

KINGS OF THE ROAD



R U L E B O O K

GRATITUDE

To all of America’s truckers—thank you. You are the force that keeps this country rolling, delivering the goods, food, fuel, and essentials that power our daily lives. Whether it’s the quiet miles under a sunrise or white-knuckling through storms and long nights, your grit and dedication are unmatched. Behind every delivery is a story of hard work, determination, and sacrifice, and we honor the essential role you play in keeping America running strong.

We also want to recognize the families of these incredible drivers. Your support, patience, and resilience are a powerful part of this journey. While the miles stretch far between homecomings, your strength holds everything together. The sacrifices you make behind the scenes don’t go unnoticed, and we thank you deeply for the part you play in keeping the wheels turning.



It is our hope that **Kings of The Road** gives players a glimpse into the challenges, decisions, and rewards that come with life behind the wheel. While no game can fully capture the commitment and responsibility of professional trucking, we hope it inspires a greater appreciation for the men and women who travel America’s highways every day.

DEDICATION

This game is dedicated to our dad, Robert “Bob” Babb, a.k.a. “Minnesota Roho,” who trucked enough miles across North America to make it to the Moon and back a few times.

As he always said, “I’ve hauled everything from bombs to bovines, and I’d rather haul bombs than bovines.”

Thanks, Dad, for helping build America!

We love and miss you!

THREE LEVELS OF PLAY

The first section of this rulebook teaches the complete Veteran game.

For a shorter game or simpler experience, use the Long Hauler or Rookie rule modifications listed on pages 12-13.

VETERAN

The Complete Experience
All rules. All road challenges. The full Kings of The Road game.

LONG HAULER

Streamlined Strategy
Keeps core decisions while removing some advanced road rules.

ROOKIE

Learn the Road
A faster, simpler version designed for younger players.



OBJECTIVE

BECOME THE MOST PROFITABLE TRUCKING COMPANY IN AMERICA.

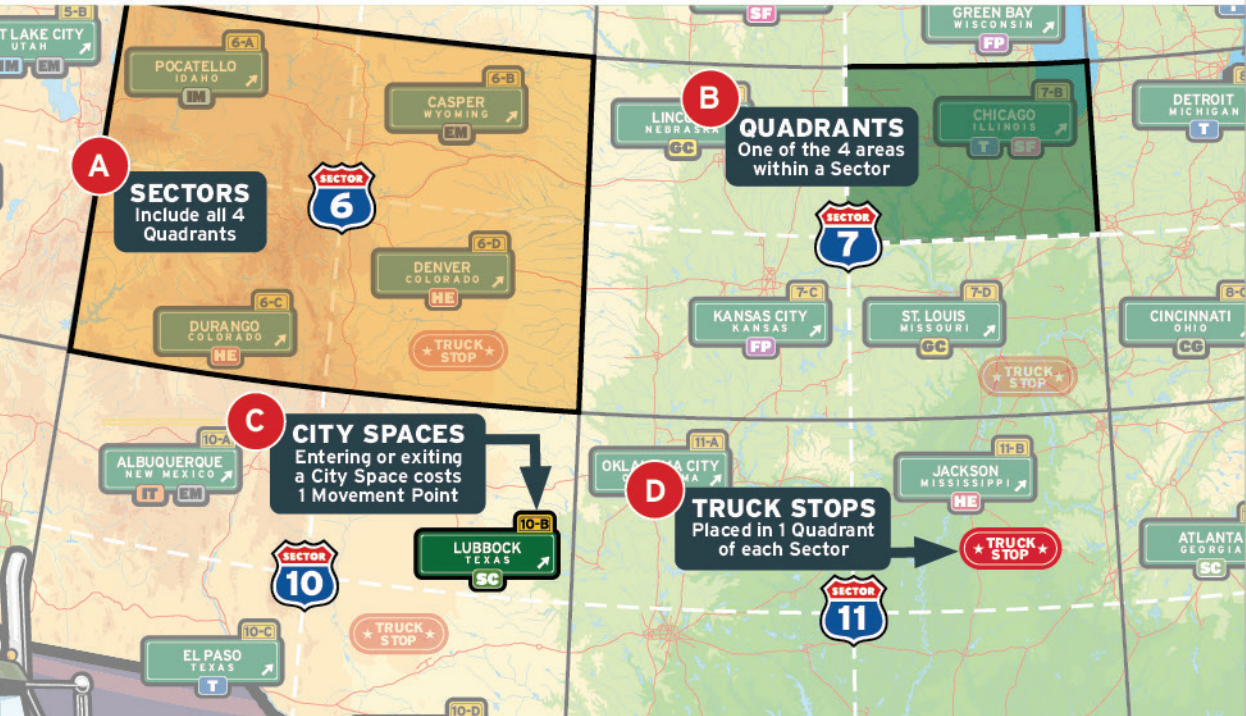
- Pick up freight, haul it across the country, and make deliveries while managing Hazards, Breakdowns, Expenses, and the unexpected challenges of life on the road.

AT THE END OF THE GAME:

ADD DELIVERY INCOME
+ DELIVERY BONUSES
+ UNUSED FUEL CREDITS
- EXPENSES

= NET PROFIT

- The player with the highest Net Profit is crowned King of the Road!



FIRST, LEARN THE MAP

A. SECTORS

- The United States is divided into 12 numbered Sectors, separated by solid black lines.
- Sectors identify locations on the map and are also used for Hazards, Weigh Stations, and Highway Patrol.



B. QUADRANTS

- Each Sector contains 4 Quadrants – A, B, C, and D – separated by dashed white lines.
- Each Quadrant represents 1 Movement Point.
- Trucks may move horizontally, vertically, or diagonally from one Quadrant to another.

C. CITY SPACES

- Every Quadrant contains 1 City, for a total of 48 Cities across the board.
- Each City is identified by a Sector Number + Quadrant Letter.
- **Example:** Lubbock, Texas = 10-B
- A City Space is part of its Quadrant, but entering or leaving the City itself costs 1 Movement Point.



D. TRUCK STOPS

- The game begins with 1 Truck Stop in every Sector, for a total of 12 Truck Stops across the board.
- An additional 3 Truck Stops will be placed during gameplay for a total of 15 Truck Stops.



MOVING YOUR TRUCK

FIRE UP YOUR RIG

Each active truck gets its own turn and must always be played in numerical order (1, 2, 3).

1. ROLL

- Roll both Fuel Dice and tally the numbers.
- Your roll determines how many Movement Points that truck has available.



2. MOVE

- Move horizontally, vertically, or diagonally through adjacent Quadrants.
- Each Quadrant entered = 1 Movement Point. This movement cost may be affected by Hazards, Weigh Stations, or Highway Patrol.

3. ENTER A CITY

- Cities are spaces within their Quadrants.
- Entering a City = 1 Movement Point (See map A).
- Leaving a City = 1 Movement Point (See map A).
- You may enter a City only when that truck is either picking up its assigned freight or delivering its assigned freight.
- Only 1 truck may occupy a City at a time unless you can enter and exit the City on the same turn.
- If a City is occupied, you may enter the City, drop off or pick up your freight, and exit the City, ending your turn legally at a Truck Stop or another City if it is your next Pick Up City.

4. PARK YOUR RIG

- Normally, your truck must finish its movement in a Quadrant containing a Truck Stop (See map B).

The exception:

- Your truck may end its turn in a City only when picking up or delivering freight.



A This map demonstrates a truck moving into and out of the Detroit City Space (8-A) to pick up a load, then ending its turn back at the Truck Stop where it began.



B This map demonstrates a truck moving diagonally through 2 Quadrants, beginning in the 1-C Portland Quadrant, passing through the 5-B Salt Lake City Quadrant, and ending its turn at a Truck Stop in the 6-C Durango Quadrant.

FUEL CREDITS

- 1 Fuel Credit = +1 Movement Point
- Your trucking company may hold a maximum of 5 Fuel Credits, and these Credits may be used by any truck in your fleet.
- You may spend up to 5 Fuel Credits on a single turn.



Gain 1 Fuel Credit when:

- Your Fuel Dice roll is too low for you to move.
- You choose not to move. You MUST still roll the Fuel Dice even when choosing not to move to determine if your truck breaks down.

Note: Unused Fuel Credits are worth \$100 each at the end of the game.

SPECIAL FUEL DICE ROLLS

DOUBLE BLANKS – BREAKDOWN

- Your truck has broken down.
- Draw 1 Expense Card.
- Gain 2 Fuel Credits.
- Do not move your truck.
- Fuel Credits may not be used to move during a Breakdown.



DOUBLE 3s – SPEEDING (VETERAN ONLY)

- Your truck has been caught speeding.
- Move the truck up to 6 Movement Points (or more if using Fuel Credits), then:
- Draw 1 Expense Card.
- Place the Highway Patrol Marker in the Sector where your truck ends its movement.



Note: See page 10 for Highway Patrol details.

HAULING FREIGHT

THIS IS THE GAME

Every delivery follows the same basic journey:

- ✓ CHOOSE
- ✓ DRIVE
- ✓ PICK UP
- ✓ DELIVER
- ✓ GET PAID



1. CHOOSE A DISPATCH CARD

- Choose one of the 6 available Dispatch Cards on the Dispatch Board.

Your Dispatch Card tells you:

- What you're hauling
- Where to pick it up
- Where to deliver it
- How far the haul is
- How much the delivery pays

Note: Don't want any of the 6 available loads? Choose the top face-down Dispatch Card from the deck as a blind draw instead.

2. DRIVE TO THE PICK UP CITY

- Roll the Fuel Dice and move your truck toward the Pick Up City shown on its Dispatch Card.

See example below:

- Pick up in 9-A
Santa Barbara, California

3. PICK UP THE FREIGHT

When your truck reaches its Pick Up City:

- Place a Freight Cube in that truck's trailer. Your rig is now hauling the freight listed on its Dispatch Card.
- Move that truck's Logbook Marker on its Dispatch Card to show that the freight has been picked up. (See Using Logbook Markers at right.)
- Continue moving toward the Delivery City shown on the Dispatch Card.

4. DELIVER THE FREIGHT

When your truck reaches its Delivery City:

- Remove the Freight Cube.

- Return the Freight Cube to your Big Rig Dashboard.
- Move the completed Dispatch Card from the numbered Rig area to the Delivered Freight area.
- Choose a new Dispatch Card for that truck.

5. GET PAID FOR THE DELIVERY

- The revenue shown on your completed Dispatch Card counts as income at the end of the game.

USING LOGBOOK MARKERS

When you first choose a Dispatch Card and place it on your Big Rig Dashboard, place a Logbook Marker over the Delivery City so you can more readily see that you should be trucking to the Pick Up City. (See "Choose" in illustration below.)

LOGBOOK

Once you have picked up the freight, slide the Logbook Marker up so that it covers the Pick Up City and you can more readily see the Delivery City. (See "Get Paid" in illustration below.)

Once you have multiple trucks in your fleet, these markers will help you remember where each truck is headed.



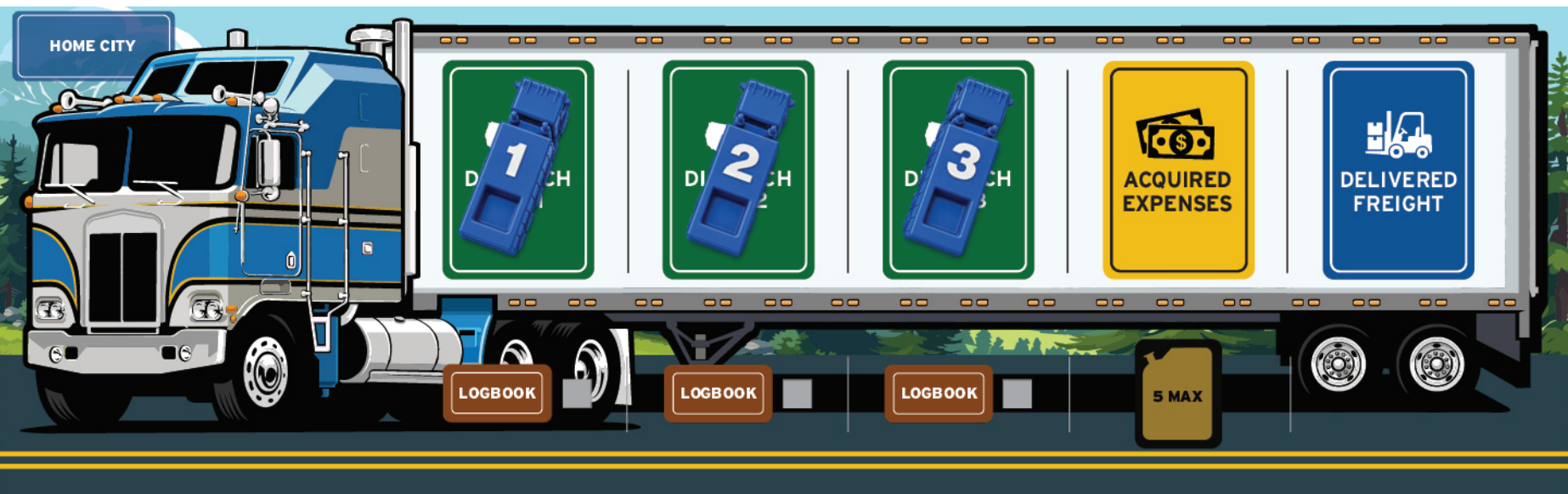
SET UP AND GET TO KNOW YOUR GEAR

GET READY TO ROLL

Set up the game by following the pictures and instructions below.

1. PUT THE GAME BOARD ON THE TABLE

- Place the United States Game Board in the center of the table. This is where your rigs will travel.



Your Big Rig Dashboard is the hub of your trucking empire and keeps your Home City, Active Loads, Fuel Credits, Expenses, and completed Dispatch Cards neatly organized as your fleet grows.

2. PICK YOUR COMPANY COLOR

Each player chooses 1 of the 6 player colors.
Each player will then take and place in front of them:



- **1 BIG RIG DASHBOARD**
Runs your trucking operation.



- **3 MATCHING TRUCKS**
Your fleet.



- **3 FREIGHT CUBES**
The freight your trucks haul.



- **3 LOGBOOK MARKERS**
Tracks each truck's current destination.

- Place them on your Big Rig Dashboard as shown below.
- Players begin with 0 Fuel Credits. Maximum Fuel Credits: 5.

3. PUT THE ROAD GEAR BESIDE THE BOARD

Place these shared components within easy reach:



- **2 FUEL DICE**
Roll to move your trucks.



- **1 D8 TRUCK STOP DIE**
Determines starting Truck Stop locations.



- **30 FUEL CREDIT TOKENS**
Add Movement Points when you need them.



- **16 TRUCK STOP MARKERS**
Where trucks normally end their turns. (Gameplay uses 15 Truck Stop Markers. You will have 1 extra.)



- **4 HAZARD ZONE MARKERS**
Mark road Hazards created by Event Cards. Place them on Sector Shields or City Spaces as directed.



- **12 LOSE-A-TURN MARKERS**
Use them to indicate which truck must skip its next turn.



- **4 WEIGH STATION MARKERS**
Veteran Mode road restrictions.



- **1 HIGHWAY PATROL MARKER**
Veteran Mode speeding penalty.

4. SET OUT THE THREE DECKS



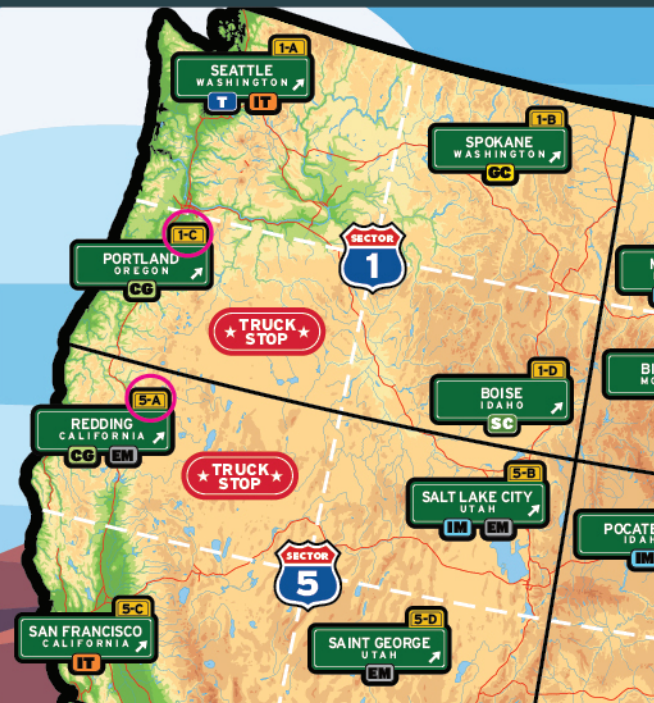
- **DISPATCH DECK** – Offers freight hauling opportunities from around the country.
- **EVENT DECK** – Changes road conditions at the beginning of each round.
- **EXPENSE DECK** – Contains unexpected costs that reduce your Net Profit.

5. PLACE THE TRUCK STOP MARKERS

Veteran and Long Hauler Modes use the D8 Truck Stop Die to determine where the Truck Stop Markers will be placed.

Beginning with Sector 1:

- Roll the D8.
- The letter rolled – A, B, C, or D – determines the Quadrant.
- Place 1 Truck Stop Marker in that Quadrant.
- Repeat through Sector 12.
- The game begins with 12 Truck Stops – one in each Sector.
- Three additional Truck Stops will be added later in the game. (See Placing Additional Truck Stop Markers on page 11.)



6. PLACE THE DISPATCH BOARD

- Place the Dispatch Board beside the game board.
- The Dispatcher will place 6 available freight options here before play begins (See Assign a Dispatcher on page 8).

7. PLACE THE HOME CITY BAG NEARBY



- Place all 48 Home City Markers into the Cloth Draw Bag. You'll choose your Home City on page 8 in the "Starting Your Trucking Company" section.

8. PREPARE THE VETERAN EVENT DECK



Remove the 8 Event Cards marked ⚡:

- 4 Trooper Cards
 - 4 Overweight at State Line Scales Cards
- Shuffle the remaining Event Cards.

STARTING YOUR TRUCKING COMPANY

EVENTS, EXPENSES, & HAZARDS

CHOOSE A HOME CITY

Each player:

- ▶ Draws 2 Home City Markers from the Draw Bag.
- ▶ Chooses 1 Home City Marker as their Home City.
- ▶ Places it in the Home City area at the upper left of their Big Rig Dashboard.
- ▶ Returns the other marker to the Draw Bag.
- ▶ Places Truck #1 on their Home City Space on the map.

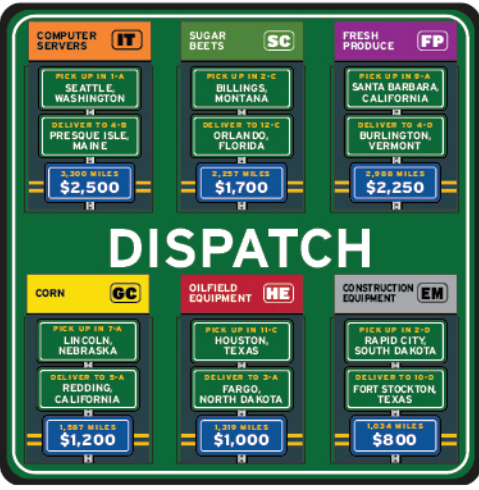
Note: Every rig you deploy during the game will begin in your Home City.

ASSIGN A DISPATCHER

- Randomly choose 1 player to be the Dispatcher, then:
- ▶ Give the Dispatcher the 66 Dispatch Cards and the Dispatch Board.

The Dispatcher:

- ▶ Shuffles the Dispatch Deck.
- ▶ Places 6 Dispatch Cards face up on the Dispatch Board.
- ▶ Replenishes available loads as they are selected.



CHOOSE YOUR FIRST DISPATCH CARD

Beginning with the Dispatcher and continuing clockwise, each player:

- ▶ Chooses 1 Dispatch Card.
- ▶ Places it in the Rig #1 area of their Big Rig Dashboard.

Your truck must now drive from your Home City to the Pick Up City shown on its Dispatch Card.

After each player selects a Dispatch Card, replenish the Dispatch Board so 6 loads remain available.

DISPATCHING MULTIPLE RIGS

Later in the game, you may select Dispatch Cards for more than one truck during the same turn.

When this happens:

- ▶ **DO NOT** replenish the Dispatch Board until that player has finished choosing all of their loads.

HOW TO READ YOUR DISPATCH CARD



Freight Category labels on each City Space show which types of freight are available to haul from that city.

A. FREIGHT CATEGORY
Identifies the type of freight you're hauling. The Game Board's Freight Category Legend lists all 10 categories. Delivering multiple loads from the same category earns bonus income (see pages 11-13).

B. PICK UP CITY
Where the freight begins.

C. DELIVERY CITY
Where the freight is going.

D. DISTANCE
Approximate driving distance between the two cities.

E. DELIVERY REVENUE
Income earned after delivering the freight.

ASSIGN AN ACCOUNTANT

- ▶ Choose 1 player to be the Accountant.
- ▶ Give the Accountant the 54 Expense Cards.
- ▶ The Accountant distributes Expense Cards whenever the game directs a player to draw one.

EXPENSE CARDS

Expenses may come from:

- ▶ Event Cards
- ▶ Breakdowns
- ▶ Speeding
- ▶ Other road conditions



Expense Cards range from \$100 to \$500.

- ▶ Place all Expense Cards, face up or down, in the Acquired Expenses area of your Big Rig Dashboard.
- ▶ Expense Cards remain with you for the rest of the game.
- ▶ At the end of the game, you will subtract your Expenses from your earnings as follows:

CALCULATING YOUR BOTTOM LINE

ADD DELIVERY INCOME (Completed Dispatch Cards)

+ DELIVERY BONUSES (From Freight Categories)

+ UNUSED FUEL CREDITS (+ \$100 for each unused)

- EXPENSES (All expenses acquired during game)

= NET PROFIT

WHO GOES FIRST?

Compare each player's Home City. The player with the lowest Sector Quadrant combination goes first.

- ▶ **LOWEST:** 1-A – SEATTLE
- ▶ **HIGHEST:** 12-D – MIAMI
- ▶ Play proceeds clockwise.



EVENTS, EXPENSES, & HAZARDS

BEGIN EACH ROUND

Place the Event Deck between the first and last players. Before the first player moves each round:

- ▶ Remove the previous round's Hazard Zone Markers. (This doesn't apply to Round 1.)
- ▶ Draw the top Event Card and read it aloud.
- ▶ Place any required Hazard Zone Markers.
- ▶ Resolve any immediate effects.
- ▶ Then the first player begins their turn by rolling the Fuel Dice.

ON YOUR TURN, DO THESE THINGS

For each active truck:

- ▶ **ROLL**
Roll the Fuel Dice.
- ▶ **ADJUST**
Spend Fuel Credits if desired.
- ▶ **MOVE**
Drive your truck.
- ▶ **PICK UP OR DELIVER**
Complete the action if you reach the correct City.
- ▶ **PARK**
End your movement at a Truck Stop or City if picking up or delivering.

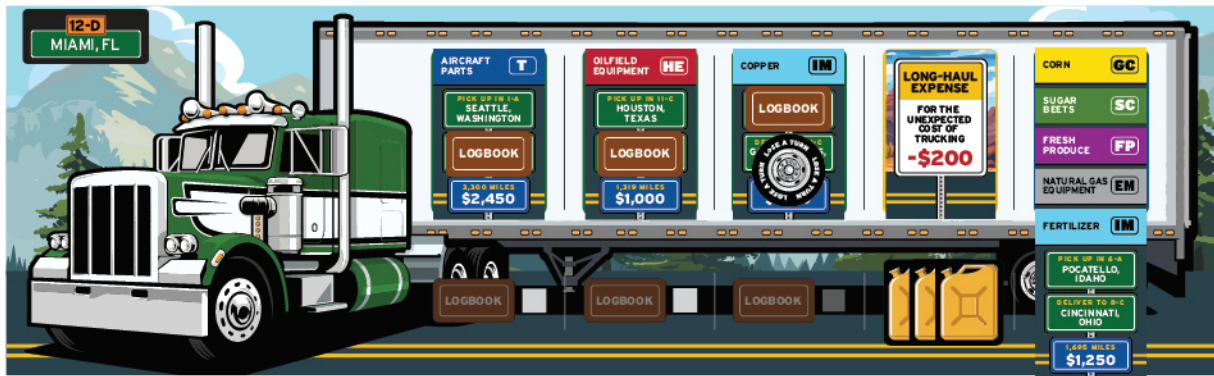


WHEN YOU HAVE MORE THAN ONE TRUCK

Each truck:

- ▶ Has its own Dispatch Card, Logbook Marker, and Freight Cube when hauling a load.
- ▶ Rolls the Fuel Dice separately during its turn.
- ▶ **Must always be played in numerical order (1, 2, 3).**

Fuel Credits belong to your trucking company and may be used by any truck in your fleet.



BIG RIG DASHBOARD

Your Big Rig Dashboard keeps your trucking company organized throughout the game.

- ▶ Place completed Dispatch Cards in Delivered Freight area, face up or face down.
- ▶ Keep Acquired Expenses face up or face down.

THE EVENT DECK

Some Event Cards create Hazard Zones in Sectors or Cities. Hazard Zones remain active for 1 round and are replaced at the beginning of every round.

Event Cards may cause truckers to:

- ▶ Lose a Turn
- ▶ Draw an Expense
- ▶ Lose a Load
- ▶ Open a Weigh Station
- ▶ Receive an All Clear bonus



SECTOR HAZARDS

When an Event Card lists one or more Sectors:

- ▶ Place a Hazard Zone Marker on the numbered shield of each listed Sector.

A Sector Hazard affects ALL 4 SECTOR QUADRANTS



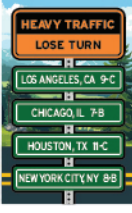
CITY HAZARDS

When an Event Card lists specific Cities:

- ▶ Place a Hazard Zone Marker directly on each listed City Space.

A City Hazard affects:

- ▶ **ONLY THAT CITY**
It does not affect the entire Quadrant.



LOSE A TURN

Trucks affected by a Lose-a-Turn Hazard:

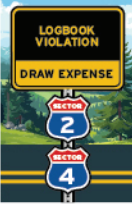
- ▶ Place a Lose-a-Turn Marker over that truck's Dispatch Card.
- ▶ Skip that truck's next turn.
- ▶ Remove the marker immediately after the skipped turn.



DRAW AN EXPENSE

Trucks affected by a Draw an Expense Event Card:

- ▶ Draw 1 Expense Card for each affected truck.
- ▶ If multiple players are affected, resolve Expense draws in clockwise player order, regardless of Sector.



HAZARDS AND ROAD CONDITIONS

LOSE YOUR LOAD

Major Events include:

- ▶ Tornadoes ▶ Blizzards
- ▶ Hurricanes ▶ Earthquakes

If your truck is in an affected Sector:

- ▶ Remove its Freight Cube, if present.
- ▶ Immediately discard its current Dispatch Card.
- ▶ If multiple players are affected, resolve replacement Dispatch Cards starting with the first affected player and proceeding clockwise.
- ▶ Continue toward the new Pick Up City on that truck's next turn.



ALL CLEAR

Each truck that begins a round in a listed All Clear Sector immediately gains:

- ▶ 1 Fuel Credit.

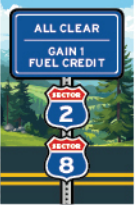
Do not place Hazard Zone Markers in All Clear Sectors.

Moving into the Sector later in the round does not earn a Fuel Credit.

Note: Weigh Stations and Highway Patrol always stay on the game board once deployed.

ONCE YOU'VE PAID THE PRICE...

- ▶ After a truck resolves a Hazard by drawing an Expense, losing a turn, or losing its load, that truck may move freely within that Sector for the remainder of the round.
- ▶ If a truck pays the penalty for a Sector Hazard and then leaves that Sector and enters another Sector containing the same type of Hazard, that truck must pay the penalty for the additional Sector Hazard as well.
- ▶ A truck may enter a City Space containing a Hazard Zone Marker to pick up or deliver freight, but it loses its next turn.



PLACING HAZARD ZONE MARKERS

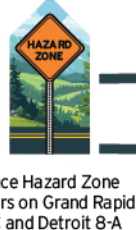
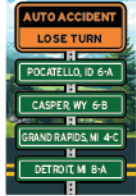
Place Hazard Zone Markers in the exact locations shown:

- ▶ When an Event Card lists **Sectors**, place a Hazard Zone Marker directly on each listed Sector's numbered **Sector Shield**. When it lists **Cities**, place a Hazard Zone Marker directly on each listed **City Space**.

SECTORS



CITY SPACES



VETERAN

Veteran Mode is played with all of the road challenges.

WEIGH STATIONS

Certain Event Cards open Weigh Stations.

- ▶ The player identified on the Event Card places a Weigh Station Marker on any Sector Shield. If tied, tied players each roll 1 Fuel Die; highest roll wins. Reroll ties.
- ▶ That Weigh Station remains there for the remainder of the game.

Once a Weigh Station Marker is deployed:

- ▶ Every truck entering, passing through, or moving within a Weigh Station Sector **LOSES 1 MOVEMENT POINT PER TURN**.



- ▶ When a Weigh Station is placed, remove all other Hazard Zone Markers for that round.
- ▶ If all 4 Weigh Station Markers are already on the board, no additional Weigh Station is placed.

Note: Before entering a Sector, a truck must have enough Movement Points to cover all applicable movement penalties.

HIGHWAY PATROL

When a player rolls double 3s:

- ▶ Move that truck up to 6 Movement Points (or more if using Fuel Credits).
- ▶ Draw 1 Expense Card.
- ▶ Place the Highway Patrol Marker in the Sector where the truck ended its movement.



BUILD YOUR FLEET & WIN

ADDING RIGS TO YOUR FLEET

Choose the load progression all players will follow to expand their fleets and reach 9 delivered loads.

OPTION A: 2-3-4



DELIVER 2 LOADS
Then add Truck #2



DELIVER 3 MORE – 5 TOTAL
Then add Truck #3



DELIVER 4 MORE – 9 TOTAL
End Game

- ▶ The benefit of this progression is that your second and third trucks enter play sooner than in the 3-3-3 progression, making for a faster game.

OPTION B: 3-3-3



DELIVER 3 LOADS
Then add Truck #2



DELIVER 3 MORE – 6 TOTAL
Then add Truck #3



DELIVER 3 MORE – 9 TOTAL
End Game

- ▶ This progression delays your second and third rigs, resulting in a longer game.

Note: In either 9-load game, it is possible to finish with more than 9 deliveries if multiple trucks complete deliveries during a player's final turn. YOU MUST DECLARE YOUR 9TH DELIVERY ALOUD TO ALL PLAYERS!

Once a Highway Patrol Marker is deployed:

- ▶ Every truck entering, passing through, or moving within a Highway Patrol Sector **LOSES 1 MOVEMENT POINT PER TURN**.
- ▶ The Highway Patrol Marker moves whenever a truck rolls double 3s and ends its movement in a different Sector.

MULTIPLE ROAD CONDITIONS

More than one road condition may occupy the same Sector.

Example:

- ▶ HAZARD ZONE
- ▶ + WEIGH STATION
- ▶ + HIGHWAY PATROL

Apply each penalty that affects your truck.



WHEN ADDING A RIG TO YOUR FLEET

- ▶ Every new truck begins in your Home City.
- ▶ **Placing a truck onto the board counts as its first turn, and it does not move.**
- ▶ Assign the new truck a Dispatch Card and begin driving toward the Pick Up City on your next turn.
- ▶ If your Home City is occupied, the new truck waits until the City clears, losing that turn and gaining no Fuel Credit.

PLACING ADDITIONAL TRUCK STOP MARKERS

- ▶ The player who **goes last** in Round 1 of the game places 1 Truck Stop Marker in any empty Quadrant on their first turn.
- ▶ The first player to unlock **Truck #2** and the first player to unlock **Truck #3** each place 1 additional Truck Stop Marker in any empty Quadrant before placing their new truck into their Home City.

DELIVERY BONUSES

Freight Category bonuses are cumulative. Score each matching set separately.

- 1 Single Load – **No Bonus**
 - 2 Matching Freight Categories – **\$400**
 - 3 Matching Freight Categories – **\$600**
 - 4 Matching Freight Categories – **\$800**
 - 5 Matching Freight Categories – **\$1,000**
 - 6 Matching Freight Categories – **\$1,200**
- Note: Deliver loads from 9 different Freight Categories: \$2,400 BONUS**

ENDING THE GAME

When the first player completes the required number of deliveries:

- ▶ Finish the current round so every player receives the **same number of turns**.

CALCULATE YOUR BOTTOM LINE

ADD DELIVERY INCOME (Completed Dispatch Cards)
+ DELIVERY BONUSES (From Freight Categories)
+ UNUSED FUEL CREDITS (+ \$100 for each unused)
- EXPENSES (All expenses acquired during game)
= NET PROFIT

The player with the highest Net Profit is crowned:
KING OF THE ROAD!

Tiebreaker:

If players are tied, total the mileage printed on each player's completed Dispatch Cards.

The player with the greatest total delivered mileage breaks the tie.



LONG HAULER MODE

LONG HAULER

MORE STRATEGY. FEWER ROAD RULES.

Play using the core Veteran rules with these changes.

CHOOSE A HOME CITY

Each player:

- Draws **3 Home City Markers** from the Draw Bag.
- Chooses 1 Home City Marker as their Home City.
- Places it in the Home City area at the upper left of their Big Rig Dashboard.
- Returns the other markers to the Draw Bag.
- Places Truck #1 on their Home City Space on the map.

Note: Every rig you deploy during the game will begin in your Home City.

TRUCK STOPS

- Use the D8 Truck Stop placement rules exactly as described in Veteran Mode.

PREPARE THE LONG HAULER EVENT DECK

Remove the 6 Event Cards marked ②:

- These are the 6 Weigh Station Event Cards.

Shuffle the remaining Event Cards.



DO NOT USE

- WEIGH STATION CARDS AND MARKERS
- HIGHWAY PATROL MARKER
- VETERAN SPEEDING RULES



EVENT DECK HAZARD CARDS

- Use all 4 Hazard Zone Markers as you would in Veteran Mode. All Sectors and Cities listed on Event Deck Hazards will be used.

ADDING RIGS TO YOUR FLEET

Choose the load progression all players will follow to expand their fleets:

6-LOAD GAME: 2-2-2



9-LOAD GAME: 2-3-4



9-LOAD GAME: 3-3-3



- **Note:** In the 6- and 9-load games, it is possible to finish with more than 6 or 9 deliveries if multiple trucks complete deliveries during a player's final turn. **YOU MUST DECLARE WHEN YOU REACH THE REQUIRED 6 OR 9 DELIVERIES ALOUD TO ALL PLAYERS!**

6-LOAD DELIVERY BONUSES

Freight Category bonuses are cumulative. Score each matching set separately.

- 1 Single Load – No Bonus
- 2 Matching Freight Categories – \$400
- 3 Matching Freight Categories – \$600
- 4 Matching Freight Categories – \$800
- 5 Matching Freight Categories – \$1,000
- 6 Matching Freight Categories – \$1,200

Note: Deliver loads from 6 different Freight Categories: **\$1,000 BONUS**

9-LOAD DELIVERY BONUSES

Freight Category bonuses are cumulative. Score each matching set separately.

- 1 Single Load – No Bonus
- 2 Matching Freight Categories – \$400
- 3 Matching Freight Categories – \$600
- 4 Matching Freight Categories – \$800
- 5 Matching Freight Categories – \$1,000
- 6 Matching Freight Categories – \$1,200

Note: Deliver loads from 9 different Freight Categories: **\$2,400 BONUS**

RULES CONSISTENT WITH OTHER MODES:

- Always defer to the base Veteran Mode for any common rules not mentioned in this Long Hauler Mode overview.

ROOKIE MODE

ROOKIE

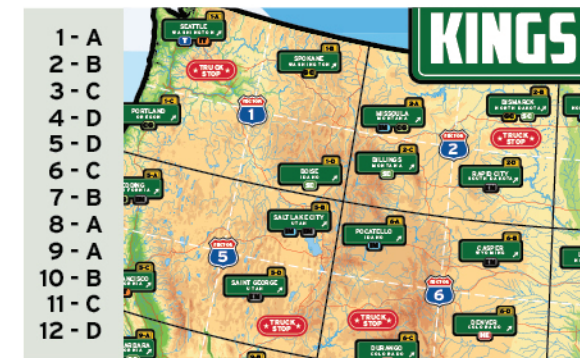
LEARN THE ROAD WITHOUT ALL THE ROADBLOCKS.

Play using the core Veteran rules with these changes.

TRUCK STOPS

- Do not roll the D8.

Place Truck Stop Markers into the following Quadrants:



HOME CITIES AND DISPATCH

- You will not use the Home City Draw Bag or the Home City area on your Big Rig Dashboard.
- Your first load's Pick Up City becomes that rig's Home City. (The truck is automatically loaded with freight.)
- Your second rig's Pick Up City on the Dispatch Card becomes that truck's Home City. (The truck is automatically loaded with freight.)
- Your third rig's Pick Up City on the Dispatch Card becomes that truck's Home City. (The truck is automatically loaded with freight.)

The Dispatcher places 6 Dispatch Cards with different Pick Up Cities on the Dispatch Board, replacing duplicates. Players choose cards beginning with the Dispatcher:

- Choose your first Dispatch Card.
- Its Pick Up City becomes that truck's Home City.

- Place Truck #1 in that City.
- Place a Freight Cube in the truck's trailer.
- The truck is now loaded for its first delivery.
- Subsequent Dispatch loads for trucks in play are not loaded automatically; the truck must first drive to the Pick Up City listed on the Dispatch Card.

PREPARE THE ROOKIE EVENT DECK

Remove the 12 Event Cards marked ①:

- 6 Weigh Station Cards
- 6 Major Event Cards

Shuffle the remaining Event Cards.



FEWER HAZARDS

- Rookie Mode uses a maximum of 2 Hazard Zone Markers for fewer setbacks for young players.

EVENT DECK HAZARD CARDS

Sector Hazard Cards:

- Use only the top listed Sector.
- Ignore the bottom Sector.

City Hazard Cards:

- Use only the top 2 listed Cities.
- Ignore the bottom 2 Cities.

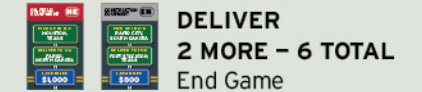
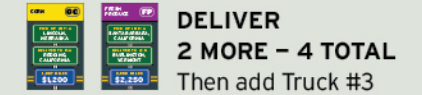
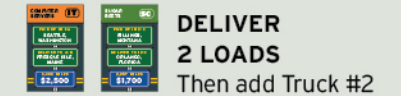


DO NOT USE

- WEIGH STATION CARDS AND MARKERS
- HIGHWAY PATROL MARKER
- VETERAN SPEEDING RULES



ADDING RIGS TO YOUR FLEET



- **Note:** In this 6-load game, it is possible to finish with more than 6 deliveries if multiple trucks complete deliveries during a player's final turn. **YOU MUST DECLARE YOUR 6TH DELIVERY ALOUD TO ALL PLAYERS!**

DELIVERY BONUSES

Freight Category bonuses are cumulative. Score each matching set separately.

- 1 Single Load – No Bonus
- 2 Matching Freight Categories – \$400
- 3 Matching Freight Categories – \$600
- 4 Matching Freight Categories – \$800
- 5 Matching Freight Categories – \$1,000
- 6 Matching Freight Categories – \$1,200

Note: Deliver loads from 6 different Freight Categories: **\$1,000 BONUS**

RULES CONSISTENT WITH OTHER MODES:

- Always defer to the base Veteran Mode for any common rules not mentioned in this Rookie Mode overview.



QUICK COMPONENT GUIDE



DISPATCH CARD
Your freight contract.



FREIGHT CUBE
The freight you will haul in your truck's trailer.



FUEL DICE
Determines Movement Points.



FUEL CREDIT
Adds Movement Points.



TRUCK STOP MARKER
Where trucks normally park when ending their turn.



EVENT CARD
Changes road conditions each round.



EXPENSE CARD
Reduces your final earnings.



HAZARD ZONE MARKER
Marks road trouble.



LOGBOOK MARKER
Helps track each truck's current destination.



HOME CITY
Where every rig in your fleet begins.

ON YOUR TURN, DO THESE THINGS

For each active truck:

1. ROLL

Roll the Fuel Dice.

2. ADJUST

Spend Fuel Credits if desired.

3. MOVE

Drive your truck.

4. PICK UP OR DELIVER

Complete the action if you reach the correct City.

5. PARK

Normally end your movement at a Truck Stop.

MOVEMENT



Quadrant = 1 Movement Point
Enter City = 1 Movement Point
Leave City = 1 Movement Point

Move:

- ▶ HORIZONTALLY
- ▶ VERTICALLY
- ▶ DIAGONALLY

FUEL CREDITS



▶ Maximum: 5

Spend:

▶ 1 Credit = +1 Movement Point

Gain 1 Fuel Credit when:

- ▶ Your roll is too low to move.
- ▶ You choose not to move.

Unused:

▶ \$100 EACH AT GAME END.

SPECIAL DICE ROLLS



DOUBLE BLANKS – ALL MODES

▶ BREAKDOWN

- ▶ No movement
- ▶ Gain 2 Fuel Credits
- ▶ Draw 1 Expense Card



DOUBLE 3s – VETERAN ONLY

▶ SPEEDING

- ▶ Move up to 6 Movement Points, or more by spending Fuel Credits.
- ▶ Draw 1 Expense Card
- ▶ Place Highway Patrol Marker



DELIVERY



ARRIVE AT PICK UP CITY

▶ Add a Freight Cube

ARRIVE AT DELIVERY CITY

- ▶ Remove a Freight Cube
- ▶ Move Dispatch Card to Delivered Freight
- ▶ Choose a new Dispatch Card

CALCULATE YOUR BOTTOM LINE

ADD DELIVERY INCOME

+ DELIVERY BONUSES

+ UNUSED FUEL CREDITS

- EXPENSES

= NET PROFIT

HERE'S TO EVERYONE

who helped make this happen, from play testers and supporters to those who influenced the game's evolution. Thank you for believing in the vision and helping bring it to life. This game is better because of each of you.

Aaron Cook
Aaron Garcia
Abart Ruff
Alex Miller
Alexa Bentley
Alison Madrey
Amanda Babb
Anderson Trucking
Andrew Babb
Andrew Bartruff
Ann Lee
Anna Borel
Anne Brooke
Annette Nynas
Ava Johnson
Avery Alban
Ayay Cook
Big Timber
Bill Fogarty
Bill Woodmansee

Bob Olson
Brandon Babb
Bryan Bateman
Bryant
Budi Kurniawan
Butler
C. W. McCall
Caleb Tinnin
Camila Muñoz
Carla Giese
Carolyn Babb
Carrol Jo Hummer
Cassie Jones
Chair Crusher
Chris Krueger
Chris McKay
Claire Wilson
Clark Bender
Colleen Bish
Collette King

Daniel Price
Danny Weitman
David Moore
David Rincon
Dawn Osborn
Denis Prose
Denis Weitman
Denise Miller
Derrick G.
Diego Eusse
Diesel Phreak
Doug Barton
Drew Saltus
Dwayne Peterson
Eileen Guan
Ellie Jones
Elva Lu
Enzo Woodmansee
Eric Freeman
Eric McGee
Erik Stanfill

Ernie Kohnke
Ethan Duff
Fellowship of Games
Garrett Dunaway
Garret Lewis
Gaylynn Swan
George Zolas
Glenn Boyer
Grace Zhang
Gracie Hammons
Greg Shively
Hal Weitman
Harleen G.
Henry Lima
Ian Babb
Ian Hebeisen
International Transport
Jack Jones
Jack Tang
Jacob Fyrciak
Jacob Tinnin
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Joy Weitman
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Kathy Duong
Katie Lootens
Kayley Swan
Kein Bijtler
Ken Langford
Kenneth Gaare
Kevin Alexander
Kevin Butler
Kevin Le
Kevin Simms
Kimi Coles
King Bling
Kizitor Chukwuma
Kunxiu Quah

Kurt Otto
Kyle Bignell
Leah Lebeau
Leo Buening
Lyle Gaare
M. Hauff
Madilyn Synder
Maggie McGee
Marc Thames
Marcie Money
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Marla Gaare
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Mitch Paulk
Muggsy Lauer
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Nikki Luu
Nikki Vu
Oakly Tyree
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Trice Jordan
Truitt Synder
Valerie Lima
Walter Miller
Wildscarr
Will Chandler
William O.
Willie Eddy
Yellowstone Trucking
Zac Babb
Zach Serrano





Created in  by a trucking family.

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