

 JEAN-CHRISTOPHE BOUVIER

 TONY ROCHON



ROAD MASTER

LOAD UP, HIT THE ROAD, SCORE BIG!



RULES

1.0

PROOFREADING - CHRISTOPHE GUIARD



CONTENTS

- 1 rulebook
- 1 game board
- 6 trucks (each with a 5-cube capacity)
- 60 delivery contracts
- 6 shortage cards (identical backs to contracts)
- 10 explosive cargo contracts
- 10 perishable goods contracts
- 6 boom cards
- 18 super-bonus cards
- 42 jetons-action (6 x 7)
- 42 action tokens (6x7)
- 6 score markers
- 15 orange cubes
- 15 purple cubes
- 15 green cubes
- 15 blue cubes
- 15 yellow cubes
- 15 brown cubes

OBJECTIVE

Take control of your truck and dominate the world of logistics! Choose contracts, load up, transport, and deliver cubes to outscore your rivals and win the game!

GAME SETUP (BASE GAME)

The 10 explosive cargo contracts, 10 perishable goods contracts, and 6 boom cards are set aside for advanced rules (see pp. 7–8).



- Place the game board at the center of the table.
- Sort cubes by color and place them on the six corresponding warehouses.
- Shuffle the 60 contracts together with the 6 shortage cards. Reveal 9 cards face up to form the freight market. The remaining cards form the contract draw pile, placed face down. If a shortage card is revealed, apply its effect, then replace it with the next contract. For your first few games, you may choose to omit the shortage cards.
- Shuffle the super-bonus cards and place them in a face-down pile.
- Each player receives:
 - 1 truck, to be placed on a lettered warehouse space (A–F) on their first turn
 - 7 action tokens of the same color as the truck
 - 1 score marker in the same color, placed on space 0 of the score track

Whoever best imitates a truck sound starts the game.



WHITE PLAYER



SILVER PLAYER



BLACK PLAYER

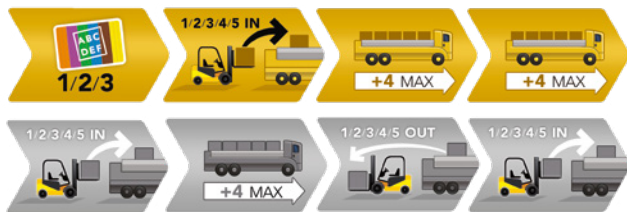
GOLD PLAYER



GAMEPLAY

Players take turns. On your turn, you may perform up to 4 actions, using 4 of your 7 action tokens (each token shows one action face).

Examples of 4-action combinations during a turn by the Gold and Silver players.



While others are playing, prepare your next 4 actions—but feel free to adjust on the fly: the road is full of surprises!

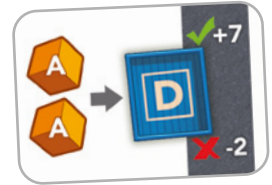
ACTION 1 - TAKE CONTRACTS (1 FACE)



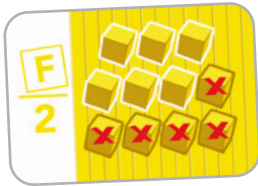
Choose 1 to 3 contracts from the 10 available (the 9 face-up + the top of the draw pile). Place them face up in front of you. Each chosen contract is immediately replaced in the freight market.

A contract shows:

- the quantity and color of cubes to deliver
- the destination warehouse
- the points gained if the delivery is successful or lost if it is not completed by the end of the game.



Example: here, you must deliver 2 orange cubes to the blue warehouse to score 7 points — or lose 2 points if the delivery is not completed.

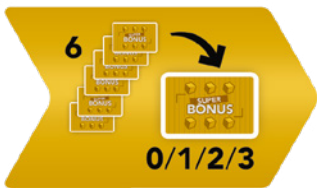


6 shortage cards are shuffled into the contract deck. When one is revealed, immediately remove half of the cubes (rounded up) from the matching warehouse. Then draw a new contract to bring the freight market back up to 9 cards.

If a warehouse is empty, remove from the game all visible contracts of its color in the freight market, as well as any remaining in the draw pile. Contracts already taken by players are not affected and remain in their possession.

There is no limit to the number of contracts you can have.

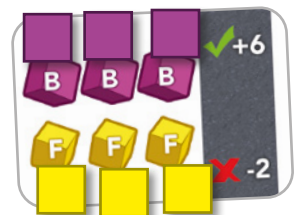
ACTION 2 - TAKE SUPER-BONUS CARDS (1 FACE)



Take the top 6 cards from the super-bonus pile and keep 0 to 3 of them. These cards remain secret until final scoring. Place the unkept super-bonus cards at the bottom of the pile. Each super-bonus is a combination you must achieve using cubes delivered through your contracts to earn extra points.

Example of super-bonus: you gain 6 points if you can place 3 purple cubes and 3 yellow cubes on this card. Otherwise, you lose 2 points.

If you have multiple super-bonus, each must be completed with a separate set of cubes.



ACTION 3 - LOAD CUBES (3 FACES)



Playable only in a warehouse, when your truck is on a lettered space (A, B, C, D, E, or F):

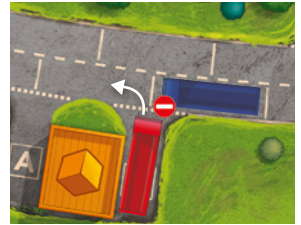
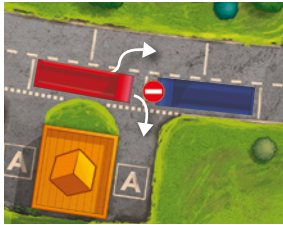
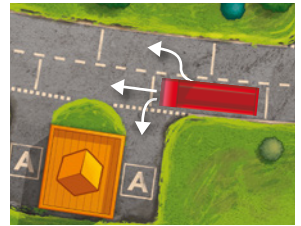
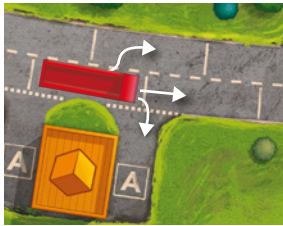
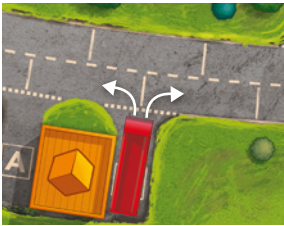
You may load as many cubes as you have free spaces in your truck, up to a maximum of 5 cubes.

ACTION 4 - MOVE FORWARD (3 FACES)



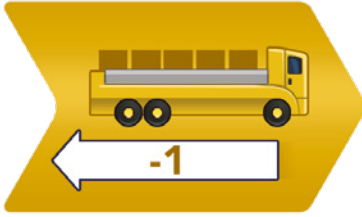
Move your truck 1 to 4 spaces, either on the road or within a warehouse. Stay in the right lane whenever possible, except when overtaking or maneuvering in or out of a warehouse.

Examples of valid and invalid movements (no-entry sign).



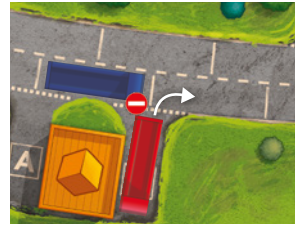
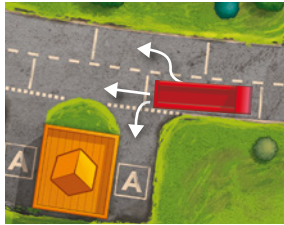
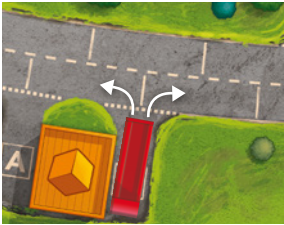
Overtaking is allowed, but you must return to the right lane between each truck. Two trucks side by side block the road. You may end your turn in the left lane if you are overtaking, entering a warehouse, or exiting one.

ACTION 5 - REVERSE (3 FACES)



Move your truck back by one space, either on the road or inside a warehouse.

Examples of valid and invalid reverse movements (no-entry sign).



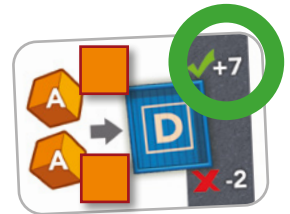
ACTION 6 - UNLOAD CUBES (3 FACES)



When your truck is on a lettered space (A, B, C, D, E, or F), you may unload as many cubes as you wish to fulfill one or more contracts — fully or partially.

Place the required cubes on the corresponding contracts (not in the warehouse on the board), and advance your score marker by the number of points earned for each fully completed contract.

Example: since the truck is in the blue warehouse D, the 2 orange cubes are unloaded onto the contract. The player moves their score marker forward by 7 points on the score track.



You may also unload cubes of any color that aren't linked to a contract. Place them in the warehouse, any player can load them later.

GAME END

The game ends when a player reaches or exceeds the following score:

- 30 points with 6 players
- 35 points with 5 players
- 40 points with 4 players
- 45 points with 3 players
- 50 points with 2 players



The remaining players finish their turns normally until the first player is reached.

1-Subtract points for any unfulfilled contracts.

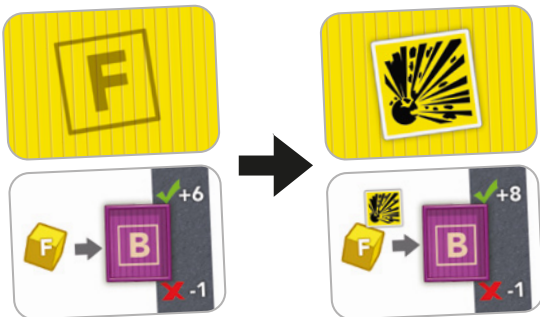
2-Reveal your super-bonus cards, and use cubes from your contracts to fulfill your super-bonus cards: **add or subtract** the points shown on each card. *(At the end of the game, any cubes still in trucks are worth no points.)*

The player with the highest final score wins the game.

In case of a tie, break it by comparing the number of completed contracts. If still tied, the player with the highest-value single contract wins.

ADVANCED RULES

1-EXPLOSIVE CARGO



Place the 6 boom cards face down near the yellow warehouse F.

After each action (load, move, reverse, and before unload), draw a boom card:

This cargo is worth 2 extra points for an equivalent contract, but requires great care when handling!

Replace the 11 F contracts (yellow-backed) with the explosive cargo contracts.





- «OK»: nothing happens.

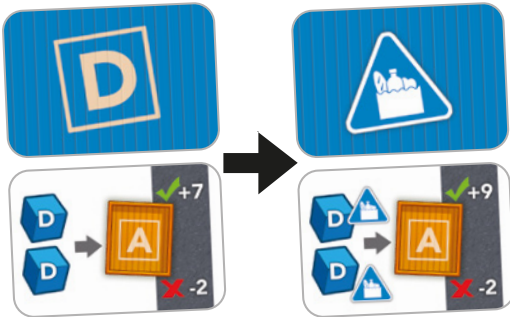


- **First “half-boom”**”: nothing happens — keep the card. You may choose to end your turn or continue at your own risk.
- **Second “half-boom”**”: your truck explodes! All cubes in your truck, regardless of color, are removed from the game.

At the end of your turn, gather and reshuffle the 6 boom cards, then place them face down near the yellow warehouse F.

2-PERISHABLE GOODS

This cargo is worth 2 extra points for an equivalent contract, but must be loaded and delivered within the same turn. Replace the 11 D cards (blue-backed) with the perishable goods contracts.



Once blue cubes are loaded, they must be delivered during the same turn. If not, the cargo is lost: the blue cubes are removed from the truck and taken out of the game.

ABOUT BOUVIER INTERNATIONAL

BOUVIER International was originally a fictional sponsor, playfully inserted by the publisher into the illustrations of the famous **Rallyman** racing games. Its creator, Jean-Christophe Bouvier, later turned it into an actual publishing label.

Road Master is the second title in the line, following **Ticket Gagnant**. In that game, you play as a horse racing tipster caught up in the excitement of the track, determined to lead your favorites to victory!

