

28



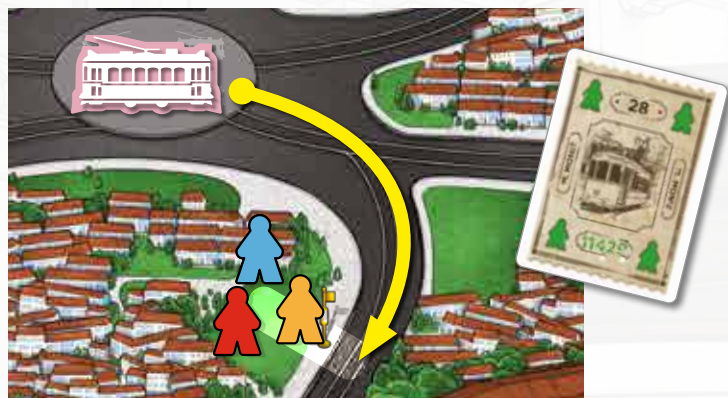
rule book



mebo

Introduction

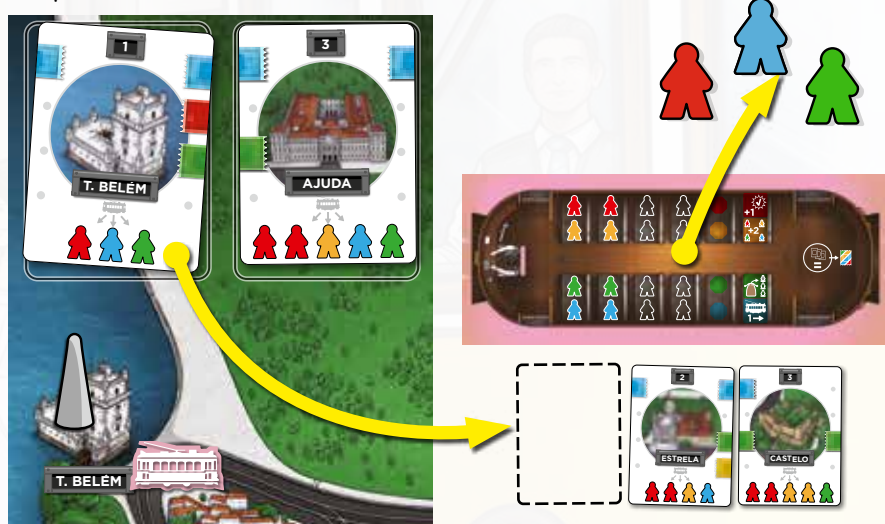
1. In this game, you will drive your tram through Lisbon. Discard your Tickets to move your tram.



2. Use your Tickets to pick up passengers for your tram.



3. Drop your passengers in the right place to earn the respective Monument card.

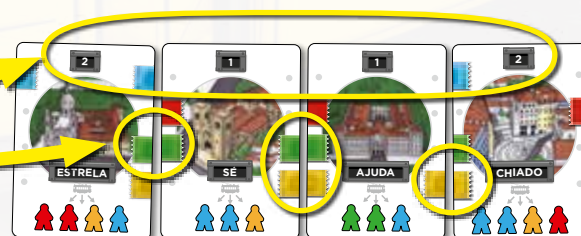


4. And don't forget to ring the bell for the other trams to get out of your way :-)



5. Whoever gets the most Victory Points (VP) wins adding the VP Monument cards give and the connections each card make.

Number of players: 2 to 4
Age: 8+ years
Time: 60 min.



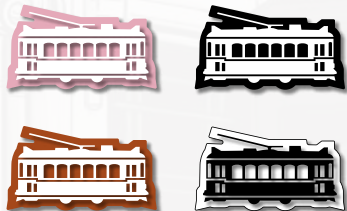
The rules are explained for a game with 4 players. All exceptions to the rules for a 2 or 3 player game are properly marked with these symbols.



Components of the game

This rule book

1 Board game (double face)



4 trams
(1 pink, 1 black, 1 white, 1 brown)



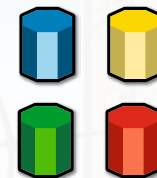
108 Tickets



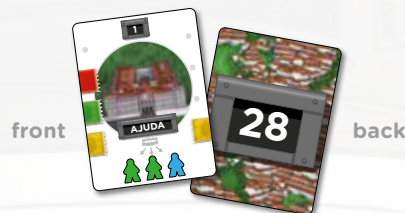
4 Cone identifiers of the Monuments to visit



1 tissue bag



16 Bonus markers
4 blue, 4 yellow, 4 green, 4 red



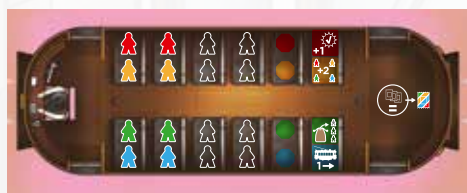
22 Monument cards



60 Passengers
15 red, 15 yellow, 15 green, 15 blue



1 bell



4 Player cards
(1 pink, 1 black, 1 white, 1 brown)



1 First player card



Bonus

Actions

4 Player aids



1 green card for games with only 2 players.

Player card explanation

This card represents the inside of your tram.



Whenever you pick up a passenger, put it in the respective seat.
- see page 10



These extra passenger seats are only available when you have the respective bonus. - see page 12



Bonus markers that indicate the bonus that you have available are placed here. - see page 11

These symbols explain which is the bonus. - see page 12

This symbol reminds you that during the game you can always use 3 Tickets of the same color to replace a ticket of any other color.

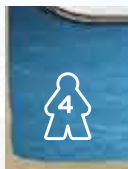
4

Game Setup

1

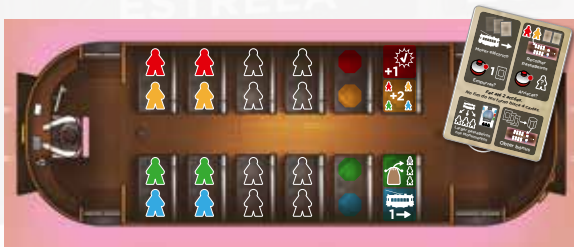
Place the board in the center of the table, within reach of all players.

Use the board side with this symbol.



2

Each player chooses a color tram and its card and receives a player aid card.



Place your tram on Rossio and place your player card in front of you.

3

Place all Passengers inside of the bag.



4

On the game board there are locations of tram stops that are marked with this symbol:



Place in each one of these locations 3 passengers, taken randomly from the bag.



5

Shuffle all Tickets face down.

Distribute 5 Tickets to each player (only they can see their own Tickets).



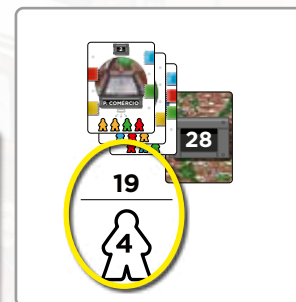
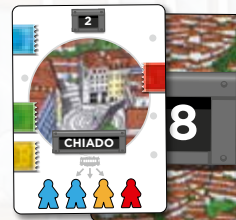
With the remaining tickets form a stack face down and place them on the game board.

It is from this pile that you will pick up Tickets whenever necessary. If the pile runs out, shuffle the discarded Tickets and form a new pile face down.

6

Shuffle all Monument cards and form a pile face down on the game board.

Turn the first 19 cards face up.



7

From the Monument card pile, draw the first 4 cards and place them face up in the 4 locations showed on the game board.

8

Place the 4 gray cones on the game board over the monuments that appear on the 4 Monument cards that you just placed.

Note: if 2 cards were drawn from the same Monument, place the 2 cones in the same Monument.



9



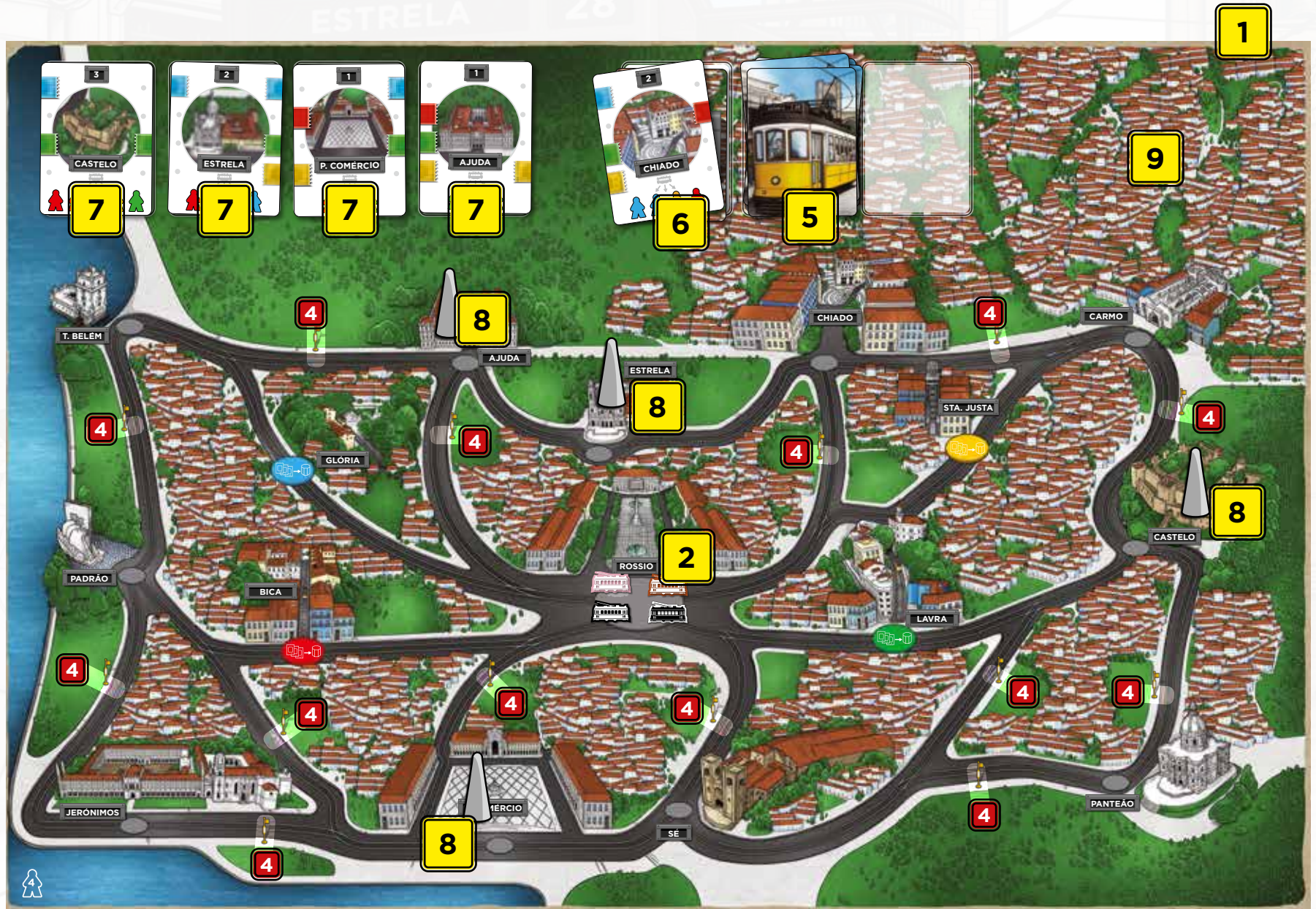
Place the bag full of passengers, the bonus markers and the bell at the top right of the game board.

10

The player who most recently rode in a tram receives the first player card. Or the first player is chosen randomly.



The game is ready to start!



Note: This illustration is NOT a real map of Lisbon. It is just a representation of some of its monuments and places for the purpose of being used in this board game.

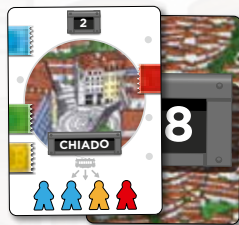
For a 3 player game set-up
make the following changes.



Use this side of the board
with these symbols.

Shuffle the Monument cards
face down and form a pile on the
game board.

Turn face up to the first 16 cards.



For a 2 player game set-up
make the following changes.



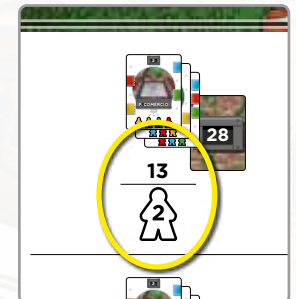
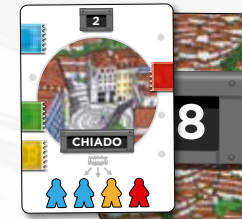
Use this side of the board
with these symbols.

Shuffle the Monument cards
face down and form a pile
on the game board.

Turn face up to the first 13 cards.



Do not use this space for the
Monument card. Place the
green card on it. Thus, during
the game there are only 3
Monuments available on the
board.



How to play

This game is played by rounds. Each round starts with the first player's turn and then the second player turn and so on, in a clockwise direction, until the last player. Then a new round begins and so on until the end of the game.

On your turn you can do **up to 2 actions**. Depending on the type of action, you will have to discard tickets you have in your hand or drop passengers you carry on your tram.

You can repeat the actions.

You can pass without doing the actions you are entitled to.

Note: during the game you can earn bonuses that allow you to do more actions. - see page 11

Actions you can do in your turn:

- 1 - **Move your tram** - see page 7
- 2 - **Pick up passagers** - see page 9
- 3 - **Drop passagers at Monuments** - see page 9
- 4 - **Get bonus** - see page 10

**At the end of your turn,
draw 4 Tickets to your hand.**
(there is no limit on the number of Tickets
you can have in your hand).

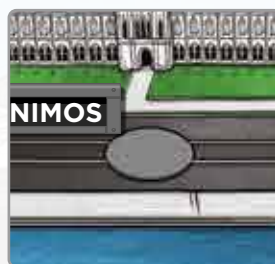
1 - Move your tram

It is considered ONE movement to move your tram through the lines between where you are to the next stop.

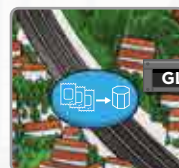


It is considered a stopover when it has ...

... the Tram Stop symbol with waiting passengers...



...or Monuments (gray circles)...



...or Bonus Stops (red, green, blue or yellow circle)...



IMPORTANT:

Stop symbol **WITHOUT** passengers are not considered a stopping place and are ignored.

In this case the player would only have to spend 1 ticket to move his tram to the next Monument..

To make several movements with ONE action, you have to discard Tickets of the same color. The number of moves you can make with ONE action is equal to the number of Tickets of the SAME color you used in your action. You can use as many Tickets as you want.

The player made 2 movements with only ONE action, because the 2 tickets are the same color.



Discard the Tickets you used in this action on to the stack of used Tickets (face up).

You can use 3 tickets of the same color to replace ONE ticket of another color.

*First action: spent a red ticket to make 1 move.
Second action: spent 1 green ticket to make the second move.*



There can only be one tram at each stop. The exception is the stop at Rossio, where all the trams can be simultaneously. At that stop, no tram can be pushed (see next page).

You can move your tram in any direction, but you can only reverse the direction of movement at a stop.

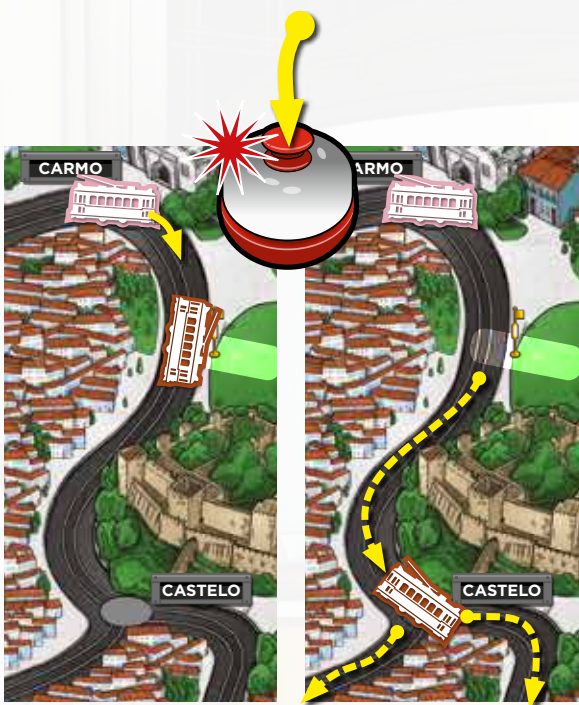
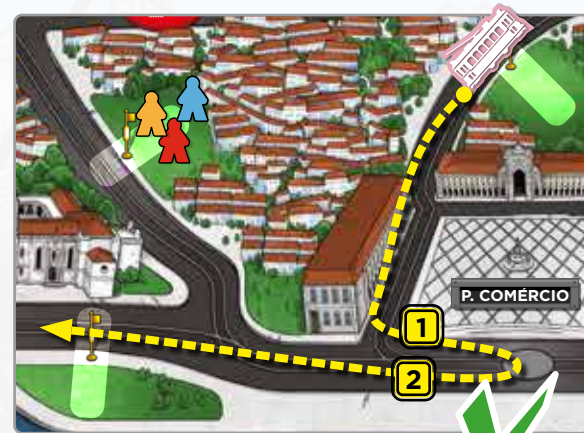
You can NOT cross your tram with another on the same line.



Rossio Tram Stop



The movement of your tram MUST follow the line of the rails and you cannot curve where there is no rail going in that direction.



If you want to advance your tram and the line is blocked by another tram, BEFORE you move it, ring the bell signaling that you want to advance and push the tram that is blocking you to the next stop.

If there is more than one option where the tram can be pushed, it is the owner of the tram that is blocking that decides where it goes.

If there is more than one tram blocking you, you can push them all. The first to be pushed will be the one that is farthest from your tram and so on.

Move your tram only after the line is clear.

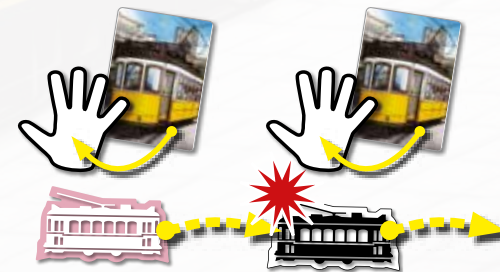


The pink player wants to move his tram to the Castle location. As the brown tram is on its way, then he rings the bell. The brown player MUST move to the Castle location and then choose to go right or left

Note that the place where the brown tram was had no passengers (as it had already picked it up). That is why the pink tram when it moved did not consider it a stopping place and only had to spend a ticket to make the movement action to reach the Castle.

When one tram pushes another (or others), all players involved draw one Ticket to their hand. This can only happen ONE time per turn. It means that if you push a tram several times with your actions and the free movement bonus (if you have one) you can only draw ONE ticket. The other players involved also only draw just ONE ticket.

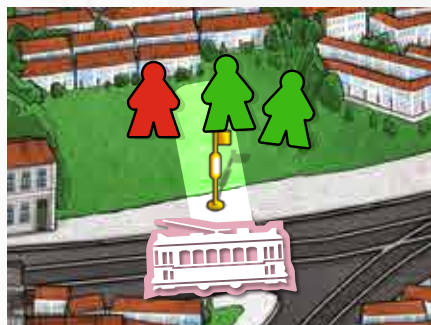
The same applies if your tram is pushed one or more times during another player's turn. You can only draw ONE ticket during that player's turn.



2 - Pick up passengers

To do this action you must have your tram stopped over a Stop symbol with **passengers**.

Discard exactly the same number of tickets from your hand and with the same color as the passengers waiting. You cannot discard just for some passengers. You have to do it for the whole group. You can use 3 tickets of the same color to replace ONE ticket of another color.



Place them on your player card, in the appropriate places.

You cannot exceed the limit of 2 passengers that you can carry and you must respect the colors of each seat.

Note: there is a bonus that allows you to take up to 4 passengers of each color. - see page 12



Do you want to take a risk and get more passengers?



Before picking up passengers, ring the bell! The player on your right removes ONE passenger from the bag who joins the group that is already at the stop where your tram is. Then follow the rule described above.

If you do not have tickets of the correct color to discard (for the whole group), you cannot collect any passengers from the group, but you will not lose any cards in your hand.

Note: if the bag is empty, fill it with all passengers that have been discarded in the meantime.

And if the collected passengers don't all fit on your tram?

You ALWAYS have to discard Tickets for ALL passengers who are waiting (including those who are unable to collect).

Those that have no place on your tram, leave them at the tram top.

3 - Drop passengers on Monuments (and this way get Monument cards).

To do this action you have to have your tram stopped at a Monument that has the identifier cone, therefore it shows that the Monument card is available on the board.

Remove exactly the same number and color of passengers from your player card as shown on the Monument card (do NOT put them back in the bag).



Place the first Monument card you collect next to your player card. The cards collected afterwards must be placed adjacent and with the same orientation to another Monument cards you already have (on one side or the other).

Once placed, you cannot change the order of your Monument cards.

Each action only allows you to obtain ONE Monument card.

When you draw a Monument card, this symbol appears on the game board:

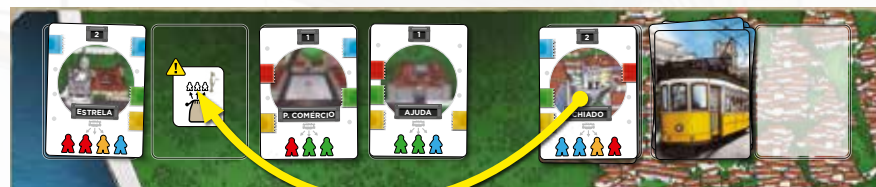


This means that whoever is to the right of the player taking the turn, MUST immediately pick 3 passengers from the bag at random and place them in any empty tram stop symbol (without passengers or trams). If there is no empty stop symbol, don't pick any passengers.

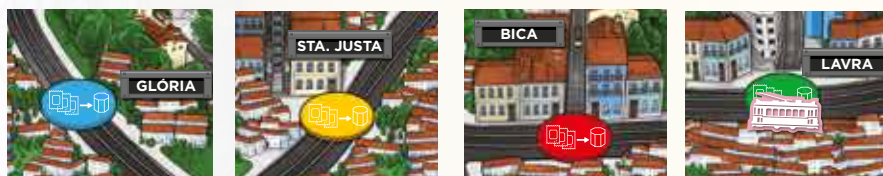


If the bag is empty, fill it with all passengers that have been discarded in the meantime.

Finally, open a new card that you take from the rightmost stack. Place the signal cone at the new location on the game board. It may happen that a Monument card comes out with the same location as another Monument card that is already open. In this case, the location has two identifier cones.



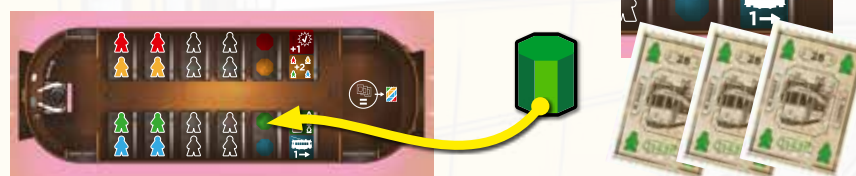
4 - Get bonus



On the game board there are 4 Lisbon elevators / lifts. These special places are Bonus stops, as they allow you to unlock the bonuses that your player card offers.

To do this action you have to be stopped at one of the respective Stops.

Discard 3 Tickets of the color of the Stop, collect the bonus marker of the respective color and place it on your player



card. You can use 3 tickets of the same color to replace ONE ticket of another color.

Until the end of the game, the bonus you have unlocked is available to use on your turn.

On your turn you can use all the bonuses you have obtained, but only once each.

See page 12 for the BONUS you can unlock.

End of the turn

At the end of your turn draw 4 Tickets to your hand.

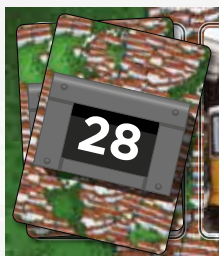
If there are no Tickets in the pile, shuffle the discarded Tickets and form a new pile face down.

There is no limit on the number of Tickets you can have in your hand.



End of the game:

The game ends as soon as a face-down Monument card appears.



At that time all players who have not yet played in that round play (so that all players take the same number of turns) and the game is over.

Final score:

To obtain your final score, add the following values:

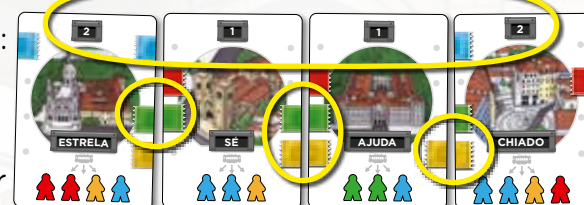
The VP value of the Monument cards you have.

Add 1 VP for each link between the cards (full color ticket) that your Monument cards show.

If there is a tie, among the tied players wins the one with the most card connections.

If a tie remains, among the tied players wins the one who has MORE passengers on his tram.

If the tie persists, among the tied players, wins the player who is farthest from the 1st player (in the order of play).



In this example, the player obtained a total of 10 VP in his final score.

6 points for cards plus 4 links between cards.



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The author thanks the efforts of the entire MEBO Games team that took this game to a higher level and all those who tested it:

Alexandre Abreu, Bruno Maciel, Bruno Silva, Celestino Escola, Cid Monteiro, Daniel Brito, David Ventura, Diogo Paulo, Diogo Rodrigues, Francisco Maia, Filipe Santos, Hélia Escola, Isabel Aleixo, João Castanheira, João Frade, João Quintela, Lotas Coelho, Luís Branco, Luís Sousa, Mafalda Soares, Marco Vicente, Miguel Costa, Nuno Rabaça, Pedro Miranda, Pedro Rebelo, Pedro Soares, Raquel Escola, Ricardo Miguens, Ricardo Rodrigues, Tatiana Tygana, Vital Lacerda.

To Sandra Lucas a very special thank you and to my little great players Alice Pedro and Maria Pedro a request: Dream big! This is my first game for them.

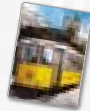
Actions you can do in your turn:

Move you tram

see page 7

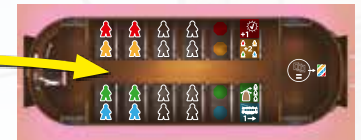


Ring the bell if you want to push another tram and draw one ticket.



Pick up passengers

see page 9



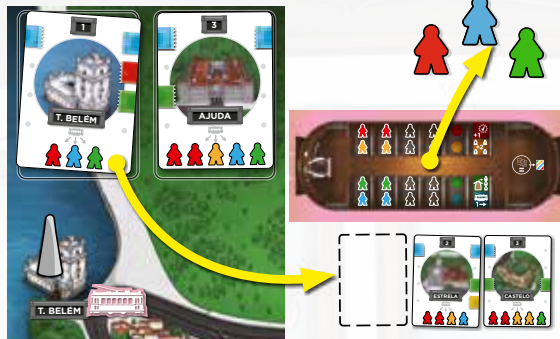
Ring the bell if you want to push your luck and get one more passenger.



Drop passengers on Monuments.

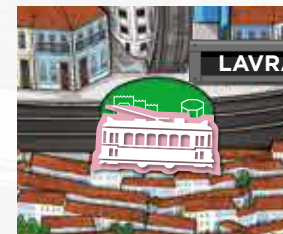
(and get Monument cards).

see page 9



Get bonus

see page 10



On your turn you can do up to 2 actions (unless you have a bonus).
At the end of your shift draw 4 tickets to your hand.

Bonus you can unlock during the game

see page 10



1 free movement

Podes fazer um movimento grátis com o teu eléctrico. Não precisas descartar um Bilhete ou gastar uma acção. **This bonus is immediately available for you to use after purchase.**



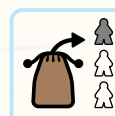
+ 1 action

On your turn you can do up to 3 actions (instead of the normal 2 actions you have available). **This bonus is immediately available for you to use after purchase.**

+ 2 seats for each color in your tram

You can now transport 4 passengers of each color on your tram.

This bonus is immediately available for you to use after purchase.



Ring the bell for the player on your right to pick 3 passengers from the bag. You choose 1. (the unchosen, go back to the bag)

Place the passenger at the stop where you have your tram stopped. You can only do this at a tram stop symbol where there are passengers (at least one). Then it follows the normal rule for collecting passengers. - see page 9

This bonus is immediately available for you to use after purchase.

