

“My Truckin Luck”

For 2 to 6 players ages 14 to adult.

The object of the game is to deliver loads to various states, advancing from the start, following the interstate until you finish in Florida. The player with the most money at the end of the game wins. Each player throws the dice to see who goes first. The player who throws the highest number goes first with the player on their left going next in a clockwise direction. Each player starts out with a loan of \$5000. This loan can be paid off at any time throughout the game during that players turn.

To start the game:

Players begin the game by placing their game pieces on START. Before each player starts their first turn, they have the option to lower their insurance deductible by paying \$1000. If they have an accident along the way, it will only cost them \$500, instead of \$5000 to get back on the road. If the player does not have \$5000 he must borrow it from the bank to get on the road again.

There are two phases to your turn:

1. To get loaded, start with Phase One.
2. If already loaded, go directly to Phase Two.

Phase One

How to get loaded and find a destination

Before you can move your game piece you have to get loaded and find a destination. To get loaded you throw both dice. Add up your throw and count the same amount of Stars (State Capitols) along the Interstate and that is your destination. Example: If you throw a 3 on your first turn, you would be delivering your first load in Olympia WA. The state capitols are numbered to help in determining where you deliver your load. The load pay and how much your fuel is going to cost is recorded 4 times on the game board so that players all around the board can see the scale. Use that scale to determine your fuel expenses and how much you will be paid for your load. **You must pay your fuel expense before you can start on your destination.**

Oversized Load

If you throw 11, you have found an oversize load and will get paid 50% more for your load, but then you have to throw the dice again to find a destination. If you throw any doubles or another 11 you then lose your oversize load, and have to wait for your next turn to get loaded. Use the scale to determine how much you will get paid for your oversize load, where you will deliver it, and how much your fuel cost is going to be. Fuel cost is the same for an oversize load, government load and a regular load.

Government Load

If you throw 12, you have found a government load and will get paid twice as much for your load, but then you have to throw the dice again to find a destination. If you throw any doubles or an 11 you then lose your government load, and have to wait for your next turn to get loaded. Again use the scale to determine how much you will get paid for your load, where you will deliver it, and how much your fuel cost is going to be.

Log Book

After you have found a load, you write your origination and destination on the “My Truckin Luck” log book along with how much you are getting paid. Example: If you throw a 7 on your first turn, you will deliver your first load to Madison, WI., you would write Start under your origination, and Madison WI under your destination. You would write \$3000 under pay rate, and \$1000 under fuel cost. If you have an oversize load put an X in the oversize load box after your pay rate, and if you have a government load put an X in the government load box.

Phase Two

How to Travel

Now that you are loaded and have a destination you must again throw both dice to start your trip. Move your game piece as many spaces as is thrown with both dice, and fill in your distance on your log book with each throw. If you throw a 6, your log book will have a 6 in the first box where you record your distance.

Delivery of Load

If you only need to throw a 3 to deliver your load, and you throw a 4 or more, you still stop at your destination to deliver, and reload, and record a 3 for your distance that turn. After you have delivered your load, mark the box on the right with an X showing you have gotten paid, and immediately throw dice to find your next destination, and then you may also throw the dice to get started on your trip. Players may only load once per turn however, if you started your turn finding a load, and are able to deliver the load in the same turn, you must wait for your next turn to get loaded again.

Warning: If your log book is not filled out correctly for previous turns and you land on a weigh station space, you are automatically fined \$100.

Warning: If you throw double 6's and land on a weigh station, you have falsified your log book and have gone too far for the day. You do not draw a weigh station card, but automatically lose your next turn and you are fined \$1100 for having an illegal log book.

Warning: If you overshoot your destination and don't realize it before the next player takes their turn, you must use your next turn to back track to your proper destination and get unloaded. You must pay \$50 for the extra fuel to get you back to that destination. You are also fined \$150 for a late delivery.

Game Play

Loss of Turn: If you draw a weigh station, or “My Truckin Luck” card that says you lose your turn, keep the card and turn it in on the turn that you lose. Then the following turn you may begin again.

Banker: All money transactions are handled by a central banker who can also be a player.

Light Truck Load (LTL): If you land on a space marked LTL, that means that you have found a light truck load or a partial load. Receive \$100 times the throw of one die as an addition on to your current load.

Weigh Station: If you land on a weigh station space, draw a weigh station card and follow the directions. If you have a card (Weigh Station or “My Truckin Luck”) that says you are good to go the next time you land on a weigh station, keep that card and turn it in the next time you have to draw a weigh station card. You must use it at the first opportunity. Each time you land on a weigh station you must check to see if your log book is current. If not you are fined \$100. There are 5 weigh station cards that say “fill in the blank”. These are for you to add your own experiences to the game and personalize it. Send your personal experiences in to our web site at mytruckinluck.com, and we may use it in the video game (My Truckin Luck) coming out soon.

State Capitols: If you land on a state capitol that is not the destination of your load, it is the same as a rest area. Nothing happens.

Rest Areas: If you land on a rest area, nothing happens.

White Instruction Spaces: If you land on a white instruction space, follow the directions on the space.

“My Truckin Luck” Spaces: If you land on a “My Truckin Luck” space, draw a card and follow directions on the card. If you get an option to buy you do not have to buy the item, but you have your choice to do so if you want to.

If you draw a “My Truckin Luck” card that gives you an option to buy another truck and you do so, keep the card and you double all cash transactions (good or bad) for the rest of the game. You may not buy a second truck unless you have the money on hand for the down payment. You cannot borrow the money for the down payment. You may only have 1 extra truck. There are 5 (my truckin luck) cards that say “fill in the blank”. These are for you to add your own experiences to the game and personalize it. Send your personal experiences in to our web site at mytruckinluck.com, and we may use it in the video game (My Truckin Luck) coming out soon.

Auxiliary Power Unit (APU): If you have an option to buy an APU for your truck it will save you 25% on your fuel costs for the remainder of the game. An APU is a small diesel engine that can heat or cool the cab of your truck during the night without having to idle your engine all night. Use the scale for fuel with APU if you have an APU on your truck. If you exercise an option to buy an APU, keep the card as proof of purchase for your APU.

End of Game

Final Load: Your final load will be to Tallahassee FL. Your pay is still determined by what you throw with the dice. Example: If you only need a 3 to get to Tallahassee, and you throw a 10, your pay will be \$4800 and your fuel will be \$1600. The same applies for oversize and government loads.

Loans: If you have not paid off your \$5000 loan by the time you reach Tallahassee FL, you must pay off the loan plus a 10% interest fee of \$500.

Vacation: After your final load is delivered to Tallahassee, you take a short vacation to Miami by throwing 1 dye. The game ends after the first 3 players arrive in Miami for vacation.

The first player to arrive in Miami receives a \$5000 bonus.

The second player to arrive in Miami receives a \$3000 bonus.

The third player to arrive in Miami receives a \$1000 bonus.

End: The game ends immediately after the third player reaches Miami. If you have an undelivered load, you do not receive payment for that load. Everyone pays off any outstanding loans plus interest, and counts their money. The player with the most money wins the game.

Sample log book

My Truckin Luck Log Book															
Load #	Load Throw	Origination City/State	Destination City/State	Fuel Cost	Distance each Turn						Oversize Load	Gov Load	# of Trucks	Pay Rate	Received
1	7	Start	Madison, WI	\$1,000	6	8	5	6					1	\$3,000	X
2	4	Madison, WI	Albany, NY	\$600	10	6							1	\$1,800	X
3	8	Albany, NY	Dover, DE	\$1,200	4	7	4					X	1	\$7,200	X
4	6	Dover, DE	Springfield, IL	\$800	5	2	3			X			1	\$3,600	X
5	4	Springfield, IL	Boise, ID	\$800	12	5	4						2	\$2,400	X
6	9	Boise, ID	Nashville, TN	\$2100 APU	10	6	8	5	7	3			2	\$8,400	X
7															
8															
9															
10															
11															
12															

Each game consists of:

- 1. Game board 1
- 2. Game pieces 6
- 3. "My Truckin Luck" cards 50
- 4. Weigh Station Cards 50
- 5. Dice 2
- 6. "My Truckin Luck" Log Books 1 PAD, 25 SHEETS
- 7. 265,000 Dollars in money
 - 10-10,000 =100,000
 - 20-5,000 =100,000
 - 40-1,000 = 40,000
 - 40-500 = 20,000
 - 40-100 = 4,000

40-50 = 1,000

8. 50,000 in promissory notes

10-5,000 =50,000

Randy Cox and his wife Pam are the parents of four sons, Doug, David, Scott, and Brad, all of which have contributed to the creation of this game. They live in Blackfoot, ID and have been in the trucking business since 1993.

For more Log Books or to share your own personal experiences with us, visit our website at www.mytruckinluck.com.