

# TRUCK OFF

# ROLL AND WRITE

## RULEBOOK

### Contents

- \* 1 Game Pad
- \* 6 Dice (D4, D6, D8, D10, D12, D20)
- \* 1 Rulebook
- \* Writing Utensils (not provided)



### GOAL OF THE GAME

Have the most money at the end of the game.

### SETUP

Give each player their own page from the game pad and a writing utensil. All players choose one of the three start locations by circling it. The person who has most recently eaten at a food truck is the starting active player.

### EACH TURN

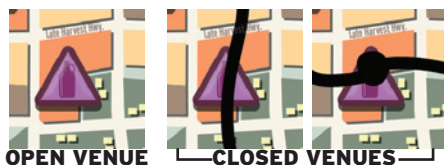
The active player rolls all six dice one time, and may choose to reroll any one die. The results of the dice represents the money collected at the venue from sales.

All players must then move their truck up to four grid spaces to an open venue if possible to sell their food. All players then write the result of the corresponding venue die in the route tracker obeying the rules of the route tracker.

An open venue is a venue on the map without any writing on it.

A venue that has been moved over or already stopped at is considered a closed venue and prohibits a player from collecting sales there.

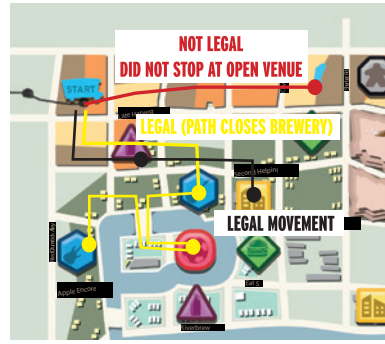
Once everyone has marked their results for the turn, the active player passes all dice clockwise and the player to their left becomes the new active player. Play continues like this until the game ends.



## TRUCK MOVEMENT RULES

The map is grid system where roads are the grid lines that create the spaces within the grid. Your truck will move from grid space to grid space moving orthogonally adjacent only (vertically and horizontally). No diagonal movement is allowed.

Each turn you must move your truck to an open venue if possible. When you move your truck, draw its path and then a filled circle at the endpoint of the path. You may move over an existing path, over an open venue rendering it closed, or over a closed venue while moving your truck.

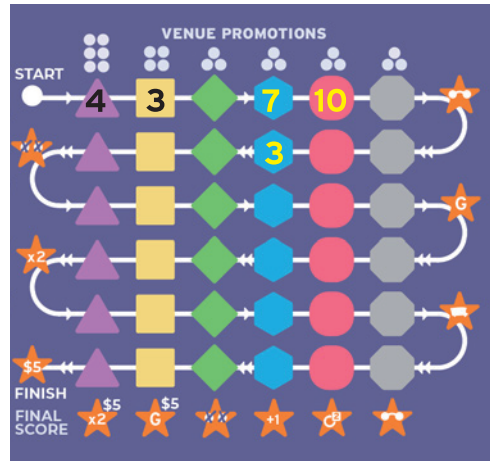


If it is not possible to stop at an open venue, then you may stop on any other space forgoing sales for the day.

## ROUTE TRACKER RULES

Each turn, you will write a number in the route tracker corresponding to the venue die where your truck is currently located signifying your sales for the day.

Begin at the **START** of the route tracker, and always write your number in front of your previous number proceeding towards the **FINISH** following the direction arrows. (The route tracker follows a snake-like path.) Backtracking on the route tracker is not allowed.

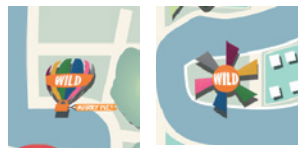


Anytime you write a number, you must write it on the next corresponding venue on your route tracker skipping any venues between your previous number and this one.

If your truck is not located at a venue, then write an "X" on the next venue in the route tracker signifying that you did not make any sales today.

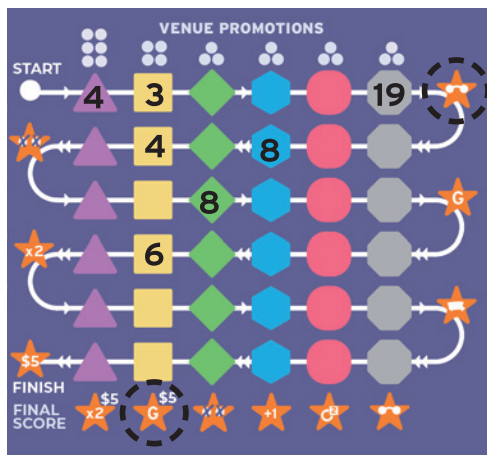
## WILD VENUES

If your truck is located at a Wild venue, then write the number corresponding to **any venue die** on its next corresponding venue location on the route tracker.




## ROUTE TRACKER BONUSES

If your written number is the 3rd number in its row, then immediately take the bonus menu action of the corresponding row. If your written result is the 3rd number in its column, then immediately take the bonus menu action of the corresponding column immediately.



## BONUS EXPLANATIONS

 **Draw a bridge** on the map from one grid space to the next closest grid space directly crossing a river. You may now move across the river at this location following normal movement rules. A bridge does not close a venue.

**G** **Draw a gas station** on the map. Add 3 movement when you move through it. You may move through each gas station only one time each turn.

**2x** **Draw a 2x on a venue.** This venue follows normal venue rules and it is closed once you drive through it or record sales at it. If you record sales at this location, double the results that you write into the Route Tracker.

**Promote a venue** and announce it to all players. Mark two circles above any column on your route tracker. All other players mark one circle above the same column on their route tracker. Promoting a venue adds to your end game score based on the number of promotion marks times the number of results you recorded at that venue.

## BONUS EXPLANATIONS (CONTINUED)

**+1 to your movement** for the rest of the game. You may move up to 5 spaces now instead of up to 4 every turn.

**Reroll up to two dice** for the rest of the game. This applies to you only when you are the active player.

**Move your truck** to a new start location (optional). Start your next turn from a START location you did not start at this game.

## GAME END

The game ends when any player(s) visits the D4 venue on the final row of the route tracker and the game has lasted at least 12 turns. If a player reaches the finish before the 12th turn, the rest of the players still finish the 12 turns.



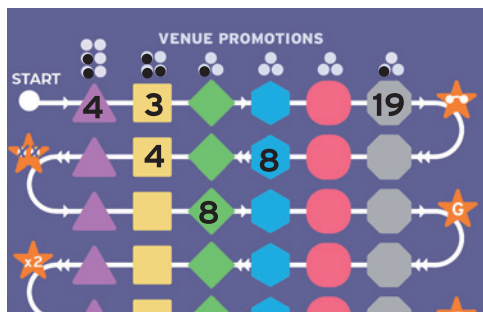
## SCORING

Add all numbers in each row.  
Add all \$5 bonuses claimed.

(Last row bonus, 1st column bonus, 2nd column bonus)

Add promotions times total numbers written for each respective column.

The player with the highest sales (\$)

 is the winner.

VENUE PROMOTION SCORING EXAMPLE

**D4: 2 x 1 = \$2**  
**D6: 3 x 2 = \$6**  
**D8: 1 x 1 = \$1**  
**D10: 0 x 1 = \$0**  
**D12: 0 x 0 = \$0**  
**D20: 1 x 1 = \$1**

### Tiebreaker:

If there is a tie, the player with more venues with recorded sales wins. If there is still a tie after that, the tied players should each roll the D20 and the highest roller wins.

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**Artwork and Graphic Design:** Adam Rehberg

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