

At the beginning of each round, move the starting player truck counterclockwise. Each round has 7 phases, and each chooses to act in turn for each phase:

1. Collect Federal Funds disbursement for continuation of your project after your first road is built. Place \$150 in your company's circle and collect \$25 from that stack each round. **Collect Honcho benefit(s).**

2. Shenanigans: May buy 1 Shenanigans card at the lowest price on the Marketplaces board. Example: if Asphalt is the lowest priced resource at \$8, the cost of a card is \$8.

After each player has decided whether to buy a card, each player may choose to play up to two Shenanigans cards over two cycles. Example: Player 1 may choose not to play a card, but if Player 2 plays a Hostile Purchase against Player 1, then Player 1 may play an Enforcer on the second go-around.

The card is turned face up and used during the present round. It is used immediately unless a subsequent phase is noted. Once played, it can not be replaced with another card in the round. If a card becomes unplayable (e.g. Night Shift and Market Maven), it is discarded and the player feels shame. The only exception is the Kickback Coupon which is returned to a player's hand if the player can't afford the kickback later in the round. Shuffle and re-use when last one is taken (there may still be Shenanigans owned).

3. Trading Session: Resources, money, Shenanigans cards and Honcho tokens may be traded. Colored road sections and kickback/guardrail discs can not be traded.

4. Collect \$10 from a side job and sit out the rest of the round (can not sell, buy/build or scheme this round)

5. Sell Resources: on the Open Market, sell as many resources as you wish at the current price. With each sale, move the marker 1 place lower. Example, if the price for Asphalt is \$12, and you want to sell 3, you collect \$36. The marker is then put at \$6. Options for sale are the 4 singles (crew, asphalt, permit, steel) and pairs (crew/asphalt, crew/permit, asphalt/permit). Multiple singles and multiple pairs may be sold. Resources are returned to the game board when sold.

6. Buy or Build-choose only one:

6a. Buy: on the Open Market, visit only 1 market and buy up to 4 resources (4 singles, 2 singles/1 pair or 2 pairs).

Advance the marker 1 spot higher with each purchase.

Example: If you go to the AP marketplace when the price is \$20, you may buy a pair of Asphalt and Permit for \$20, or two of each for \$40. Move the marker to \$23 if buying one pair, and to \$26 if buying two pairs. If there are no resources left on the game board, none can be purchased (except by using a Hostile Purchase card). Prices can not go outside the stated ranges.

6b. Build: On a single segment, build 1 of 3 types of road miles, in sequential order only, from your company's starting point. Your project can must be built in one direction and sequential. The only exception is a Bus Lane (see below). **Once a road is built, a player maintains rights to that route, regardless what other players do.**

-Build a **Regular Road** with Crew, Asphalt & Permit. A player can not double back on a regular road to complete the project.

-Build an **Elevated Road** on top of another player's road. Building an elevated road requires CAP plus Steel. There is no limit to the number of times a road can be elevated, but a player can not elevate his own road.



-Build a **Bus Lane:** requires Crew and Asphalt (permit requirement is waived). Draw a Honcho token blindly from the bag. Players may build multiple Bus Lanes (and gain multiple Honchoships) in a game, but each Bus Lane built adds 1 road to your final project, because the route is not direct.

A player can use his own Bus Lane on a free second pass if needed, as shown in this example: Player 1 builds a Bus Lane towards the path of Player 2 (to the left) before going to the Commons and then draws Concordia Airport.

After building a regular road for the 4th mile, he then builds a regular road for the 5th mile, because the 2nd mile (Bus Lane) is already there.

Resources are returned to game board when a road is built (prices do not change when resources are used). Place a road piece on the segment; for Elevated Roads, place it on top of the Regular Road. **Each player may build up to 6 miles of road,**

but may complete a longer road project by engaging in schemes in phase #7.

7. Schemes: choose only a kickback scheme or guardrail scheme in this phase. Either scheme can be carried out on another player's road (even if elevated) that is in the next segment on your project's path. This counts as completed mile in project.

7a. Kickback: cash price is the current market rate for the sum of the four single resources (crew+asphalt+permit+steel). Builder of Regular Road receives half of the amount actually spent. Builders of Elevated Roads in this location receive no money. Mark road with colored disc. Limit of 2 kickback schemes per player.

7b. Guardrails: turn in 3 steel to build guardrails. Builder of Regular Road receives 1 steel, and other 2 are returned to game board. Builders of Elevated Roads in this location receive no steel. Limit of 2 guardrail schemes per player.

Destinations: Each player is eligible to receive a Destinations card upon reaching the Commons (green hexagon center; after first 2 regular roads are built or schemed). Once eligible, place \$5 on the Commons **at any time** and draw the top card. The last player to draw a Destinations card collects the pot of fees. There are 18 Destinations cards: 3 cards for each of 6 Destinations.

Honchos: Become a Honcho by building a Bus Lane. A Bus Lane is built by with Crew and Asphalt. Draw blindly from the bag of 6 Honcho tokens. Each Honcho collects a different benefit in the first phase of each round (the first benefit is received in the subsequent round). **Union Boss (Crew Contract), Master of Macadam (Asphalt), Smelter (Steel), Insider (Permit), Racketeer (\$10), Swindler (Shenanigans card).** A player can become more than 1 Honcho.

Shenanigans cards (54):-complete actions immediately unless indicated to use during subsequent phase of round. Resources can only be collected if they are available on the game board (except for Hostile Purchase).

Expressway Toll (1): collect \$5 for each road of your own project already completed (includes your Bus Lanes, Kickbacks & Guardrails).

Highwayman (1): collect \$10 in insurance racket from each player for each new road, either built or schemed through kickbacks/guardrails, during this round. Another player can not build or scheme in this round if they can not afford this payment.

Corporate Deal (1)Sell naming rights for your road project to Bagelhäus. Collect the current price of a Permit in cash.

Market Maven (3)-Use card in phase 6 of round to buy once in up to 3 markets. Example: can buy 1 Crew Contract, 1 Steel and 1 pair of Asphalt/Permit.

Motherlode (2): Inherit iron mine. Collect 1 Steel.

Purloined Posts (1): Recycle old Boondoggle City street signs as scrap metal. Collect 1 Steel.

Black Market Boon (2): Receive up to 2 loads of steel for half current price. Use in Shenanigans phase. Market price does not change.

Bribery (1) Let Councilwoman Mugwump use your airplane hangar rent-free for a lavish re-election campaign event. Receive a Permit.

Price Gouger (3)-Sell a single Resource (not a pair) for double market price, and lower the price 2 spots. Use card during Shenanigans phase.

Route Option (3)- After you have drawn your Destination card, draw another one. Keep both and choose where your project will end.

Wheeler Dealer (2)-Exchange any single Resource for another from the game board supply (not from another player).

Kickback Coupon (1)Roadside beautification project results in kickback from Councilman Zinnister's campaign fund. Use this card as \$20 coupon in phase 7 (Kickback) (Card is not forfeited if unable to use). Original builder of road collects half of the cash you need to complete the kickback.

also(1): Give Boondoggle Mongrels baseball tickets to the Secretary of Transportation. Use this card as \$20 coupon in phase 7 (Kickback) (Card is not forfeited if unable to use). Original builder of road collects half of the cash you need to complete the kickback.

also(1): Receive \$20 towards a cash kickback scheme from the Secretary of Transportation in exchange for season tickets for the Boondoggle Mongrels baseball team (use in phase #6 this round). Original builder of road collects half of final payment.

Night Shift (3)- Crew works overtime and builds in darkness. Can build a road in Shenanigans phase, and may still choose to buy or build in phase 6. Once played, card must be used in round or is lost.

Non-Union Contract (3): Purchase up to 2 Crew Contracts for half current price. Use in Shenanigans phase. Market price does not change.

Big Family (3): Various aunts, uncles, cousins and other miscreants pitch in on a job for free. Collect 1 Crew Contract

Black Market Boon (2): Receive up to 2 loads of asphalt for half current price. Use in Shenanigans phase. Market price does not change.

Portable Asphalt Machine (2): Recycle broken road on-site. Receive 1 asphalt.

Midnight Delivery (1): Truckload of asphalt arrived at your office, and no paperwork was involved. Receive 1 asphalt.

Hostile Purchase (2): Make another player an offer they can't refuse. Take a single resource and pay that player double market price. The player receiving the money can not play a Hostile Purchase card to retake that resource in this round.

Enforcer (3): Play card and pay \$15 to the treasury to prevent Hostile Purchase. May play another Shenanigans card in this phase after others have played. Opposing player loses Hostile Purchase card.

Manipulator (3): Choose 3 markets. Move the price in each one lower 2 spots. Can only choose singles which are \$6 or more and pairs which are \$14 or more, so that full action can be taken.

Lobbyist (3): Turn in 2 unused Kickback or Guardrail discs, and add \$25 more to your Federal Funds stack.

Hot Wired Truck (3): Commandeer the starting player truck for the start of the next round and park it where you want. That player now goes first for that round only. Counterclockwise rotation resumes from there.

Blackmail (1): Collect \$5 from other players for each scheme marker they have played.

Derring-Do Switcheroo (2): Swap one of your resources for one from another player.

Win game: Complete a route of built roads, kickbacks and guardrails (minimum is 5 miles of roads) from your start, through the Commons, to your destination. Game cannot end until a full round is completed. Tiebreaker is most money. Second tiebreaker is most Shenanigans cards. Third tiebreaker involves a lot of shouting and name-calling.