

Star Truck

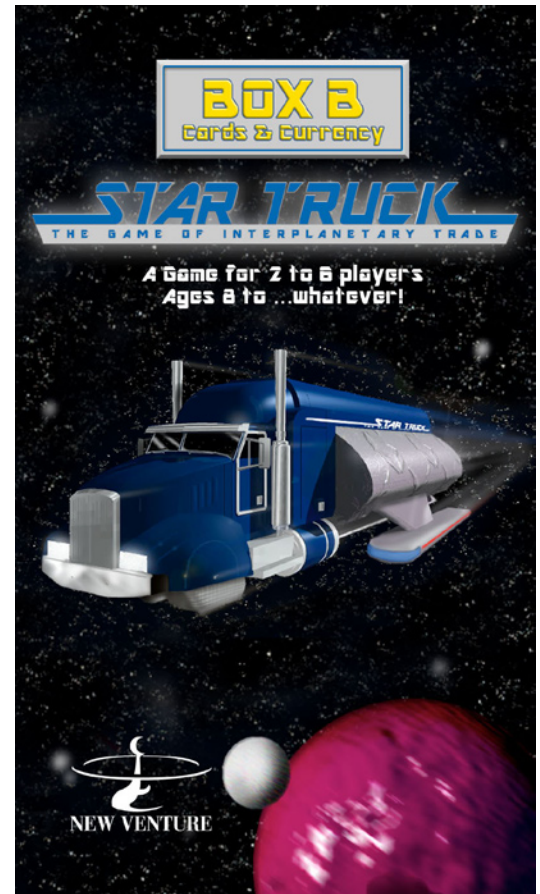
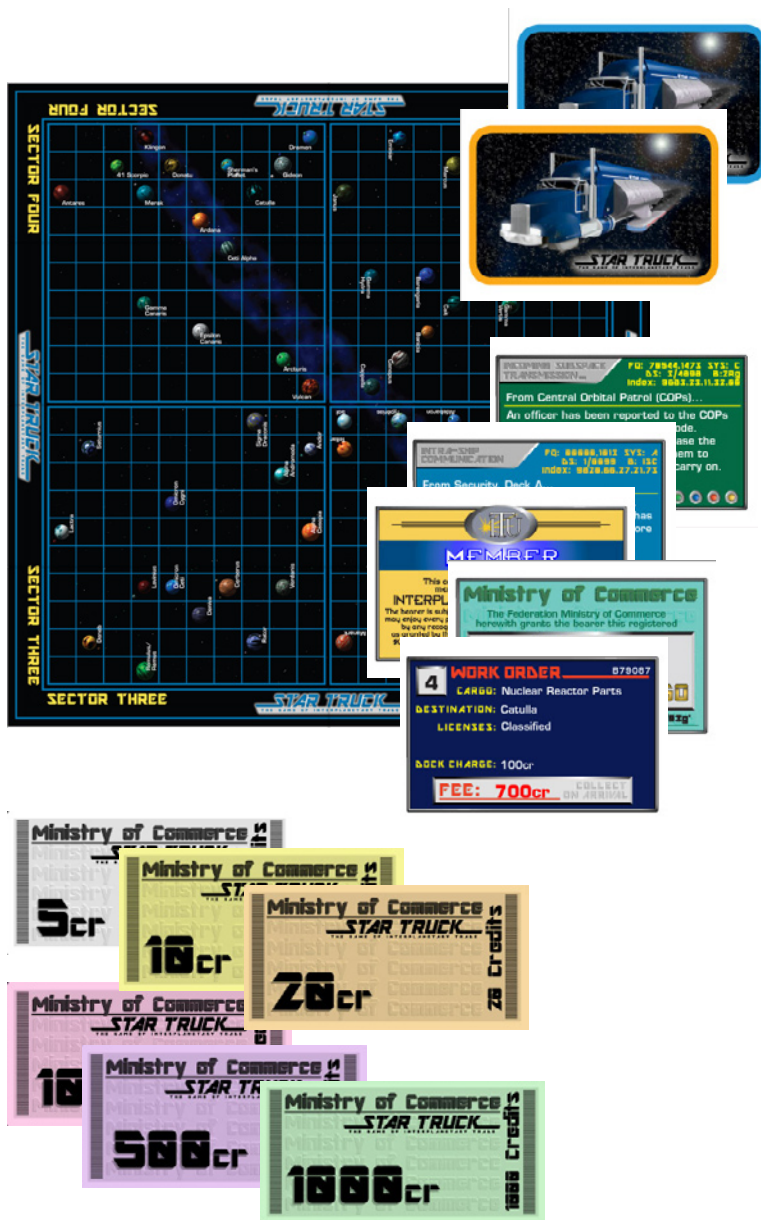
A Game of Interplanetary Trade

Type: Trading Wealth
Ages: 10+

Players: Two to Six
Duration: 30 - 45 minutes

Synopsis:

“Star Truck” takes place in an interplanetary setting. It’s a unique make-all-the-money-you-can game, including all the play money and tokens needed for up to eight players. Cards represent freight to be hauled, permits to be purchased, and a host of random events that can help or hinder your exploits. There’s also the Interplanetary Trade Union to contend with! This one’s been play tested at Sci-Fi cons, and everyone says it’s a winner.



Equipment & Features:

Star Truck includes a large board which depicts four sectors containing many planetary systems overlaid by a grid of squares. Each player receives a token to represent their “star truck” - an interstellar freighter - an initial amount of “credits” (money), and one permit to trade in a given sector of the board.

Also included are two decks of cards. The Orange-backed cards include permits and Trade Union membership cards, the Blue-backed cards are the events that occur during the game. Some events affect only the player who draws the card, such as job opportunities, incidents aboard ship, or special encounters. Other cards affect other players - such as paying trade union dues or interacting via subspace communications.

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Note: It's been suggested that expansion opportunities abound for this game - including more interaction between players, and the possibility of ship upgrades, pirates, and investments.

The Rules:

I. The object of STAR TRUCK is to become the wealthiest Freighter Captain in the United Federation of Planets. Each player assumes the role of an inter-planetary trucker, and travels between the planets hauling freight and collecting credits. Play your cards right, and financial success could be yours!

II. Set-up:

- The star-field board is separated into four numbered "Sectors." Each player selects a marker to represent his/her Star Truck, and one player is designated as the Minister of Commerce. This player will handle the cards and credits.
- There are two types of cards: Job Cards (Blue Backs) and Ministry of Commerce cards (Orange Backs). The Job Cards include work orders, fines, lotteries, repairs and other instructions. The Ministry of Commerce cards include area permits, cargo permits and union membership cards. There is also a stack of bills to represent credits - the legal tender of the United Federation of Planets.
- The Minister of Commerce begins by giving each player 2000 credits and one Sector Permit dealt randomly from the deck. The players then place their marker in any planet square in their designated Sector. (There can be more than one freighter in a Sector.)

III. Playing the Game:

- At the beginning of each player's turn the player may purchase from the Minister of Commerce any permits or licenses he/she desires. All permits and licenses are 500 credits each. At no time during the game can any player own more than six Ministry cards. Permits and licenses can be sold back to the ministry for 250 credits.
- Next, if the player's Star Truck marker rests on a planet square, he/she must draw a Job Card. If this card is a work order, the player may accept or reject the job offer. The player must have all the necessary permits and licenses as noted on the card. If the job card is not a work order, the player must respond to the card accordingly before he/she can leave the planet. Players can acquire as many as six different cargoes at once as they hop from planet to planet in search of fortune.
- The third part of each turn is the move. The move is optional - a player may remain docked at any planet for as long as he/she wishes. To move, the player rolls two 6-sided dice. The total on the dice indicates the number of spaces the player moves his/her marker. Moves are made rank and file (no diagonal moves are allowed), and the player may change direction, retrace,

or backtrack as much as he/she wishes. To successfully "dock" at a planet square, the player must land in that space by exact count. While waiting for that critical total, the player's freighter may orbit the planet as long as it takes. Only one marker can occupy a space at a time, and a marker cannot pass through a space occupied by another.

- The fourth part of the turn is "docking." When a Star Truck lands on a planet square by exact count, and if the player holds a job card for this destination, the card is turned over to the Minister of Commerce. If the player satisfies all of the requirements of the job, and can pay the dock charges, the player then collects the fees.

IV: The Interplanetary Trade Union

This is an optional aspect of the game. All references to the I.T.U. can be ignored if the players so choose.

- When a player draws a job card which bears the ITU seal, this indicates that I.T.U. membership is required; only I.T.U. members may accept the job.
 - When a player draws a job card which does not bear the ITU seal, any player with the proper permits and licenses can take the job.
 - When a player draws a job card which indicates "Denied!" over the ITU seal, only non-members can take the job.
 - When a player draws a job card which indicates "New Membership: 80 Credits" and "Dues for Members: 20 Credits," the player who drew the card may join the I.T.U. and all members of the I.T.U. must pay the 20 credit dues. ITU Credits are paid to the Ministry. If dues aren't paid immediately, the delinquent player must forfeit his/her membership.
 - Remember: No player can own more than six Ministry of Commerce cards. Union membership cards are considered Ministry of Commerce cards and count towards this total!
- ## V. Ending the Game
- When the game starts, the players should set the conditions of ending the game. They may set a time limit, a wealth limit, or a "number of times through the deck" limit. The Minister of Commerce should technically be the final judge in determining the winner, and, in case of a tie, can cast the deciding vote based on the ethical behavior of the players in question.