

# Black Pawn Trucking

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**Number of players:** 1

**Equipment needed to play:** 1 piecepack, a printout of the playmat from the end of these rules.

**Playing time:** Less than 30 minutes

**Acknowledgment:** thanks to James Kyle for permission to use the map from his game Ley Lines.

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## Game set up

Shuffle the tiles suit side down. Turn the tiles over one at a time and place them as a map of Britain and Ireland as shown in the diagram below. Each tile is a city that demands and produces goods.

Place all the coins in a cup (or opaque bag). Coins represent goods. Roll the 4 dice. For each die rolled, randomly draw one goods coin from the cup and place it suit side up on the city that corresponds to the die roll. Example: if the arms die shows a 2, place a coin drawn at random suit-side up on the 2-arms city.

Now place the black pawn on the moon city that received a goods coin. (For an easier game, you may choose your start city).

Place the red pawn on the 1 space of the Loans track (for an easier game start the game with £10 in cash and no loans, for a harder game start with 2 or more loans). Place the blue pawn on the 0 space of the upper Money track, and the green pawn on the 10 space of the lower Money track. The blue pawn represents £1-9 and the green pawn represents multiples of £10. Example: to show an amount of £14 the blue pawn will be on the 4 and the green pawn on the £10. £9 is represented by the green pawn on the lower 0 and blue pawn on 9.

## Aim of the game

You are the sole proprietor of the Black Pawn Trucking Company, a small freight operation trying to compete for goods delivery contracts in a tough economic environment. Your aim is to stay financially solvent throughout one year of business.

## Play

The game is played over several turns. Each turn consists of 5 phases.

1. Loans – you may take out one or more loans of £10, however interest will be charged 5 times during the year at 10% for doing so, and the entire loan will be due at the end of the year, reducing your final profit. Note that you cannot pay back loans until the end of the game. If you are forced to take out more than 10 loans you lose the game.

2. Load goods – you must pick up any goods in the city your truck is at and place them in the Goods in Transit box of the play mat. If a goods coin is suit side up it is a raw material, and if it is number side up it is a finished product. At the start of the game the four goods on the map are all raw materials.

3. Move goods – your truck must move every turn. The truck moves from one city to another city, always moving through adjacent cities to get to the final destination. A city is adjacent to another city if the cities share a tile edge. e.g. city #3 is adjacent to cities #1, #4 and #5, but not city #6. City #2 (Dublin) is connected to city #11 (Glasgow) by a ferry. City #6 (Waterford) is connected by ferry to city #17 (Cardiff). Using a ferry is the only way to move between Britain and Ireland. Moving your truck consumes fuel, which costs money. It costs (£1 per city moved through, including your destination city) plus (£1 per good carried - in the Goods In Transit box), and £2 to use a ferry. Transport costs must be paid before the truck is moved. Additionally, if your truck moves through a city with goods and does not stop there to pick them up, your company is in breach of contract and you are fined £1. If you can't afford to move your truck, go back to phase 1 and issue a loan. Example: moving from city 18 to city 5 with 2 goods on the truck costs £3 (move through 3 cities) + £2 (ferry) + £2 (2 goods carried) = £7.

4. Deliver goods – If the city that your truck ends its move in is demanding any of the goods carried, the goods must be delivered. Raw materials are demanded at any city that matches the suit of the goods. The raw material is immediately turned over to show the number side and placed on the city tile as a finished good. Finished products are delivered to any city that matches the number of the goods then removed from the game. For delivery of goods of either type you are paid the value of the city (ace=£1, null=£6). You may carry as many goods on your truck as you wish, however it is very expensive to move with a large load.

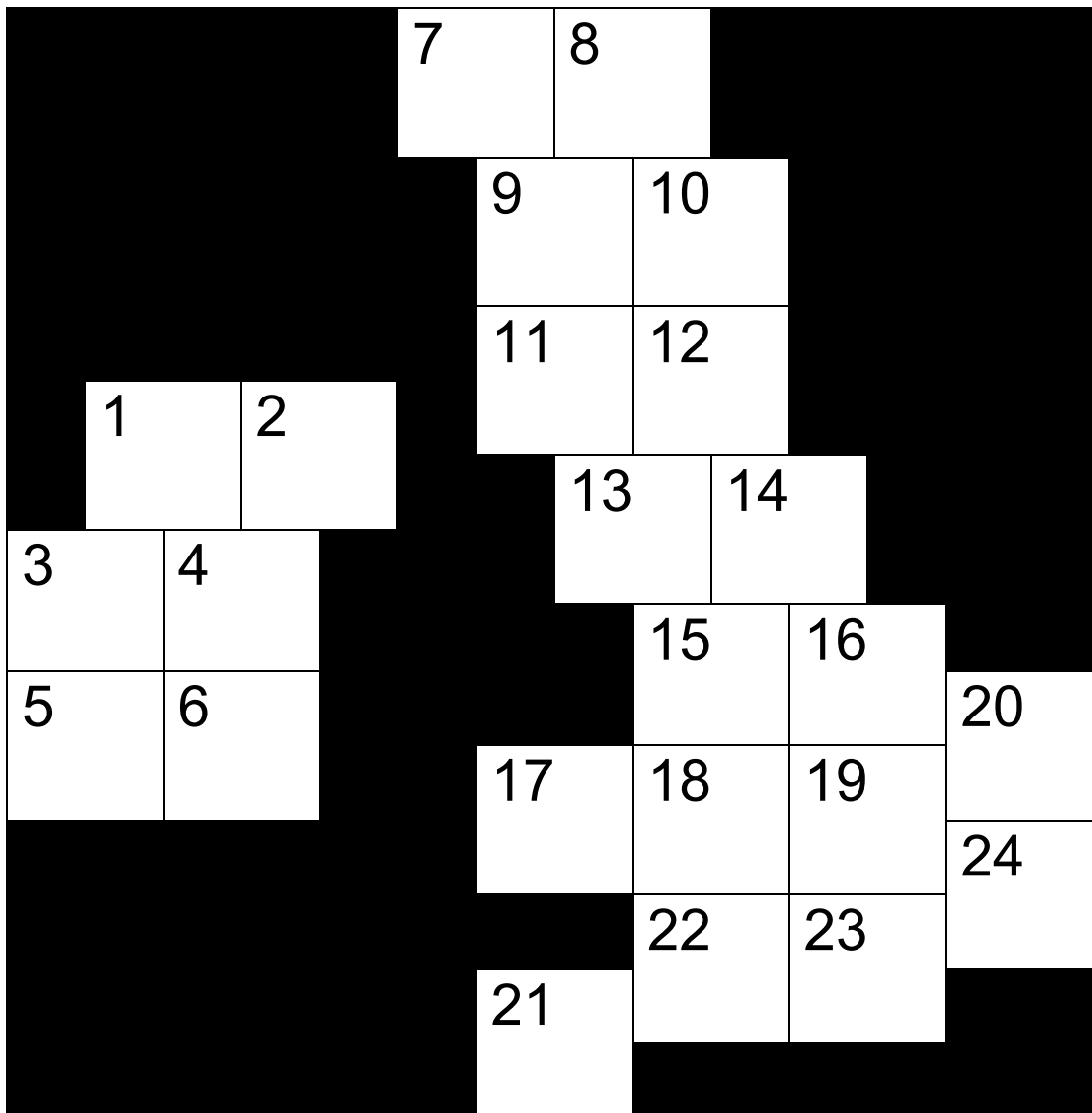
5. New contracts – If there are less than 4 goods on the map and there are coins remaining in the cup you may pay £4 and roll the 4 dice to procure new delivery contracts. Note that goods in transit are not considered to be 'on the map'. Use the dice to place 4 new goods on the board as described for game set up. Each time you roll the dice the bank senses the prospect of additional profits for you, so you must also pay 10% interest to the bank on all your loans. You must

procure new contracts if there are no goods on the map and there are coins left in the cup.

### Ending the game

If at any time you have less than £0 or have to take out more than 10 loans the bank forecloses and you have lost your livelihood. Otherwise the game ends when you have delivered the last finished product. You must then pay back loans at 100% to determine your profit margin. If you have managed to stay in the black you have won and you can keep 'pawn' trucking for another year! (You can thank Ron Hale-Evans for that cheesy pun). Consider a negative score a partial victory.

### Set up for play – diagram of map.



# *The Black Pawn Trucking Company*

## Loans

1	2	3	4	5	6	7	8	9	10
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## Money

0	1	2	3	4	5	6	7	8	9
0	10	20	30	40	50	60	70	80	90

## Goods in transit

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## Turn summary

1. Take out one or more £10 loans (optional).
2. Load goods present in your current location onto your truck.
3. Move truck to destination city, paying fuel costs first. Fuel = £1 per city traveled through + £1 per goods carried, + £2 per ferry. Ferries connect cities 2 & 11 and cities 6 & 17.
4. Deliver raw goods to any city of the same suit and turn over for finished product. Deliver finished products to any city of the same number then remove from the game. Receive £ equal to the value of the city for delivery of either type of goods (ace=£1, null=£6).
5. If there are <4 goods on the map you may roll 4 dice and pay £4 to place new (raw) goods on the map. Additionally, pay £1 interest per loan. This step must be carried out if there are no goods left on the map while coins remain in the cup.