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AUF ACHSE

THE GAME OF TRUCKS, FREIGHT AND MONEY

An Entertaining Family Game for 2-6 Players , Ages 10+

Spielanleitung

Trucks, Freight and Money dominate the transport trade between Flensburg and Verona. The competition among carriers requires sophisticated route planning, tense price struggles, and optimal utilization of truck cargo space. Different events happen that can make life easier or harder for the drivers. Wise planning and – like so often in life – a bit of luck may give you the edge you hope for.

Components

- 1 Game Board
- 48 Goods Cubes
- 28 Event Cards
- Game Money (30 x 100 €, 15 x 500 €, 40 x 1000 €, 15 x 5000 €, 5 x 10000 €)
- 2 Dice
- 6 Trucks
- 54 Contract Cards
- 1 Traffic Jam Sign
- 1 Construction Sign
- 8 Trailer Cards (4 small, 4 large)

Goal of the Game

The goal is to complete as many lucrative transportation contracts as possible to earn money. Because at the end of the game the player with the most cash wins.

Game Preparation

Place the goods cubes on the loading space of the game board. Put the traffic jam and construction signs into their plastic bases and place them next to the game board. Shuffle the event cards and put them face-down on the appropriate space on the game board.

Give each player **starting capital of 5,000 €.** The remaining money is given to a player to manage as the banker.

Shuffle the contract cards and deal **3 contracts** to each player, which they should keep concealed from the other players. Now, depending on the number of players, a different number of cards are placed in a face-down pile next to the game board to form a draw pile:

2 Players	12 Cards
3 Players	16 Cards
4 Players	20 Cards
5–6 Players	24 Cards

Place the remaining cards back in the box. Take the top 4 contract cards from the draw pile and place them face-up onto the four contract card spaces on the game board

Each player chooses a truck and places it on any space of the game board. In selecting locations, players should look at their contract cards. You can place your truck in a city that is the starting point for one of your contracts.

Dice and Driving

The starting player is the person to have driven the longest route this month. On his turn, a player rolls both dice and then moves his truck in any direction according to the number of pips shown on **one** of the dice. A player must move the full value of the chosen die unless he reaches the traffic jam or construction signs, or the starting or ending city on one of his contract cards, in which case he may stop and forfeit the rest of his movement. It is permitted to drive through spaces with trucks. No more than 2 trucks can occupy a highway space at the end of a turn. City spaces have no limit. The two ferries can be used like normal road spaces (Rotterdam-Flensburg is 3 spaces, Flensburg-Rostock is 2). There are no extra costs.

If you roll a 6 you may choose any value for the die from 1 to 6. This makes it easier to land on a city by exact count in order to acquire public contracts.

Event Spaces are marked with a red & white triangle. When a player lands on an event space by exact count he must draw the top card of the event card deck and follow the instructions on the card. After completing the required action, the event card is removed from the game.

If a player can not pay the cost of an event card he must place the card face-up beside him until he can pay double the amount due.

Note: The event cards are mostly positive.

Construction Sign: When a player rolls and chooses a 1 (or a 6 as a 1) he first moves his truck one space and then must place the construction sign on the board or move it if it is already in pl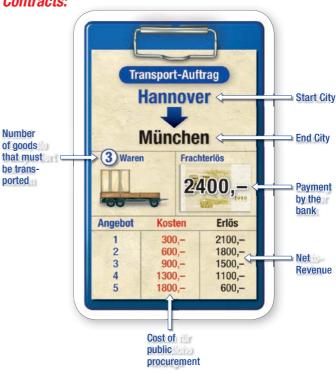ay. The sign must be placed on an **unoccupied** highway space. It may not be placed on a city space. The sign disables that section of highway - trucks may not move through it.

The **Traffic Jam Sign** comes into play through some event cards and is valid for only one round. It closes one area to traffic, forcing trucks to wait or make a detour.

Contracts:

Transport-Auftrag

Hannover → München

Number of goods that must be transported → (3) Waren

Start City → Hannover
End City → München

Frachterlös: 2400,–

Payment by the bank → 2400,–

Angebot	Kosten	Erlös
1	300,–	2100,–
2	600,–	1800,–
3	900,–	1500,–
4	1300,–	1100,–
5	1800,–	600,–

Net Revenue → Erlös

Cost of public procurement → Kosten

Each contract card shows a starting city and destination. To initiate a contract, a player must end his movement at the start city shown on the card. Any excess movement that was rolled can be ignored when initiating a contract. The player then places the contract card face-up in front of him on the table and loads into his truck the number of goods cubes shown on the card. This ends the player's turn. On his next turn the player is not required to drive directly to the destination city, but instead may choose to initiate additional contracts in order to maximize the use of his cargo space.

If a player receives a contract card while his truck is in the start city for that card, he may immediately initiate that contract provided he has sufficient space to accomodate the entire load.

When a player arrives at the destination for one of his initiated contracts (extra rolled movement is ignored), he unloads the goods for the contract and places them back into the stock pile on the board. The player then receives the contract's payment from the bank and removes the completed card from the game.

Once a player has finished his turn, the next player clockwise takes their turn.

Important: each truck can hold a maximum of 6 goods. A contract must always be fully executed. It is not possible to load only part of a contract. If a player has insufficient capacity for a contract he may buy a trailer.

Trailer: To transport more than 6 goods a player may, during his turn, purchase as many trailers as he desires to increase his loading capacity by 4 and 6 goods respectively. Purchased trailer cards are placed on the table in front of the player and can be loaded with additional goods whenever needed. A player keeps purchased trailer cards for the rest of the game. During his turn a player can sell any of his trailer cards for 500 € each, regardless of the size of the trailer. A player who still has trailer cards at the end of the game receives no money for them. They are worthless. Available are:

Four large trailers with space for 6 additional goods at a price of 3000 € per trailer, and

four small trailers with a loading capacity of 4 additional goods at a price of 2000 € per trailer.

Public Procurement:

When a player arrives at **any** city by exact count, he **may** select one of the 4 face-up "public" contract cards on the board and express interest in acquiring it. If the player had to forego excess movement points in order to stop on the city, or arrived there by an event card, he may not select one of the public contract cards.

If a player selects a public contract, other players who are also interested in that contract (or want to drive up the price for it) may bid for it.

All players may in turn - as in an auction - make a bid. The player to the left of the person who selected the contract starts the bidding, followed by the other players in turn (clockwise) who must increase the bid or pass. The player who selected the contract has an advantage. He does not have to bid higher than his competitors in order to obtain the contract. His bid only has to equal the previous bid. The players who did not pass can continue another round of bidding and either increase the bid or pass.

All bids are made in accordance with the bids ("Angebot") numbered 1 – 5 that are printed on the contract card. The table shows the cost and net proceeds for each bid.

The player who wins the auction must immediately pay the purchase price from the cost table to the bank. Credit is not granted. If no other player places a bid, the player who selected the contract obtains it for no cost.

The player then takes the contract into his hand and may initiate it whenever he reaches the starting city, or may initiate it immediately if he is already in the starting city and has enough free cargo space available.

Whenever there is a gap in the public contracts, slide the remaining contracts in the direction of the arrows and fill the gap. Draw a new contract card from the deck and place it in the open public contract space in the corner of the board.

Example:
4 players (RED, YELLOW, BLUE & GREEN) are playing. RED chooses the Berlin–Trieste contract. YELLOW passes. BLUE skips bid 1 and immediately bids 2. GREEN is also interested in the contract and bids 3. RED bids the same (3). He has selected the contract and does not need to increase the bid. BLUE now passes. GREEN now increases the bid to 4. RED now passes. GREEN wins the contract and immediately pays 2800 € to the bank. Upon delivery he will receive 3900 € in freight revenue. His profit is therefore 1100 €.

Whenever a player arrives at a city by exact count (does not forfeit any movement points) and he is not interested in any of the public contracts, the contract closest to the loading dock is removed from the game. Then slide the remaining contracts in the direction of the arrows and draw a new contract card to place in the freed-up public contract box in the corner. This release of public contracts is specifically designed to end the game and is a good way to speed up the game.

Game End

The game ends immediately if there are no more public contracts on the board and a player has completed all of their contracts. It does not matter in what order these two events occur. The player with the most money wins the game. Unfinished contracts are worthless.

Simplified Game Variant for Children from 8 Years Old:

The basic rules of the game apply, with the following changes:

1. During preparation each player receives 5 contract cards in their hand.

2. The stack for public procurement contains only 10 cards, of which 4 cards are placed face-up on the appropriate spaces on the board.

3. The trailer cards are not used. Each truck has a capacity of only 6 goods.

4. Whenever the starting city of a public contract is reached, that contract may be taken. The contracts are not sold at auction! If the player can immediately load the necessary goods into their truck, the contract is placed face-up in front of them. If the goods cannot be loaded, the contract card is taken into their hand. The contract can then be loaded later by revisiting the starting city (with sufficient empty cargo space).

After that, a new contract card is laid out. The arrows in this version have no meaning. The bid table on the contract cards is irrelevant.