

THE TOLL · Cards

54 cards from deck.json. Visual 9-up cut sheets: <https://tablepress.space/the-toll/print.html>

1. How to play [1]

Reference

Put the 5 road cards in a row: Sand, Chip, Cloud, Model, App. Mix the rest. Give 5 (6 if two people). Three extras = the Yard. Youngest starts. Play one card, then take one (Yard or pile). Or swap one hand card with the Yard. Lowest score starts the next round.

(Read the road left to right. Sand is first.)

2. How you score [2]

Reference

Biggest number on a stretch owns it. Same number? Last to play there. Next-door owner scores 1. If you own two stretches that touch and have not locked, you may say THE TOLL and score 4. You become the Target. After 6 turns each, most points wins.

(Write the score as you go.)

3. Sand [▽]

Road

First stretch. Only next door is Chip. Own it with the biggest number.

(Rock, water, power, wire.)

4. Chip [◇]

Road

Second stretch. Next door: Sand and Cloud.

(The drawing becomes a part.)

5. Cloud [□]

Road

Middle stretch. Next door: Chip and Model.

(A building that is always on.)

6. Model [△]

Road

Fourth stretch. Next door: Cloud and App.

(Weights that other people use.)

7. App [○]

Road

Last stretch. Only next door is Model.

(The door people actually touch.)

8. Quartz Pit [▽ 1]

Sand

Play under Sand. If someone else owns Chip, they score 1.

(The rock that wants to be a chip.)

9. Copper Trace [▽ 2]

Sand

Play under Sand. If someone else owns Chip, they score 1.

(A thin road for electricity.)

10. Rare Earth [▽ 3]

Sand

Play under Sand. If someone else owns Chip, they score 1.

(Not rare. Just hard to get.)

11. Wafer Farm [▽ 4]

Sand

Play under Sand. If someone else owns Chip, they score 1.

(Round mirrors, stacked.)

12. Water Right [▽ 5]

Sand

Play under Sand. If someone else owns Chip, they score 1.
(The fab drinks first.)

13. Power Line [▽ 6]

Sand

Play under Sand. If someone else owns Chip, they score 1.
(No grid, no cloud.)

14. Pure Sand [▽ 7]

Sand

Play under Sand. If someone else owns Chip, they score 1.
(Clean enough to become a brain.)

15. Test Fab [◇ 1]

Chip

Play under Chip. If someone else owns Sand, they score 1. If someone else owns Cloud, they score 1.
(A small room that practices.)

16. Packing Line [◇ 2]

Chip

Play under Chip. If someone else owns Sand, they score 1. If someone else owns Cloud, they score 1.
(The chip gets a coat.)

17. Draw Bay [◇ 3]

Chip

Play under Chip. If someone else owns Sand, they score 1. If someone else owns Cloud, they score 1.
(Light writes the map.)

18. Foundry Slot [◇ 4]

Chip

Play under Chip. If someone else owns Sand, they score 1. If someone else owns Cloud, they score 1.
(Someone else's calendar.)

19. Clean Room [◇ 5]

Chip

Play under Chip. If someone else owns Sand, they score 1. If someone else owns Cloud, they score 1.
(Dust is an enemy.)

20. Light Machine [◇ 6]

Chip

Play under Chip. If someone else owns Sand, they score 1. If someone else owns Cloud, they score 1.
(The scarce lamp.)

21. Whole Fab [◇ 7]

Chip

Play under Chip. If someone else owns Sand, they score 1. If someone else owns Cloud, they score 1.
(A city that makes parts.)

22. Spare Rack [□ 1]

Cloud

Play under Cloud. If someone else owns Chip, they score 1. If someone else owns Model, they score 1.
(A shelf that still has room.)

23. Coolant Loop [□ 2]

Cloud

Play under Cloud. If someone else owns Chip, they score 1. If someone else owns Model, they score 1.
(Heat has to leave.)

24. GPU Shed [□ 3]

Cloud

Play under Cloud. If someone else owns Chip, they score 1. If someone else owns Model, they score 1.
(Many small engines.)

25. Region Pair [□ 4]

Cloud

Play under Cloud. If someone else owns Chip, they score 1. If someone else owns Model, they score 1. (If one fails, the other stays.)

26. Training Cluster [□ 5]

Cloud

Play under Cloud. If someone else owns Chip, they score 1. If someone else owns Model, they score 1. (A month of light and noise.)

27. Dark Fiber [□ 6]

Cloud

Play under Cloud. If someone else owns Chip, they score 1. If someone else owns Model, they score 1. (A pipe that is already there.)

28. Whole Region [□ 7]

Cloud

Play under Cloud. If someone else owns Chip, they score 1. If someone else owns Model, they score 1. (A country of computers.)

29. Open Weights [△ 1]

Model

Play under Model. If someone else owns Cloud, they score 1. If someone else owns App, they score 1. (Anyone may copy the brain.)

30. Fine Tune [△ 2]

Model

Play under Model. If someone else owns Cloud, they score 1. If someone else owns App, they score 1. (A small change on a big brain.)

31. Lab Run [△ 3]

Model

Play under Model. If someone else owns Cloud, they score 1. If someone else owns App, they score 1. (Tonight we try again.)

32. Distill [△ 4]

Model

Play under Model. If someone else owns Cloud, they score 1. If someone else owns App, they score 1. (A smaller copy that still works.)

33. Weight Vault [△ 5]

Model

Play under Model. If someone else owns Cloud, they score 1. If someone else owns App, they score 1. (The file they will not share.)

34. Frontier Run [△ 6]

Model

Play under Model. If someone else owns Cloud, they score 1. If someone else owns App, they score 1. (Bigger than last time.)

35. Foundation [△ 7]

Model

Play under Model. If someone else owns Cloud, they score 1. If someone else owns App, they score 1. (The model other models sit on.)

36. Side Store [○ 1]

App

Play under App. If someone else owns Model, they score 1. (A door beside the official door.)

37. Plugin [○ 2]

App

Play under App. If someone else owns Model, they score 1. (A small thing that lives in a big thing.)

38. Feed Slot [○ 3]

App

Play under App. If someone else owns Model, they score 1.
(A place in the stream.)

39. Default App [○ 4]

App

Play under App. If someone else owns Model, they score 1.
(The one that opens first.)

40. App Store [○ 5]

App

Play under App. If someone else owns Model, they score 1.
(A rent on every yes.)

41. Login Wall [○ 6]

App

Play under App. If someone else owns Model, they score 1.
(You already have an account.)

42. Home Screen [○ 7]

App

Play under App. If someone else owns Model, they score 1.
(The first thing you see.)

43. Hack [△]

Hit

Play on the Target. Name a stretch they own. Their lowest site there goes to the Yard.
(Someone else has the keys.)

44. Breach [△]

Hit

Play on the Target. Name a stretch they own. Their lowest site there goes to the Yard.
(The door was already open.)

45. Protest [△]

Hit

Play on the Target. They collect no tolls until the start of their next turn.
(The street is louder than the office.)

46. Walkout [△]

Hit

Play on the Target. They collect no tolls until the start of their next turn.
(The work stops. The rent stops.)

47. Tax Bill [△]

Hit

Play on the Target. They lose 2 now, or they say later and lose 3 at the end.
(Pay now, or owe more.)

48. Back Tax [△]

Hit

Play on the Target. They lose 2 now, or they say later and lose 3 at the end.
(The old year arrives.)

49. Breakup [△]

Hit

Play on the Target. Name a stretch they own. All their sites there go to the Yard.
(The court takes a layer.)

50. Split Up [△]

Hit

Play on the Target. Name a stretch they own. All their sites there go to the Yard.
(One company becomes two piles.)

51. Grant [*]

Change

Play one site from the Yard under its stretch now. Pay no toll for this play.
(A bypass, not a gift.)

52. Lab Grant [*]

Change

Play one site from the Yard under its stretch now. Pay no toll for this play.
(The lab does not wait in line.)

53. Job Credit [*]

Change

If you own fewer stretches than at least one other person, score 2.
(Smaller, on purpose.)

54. Hiring Credit [*]

Change

If you own fewer stretches than at least one other person, score 2.
(People on the books.)