Freighty, let's get ship done!

Become the most sought out digital broker in the trucking industry by navigating through logistical challenges and winning over the love of carriers!

In the wake of high gas prices and expensive imports, four entrepreneurs independently thought of transforming the freight industry by starting a digital broker company. Alas, only if each already knew about the three other people who are trying to solve the same problem. Each of them believes that they will have the best strategy. Will they compete to dominate the freight industry by sabotaging their competitors? Or will they work together to transport the world with near zero waste?

Note: this game is in development and the rules are written for 4 players.

OVERVIEW

In this game, you and the other players will bid against each other to win shipment offers. You will then put these offers in your market and move trucks on the maps to complete those shipments. Be prudent about what you are committed to and what your finance look like when you bid for a shipment offer. Make your profit by completing your offers as efficiently as possible by developing important lanes and assigning the right truckers to make the deliveries. Watch out, the trucks move around on the map as other players are completing their shipments, so you might want to plan ahead.

COMPONENTS

- One board map divided into four regions: West, South, Midwest, Northeast.

- A deck of shipment offers cards.

- A shipment offer tracker board.

- A deck of objective cards.

- Four wooden scoring markers (red, blue, green, yellow)

- One trucker tracker (black wooden marker)

- A 6-sided dice and a 4-sided dice

- Starter shipment offer cards for each region

- Black plastic blocks representing trucker supply

- Red, blue, yellow and green plastic blocks for lane development

- An shipment offer board

We're still missing a bunch of stuff: connections between cities (lanes), offer cards, offer tracker, trucker supply track. At least ticket to ride boardgames offer a lot of components (wooden blocks, color blocks, point trackers)

SETTING UP THE GAME

1. Place the board in the center of the table.

2. Place all four trackers on the **30 spot** on the tracker along the edge of the board.

3. Each player selects a their Home City and places a number of truckers indicated as followed:

   West (Region 1): **Seattle** (3 truckers)

   Northwest (Region 2): **Chicago** (2 truckers)

   South (Region 3): **Dallas** (2 truckers)

   Northeast (Region 4): **Toronto** (1 trucker)

4. Give each player their starter offers based on their Home City.

5. For each region, place one more trucker by rolling a 6-sided die to determine the city based on the label of the city.

6. Place the trucker tracker in the center of trucker supply track.

7. Shuffle the offer deck, place it next to the offer tracker board. Reveal 4 offer cards and place them on the offer board.

OBJECTIVE

The objective of the game is to score the highest number of victory points. These points represent your money in the game as well. (i.e. you need to lose points to gain points!)

	You gain points by …	You lose points by …
During game	- Winning an shipment offer	- Paying truckers to complete your shipments - Paying one extra point to replace another player's developed lane marker with yours.
When the game ends	- Having completed your secret objective cards - Having completed any shared objective cards	- Having shipments offers in your discard pile, in the market, and in your hands.

GAME ROUND

Each round consist of five steps in this order

1. Determine player order for the bidding step.

First round of the game: the player who most recently helped someone move starts and play proceeds clockwise.

All other rounds: the player who's score tracker is the highest goes first, followed by the second player, third player, and the last player goes last. If there's a tie, player with the highest offer price in their market goes first, followed by the most number of offers in their market, followed by most number of offers in their hands.

2. Each player bids for a revealed offer or take a random offer from the deck.

The bidding player states which shipment offer they wish to win. Their initial bid is automatically the asking price, indicated on the offer card. In clockwise order, players can either make a lower bid (in **decrements of 1**) or pass. If a player passes, they forfeit their chance to win the offer. They can still bid on other offers. When all player has passed for an offer, the last person who bid on it wins the offer and put the card in their hands.

Getting paid: When you win a shipment offer, move the tracker up by your bidding price. This is how much you get paid to fulfill this shipment.

Doing it for free: If a player choose to do a shipment for free (bidding zero), they automatically win the offer but do not get any point, unless the offer card was on a shipment slot that have victory points on it.

Getting a random shipment offer: Players can also avoid having to bid against the other players by drawing a card from the offer deck and move the tracker up by the asking price and place the offer in their hand or in their market (in front of them).

Revealing a new offer card: A new shipment offer card is revealed from the deck and added to the shipment track on the rightmost slot. This happens when:

1. An offer card is taken from an offer slot because a player wins the bid. In this case, slide any cards on the right of that slot one space to the left and draw another card from the offer deck to put it in the right most slot.

2. The bidding player (i.e. the one who starts a bid) does not want to bid on any card nor taking a random offer card (see also step #4). Slide all the cards one slot to the left and add a new card. If there was a card at the leftmost slot, it is removed from the game.

<————————————- placement orders ——————————————

						(new offer)
+3	+2	+2	+1	+0	+0	+0

3. Place offer on your market

Player can have up to **5 offer cards** faced-up in front of them and up to **4 in their hands** hidden at this given point. The cards placed in front of the player faced-up represent the market that all truckers on the map can see. As player complete offers, they will place the completed offer cards on the completed pile and thus free up spot to put additional cards down in front of them, if they want to.

Abandoning an offer card: If a player already has **5 offer cards** in their market and **4 in their hands**, and they decide to get another offer card, they have to put one of their offer cards in their discard pile. The discarded cards will count negatively toward their points at the end of the game.

4. Repeat Step #2 and Step #3 until one player does not want to gain any offer card.

5. Assign trucker to complete the jobs

Determine the order: The player with the lowest number of victory points starts first, followed by the second, and the third, ending with the player with the highest victory point. (Essentially, use the rule for determining the turn order for the bidding phase, but reverse the order).

Lane and distance: Think about the base cost when you determine which shipment card you want to complete. A **lane** is a connection between two cities. A lane consists of a number of **segments**, reflecting the distances. Each segment travelled by a trucker will cost **3 points**, with potential discount (see Delivery cost).

Completing a shipment: The current player states the shipment card they wish to complete, and then pick a trucker on the map to complete the shipment. The trucker will travel to reach the city (if it is not already in the city) where the shipment needs to be picked up and then end on the destination city. Count the total number of segments traveled by the driver and calculate the final cost of paying the trucker (see Delivery cost). Reduce your victory points by that many points.

Batching: The player can "batch" multiple shipments together if they can be completed by the same driver. This group of shipment is called a batch. When completing a batch, indicate the order of your shipments and move the truck accordingly.

Example: (TODO: give an example here)

Delivery cost:

Lanes between cities consists of a number of line segments. Each leg travelled by a trucker costs **3 points**. Calculate this base cost of a single shipment or a batch **and then** account for the followings:

Competition for jobs: For each trucker present in the same starting city, the cost is reduced by **1 point** since there is more competition among truckers.

Lane development: Each time a driver travels along a lane, a lane becomes partially "developed" by the player's broker company. Place a plastic block of the broker's color on one of the legs in that lane. For each block presents on that lane, player gets a **1 point** rebate in the future when paying the

driver to complete a shipment that travel through that lane. If all the legs in a lane you travel are covered with plastic blocks, you can pay **1 point** (reduce your victory points by 1) and choose any block to replace with yours.

Example: Liz has the following two offers that she needs to complete:

    A. Seattle   – – >   Helena   (Distance: 2 segments)

    B. Salt Lake City   – – >   Portland   (Distance: 2 segments)

There are 4 truckers in Portland, 1 in Seattle, and 1 in Salt Lake City. Between Seattle and Portland is a distance of 1 segment. She may choose to complete Offer B first to have 5 truckers in Portland. This way, for Offer A, she can benefit from a discount due to the accumulation of truckers in Portland, who can travel to Helena via Seattle. The cost would be:

$$3 \text{ (segments)} \times 3 \text{points} - 4 \text{ (truckers in starting city)} \times 1 \text{point} = 5 \text{ points}$$

This approach is less expensive than hiring a trucker from Seattle to Helena (cost = 6 points). On top of that, she gets to develop both the Portland–Seattle and Seattle–Helena lanes. Of course, this assumes that the other brokers don't hire truckers from Portland in the interim.

Always need to pay: Despite potential huge discount due to lane development and trucker competition, the minimum cost of completing a shipment or a batch is always at least 1 point.

6. Add or remove truckers from the map.

If the trucker tracker is positive, add that many trucks by rolling the 4-sided and 6-sided dice together. If it's negative, remove that many driver from each region. (haven't figured out how to properly move the tracker)

TODO: Add this mechanics to the rule

GAME END

The final game round begins when at least one of the following conditions is met:

• The shipment offer deck runs out.

• One or more players' score is more than **70**.

Now calculate your score

• Subtracting your points by twice the asking price on any offer cards still left in your market, your hand, and the discard pile.

• Add your points indicated in your secret objective card if you complete it.

• As a group, score each shared objective card.

The winner of the game will do a 10-seconds victory dance and the player with the least number of points will give a concession speech.