SPACE TRUCKIN'

A COLORING PAGES ROLL AND WRITE ADVENTURE GAME

VERSION 1127
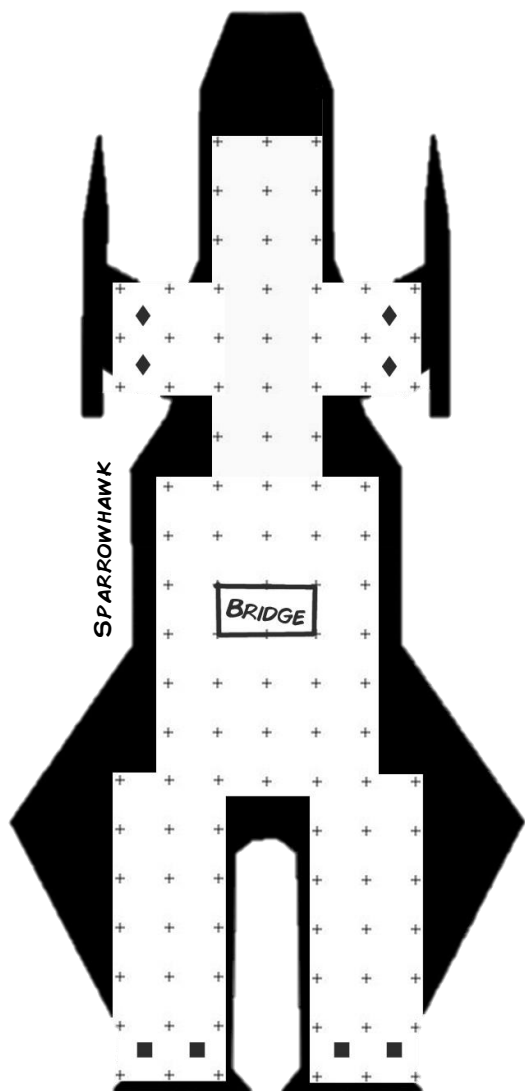
By Mike Heim

SPACE TRUCKIN

TRUCK'S NAME

STAR CHART

SPARROWHAWK

BRIDGE

PHASE 2

1= ⬛ **REACTOR**
MUST BE CENTERLINE
FLIP DIE   1=

2= **QUARTERS**
MUST BE ADJACENT
TO BRIDGE.
WILD   2=

3= **ENGINE**
MUST COVER ALL ◆
JUMP   3=

4= ✸ **WEAPONS**
MUST COVER ALL ■
REROLL DIE   4=

5= 📦 **CARGO**
NO RESTRICTIONS
END GAME POINTS   5=

6=CHOOSE 1   6=CHOOSE 1

PHASE 3

A

B

C

D

ARTIFACTS

E

F

G

PHASE 1

1 ASTEROIDS	2 EVENT
3 ROCKY PLANET	4 GAS GIANT
5 COMET	6 DERELICT SHIP

A

B

C

D

E

F

G

TRUCK'S NAME   STAR CHART

SPACE TRUCKIN

Mauler

BRIDGE

PHASE 2

1= **Reactor**   1=
Must be centerline
FLIP DIE

2= **Quarters**   2=
Must be adjacent
to Bridge.
WILD

3= **Engine**   3=
Must cover all ◆
JUMP

4= **Weapons**   4=
Must cover all ■
REROLL DIE

5= **Cargo**   5=
No Restrictions
END GAME POINTS

6=Choose 1   6=Choose 1

PHASE 3

A

B

C

D

E

F

G

Artifacts

PHASE 1

1 **Asteroids**

2 **Event**

3 **Rocky Planet**

4 **Gas Giant**

5 **Comet**

6 **Derelict Ship**

A

B

C

D

E

F

G

SPACE TRUCKIN

TRUCK'S NAME

STAR CHART

Countess

BRIDGE

PHASE 2

1= Reactor   1=
Must be centerline
FLIP DIE

2= Quarters   2=
Must be adjacent
to Bridge.
WILD

3= Engine   3=
Must cover all ◆
JUMP

4= Weapons   4=
Must cover all ■
REROLL DIE

5= Cargo   5=
No Restrictions
END GAME POINTS

6=Choose 1   6=Choose 1

PHASE 3

A

B

C

D

E

F

G

ARTIFACTS

PHASE 1
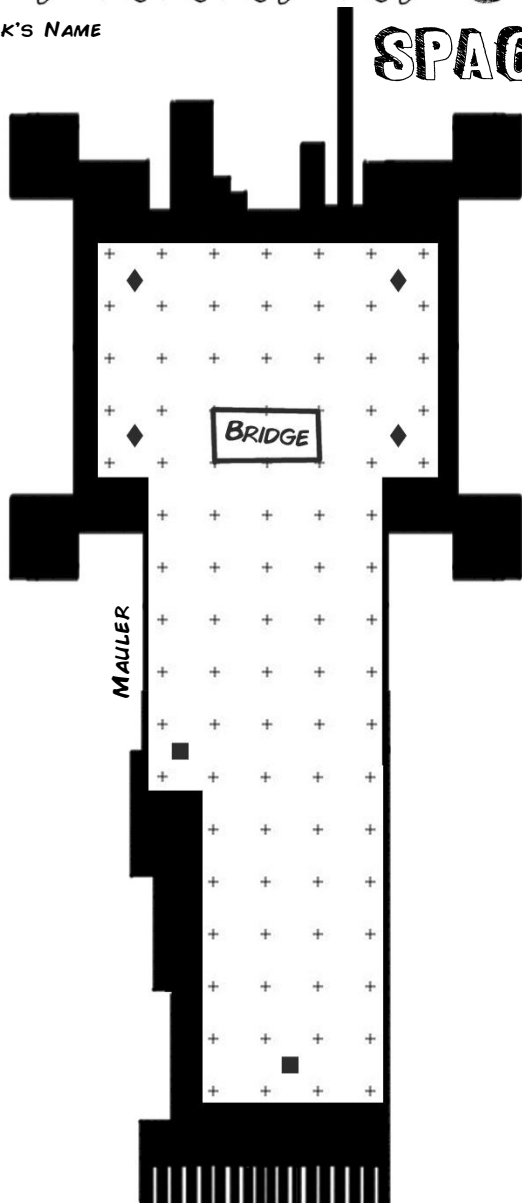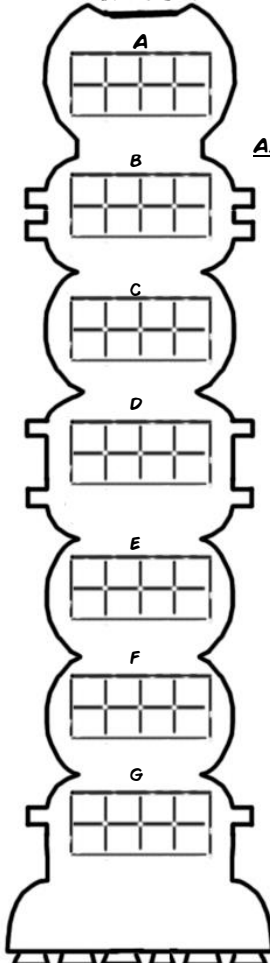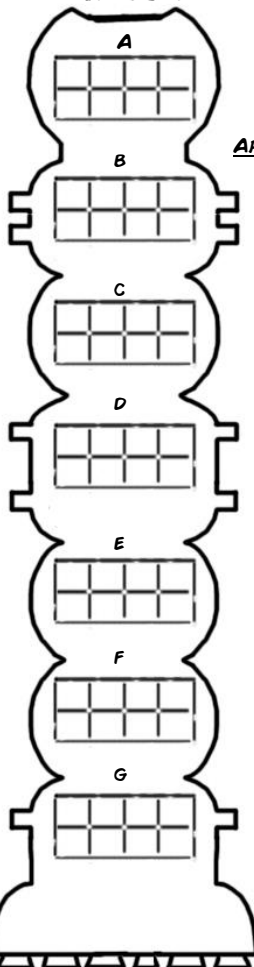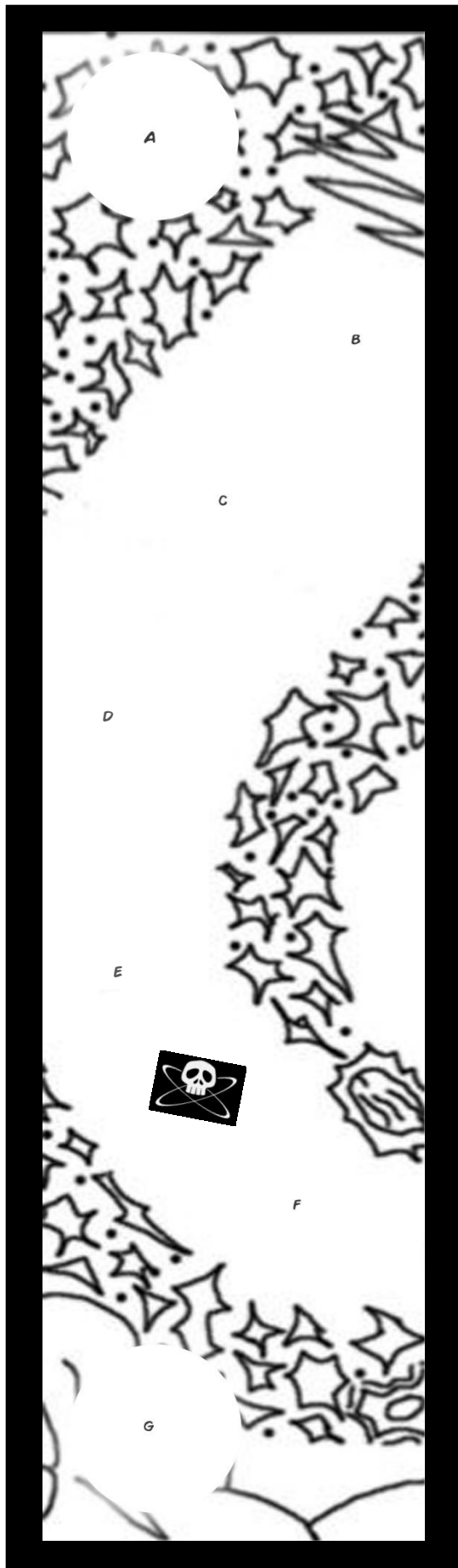
1 Asteroids

2 Event

3 Rocky Planet

4 Gas Giant

5 Comet

6 Derelict Ship

A

B

C

D

E

F

G

SPACE TRUCKIN

TRUCK'S NAME

STAR CHART

BRIDGE

HAMMERHEAD

PHASE 2

1= 🖥 **REACTOR**   1= ▯
MUST BE CENTERLINE
FLIP DIE

2= 🪑 **QUARTERS**   2=
MUST BE ADJACENT
TO BRIDGE.
WILD

3= ⎈ **ENGINE**   3=
MUST COVER ALL ◆
JUMP

4= ✸ **WEAPONS**   4=
MUST COVER ALL ■
REROLL DIE

5= 📦 **CARGO**   5=
NO RESTRICTIONS
END GAME POINTS

6=CHOOSE 1   6=CHOOSE 1

PHASE 3

A

B

C

D

E

F

G

ARTIFACTS

PHASE 1

1 **ASTEROIDS**
📦 📦

2 **EVENT**
☆ ▯

3 **ROCKY PLANET**
☆ 📦

4 **GAS GIANT**
📦 ☆

5 **COMET**
☆ ☆

6 **DERELICT SHIP**
🪑 ▯

A

B

C

D

E

F

G

Space Truckin' is a Roll and Write game of adventure and delivery in space.

The game plays in three phases;
Phase 1 = Star Chart – You will plot your route and stops along the way. (5 minutes)
Phase 2 = Shipyard – You will craft a Truck (spaceship) made of tetromino systems. (15 minutes)
Phase 3 = Delivery – You will take your truck from Phase 2 to each destination and location from Phase 1. (25 minutes)

One way to win:
Gain 20 Victory Points.

Five ways to lose:
Phase 2: build an unserviceable truck
Phase 3: Damage both your Bridge grids
Phase 3: Fill in all Engines pips
Phase 3: Fill in all Quarters pips
Phase 3: Complete the game with less than 20 VP.

Extra components required (per player) --
1 Pen - Colored Pencils - Two 6-sided dice

Setup

Roll 2d6 and choose one die result for your Captain's Specialty.

⚀ **Cartographer**
During Phase 1, roll 2d6 each time and choose one result.

⚁ **Engineer**
Reactors and Quarters have no placement restrictions during Phase 2.

⚂ **Artificer**
You start Phase 3 with one Artifact in your first Cargo Pip, along with the immediate benefits.

⚃ **Grizzled**
You gain 2 VP every time your ship loses a location as a consequence during Phase 3.

⚄ **Smuggler**
Ignore pirate Space. At the end of the game, total your cargo as if you had one extra.

⚅ **Physicist**
Reactors can be used as Wilds (just like Quarters).

The following rules are for Solo play.
Multiplayer is very similar and has only a few changes (explained at the end of the rulebook).
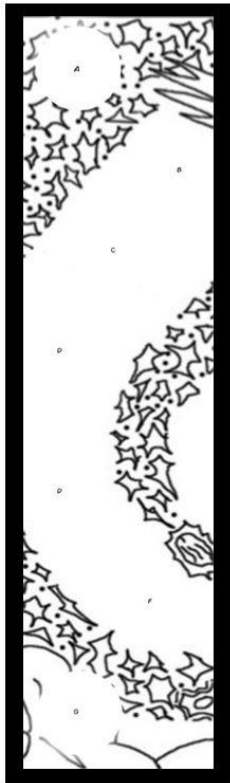

Phase 1 – Star Chart

Choose one of the four Space Truck sheets (Sparrowhawk, Countess, Mauler, or Hammerhead) and examine it. Write the name of your Space Truck on the line at the top of the page and your Captain's Specialty under it to remind you of which rules you get to "bend."

The bordered strip at the right of your sheet is the Star Chart. There are 7 destinations you'll have to sketch with your pen.

Roll one die. Find the number rolled on your Sheet under Phase 1 and sketch that result on any available lettered Location (A-G) on the Star Chart. Continue this step until only one location remains. You choose the terrain of the last location.
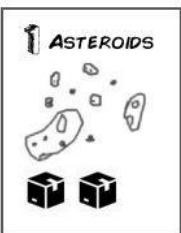

Now that you know what you'll encounter on your Delivery Run, you know which Systems will be a priority for you during the creation of your Space Truck.

Star Chart
STAR CHART

Rolling a 1 means that you'll have to draw Asteroids on your Star Chart. A 2 is an Event. You draw them right on top of any of the (remaining) small letters on the Star Chart.

Phase 2 – Shipyard

Your truck is made up of five types of systems in five different tetromino shapes. You will roll two dice and choose one die to be the system and the other die to be the shape. Refer your die result to the Phase 2 Chart on you Trucker Sheet. (If you roll a 6, you choose any of the available shapes systems, or shapes.) Draw on the shape, and then write the name of the system--or the first letter of the name-inside the shape. You may rotate or flip your tetromino shape, but it must fit inside of your truck blueprints, and it cannot overlap other systems, and it must follow the rules listed for placing each system.

Engine systems must cover all ■ grids in order to pass this phase.

Weapon systems must cover all ♦ grids in order to pass this phase.

Quarters must be adjacent to the Bridge directly. Diagonals are never connected or adjacent.

Reactors can only be placed overlapping or adjacent to the centerline of your truck.

There are no special restrictions/requirements for placing Cargo.

Space Truck Design
Continue outfitting your truck with systems until you decide to stop, or until the first time you cannot place another system.

Pips
Each time you place a system draw a small circular pip in one of the four grids in your tetronimo. You cannot place pips adjacent to an already existing pip during this phase. However, you can put pips diagonal to each other (adjacent means sharing an edge).

Cargo Boxes
When you gain Cargo during Phase 3, you will draw a dot inside the circle pip to show that it's full. You will also draw a dot in your first Cargo Pip if you are the Artificer.
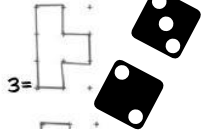
Free Choice
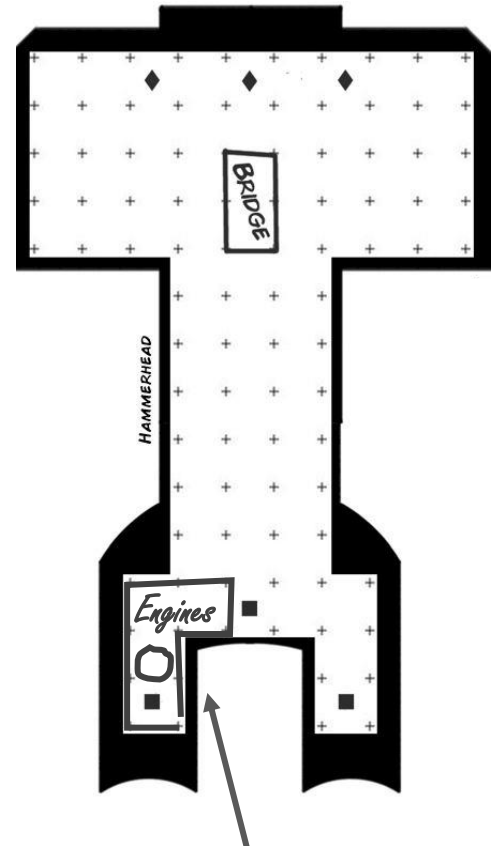Once during this phase, you may change one die roll to the facing of your choice.

2= Quarters
Must trace to Bridge.

3= Engines
Must cover all ■.

Rolling a 3 and a 2 means that you can choose to place either a Quarters using the T shape, or an Engines using the L shape.


Choosing the Engines (with L shape) you would draw and label a tetromino like this.
Then you would draw a circular pip inside your shape. This pip will be filled in when you use it or it takes damage. No pips may be adjacent to each other during this phase.

Your First Victory Point ☆

Once you have completed your Truck and all 5 different systems have been placed gain your first Victory Point by filling in (or coloring) the top left star on your sheet. Scribble out any blank grids on your blueprints that were not able to completed. As you gain more VP, you will continue to fill in these stars. If at any time you get or exceed 20 VP, you immediately win the game.

Each time you gain a VP during this game, fill in with your pen (or colored pencils if you want to be colorful) a star working from left to right. (the circled stars are every 10.) VP can never be lost.

PHASE 3

The player rolls a 3 and 5, and decides to place the numbers in the bottom middle and top right cells.

PHASE 3

(A)

| | | 5 |
| | 3 | |

PHASE 3

(A)

| | | |
| | | |
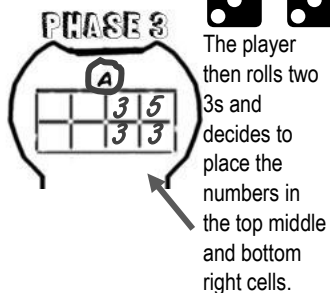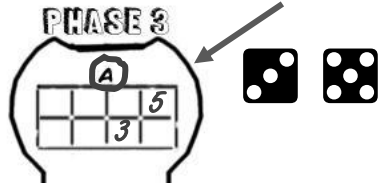
The player then rolls two 3s and decides to place the numbers in the top middle and bottom right cells.

PHASE 3

(A)

| | 3 | 5 |
| | 3 | 3 |

The player then rolls two a 6 and a 1 must places them in the top left and bottom middle cells.

PHASE 3

(A)

| 2 | | 3 | 5 |
| | 1 | 3 | 3 |

For the last roll the player gets a 1 and 1. He must place it in the two remaining cells.

PHASE 3

(A)

| 2 | 1 | 3 | 5 |
| 1 | 1 | 3 | 3 |

PHASE 3

(A)

| 2 | 1 | 3 | 5 |
| 1 | 1 | 3 | 3 |

1 0 0 2

The Result (through subtraction) is 1002, which will be a Consequence and hurt your truck. You could use a Weapons pip to reroll the die, or a Reactor pip to flip the die result to the opposite side (1 and 6, 2 and 5, 3 and 4)..

PHASE 3

(A)

| 1 | 1 | 3 | 5 |
| 1 | 1 | 3 | 3 |
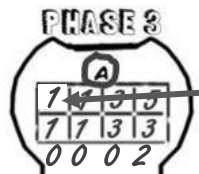
0 0 0 2

The best decision in this case would be to use a Weapons to reroll the top left die. With luck, you roll a 1 and change it from 2 to 1. This would make your Result 0002!

PHASE 3 - DELIVERY

IN ORDER TO WIN THE GAME, YOU MUST GAIN 20 VP BY TRAVELING THE STAR CHART AND COLLECT VP AND CARGO (WHICH CAN BE EXCHANGED FOR VP AT THE END OF THE GAME).

START AT LOCATION A. CIRCLE THAT LETTER ON THE TRUCKER SHEET (FOUND IN THE LONG SPACESHIP IN THE LOWER RIGHT SIDE OF THE PAPER). WHEN YOU FINISH THE CHALLENGE AND REWARDS, PUT AN X THROUGH THE CIRCLED LETTER (A) AND MOVE ON TO B. CONTINUE DOING THIS (CIRCLING THE LETTER WHEN ARRIVING, AND XING IT OUT AS YOU LEAVE) IN ORDER AS YOU PROCEED THROUGH THE LOCATIONS.

CHALLENGE

EACH OF THE LOCATIONS HAS A CHALLENGE TO COMPLETE. THIS IS DONE BY FILLING UP THE EIGHT BOXES WITH NUMBERS ROLLED FROM YOUR TWO CUBE-DICE (D6S) AND SUBTRACTING THE TOP AND BOTTOM 3-DIGIT NUMBERS. THE GOAL IS TO COME AS CLOSE TO 1 AS POSSIBLE WITHOUT GOING UNDER IT. YOU WILL WRITE NUMBERS IN THE EIGHT BOXES CORRESPONDING TO YOUR DESTINATION/LOCATION. TO START, YOU WILL USE THE EIGHT BOXES UNDER A.

ROLL 2D6 AND WRITE THEIR FACINGS (1-6) IN ANY TWO OF THE SIX UNFILLED BOXES. THE TWO NUMBERS DO NOT HAVE TO BE ADJACENT TO EACH OTHER. ROLL THE TWO D6S AGAIN AND WRITE THEIR FACINGS IN ANY OF THE FOUR REMAINING BOXES. ROLL THE TWO D6S A FINAL TIME AND WRITE THEIR NUMBERS IN THE REMAINING TWO EMPTY BOXES.

RESULTS

NOW SUBTRACT THE TOP AND BOTTOM 3-DIGIT NUMBERS TO DETERMINE YOUR RESULT. YOUR GOAL IS TO GET AS CLOSE TO 1 OR 2 WITHOUT GOING LOWER. YOU CAN MANIPULATE THESE NUMBERS ONCE PER LOCATION IN THE FOLLOWING WAYS:

YOU CAN USE A WEAPONS SYSTEM TO REROLL ANY ONE DIE AND CHANGING THE NUMBER IN THE BOX BEFORE DETERMINING THE RESULT.

YOU CAN USE A REACTOR SYSTEM TO FLIP ANY ONE DIE TO THE OPPOSITE FACING BEFORE DETERMINING THE RESULT, THUS CHANGING THE NUMBER IN THE BOX. REMEMBER THAT THE OPPOSITES SIDE OF A DIE ADD UP TO 7.

YOU CAN USE A QUARTERS AS A WILD TO DO EITHER OF THE TWO (WEAPONS OR REACTOR) ABILITIES ABOVE AS LONG AS THE WEAPONS OR REACTOR STILL HAVE AT LEAST ONE PIP REMAINING.

WHEN YOU USE AN ABILITY, YOU MUST FILL IN A PIP ON YOUR BLUEPRINT TO SHOW IT WAS SPENT. FILLED-IN PIPS NO LONGER COUNT TOWARDS YOUR TOTAL. THE FILLED IN PIPS REPRESENT THE SYSTEM (OR CREW MEMBER) IS EXHAUSTED. IF EVER YOU RUN OUT OF QUARTERS PIPS, YOU LOSE THE GAME.

PHASE 3 – DELIVERY

REWARDS AND CONSEQUENCES

AFTER YOU DETERMINE YOUR RESULT, CONSULT THE LOCATION CHART ON PHASE 1 (FOR REWARDS) AND PHASE 2 (FOR CONSEQUENCES) ON YOUR SHEET.

IF YOUR RESULT IS LESS THAN 1, YOU SUFFER DAMAGE TO A BRIDGE GRID. PUT AN X THROUGH ONE OF YOUR TWO BRIDGE GRIDS. YOU LOSE THE GAME IF BOTH BRIDGE GRIDS ARE DAMAGED.

IF YOUR RESULT IS 11 OR MORE, YOU WILL SUFFER DAMAGE. DAMAGE IS SPECIFIC DEPENDING ON YOUR ROLL OF TWO DICE AND REFERRING TO THE PHASE 2 CHART. FOR INSTANCE, IF YOUR RESULT IS 66, YOU WOULD DAMAGE ONE SYSTEM. IF YOUR RESULT WAS 221, YOU WOULD ROLL 2 DICE AND APPLY DAMAGE TO BOTH RESULTS (A SPECIFIC SYSTEM AND A SPECIFIC SHAPE). IF, WHEN RESOLVING A CONSEQUENCE, THERE ARE NO SYSTEMS OR SHAPES AVAILABLE TO MATCH YOUR RESULT, TAKE ONE BRIDGE DAMAGE.

EVERY TIME YOU SUFFER DAMAGE, YOU PUT XS OVER THE FOUR GRIDS THAT MAKE OF THE TERONIMO FOR THE SYSTEM ON THE BLUEPRINTS. ANY PIPS (AVAILABLE OR FILLED) ARE LOST. IF THE PIP IS CARGO WITH A DOT IN IT, THE CARGO IS LOST.

IF YOU EVER RUN OUT OF CREW OR ENGINE PIPS (YOU FILL ALL OF THEM IN), YOU IMMEDIATELY LOSE THE GAME. YOU CAN STILL COMPLETE THE GAME WITHOUT CARGO, WEAPONS, OR REACTOR.

IF YOUR RESULT IS BETWEEN 3-10, YOU GAIN THE FIRST REWARD OF THE TWO LISTED FOR YOUR TERRAIN. IF YOUR RESULT IS 1-2 YOU GAIN BOTH REWARDS LISTED. FOR INSTANCE, IF YOU WERE VISITING A GAS GIANT AND YOUR RESULT IS A 7, YOU WOULD IMMEDIATELY GAIN 1 CARGO 📦 . IF YOUR RESULT WAS A 2 YOU WOULD GAIN ONE CARGO 📦 AND 1 VP ⭐.

TO SHOW THAT YOU GAINED CARGO, DRAW A SMALL DOT INSIDE THE CARGO PIP. THESE FILLED CARGO PIPS WILL GIVE YOU VICTORY POINTS WHEN YOU FINISH LOCATION G. IF YOU HAVE NO CARGO PIPS AVAILABLE, YOU DO NOT GAIN THIS REWARD. YOU ALSO DO NOT GAIN THE REWARD IF YOUR SYSTEM IS DAMAGED.

IF YOU EVER GAIN QUARTERS FROM THE DERELICT SHIP, DRAW A CIRCLE PIP ANYWHERE IN A QUARTERS TETRONIMO. THIS CAN ALSO BE ADJACENT TO ANOTHER PIP.

Less than 1 = One Bridge Damage

1-2 = Take both Rewards from the terrain type (in the Phase 1 Chart).

3-10 = Take only the first Reward from the terrain type.

11-100 = Roll two dice on the Phase 2 table and select one of the die results to damage either a specific system of any shape or one a specific shape of any system.

101 – 5555 = Roll two dice on the Phase 2 table and select one of the die results to damage a specific system of any shape and the other die to damage one a specific shape of any system.

The Reactor pip has been filled in, showing that it was used.
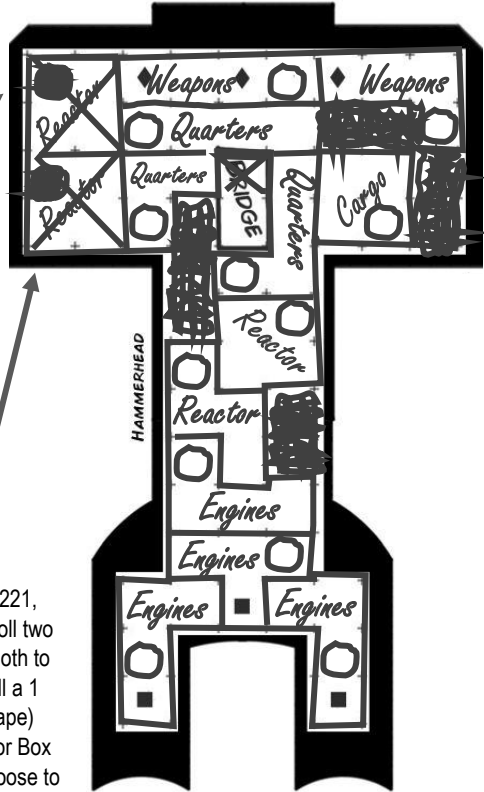
Your result was 221, so you have to roll two dice and apply both to damage. You roll a 1 (Reactor or I-shape) and a 5 (Cargo or Box shape). You choose to apply the 2 to Reactor, and the 5 to Box shape, since you've already used the pips in those systems. You then X out both the Box-shaped Reactors above.

The Captain of this truck is an Engineer. You can tell because two of the Reactors are not "centerlined."

4 GAS GIANT
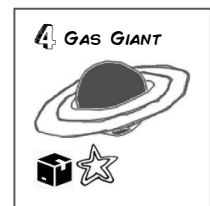
PHASE 3 – DELIVERY

ARTIFACTS

IF YOUR RESULT GAINS YOU AN ARTIFACT ⬜, AND HAVE AN OPEN CARGO PIP TO ACCEPT ONE, SKETCH A SMALL ITEM/SHAPE OF YOUR CHOICE UNDER THE **ARTIFACTS** LINE ON YOUR SHEET. IT CAN BE AS SIMPLE OR COMPLEX AS YOU WISH. THEN PUT A DOT IN ONE AVAILABLE/EMPTY CARGO BOX JUST AS IF YOU HAVE COLLECTED CARGO. THESE COUNT TOWARDS CARGO AT THE END OF THE GAME, BUT ALSO <u>IMMEDIATELY ADDS 1 EXTRA PIP TO AN ADJACENT GRID</u>. THIS CAN BE CARGO, OR EVEN A DIFFERENT SYSTEM IF ADJACENT. ONLY ARTIFACTS ALLOW PIPS TO BE ADJACENT.

SPACE JUMPING (MOVING BETWEEN LOCATIONS)
ONCE YOU HAVE COMPLETED A LOCATION, YOU MUST EXHAUST 1 ENGINE PIP ON YOUR SHEET TO JUMP TO THE NEXT LOCATION. YOU CAN–AS ALWAYS–USE A QUARTERS AS A **WILD** AND EXHAUST A QUARTERS PIP INSTEAD AS LONG AS ENGINE PIPS STILL REMAIN.

EACH TIME YOU JUMP TO A NEW LOCATION, GAIN 2 VP ✰✰.

☠ BETWEEN LOCATIONS E AND F IS *PIRATE SPACE*. AFTER YOU JUMP FROM E BUT BEFORE YOU ARRIVE AT F, PIRATES WILL ATTACK IN AN ATTEMPT TO STEAL FROM YOU OR DISABLE YOUR TRUCK.
<u>EITHER EXPEND ONE FILLED CARGO PIP OR LOSE YOUR AFT-MOST* SYSTEM AT THE START OF F.</u>
*IF MULTIPLE SYSTEMS ARE AFT-MOST, YOU CHOOSE.

WHEN YOU EXHAUST AN ENGINE OR QUARTERS PIP WHILE MOVING, YOU FILL IN THE APPROPRIATE PIP IN THE INVENTORY.

SELLING CARGO 📦
AFTER YOU COMPLETE LOCATION G, YOU MUST SELL ANY FILLED CARGO (WITH A DOT IN THE PIP) YOU CURRENTLY HAVE IN INVENTORY. CARGO IS SOLD AS FOLLOWS:
1 CARGO = 2 VICTORY POINT
2 CARGO = 4 VICTORY POINTS
3 CARGO = 8 VICTORY POINTS
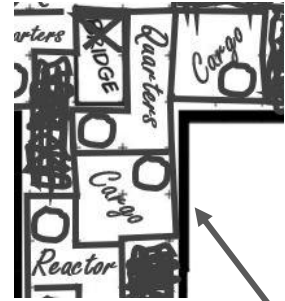4 CARGO = 16 VICTORY POINTS
5 CARGO = 32 VICTORY POINTS

YOU LOSE THE GAME IF YOU STILL DO NOT HAVE 20 OR MORE VICTORY POINTS AFTER SELLING YOUR CARGO.

ARTIFACTS

Be creative when sketching your artifacts!

You could add your Artifact to this Cargo. The two adjacent grids (North and West) are both Cargo, so you'd then add another Cargo pip to either of the two grids.

You could add your Artifact to this Cargo. The adjacent grid North is Quarters, and the two (West and South) are both Cargo. Here you'd have a choice of adding either a Quarters pip or a Cargo Pip.

WINNING THE GAME

IF AT ANY TIME, YOUR VICTORY POINTS MEET OR EXCEED 20 YOU IMMEDIATELY WIN. CONTINUE TO FILL IN THE VP STARS PAST 20 AT THE END OF THE GAME EVEN IF YOU'VE GONE OVER.

THEN HAVE FUN COLORING YOUR PAGE AND POST A PICTURE OF YOUR ARTISTIC SKILLS ONLINE!

GOOD LUCK TRUCKER. I HOPE TO SEE YOU IN THE RETIREMENT LOUNGE!

MULTIPLAYER COMPETITIVE

EACH PLAYER WILL NEED THEIR OWN 2D6 AND THEIR OWN TRUCKER SHEET. IT CAN BE ANY OF THE 4 TRUCKS (SPARROWHAWK, COUNTESS, MAULER, OR HAMMERHEAD) OR EVEN THE SAME TRUCK DESIGN.

ALL PLAYERS SHARE THE SAME STAR CHART (PHASE 1 LOCATIONS) AND ADVANCE AT THE SAME TIME FROM LOCATION TO LOCATION.

THE FIRST PLAYER TO 20 VP WINS, OR
THE PLAYER WITH THE MOST VP AFTER LOCATION G WINS,
OR THE LAST PLAYER STILL IN THE GAME AFTER EVERYBODY ELSE HAS BEEN ELIMINATED WINS.