Explosive contracts and all D contracts with Perishable contracts.

Set up the main and dock boards.

Place cubes on the matching-coloured warehouses, containers on the ship spaces.

Shuffle all contracts and shortage cards. Place 9 face-up to form the initial market. (If a shortage is revealed, resolve and replace it; see *Take Contracts* below.)

Shuffle all super-bonus cards.

Give each player: 1 truck (standard or agile), 7 matching action tokens, 1 matching score marker in space 0.

Take turns in rotation.

Turn

At the start of your first turn, place your truck in the lettered space of your choice.

Choose up to four (agile truck: five) of your tokens. Resolve them in the order of your choice.

If you have an Explosive cube in your truck, draw and keep a Boom card after any Load or Move, and before any Unload. On "OK" or one "half boom", nothing happens; two half booms is an explosion, and all cubes in your truck are discarded. Reshuffle the Boom cards at the end of your turn.

If you have a Perishable cube in your truck, remove it at the end of your turn.

Take Contracts

Up to three times, take a contract from the market or from the draw pile. If it was in the market, immediately replace it from the draw pile.

If you reveal a shortage card, immediately return half (rounded down) of the subes of that colour from the matching warehouse to the box, and draw another card.

If you reveal a contact of a colour for which no cubes are on the board, discard it and draw another card.

Take Super Bonus Cards

Take the top six cards from the Super Bonus deck. Keep 0-3 of them and return the others to the bottom of the deck.

Load Cubes/Containers

In a warehouse, with your truck in a lettered space, load as many goods as you wish and can fit. (Standard truck: 5 cubes, 1 container + 2 cubes, or 2 containers. Agile trick: 4 cubes, or 1 container + 1 cube.)

Move Forward

Move forward 1-4 spaces. Stay in the right lane where possible.

Reverse

Move backward 1 space.

Unload Cubes

In a warehouse, with your truck in a lettered space, unload as many cubes as you wish, ideally onto Contract cards but failing that into the Warehouse. If you fill a Contract, move your score marker forward by the top right value.

End Game

When your score reaches the threshold value (variable by number of players), complete the round. Then:

Discard any cubes still on your truck.

Use cubes from completed or uncompleted contracts to populate your Super Bonus cards (one cube can only go to one card). Score positive or negative values as appropriate.

Winner is the player with highest score; break ties by number of completed contracts; break tie by highest-value single contract.

Subtract penalty points for uncompleted contracts.

Setup

If using Explosive and Perishable goods, use the back side of the board with appropriate symbols on D and F warehouses. Then replace all F contracts with

Goal

Have most points at the end of the game.

Road Master

https://tekeli.li/rogers-rules/

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