producers** for helping make **Taxi Derby** a reality.  
We are so grateful for your support and excitement for this game.

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# CREDITS

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