

The Great Heartland Hauling Company

Goal

- When one player reaches 30 or more points in a 5P/4P game, (or 40 points in a 3P game or 50 points in a 2P game), each other player get one more turn and then the game ends. After all players pay the penalties for any cargo left in their trailers, the player with the most points is the winner!

Setup:

Main Board

- For all player counts, Flip all the location cards to their non-[BLACK DIAMOND] side.
- 4P: Set up a 3x3 grid with the distribution centre in the middle. Add one card to the middle of each side to make a diamond shape.
- 3P: Remove 1 soy, 1 corn, 1 cattle and 1 pig-producing location. Shuffle the remaining cards and arrange 3x3, placing the distribution centre in the middle. Before the start of the first turn (after dealing starting hands), the third player, then the second player choose one of the removed cards each and place orthogonally adjacent to any other location (discard the remaining two locations).
- 2P: As for 3P, but don't add any of the removed locations back to the board.

Cubes

- Put 5 cargo cubes corresponding to the native good produced at each location on each location card.
- *No cubes are placed on the distribution centre.*

Player Boards

- Each player takes a truck of their chosen colour and places it on the distribution centre.
- Each player takes a cargo/score card set and places them in front of themselves, and puts a scoring pawn on space 5.

Cards

- Shuffle the freight bills and fuel cards together, and deal five cards to each player as their starting hand.
- Put the remaining deck face down on the table, and deal the three topmost cards face up to form a draw window. *Whenever a player draws cards in the game, they can draw from this window or blind from the draw pile (or any combination of the two). They can look at each card between draws. Cards drawn from the window in this way are replenished immediately from the draw deck.*

Playing the game:

The player with the best moustache, or failing that, the longest hair, is the first player. A player turn occurs in three phases, and the phases must be completed in the listed order. Once a player turn is completed, the next player clockwise takes their turn, and so forth. The phases are:

1. Move
2. Take an action
3. Refuel (refill hand)

Phase 1: Move

A player has three choices of how to move. They can:

A *Discard fuel cards*: Discard fuel card(s) and move exactly the number of spaces indicated on the card(s) (1 fuel = move 1 location). The movement rules are:

- Trucks must move every turn (or they will be towed). *E.g. If you cannot move because all possible destination locations that you can afford are blocked, or would force you to backtrack, you get towed to the distribution centre.*
- Players can never move more than 3 spaces. If adding multiple fuel cards together gives more than three fuel, the player still cannot move more than 3 spaces.
- Movement is orthogonal (N, S, E, W) – no diagonal movement.
- Trucks cannot backtrack over any spaces they passed in this turn.
- Trucks can move through a space occupied by another truck.
- Trucks cannot stop on a space where another truck is stopped.

- Trucks cannot stop at the distribution centre. They will be towed there if they break down.

B *Pay points to move:* Pay 1 point per location movement, up to a maximum of three points for three movement. You may drop to zero points, but not lower. The movement rules listed above apply.

C *Break Down:* If a player cannot perform moves via A or B because they have no fuel cards and no points, they are towed to the distribution centre. The cargo cubes on the truck are retained. During their Take an Action phase must take the discard/draw action (which they receive for free as they have no points).

NB – Players cannot pay for movement with a mixture of fuel and points, it must be move A or move B.

Phase 2: Take an Action

A player has a choice of three actions they can take during the Take an Action phase:

A *Load:* Discard any number of matching freight bills and place them face up in the discard pile.

- If the bills discarded are the native good of the location, pick up one cargo cube for each freight bill discarded.
- Non-native goods can be picked up for two freight bills per cargo cube.
- You cannot pick up cargo cubes that exceed the capacity of your trailer (8 cargo cubes).
- If there are no goods of the type matching the player's freight bills at a location, then no cargo cubes can be loaded.
- Only one type of good can be loaded per player turn.

B *Unload:* Players unload cargo cubes by discarding any number of matching freight bills, and placing them in the discard pile. The player can unload one good per freight bill discarded. Players receive the number of points per good unloaded indicated on the location card.

- Players can only unload in demand goods at a location.
- There can only be a maximum of eight cargo cubes at a location (the sum of the native and non-native cubes).
- Players can only unload one type of good per turn.

C *Discard/Draw:* For a cost of one point, players can discard as many cards as they like from their hand, and then draw an equal number of new cards from supply to their hand.

- *If you cannot take the Load or Unload Actions, you must take the Discard/Draw Action, including paying 1 point. If you cannot take any action (you have no cargo cards, and no points), and are not at the distribution centre, you get towed there.*
- *If you got towed to the distribution centre because you could not move, or cannot take an action you must take the Discard/Draw action, and cannot load or unload. If you cannot take the discard/draw action at the distribution centre because you have no points, you receive a free discard/draw.*

Phase 3: Refuel (refill hand)

The player draws cards from the window or draw pile (or both in any combination) until they have five cards in hand. (*Other than this limitation, there is no hand limit – if you already hold five or more cards, you do not refuel*).

Game End:

When one player reaches 30 or more points in a 5P/4P game, (or 40 points in a 3P game or 50 points in a 2P game), each other player gets one more turn and the game ends. After paying the penalties identified at the distribution centre for any cargo left in their trailer, the player with the most points is the winner!

Variants:

See back of player aid for alternative board card setup arrangements. Other rule variants include:

- *Short Haul*: Players can only have 6 goods in their truck at a time.
- *Fresh Start*: Shuffle the distribution centre in with the location cards at setup.
- *Warehouse Mixup*: During setup, place 3 native goods and one in-demand good at each location.
- *Alternate Routes*: Each location card has a black diamond (advanced variant) side. Players can choose any number of the advanced sides (recommend 4). The location cards contain road closed, weigh station and toll road icons, which affect the ability of trucks to move around the board:
 - Road closed (orange striped box) – No player can move into or out of this location from the indicated direction. *If, when the cards are arranged at the start of the game, road closed icons cause a section of the board to be completely closed off, players can agree to either live with it, or agree to rearrange the location cards.*
 - Weigh Station (blue box, grey cube) – Players moving in this direction must pay one point per cargo cube above four cubes in their trailer.
 - Toll Road (white box with dollar) – Players moving in this direction must pay one point.

Truck Stop Inspanion (comes in box):

After setup, the player who goes last in the game shuffles the truck stop cards and deals a number of cards (4 for 2P, 5 for 3P, 6 for 4P, 7 for 5P). This player places the cards around the board so that no two truck stops are adjacent.

During the game, an upgrade can be purchased if a player has moved his truck onto the truck stop card, and paid points for the required upgrade. As soon as the upgrade is purchased, it can be used once per turn. The timing of the use of the upgrade depends on the card text. Where upgrades are actions they can be taken in place of your normal action. After a player has moved off of the truck stop, they remove the truck stop card from the board, and put it next to their score board as a reminder. Each player can buy one upgrade per game. All unpurchased truck stops remain on the board, and can be driven through and stopped on..If any player stops at the truck stop, they cannot load or unload, so must take the refuel action, or buy the truck stop upgrade.

Truck Stop Upgrades

- Ace Dispatcher (\$4): May stop at a location currently occupied by another truck.
- Ethanol Hybrid (\$4): May use corn as fuel. One corn = 1 fuel. Corn cannot be used with other fuel cards on the same turn, i.e. use Corn OR use Fuel, not a mix.
- GPS (\$5): You may make one diagonal (rather than orthogonal) move per turn, as part of your move sequence. This move consumes fuel as usual.
- Ham Radio (\$2): Once per turn, as a FREE action after the Action Phase, Trade goods OR fuel cards (but no mixed trades, and no fuel for goods trades) with a player on an adjacent location. Trade is not mandatory if the other player does not wish to trade. There is no hand limit. If there are multiple adjacent players, the player with the ham radio can trade with more than one.
- Hand Truck (\$4): You may load different types of goods at the same location provided you have the corresponding freight bills, AND the goods are available to load.
- Oil Change (\$4): Before entering the refuel phase, discard one card.
- Pallet Jack (\$4): You may unload different types (of *in-demand*) goods on your turn provided you have the corresponding freight bills.
- Sleeper Cab (\$5): Spend \$1 not to move this turn. *If you use this upgrade on a truck stop, the truck stop is removed when you move away.*
- Smart Phone (\$5): From this turn onwards, your hand size is 6 cards.
- Supercharger (\$5): May use fuel cards in addition to points for movement. *Can still only move a maximum of three spaces per turn.*

- Truck Wash (\$3): May stop at a distribution centre, and as a single action for the turn, draw five cards to your hand, then discard five cards from your hand. If you got towed to the distribution centre you cannot use Truck Wash.
- Tune Up (\$5): You move total fuel value played +1. *This means you can potentially move up to 4 spaces per turn. If you opt to move four spaces, you cannot end your movement on the same space you began from.*

NB – It is legal to move to a truck stop that costs all the points in your bank, spend them all as your action, and get towed to the distribution centre for a free draw/discard on your next turn.

Badlands Expansion:

Comes with: Serenity and Markham (which have no native goods, but lots of demand).

No special rules.

All the extra pieces for a 5P game in purple.