

# TRUCK STOP INSPANSION RULES

After Set-Up, the player who goes last in the game shuffles the Truck Stop cards and randomly chooses a number of cards equal to two more than the number of players (4 for 2-player, 5 for 3-player, etc.). That player then places them around the board so that no Truck Stop cards are adjacent.

## **Upgrades may be purchased if a player has:**

- 1)** Moved his truck onto the Truck Stop card, and
- 2)** Paid the Cash required for the upgrade.

The player may now use the ability once per turn. After Moving on his next turn, the player places the Truck Stop card in front of his Score Card. Each player may only purchase one upgrade each game.

## **UPGRADE ABILITIES**

### **PALLET JACK**

May Unload multiple types of goods in a turn.

### **G.P.S.**

May make one diagonal move each turn.

### **HAND TRUCK**

May Load multiple types of goods in a turn.

### **SLEEPER CAB**

Spend \$1 to not move during your turn.

## **TUNE-UP**

May add +1 to a Fuel Card per turn for free (this means you may move up to four spaces per turn).

## **OIL CHANGE**

Before entering the Refuel phase, you may discard one card.

## **HAM RADIO**

When parked on a Location adjacent to another truck, you may trade goods or cards with that player on your turn.

## **ACE DISPATCHER**

May stop on a Location currently occupied by another truck.

## **SUPERCHARGER**

May use Fuel cards in addition to cash (points) for movement. May only move max. of three spaces each turn.

## **SMART PHONE**

Your hand size is six cards (not five).

## **TRUCK WASH**

May stop on the Distribution Center and take single action for the turn: Draw 5 cards, then discard 5 cards.

## **ETHANOL HYBRID**

May use Corn as Fuel. One Corn card equals a value 1 Fuel card. Corn cannot be used with other Fuel cards.