



How to Play



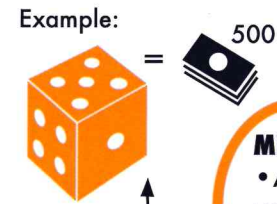
45-90 minutes



Age 10+



3-6 players; or
6-12 (teams of two)



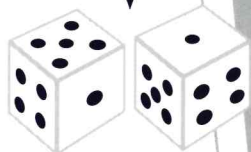
- 1 Game Manual
- 1 Instructions Summary Sheet
- 3 Dice
- 6 Player Actions Cards
- 1 Current Events Board
- 1 Strategy Board
- 1 Global Resources Board
- 20 Product Cards
- 18 Event Cards
- 6 Truck Place Markers
- 17 Strategy Cards
- 72 Material Tokens
- 6 Company Cards
- 6 Progress Markers
- 8 Event Markers
- Money

Player Actions

Each player has a set of actions they may perform on their turn in the following order:

1. **Roll** all the dice. **Move** clockwise any number of spaces up to the total of the two white dice. You must move at least one space.
2. **Mine** a material -OR- **produce** a product. See right side of this sheet for how to mine and produce.
3. **Buy** a maximum of one strategy card.

Example:



= Move 6 spaces maximum.
(You are allowed to move fewer.)

Objective

The first player to earn 7 progress points wins.

Earn progress points as follows:

- Making products earns +2 progress points per product.
- Playing certain strategy cards earns +1 progress point. Be careful: some strategy cards award negative progress points.



Mining Materials

- A material can be mined when you stop your truck on an available material. You initiate an auction, and any player may then bid on the material. The number on the orange die X 100 is the mining cost and minimum bid allowed.
- If you make the highest bid, pay the bank the winning bid. If another player makes the highest bid, that player pays the mining cost to the bank and pays the remainder of the bid to you.
- If no player offers at least the minimum bid, the auction closes and the material remains available for mining later.

Producing Products

- To produce a product, your truck must be in the factory and you must have the product's material tokens.
- Earn +2 progress points and the stated profit on the product card. (*Don't forget: move your progress point marker!*)
- Place the product card and its material tokens in the Junkyard.
- Draw two product cards and choose one to replace the finished product; return the other to the Product Card Deck.

Keep in Mind

- Strategy cards purchased on previous turns can be played at any point in a player's turn.
- Players may turn in and replace a product card at the expense of one turn.
- All play shall immediately pause when the event timer sounds.
- Negotiation among players is fair game and encouraged.