

GRAFFITI

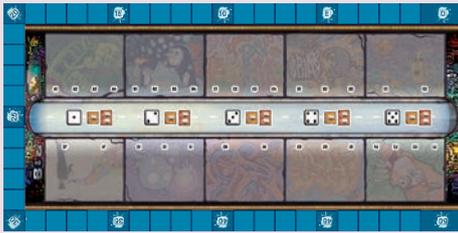
A game by Marco Ruskowski & Marcel Süßelbeck
for 2 - 4 players aged 8 years and older

Game Concept and Object of the Game

The best graffiti artists in the world are gathering in London's "Leake Street Tunnel". This tunnel is a canvas and a venue for countless graffiti pieces that are admired by visitors from all over the world. Step into the shoes of one of these artists and immortalize yourself in the tunnel. For this, you will need both a permit and the right spray cans. Then you can make a name for yourself in the city and maybe even become friends with the Bobby. Now it's time to head into the tunnel to spray your graffiti. Compete artistically with the other players to be crowned the best graffiti artist at the end.

Game components

- 1 Game board (double-sided)



- 3 Action boards



- 10 Graffiti



4x 4 segments, 3x 3 segments, 3x 2 segments

- 58 Paint tiles



7 each of single paint cans: red, yellow and blue

8 each of single paint cans: green and black

7 each of double paint cans: red & yellow, red & blue, yellow & blue

- 40 Bonus Tiles



5 each of 2 points, wild card paint, permit, extra action, reservation, add, discount, save

- 30 Permit tokens



- 1 First player token



- 1 Bobby (policeman)



- 76 Tags



- 76 Tags (signatures of the artists) 16 tags of each player color

12 neutral tags

- 4 screens

1 of each player color



Inner face (game summary)

Outer face

- 20 Spray cans



- 4 Reservation & 4 scoring markers

2 of each player color



- 4 Markers "+50"

1 of each player color



- 4 Artist tiles

1 of each player color



- 1 Rules booklet

Variant 1

- 1 Blocking token



- 1 Game board (back side)



Variant 2

- 3 special graffiti



Setup & explanation

1 Place the **game board** in the center of the playing area, the side without the black blocking spaces being visible. Place the **permit board**, the **bonus board** and the **paint board** below it, next to each other in a row.

2 Mix the **bonus tiles** and stack them face down on the large space. Place one tile each face up on each of the circular spaces. Place the **bobby** on the center  space.

3 Sort the **paint tiles** by color and place them on the corresponding spaces of the **paint board**.



4 Sort the **graffiti tiles** by the **letters on their back sides** and put them on the **corresponding tunnel** spaces of the game board. Make sure that the graffiti pieces are placed in ascending numerical order.



5 Do not use the **neutral tags** in a game with 4 players. Leave them in the box. See page 6 for a game with 2 or 3 players. The **black blocking token** and the **back side of the game board** are used in a variant, only, see page 6.

6 Mix the **permit tokens** and stack them face down on the right space of the permit board. Place **one tile** from the stack **face up** on **each** of the other spaces.

7 Each player chooses a player color, then takes the **screen**, **artist tile**, **5 spray cans**, **16 tags**, as well as the **reservation marker** and **scoring scoring marker** in that color. They place the reservation marker in front of their player screen. Put all point markers on space "0" of the scoring track. Each player places their artist tile in front of their screen and pots the spray cans on it. Additionally, each player takes **one blue**, **one red**, and **one yellow paint tile** from the paint board and puts them behind their player screen. Also, each player draws **one permit tile** from the stack and puts it behind their player screen. Finally, determine a first player by any means you like, and give them the **first player token**.

The Actions

The bonus board - Here, you can take bonus tiles that give you special effects.



The paint board - Here, you get the different paints that you need to paint your graffiti.



The tunnel on the game board - This is the place where you paint your graffiti, gain VP for each segment and additional points for completed graffiti at the end of the game.



The permit board - Here, you get the permit tokens that you need to obtain the right to spray your graffiti in different sections of the tunnel.

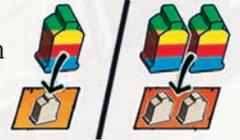


Playing the game

Graffiti is played over multiple rounds. The player holding the first player token starts each round, the other players follow in clockwise direction. A player taking their turn may perform one action or pass. When performing an action, the player must choose **one of 4 possible actions**:

A Get a paint tile , **B** Obtain a permit token , **C** Spray your graffiti , **D** Take a bonus tile

In order to perform an action you have to place 1-2 spray cans on that area of the game board or on one of the action boards. You can only choose actions with unoccupied spray can spaces for which you still have a sufficient number of spray cans. Once placed, the spray cans remain on the game board until the end of the round.



If a player has placed all their spray cans or does not want to place a spray can anymore, they have to pass. When a player has performed an action or has passed, the next player takes their turn. Skip the turns of any players who have passed. Continue playing like this until all players have passed. After all players have passed, the current round ends.

If there are **less than 6** completed graffiti at this point, prepare the next round and continue the game. However, if **at least 6** graffiti are completed, the game ends and the players proceed to the final scoring.

The 4 actions in detail

You may choose an action only if there is an unoccupied spray can space. Depending on the spray can space you have to place one or two spray cans in order to perform that action.

A Get a paint tile

Place your spray can(s) on an unoccupied spray can space on the paint board and take one corresponding paint tile from the display if available.

!!! Note: The large spray can space below the paints red/yellow/blue can be used by any number of players multiple times during a game round.

If there are several paint tiles, you may take any one of these. Put the paint tile behind your screen. Paint tiles showing two different paints can be used for both paints or for one of these only.



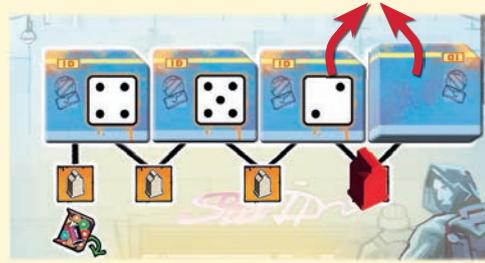
If paint tiles of a certain paint or paints are not available, you cannot get it at this time.

B Obtain a permit token

Place a spray can on an unoccupied spray can space and take both permit tiles associated with this space. If it is associated with the stack, draw the top tile from the stack. Put the tiles behind your screen.

When using the left spray can space (marked with first player token) you take this one permit tile only but also receive the first player token and. You are the first player in the next round. If nobody uses this space, the player currently holding the first player token keeps on holding it.

Finally, refill the empty spaces with new tiles from the stack. If the stack is exhausted, mix the discard pile and use it as the new draw pile.



Example: Patricia (Red) draws the top permit tile from the stack and takes the face up tile with two pips.



Example: Alexa (Blue) takes the permit tile with 4 pips; she gets only one tile but also receives the first player token.

C Spray your graffiti

Place your spray can(s) on an unoccupied spray can space so you can spray your part of the graffiti in this section of the tunnel.

Additionally, you must discard a permit token with the same number of pips as shown for this section of the tunnel.

Wild card: You may discard two permit tokens with the same number of pips to spray your graffiti in the chosen section.



Now, you spray one incomplete segment of one of the two graffiti in this section of the tunnel. You need to use the paint tiles shown on that segment. Put them in front of your screen, and gain as many VP immediately as shown on that segment.

Finally, flip the segment tile to its front side and place one of your tags on it. This indicates that it was you who sprayed this wonderful graffiti.



Example: Patricia (Red) wants to spray a graffiti in the tunnel section B4. She places two spray cans, because Jenni (Green) has sprayed here before, and discards the matching permit token.



Example: By placing only two paint tiles from behind her screen in front of it, Patricia (Red) can complete the graffiti segment B4. She gains 9 VP immediately, flips the segment tile and places one of her tags on it.

D Take a bonus tile

Place a spray can on an unoccupied spray can space on the bonus board. Then, you take the associated bonus tile and put it behind your screen. You may use it as of now to use its effect. Players may have more than one bonus tile behind their screen and may use more than one during their turn. Remove used bonus tiles from the game.



Example: Beate (Yellow) places a spray can from her artist tile on the space of the bonus board below the bonus tile "extra action". She takes that tile, and puts it behind her screen.

The effects of bonus tiles



Add: You may place your spray can on an occupied spray can place that can hold 1 spray can. No further spray can may be placed here.



Discount: You may place 1 spray can less than the spray can space requires. This means you place 1 spray can on a space that requires 2, and no spray can on a space that requires 1. In either case, you discard the bonus tile.



Wild card paint: You may use this tile instead of any other paint tile when spraying your graffiti.



2 VP: You gain 2 VP immediately and advance your scoring marker accordingly. Subsequently, remove the tile from the game.



Extra action: After completing your turn, you perform another turn immediately, before the next player takes their turn.



Permit: This tile gives you the right to place 1 or 2 spray cans in any section of the tunnel, and spray your graffiti there. You do not need to discard a permit token.



Save: At the end of the round, you may keep 3 paint tiles behind your screen instead of only 2. (See point 2), end of the round).



Reservation: Place your reservation marker on any segment of an uncompleted graffiti. This segment is reserved for you **until the end of this round**. Retrieve the marker when you spray this segment or at the end of this round, and remove the tile from the game.



The bobby: You may take the bobby instead of a bonus tile. The bobby allows you to use 1 spray can only in the tunnel on a space that requires 2 spray cans, and/or spend any paint tile instead of a required one. You may use the bobby multiple times during this round. At the end of the round, you have to return him to his space on the bonus board.

PASS

When a player has no more spray cans on their artist tile, they have to pass. Players who have passed are skipped until the end of the round, while other players still can perform actions.

End of the round & Preparing the next game round

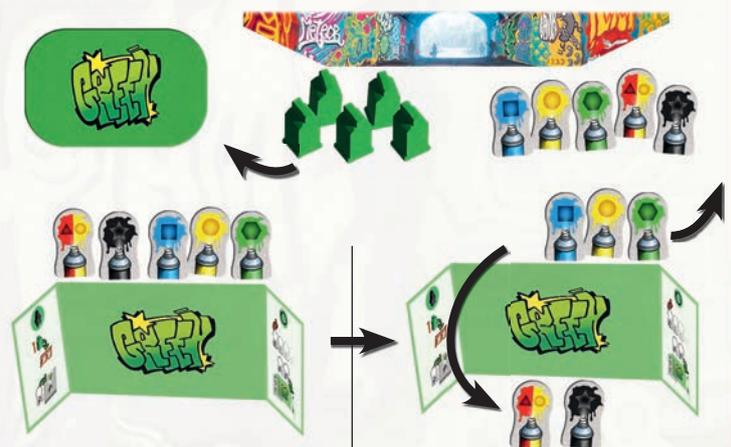
Once all players have passed, the current round ends and the next round is prepared.

1) Each player retrieves their spray cans from the game board and other boards, placing them on their artist tile again.

2) Each player may keep 2 paint tiles and put them behind their screen, to be used during the next round. A tile showing 2 paints counts as one tile only. You may do this at the end of the final round as well.

All surplus paint tiles are placed on the corresponding spaces of the paint board.

3) Refill empty spaces on the bonus board with new tiles from the stack.



Example: Jenni (Green) may keep 2 paint tiles for the next round. She has to return 3 of her 5 paint tiles to the paint board.

4) Only in a game with 2 or 3 players:

The player holding the first player token reveals the top permit tile from the stack. Then, they flip one incomplete graffiti segment in the tunnel section corresponding to the revealed permit tile to its completed side and place a neutral tag on it. Reveal 2 tiles and flip 2 incomplete segments **in a game with 2 players**. Put the revealed permit tiles on the discard pile afterwards.

Note: In a game with 2 or 3 players, you flip the graffiti segment also after the final game round.



Example: Alexa (Blue) reveals the permit tile "1" for the first tunnel section. She decides to complete the upper graffiti. She flips the segment A1 and places a neutral tag on it. Nobody gains the 15 VP for this segment.

!!! Important: If the permit tile shows a number of pips associated with a tunnel section containing only completed graffiti, nothing happens.

You are now ready to start the next round.

End of the game & final scoring

The game ends at the end of the round if at least 6 graffiti are completed. This may happen during the round or during step 4 of the preparation of the next game round, If it happens during the round, continue playing until the end of this round.

Proceed to final scoring and gain additional VP as follows:

1) Each of your unused bonus tile, permit tile and paint tile is worth half a VP. Mark your VP (rounded down) on the scoring track.

If you own the bonus tile "save", you may use it to keep 3 paint tiles instead of 2, but then the bonus tile itself has to be discarded, so it's no gain.

2) For each of your tags on a completed graffiti, you gain as many VP as the graffiti has segments: 2, 3, or 4 VP.



= + 27 VP total

Example: Finals scoring for Beate (Yellow): Beate gains VP for her tags on completed graffiti. This sums up to 23 VP. Additionally, she gains 4 VP for her unused tiles, thus a total of 27 VP. She adds these VP on the scoring track to those she had gained during the game.

The player furthest ahead on the scoring track is the winner of the game! In case of a tie the tied player who has the most tags on all graffiti in the tunnel is the winner. If the tie persists, the tied players share the victory.

Variant 1: You use the back side of the game board and the black blocking token as well. At the start of each round, the first player must reveal a permit token from the stack and put it on the discard pile. Then, place the blocking token on the corresponding tunnel section. This means that no graffiti can be sprayed in that section during this round. From the second round onwards the blocking token must be placed on a different tunnel section, meaning you have to reveal several permit tile if necessary until a different number is revealed.



Variant 2: Exchange the three special graffiti for the basic graffiti with the same letter.



est. 1989

