

- If two stations are connected by farecard transfer, closing one of the stations does not impede traffic at the other.

Transit Tokens

- Transit Tokens are a currency that players may spend during their turn to take special actions:

- A player may spend a Token **before** they roll the dice to determine their Movement on their turn to automatically roll a 12.
- When transferring from one train or bus line to another, a player **must** pay 1 Token for each transfer.
- A player may spend a Token during their movement to open a closed station – or close an open station. They do not need to be on the space of the station they are opening or closing in order to do so. A player may open or close a station that is currently occupied by another player's pawn.
- Certain Condition Cards may offer players the chance to spend Tokens on their turn to take special actions as described on the card.



- Players may hold any number of Tokens, but the total supply of Tokens is limited by the number in the bank (32).
- Players may spend any number of Tokens on their turn.
- Players draw 1 Token at the beginning of their turn (except for the first turn).

Movement Examples

- Moving through closures and farecard transfers:**

On your turn, you wish to move from Adams/Wabash station to Washington Blue Line station. A Station Renovation marker sits on Lake Red Line station. Begin by moving north with traffic on the Brown or Green line. **2 Movement Points** will bring you to State/Lake. You can pay 1 Token to transfer from here to Washington Blue Line since they are connected by a farecard transfer, but you must first remove the Renovation marker from Lake Red Line by paying 1 Token. So, this route will cost you **2 Movement** and **2 Tokens**.



- Moving by Bus:** On your turn, you wish to move from Berwyn Red Line station to Montrose Blue Line station. Begin moving south on the Red Line to Lawrence station for **2 Movement**. Pay 1 Token to transfer to the Lawrence Bus. Travel to Kimball Brown Line by bus for **2 Movement**, then continue on the bus to Jefferson Park Blue Line for **2 more Movement**. Pay 1 Token to transfer from the bus to the Blue Line train; then continue down to Montrose Blue Line for **1 Movement**. This turn costs **7 Movement Points** and **2 Tokens**.

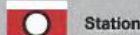


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- 1 Movement Point. Stations are marked as a white circle with a black outline.



Station

- Moving from one stop to the next along a bus route costs 2 Movement Points.
- Players may choose to stop moving without using all of their Movement Points.

- Players move around the board trying to visit each of the stations they are holding in their hand of Destination Cards. When a player reaches a station they have in hand, they may place it face up in front of them to **visit** the station. Visiting a Destination ends their turn. Any effect listed on the card will activate either immediately or on their next turn, as written.

- Once a player ends their turn, the next player to their left begins their turn, rolling the dice to determine their Movement. When it becomes the Conductor's turn again, they must turn up a new Condition Card before they roll the dice to determine their Movement.

- When travelling in The Loop, players must follow the direction of traffic on each line.



Direction of Traffic

- Once a player has visited each station in their hand, they must race back to State/Lake station to win the game. State/Lake station must be open for a player to be able to stop there and win.

Transfers

- Players **must** pay one token to transfer from one train line to another, or from a train line to the bus, or from the bus to a train line. Train transfer stations are connected with a solid white line. Bus transfer stations have a light blue outline around the station marker. Transfers **do not** cost any Movement Points.



Transfer Station

- If you begin your turn on a train station that serves multiple train or bus lines, you **may** choose which line you are on without paying to transfer, no matter what train or bus line brought you to that station on your previous turn.



Bus Transfer Station

- Some transfer stations, connected by a dashed line, are farecard transfer stations. They are a short walk from each other, and you may transfer between them as though they were connected by a solid line. However, they count as different stations for Renovations and Destination Cards.



Farecard Transfer Station

Condition Cards

- At the beginning of each round, the Conductor reveals a Condition Card from the top of the Condition deck. This card has a rule that will apply to all players this round. When play returns to the Conductor, they will reveal a new Condition Card before they take their turn. Effects from Condition Cards are cumulative with effects that may appear on Destination Cards. If a player spends a token to take a 12, any movement conditions still apply to that "roll."



Red Circle
Each player closes one station this round

- Each Condition card is marked with either a green or a red circle. If the Conductor reveals a Condition card marked with a red circle, players will immediately place one Station Renovation Marker on any open station in turn order. On a green circle, no additional closures are placed.



Green Circle
No additional closures this round

Destination Cards

Each player is dealt 5 Destination Cards at the beginning of the game. These cards list a CTA Station, the color lines that service the station, and an effect that will occur when the station is reached and the card is played. They also name an attraction to visit near the station, with an icon to indicate what category that attraction belongs to. If a player visits three destinations

EL THE CHICAGO TRANSIT ADVENTURE



Welcome to Chicago! There's lots to do in The Windy City, and you have a full itinerary. Make your way around the city using the famous elevated "El" trains to visit places of interest on your *Chicago Transit Adventure!*

Contents

- 1 Game Board, 20"x30"
- 8 Colored Train Pawns
- 32 Transit Tokens
- 12 Triangular Station Renovation Markers
- 67 Destination Cards
- 28 Condition Cards
- 2 Six-sided Dice

Object

The object of the game is to visit all the Destination cards in your hand and return to State/Lake station before anyone else.

Setup

- Each player chooses a Train Pawn and places it in the Train Depot near State/Lake station in The Loop.
- Distribute 3 Transit Tokens to each player.
- Shuffle the Destination Deck and deal each player 5 cards. Place the rest of the Destination Deck face down on the indicated space on the board. Players may look at their own cards.
- Shuffle the Condition Deck and place it face down on the indicated space on the board.
- Roll the dice to see who goes first. Highest number wins. Play will proceed in a clockwise direction beginning with that player, called the Conductor.
- In turn order, beginning with the Conductor, each player chooses one station to close with a Station Renovation Marker. This may be anywhere on the map **except** for inside The Loop.
- The game is ready for the first round of play to begin!

Gameplay

- Gameplay is organized into rounds and turns. One round consists of each player taking one turn.
- At the beginning of the round, the Conductor will reveal the top card of the Condition Deck and place it face up on the Active Condition space. This card has a rule that will apply to all players this round. If the Condition Card is marked with a red circle, each player **immediately** closes one station anywhere on the map, **including** The Loop, in turn order.
- The Conductor begins their turn by rolling two dice. The number they roll is how many Movement Points they have this turn.
 - Moving from one station to the next station on the same color train line costs

with an attraction that falls into the same category, they may take another turn **immediately** after playing the third card, beginning with a new dice roll.

The Destination categories are:



Civic - These are places that help to make "The City That Works" work. This includes municipal and government buildings, utilities, and transportation infrastructure.



Parks & Nature - Chicago is known as "The City in a Garden." These are places where people can go to relax and enjoy some time among nature. They may be parks, beaches, botanical collections, or even the zoo!



Culture - These are places in "The City Beautiful" where people can experience the broad spectrum of human expression. They range from monumental public sculpture, to fine art collections, to museums of history, science, and industry.



Culinary - Chicago is well known as a destination for foodies, and no trip would be complete without a memorable meal! These are places where a visitor can feast.



Education - These are institutions of learning. There are many to choose from in Chicago, whatever your field of interest might be.



Entertainment Venue - There is no shortage of places to have a good time in Chicago, whether you'd like to see music, theatre, a sporting event, or if you're in town for a convention or exposition.




Landmark - Chicago is full of notable places that have made their mark on history. Be sure to visit a few while you're in town!

- As players travel around the map, they will need to stop at each station represented on their Destination Cards to visit the Destination. When a player stops to visit the station, they place the card face up in front of them and announce the station name. The effect listed on the card will activate either immediately or on their next turn, as written. When a player plays a Destination Card, their turn ends.

- A station must be open in order for a player to play a Destination Card there.
- If at any time a player is instructed to discard a Destination Card, put it face down on the bottom of the Destination Card deck so that no other player can see what was discarded.

Station Renovations

- A number of stations will be closed for Renovation throughout the game. A player attempting to pass through a closed station on any train or bus line **must** instead end their movement there. They may continue moving past the closed station on their next turn. A player may not play a Destination Card at a closed station; they must first open the station.
 
- A player may open or close a station during their movement by spending 1 Transit Token (see Transit Tokens section).
- The total number of closed stations is limited by the number of Station Renovation Markers in the bank (12).
- If a player must Renovate a station, but there are no remaining markers in the bank, they may instead move a marker from another closed station.