Premise

* You have 1 truck.
* You place stations to build a network.
* You pick up goods in the east and ship them west.
* Winner is player with most deliveries of the color they have the least of (keep track by keeping cubes you delivered).

Each Turn

* Choose one
  + Place a station.
  + Collect 3 coins.
  + Upgrade trucks.
* Move your truck.
* Refill eastern cities with 3 cubes each (chit pull or cards to simulate).

Bonus Turn

-Every player has one free bonus they can choose at any point in the game. It refuels their truck and optionally reset their truck east.

End of Game

* If a player runs out of stations, players finish the round.
* If the main deck of resources runs out, players finish the round, but use the secondary deck of resources in the mean time.

Moving a truck

* If the truck is not yet on the board, place it wherever you like.
* Move the truck any number of spaces up to its range.
* If a truck moves onto a station, you may pay the owner 1 to reset its range.
* You may repeat using stations as many times as you like.
* The truck must pass through the origin or destination city to pickup/drop off the load.
* Picking up and dropping off does not cost any moves.
* Batch bonus: upon drop off, gain 1 coin for each extra load of the same type (eg. 3 yellows, collect 2 coins).
* If a truck has no load, remove it from the board.
* A truck cannot go back to the east.

Unresolved

* End of game trigger.
* If your upgrading to haul more, how is the game supplying you with more to haul?