

Rules for **Interstate Trucking**

Object of the game	Players	Contents
Make the most money by delivering goods to the cities that need them	2 to 6, all ages	<ul style="list-style-type: none">• 1 cab & 1 color marker for each of 6 colors• 88 Contract Cards• 12 trailers• 18 Rest markers <ul style="list-style-type: none">• Rules• 1 board• 88 goods chits• Money in denominations of \$100, \$500, and \$2500

Introduction

The Dwight D. Eisenhower National System of Interstate and Defense Highways is named for President Eisenhower, who championed its formation. Construction was authorized by the Federal Aid Highway Act of 1956, and the original portion was officially completed 35 years later in 1991. The system has contributed in shaping the United States into a world economic superpower and a highly industrialized nation. Trucks deliver goods using these highways, often travelling the interstates ending in "5" (north/south) and "0" (east/west) which provide long routes between major cities. Our game takes place in the 1960s when many of the interstates were mostly completed, and the trucking industry was thriving and growing.

Preparation

- The board in the center of the table, with money in easy reach.
- Give each player a cab of their color with 1 trailer attached, a matching color marker to keep in front of them, a player aid/screen, and \$500.
- Place additional trailers, Rest markers, and the rest of the money near the board.
- Also give each player a starting Contract card (* on bottom). 6 players: all * cards. 5 players: All except Minneapolis. 4 players: Los Angeles, New York, Jacksonville and Portland. 3 players: Jacksonville, Los Angeles and Minneapolis. 2 players: Jacksonville and Portland (or LA & New York).
- Each player places his/her truck at the city space corresponding to the information at the bottom of his/her Contract card, and takes the good that matches the card from that city and places it onto the truck. If playing Standard or Advanced game and the good is Perishable, also take money from the bank equal to the delivery fee, and place it onto the Contract card. (See Perishable Goods section in Standard Game rules below).
- Draw a number of cards matching the number of players plus 2, and place them face up near the board where all players can see them. This forms the Available Contracts area. Place the remaining cards in a nearby draw deck, and leave room for a discard pile near the deck.
- The starting player is the person who has been to the most US states.
- For the Introductory game, you are ready to start. For the Standard game, place 2 corresponding goods chits onto each city space with the matching color/shape good (each city will have 4 goods chits).

Each Turn

A player may use up to 5 action points (AP) during their turn, in any order, and repeating actions as desired.

Actions:

- **Move (1 AP):** 1 space along an interstate, 1 space into a city, or 1 space out of a city. Note that a black dot indicates the city location, but trucks can be placed on the city name or in nearby open space while in the city. When passing through a city without stopping, do not count the city itself as a move action. All movement actions must be taken in a row, either before or after other actions but not split up by other actions. The direction your truck is facing does not matter; you can turn around at any time without using an action. Several trucks may rest on the same space at any time.
- **Take Contract (1 AP):** Take a face up Contract Card from the Available Contracts area and place it in front of yourself. You do not need to be at a city to take a contract, but you cannot hold more open Contracts than the number of goods that your truck can currently hold (2 per trailer). When you take a Contract card, you are committing to deliver this good to the city who requested it by the end of the game; this is considered an Open Contract. Immediately refill the empty space in the Available Contracts area with the top card from the Contracts deck. Whenever the Contracts deck is empty, shuffle the discard pile to start a new Contracts deck
- **Pick Up (1 AP):** When your truck is at a city that has a good listed on a Contract that you hold AND your truck has room for the good, you may place that good on your truck. Each trailer can hold up to 2 loads of goods. You cannot pick up goods that were previously delivered to a city.
- **Deliver (1 AP):** Drop off 1 good to the city who requested it on a Contract card you are holding. Flip the Contract card upside down and place the delivered good on top of it to track the number of deliveries completed by that player. Take the delivery fee from the bank (or from the card if Perishable) and put it in the player's money.
- **Buy a Trailer (1 AP +1000):** If you are in any city, you can buy an extra Trailer for \$1,000. Attach the trailer to the back of your truck. Each trailer can hold 2 loads of goods, so adding a trailer to your original truck (which could hold 2 goods) would give you room to hold up to 4 goods (and Contracts) at a time. Each player may only purchase 1 extra trailer per game.
- **Flush Contracts (1 AP +\$100):** Use 1 action and pay a \$100 bribe (to the bank) to put all of the current Available Contracts into the discard pile and replace with an equal number of contracts from the deck.
- **Rest (1+ AP):** If a player has two or more unused action points at the end of a turn, s/he may take 1 Rest marker. Even if there are several unused AP, the player can only take 1 Rest marker. A player can only hold up to 3 Rest markers at any time.
- **Push on (2 Rest):** A player can turn in 2 Rest markers to take an extra action.

Example: Red truck starts at San Diego, picking up a Citrus token on his truck using 1 AP. Then he moves on I-5 toward Los Angeles, using a 2nd AP. If he stops at Los Angeles, getting into the city uses his 3rd AP, and he can use his last 2 AP to take Contract(s), Pick Up and/or Deliver, but will not be able to move further this turn. If he does not take a Contract, Pick Up or Deliver while in LA, he can use his final 2 AP to take 1 (not 2) Rest marker. Or if he did not stop in Los Angeles at all, he could continue on up I-5 toward San Francisco for 3 more spaces.

Ending the Game

The game end is triggered when a player declares s/he has accumulated at least \$10,000 (not including open Contracts).

When game end is triggered, each player (including the player who triggered the end) gets one more turn, for goods pickup, movement and delivery only. No new Contracts may be taken during the final turn.

Then each player calculates final payment for uncompleted Contracts:

- For any open Contract for which the player has not picked up the good, the player must pay half the contract amount to the bank.
- Place the total amount of money for each non-Perishable contract on each open contract. Perishable Contracts should already have some money on them.
- For each open Contract, remove \$100 for each space that the truck is away from the delivery city (including moves it would take to get into or out of cities).
- Then move remaining money from the Contracts into the player's money supply but do not flip the card over as completed.
- The following bonuses are now paid (calculated on contracts completed before final payments):
 - Most completed contracts for perishable goods: \$400, 2nd=\$200 3rd=\$100
 - Most completed contracts for regular (square shaped chits): \$600, \$400, \$200
 - Most completed contracts for premium (triangle shaped chits): \$800, \$600, \$400
 - In a 2-way tie for first, add 1st & 2nd bonuses together and give each tied player half. Next highest player still gets 3rd amount. In a 3-way tie, add all 3 bonus amounts together and give each tied player a third. No other bonus for that goods type. Round down.
- The Players add up their money; the player with the most money wins. In case of a tie, most completed Contracts (before final payments) wins. If still tied, the tied players share the victory.

Standard Game

Unlike the introductory game where goods are unlimited, in the standard game, there are only 2 goods of each type available from a city. So players should be careful to check that goods will be readily available for pickup when taking a contract.

Example: Red is in California when she picks up a contract to deliver Books to a western city. But before she gets to Seattle to pick up the books, Green (who just took a new contract for Books) takes the last book chit that was in Seattle. So now Red has to go all the way to Boston to pick up Books, or else pay a hefty penalty at game end for not picking up the Books required for her contract.

The standard game also includes any or all of the following rules (players should agree before starting, default if not stated is that all the following rules apply.)

Perishable Goods

When a player picks up a good with a round chit, this is a Perishable Good which must be delivered quickly before it spoils. No special action is needed during the turn the Contract is taken. When the good is loaded to the truck, take the full delivery fee amount from the bank and place it on the card (the player does not own this money yet). No money needs to be removed at the end of that first turn when the good is taken.

At the end of the player's next turn and each subsequent turn, if the good has not yet been delivered, take \$100 from the Contract Card and put it back in the bank. When the good is delivered, the remaining money on the card is moved to the player's money.

In the rare case that there is no money left on the card, the player must place \$100 under the card from their own money each turn until the delivery is completed, and this money goes to the bank when delivery is finally completed.

Example: Blue truck takes a Contract to deliver Bread to Memphis. In the same or a later turn, while his truck is in Minneapolis, he picks up 1 Bread and puts it on his truck. He also takes \$1700 from the bank and places it on the Contract card. Then he moves 1 space out of Minneapolis and 3 additional spaces toward Memphis. Next turn, he moves an additional 5 spaces towards Memphis, but since he has not delivered the Perishable good yet, at the end of his turn he takes \$100 from the card and puts it back in the bank. He continues to remove \$100 at the end of each turn before he delivers the good. In the turn when he delivers the good to Memphis, he moves the remaining money from the card to his own money supply (without removing an additional \$100).

Hidden Money

Unlike the introductory, players' money is kept hidden behind their screens. This makes it more difficult to know if the game will end soon, and whether to declare game end when your own money reaches the \$10,000. Open contracts are still kept unhidden for other players to see.

Dropping Contracts

One additional action can be made available if players agree: the ability to drop a contract. The player must use an Action and pay 1 rest token in order to take an open contract and place it in the contract discard pile. This action may not be taken if the player has already picked up the goods token for that contract.

Optional

If players find it difficult to move trucks around with goods on them, they may place the in-transit goods directly on top of the contract card instead. Just be sure to flip the card over after delivery.

In the rare case that a player takes a new contract for a good that is already on his/her truck, the good can be used for *either* contract. Of course another good of the same type should still be picked up at some point for the other contract.

Your Comments are Welcome

Please send any feedback or questions regarding this game to: CandaceW@Yahoo.com.
Game Design: Candace Weber. Thanks to all play testers.

Optional/Expansion ideas:

- Rather than starting Contracts, deal 3 secret contracts to players at start, must keep 1 but double delivery fee.
- Option to use 5 AP to take 2 Contracts from deck, keep 1 secret, for double delivery fee (takes 5 actions).
- 2 or 3 AP for flush or partial flush (1/2 the cards of players choice) for ½ cost?
- Rest marker (player's color?) can be placed on a contract at any time to keep that contract from being taken or flushed. Player must use 2 AP next turn to take that contract. Cannot take the goods before getting the contract. Gets the marker back to use again.
- Events

ACTION	Cost
Move	1 Action
Take Contract	1 Action
Pick Up	1 Action
Deliver	1 Action
Buy a Trailer	1 Action +\$1000
Flush Contracts	1 Action + \$100
Rest	Leftover actions
Push on	2 Rest

ACTION	Cost
Move	1 Action
Take Contract	1 Action
Pick Up	1 Action
Deliver	1 Action
Buy a Trailer	1 Action +\$1000
Flush Contracts	1 Action + \$100
Rest	Leftover actions
Push on	2 Rest

Bonus for most delivered:

○ 400, 200, 100

□ 600, 400, 200

△ 800, 600, 400

ACTION	Cost
Move	1 Action
Take Contract	1 Action
Pick Up	1 Action
Deliver	1 Action
Buy a Trailer	1 Action +\$1000
Flush Contracts	1 Action + \$100
Rest	Leftover actions
Push on	2 Rest

ACTION	Cost
Move	1 Action
Take Contract	1 Action
Pick Up	1 Action
Deliver	1 Action
Buy a Trailer	1 Action +\$1000
Flush Contracts	1 Action + \$100
Rest	Leftover actions
Push on	2 Rest

ACTION	Cost
Move	1 Action
Take Contract	1 Action
Pick Up	1 Action
Deliver	1 Action
Buy a Trailer	1 Action +\$1500
Flush Contracts	1 Action + \$100
Rest	Leftover actions
Push on	2 Rest

ACTION	Cost
Move	1 Action
Take Contract	1 Action
Pick Up	1 Action
Deliver	1 Action
Buy a Trailer	1 Action +\$1500
Flush Contracts	1 Action + \$100
Rest	Leftover actions
Push on	2 Rest