

COMPETITOR\$

RULES





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GAME DETAILS

From 2 to 5 Players - age 14+

THE GAME GOAL

Become an international freight forwarder, create your company fighting against the others and showing your logistic skills. Challenge your friends and using your strategic skills, carry out as many shipments as you can and at the same time do not let your opponents to overcome you!

You can play Competitors in 2 different ways:

- **Timed game mode**
When the Round token is on the last mark on the left of the board and the last player has finished his round. The player who scores the higher numero of Victory Points than others wins.
- **Victory points game mode**
The player with 10 Victory points at the end of the last player's round wins.

GAME COMPONENTS

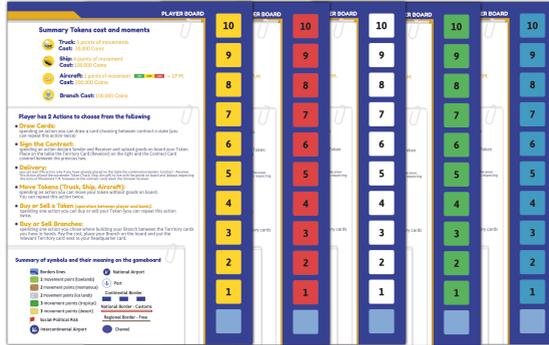
Inside the box you'll find the following components:

- **1 Map** (made up of 9 boards that must be positioned at the center of your table). It ripresents the world map into which all States are showed under their own morphology form and separated by borders of different nature and meaning as highlighted into the apposite legend:

BorderLines	 Social-Political Risk
Lowlands 1 movement point	 Intercontinental Airport
Mountainous 2 movement points	 National Airport
Ice Lands 2 movement points	 Port
Tropical 3 movement points	Continental Border 
Desert 3 movement points	National Border 
	Regional Border 
	 Channel

The Hexagonal cells constitute the sea and indicate the possible movement of ships, while the arrows positioned on left and right sides of the board allow the players to move around the area immediately corresponding on the opposite side of the board.

- **5 Player Board:** with victory Point Panel: The victory Point Panel, integrated into the player board, is represented by one column numbered from 1 to 10. At the Beginning of the game, each player
- Places his token at the bottom of the column and will move it based on the victory points he/she receives during the game (for example, when he/she successfully completes one delivery);



- **1 Political-social events Table**
- **1 Human and natural-meteorological events Table;**
- **1 Victory Points Table** (last page of this manual): instructions for calculating Victory points;
- **2 Dices (1 6-sided dice and 1 12-sided dice)**;
- **55 movement tokens:**
 - 25 Trucks** (5 for each colour)
 - 15 Ships** (3 for each colour)
 - 10 Aircrafts** (2 for each colour)
 - 5 aircrafts on flight** (1 for each colour)



- **35 positioning tokens:**
 - 5 Headquarter tokens** (1 for each colour)
 - 25 branch tokens** (5 for each colour)
 - 5 Victory points crown tokens** (1 for each colour)



- **1 Aircraft Movement ruler**



- **1 Round token**



- **1 Danger Token of Bad Weather**



- **276 Cards:**

- 9** Headquarter cards
- 116** Territory cards
- 116** Contract cards
- 35** Customs cards

- **Coins:**

- 50 coins of 500 euros	- 50 coins of 10.000 euros
- 50 coins of 1.000 euros	- 30 coins of 50.000 euros
- 50 coins of 5.000 euros	- 20 coins of 100.000 euros

GAME RULES

Game start:

Once positioned the Board on the table, the round token on the upper left edge (at the first orange mark) and positioned the 3 decks of cards (Territories, Contracts and Customs) each player roll a 6 sided dice to determine who will be the first to start. The player who obtains the highest score has the right to choose the color of his company and his Headquarter among the 9 available. He takes the corresponding card and places it on the table in front of him. Other players act, then, clockwise.

At this point each player will be given the following standard equipment:

- **1 Player board**
- **1 Victory points crown tokens**
- **200.000 euros (1 coin of 100.000 euros, 1 coin of 50.000 euros, 4 coins of 10.000 euros, 1 coin of 5.000 euros, 4 coins of 1.000 euros and 2 coins of 500 euros)**
- **10 Territory cards**
- **5 Contract cards**
- **1 Headquarter card**
- **2 Trucks**
- **1 Ship**
- **1 Aircraft**
- **1 aircrafts on flight**

All the remaining tokens must be kept apart and can be bought during the game.

Each Player put on the territory of his own headquarter: 2 Trucks, 1 ship into the Port and the Aircraft on the Airport.

The Aircraft on flight token must be kept apart for being used just when his aircraft will finish its turn without having reached an airport.

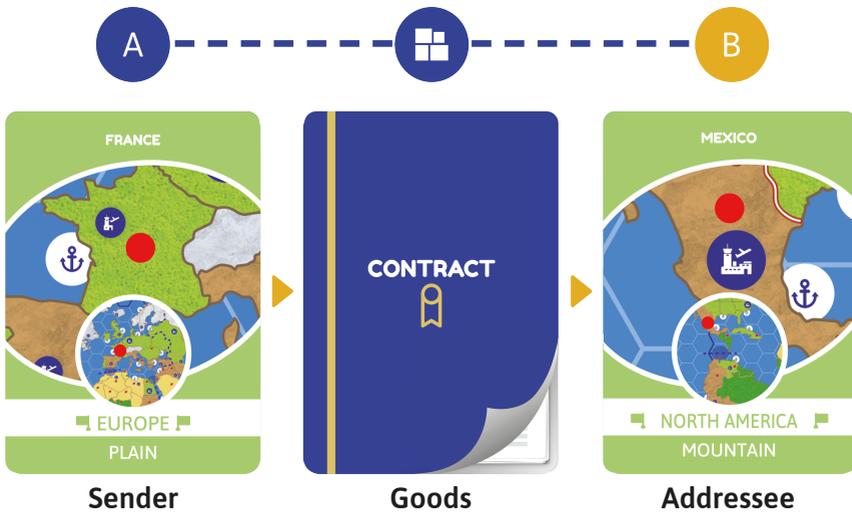
- **The Territory where the Headquarter is established becomes the area of influence of the player who owns it:**
- the others players cannot build branches on the same territory
- the owner of the headquarters gets a fee of 10,000 euros each time another player passes over it

GAME START

Establish the geographical area of danger. By consulting the Meteorological-Natural and Human events table, the first player rolls the 6 sided dice to determine which geographic area will be hit, and then the 12-sided dice to determine the event that will hit the territory. On the The target is immediately placed a Danger token of bad weather.

The event described will have immediate effect and will last up to the end of the last player's round when the dices must be rolled again





Playing rounds:

- During a round, each player has **2 Actions** to choose from the following :

Draw cards: It allows you to draw a Territory card or a Contract card. It is possible to spend both the available actions to draw cards.

Sign the Contract: declare the Sender, the Receiver and upload the goods on board positioning: the Territory Card (Sender) on the left, the Territory Card (Receiver) on the right and the Contract Card covered between the previous two. Once the cards are placed on the table the order of these can not be changed anymore. There is not a limit to the number of Sender-Contract-Receiver card combinations that can be declared by a player. You can sign a contract only when the movement token you want to use is on the Territory Card (Sender). You can sign only one contract for each movement token;

Delivery: You can start this action once you have already placed on the table the combination Sender-Contract-Receiver. This action allows

your movement token (vehicles: truck, ship or aircraft) to leave with the goods on board and (always respecting the turn of movements t.m. foreseen on the Contract card) reach the chosen Receiver. You don't need to use additional actions to do it (the Turns of Movement are untied from actions per game turn). Planning is essential at this step because, before the round ends, it will be necessary to reach the Receiver. The Delivery Action ends necessarily with the success of the delivery or with its failure. After moving the vehicle on the board you will have to pay money for all the way you want to travel. (see Insights).

T.M. (Movement Turn) = corresponds to the number of turns in which the player must deliver a goods

P.M. (Point of Movement) = indicates the amount of movement that a token (truck, ship or aircraft) has available in a Movement turn

Move tokens (trucks, ships, aircrafts): -move your token without goods on board using 1 Movement turn. The movement may vary according to the vehicle used (Truck 5 Movement Points, Ship 4 Movement points, Aircraft 2 Movement Points) and is influenced by morphological characteristics of the territory or from the Events. You must not draw Customs Cards if the vehicle does not carry goods and therefore you have nothing to declare. You can use both Actions for move the tokens.

Buy or sell a token: (Operation between player and bank) - Buy or sell a Truck, ship or Aircraft. You can use both Actions for buy or sell tokens.

Purchase

Truck: 30.000 coins
Ship: 100.000 coins
Aircraft: 200.000 coins

Return

gain 15.000 coins
gain 50.000 coins
gain 100.000 coins

Negotiations for the purchase, sale or exchange of tokens between players must be never considered as actions.

Buying or Selling a Branch: (Operation between player and Bank) choosing among the Territory Cards in your hand, decide where to build a branch. After paying 100,000 euros, put on the board the relative token and put the Territory Card next to your Headquarter Card: Since now your movement tokens may be immediately positioned in the State of the new branch if the territorial characteristics and presence of Ports and Airports allows it. The possession of a branch guarantees direct access to the continent where it is located without having a compulsory transit through an International Airports (for Aircrafts) and allows to have an area of influence (the Branch of another player cannot never occupy this Territory).

Purchase

Branch: 100.000 coins

Return

gain 50.000 coins

Negotiations for the purchase, sale or exchange of Branches between players must be never considered as actions.

- If the player complete the Delivery action with success, then collects the fee provided by the Contract Card and gain as many victory points as shown. In the Victory Point Assignment Table at the end of this manual. When the goods are delivered in a number of T.M. lower than established on the Contract Card, the player draws immediately, as a reward, a new Contract Card. All cards used for delivery (the 2 Territory Cards and the Contract Card) must be discarded.
- If the player fails the delivery, then is forced to discard all the cards played for that Contract Card, he/she does not receive any fee and lose a victory point. All cards used for delivery (2 territory cards and the Contract Card) must be discarded.
- End the Round. Once the 2 Game Actions are played, that player's round ends and the next player's round begin.

PLAYING THE GAME

Each payer must continuously evaluate advantages, disadvantages and risks of his strategy considering that:

Moving trucks, ships and aircrafts always involves the use of an action and fuel costs.

The Player Must draw a customs card when:

- His trucks go through a national border with goods on board.
- His ship docks at the port with goods on board in a continent where there is no his headquarter or his branch
- His aircraft lands at any airport with goods on board

If the customs card gives the instruction to end immediately that phase of game, the Delivery action fails, even if the player has already reached the receiver's territory.

The Political-Social Events Table must be consulted whenever a player stops with his own movement token (with or without goods on board) on a territory marked with a red flag.

The player must roll the 12-sided dice and consult the relevant event in correspondence of the column relative to the continent where he/she is and follow the instructions described in the table. If the movement tokens have goods on board, the player can choose whether to read first the Customs Card rather than the effect produced by the Political-Social Event. If the effect of a Political-Social Event causes the round to end

The goods can not be considered delivered even if the player's token is already located on the territory the Receiver.

Between players it is possible to purchase, sale or exchange of tokens (See Purchase or sale of tokens) and Branches (See Purchase or sale of branches). Negotiations performed this way are not considered Actions.

THE END OF THE GAME

Depending on how the players decided to end the game:

- When the Round token is on the last mark on the left of the board and the last player has finished his round, The player who scores the higher number of Victory Points than others wins. (timed game mode)
- The player with 10 Victory points at the end of the last player's round wins. (Victory points Game mode)

If 2 or more players reach the same score at the end of the game (see the conditions of victory) wins the more rich player. To calculate it all the players must sell to the bank all the movement and branches tokens. The richest player is the one who has the huges amount of money.

INSIGHT

T.M. and P.M., what is the difference?

T.M. (Movement Turn) corresponds to the number of turns in which the player must deliver a goods and are highlighted on the Contract Cards. For example, if in a Contract Card we read 3 T.M. (or Movement turn) and the token chosen to make the delivery is a Truck, it may have a maximum of 15 P.M. (or Point Movement) to deliver the goods to the final receiver.

P.M. (Point of Movement) indicates the amount of movement that a token (truck, ship or aircraft)has available in a Movement turn.

Eg.:

- **Truck 5 Movement Points;**
- **Ship 4 Movement Points Ship;**
- **Aircraft 2 Movement Points.**

CARD DESCRIPTION

Territory Cards

- Name of the State
- Map of the State with borders, Port and Airport (if any)
- The image below allows you to more easily identify the location of the territory on the

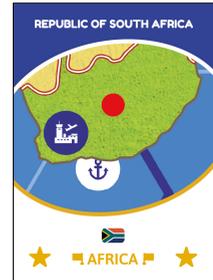


Board

- Name of the continent on which the state is located -
- Morphological indication of the territory (eg Plains, Desert, etc.).

Headquarter Cards

- Name of the State where the Headquarter company is based
- Map of the State with borders and position of Port and Airport
- Flag of the country
- Name of the continent where the state is located



Customs cards

Customs are located along some borders between States (white bordered with red, see Legend on the gameboard), Channels, Ports and Airports.

Any player who crosses this kind of border draws the customs card unless it has no goods on board. (in that case he/she must not draw because it does not carry anything to declare). If a Truck with goods on board enters States belonging to the same Continent, marked by regional borders (in gray, see Legend on the gameboard) must not pass through any Customs and therefore the player does not draw any cards.

The Customs cards shows 3 different kind o color:

- **green**, they bring benefits to the player and allow him to overcome unharmed the border
- **yellow**, the player can face some advantages, but also some disadvantages
- **red**, cause damage to the player (for example the seizure of the tokens involved in the transport of illegal goods)



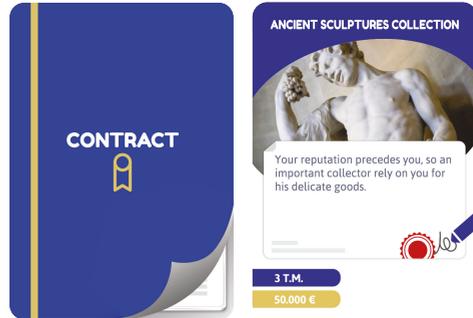
Once discarded, the Customs Card must be placed at the bottom of the relative deck.

If the effect of a Customs card involves the order to end the Game Turn, the goods can not be considered delivered even if the player's token is already located on the territory of the receiver.

	Movement token performing a Delivery action	Movement token not performing a Delivery action
Passes through a customs border	Draw a Customs card	Do not draw a Customs card
Passes through Territories of the same Continent (regional borders)	Do not draw a Customs card	Do not draw a Customs card
Enters in a Continent where there is not its Headquarter	Draw a Customs card	Do not draw a Customs card
Enters and stops in a Territory subject to Political-Social Risk, passing through a customs border	Draw a Customs card and face a Political-Social Event.	Do not draw a Customs card, but face a Political-Social Event.
Passes through a Territory subject to Political-Social Risk without stopping in it and without passing through a customs border	Do not draw a Customs card and do not face a Political-Social Event.	Do not draw a Customs card and do not face a Political-Social Event.
Passes through a Territory subject to Political-Social Risk without stopping in it and passing through a customs border	Do not draw a Customs card and do not face a Political-Social Event.	Do not draw a Customs card and do not face a Political-Social Event.

Contract cards

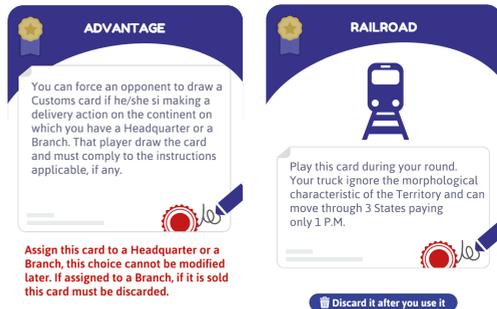
- Name, image and description of the goods
- Time limit to perform the delivery (expressed in T.M. or Turns Movement)
- Reward for delivery
- Symbol indicating the token of transport to



be used (eg Truck means “only by land”), the absence of symbols allows the transport of goods by any token.

Special Contract Cards

- Special Contract Cards are in fact Contract Cards and are characterized by a “star picture”. They let you interact with the other players and can also be associated with



the Headquarters or branches giving particular advantages to the owner. Play these cards is not considered as Actions and do not involve any cost.

- Those who can be associated with Headquarters or branches, once played, they are inextricably associated with one Headquarters or a branch and can no longer be reassigned or taken back in hand.
- Only advantage cards can be associated with the Headquarters or to branches (not all special Contract cards) and remain there until they are removed from other special cards or up when the branch is handed over or sold.

Illegal Contract cards

Illegal Contract Cards are hidden between the Contract carta contatto Cards and are represented by two small skulls at the top illegale of the card. The Illegal goods, if transported, could be the object of serious customs sanctions: the player will must choose whether to take the risk of delivery.



WHY TO NEED MONEY

- **Moving movement tokens**

Moving a truck, a ship or an aircraft always costs fuel and it always involve the cost of an action

- **Truck Movement**

Maximum 5 Movement Points per action (to be used also only partially)
The cost of Movement, regardless of the number of Movement Points used is 500 euros

They can only move by land and on the Channels or the Straits and their movement is influenced by the morphological factors of the territories on which they go through

Once entered into a State, from the 5 Movement Points available of the Truck you will have to subtract the “movement value” on the ground connected to the morphology of that State (e.g. Plains 1 Movement Point, Deserts 3 Movement Points, etc.) and you can move in to another State only if the remaining Movement Points allow it to do so.

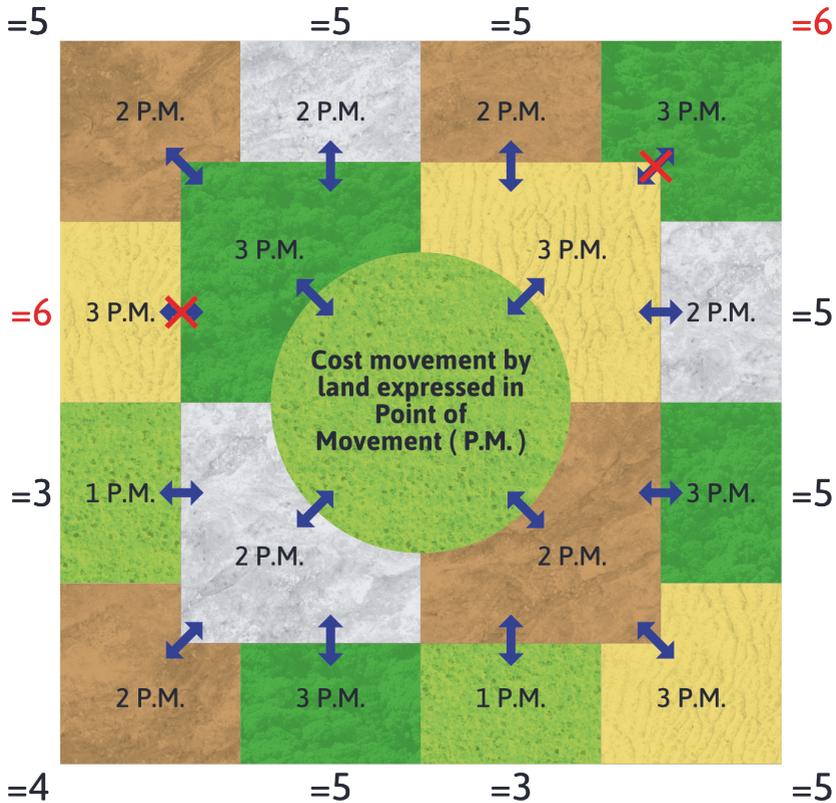
For example, a Truck moving from Eastern Siberia to the District Moscow would use all 5 Movement Points at its disposal crossing: Western Siberia (Ice Territories = 2 P.M.), Urals (Mountain Territories = 2 P.M.), District of Moscow (Plains = 1 P.M.)

A Truck with goods on board must draw a Customs Card when it passes through:

- **A national customs border (white edged in red, see Legend on the board)**
- **A Canal or a Strait**
- A Truck with goods on board to enter a State with a Political and Social risk must draw a Customs card and face a Political-Social Event (if its Movement Turn ends in that state)
- A Truck without goods on board may enter a State with a Political and Social risk without drawing Customs Card, but will face the Political-Social event (if its Movement Turn ends in that state)
- The movement of a Truck over a Channel or a Strait always involves the cost of 1 Movement Point, but the player can not end his turn on one of these. If the effect of a Customs Card imposes the arrest of the movement of a Truck over a Canal or a Strait, the player will have to buy an additional Movement Point (at a cost of 5,000 euros) to free that space.



MOVEMENT TRUCK



1 Turn of movement = 5 Movement Points (P.M.)

Plain = 1 P.M.

Mountain = 2 P.M.

Frozen Territory = 2 P.M.

Desert = 3 P.M.

Tropical forest = 3 P.M.

Movement of Ship

- Maximum 4 Movement Points per action (to be used also partially)
The cost of Movement, regardless of the number of Movement Points used is 1,000 euros They can only move by sea, they can cross Canals and Straits and moor only to coastal States with Ports
- 1 Movement Point of a Ship is equivalent to 1 hexagon on the gameboard. Ships can move in any direction, from a hexagon to the

neighboring one, if the access to the next hexagon is not obstructed by stretches of coastline: in that case the ship will be forced to circumvent the obstacle.

- When a ship with goods on board passes through a channel or a Strait, the player must draw a Customs Card: the Ship can leave that space only if the effects allow it to do so.
- The transit of a ship through a Channel or a Strait always involves the cost of 1 Movement Point, and the player can not end his turn on one of these. In case the effect of a Customs Card imposes the arrest of the movement of a Ship in the middle of a Channel or a Strait, the player must purchase an additional Movement Point (at a cost of 10,000 euro) to free that space.
- Each ship can load and transport 1 Truck at a time (without additional costs).
- When a Ship with goods on board (or carrying a Truck with goods on board) dock at the Port of a Member State to a Continent different from that in which the player's Headquarter or a branch is located, the player must draw a Customs Card.
- When a ship, with or without goods on board, docks at the Port of a State having a Political and Social Risk (red flag), the player must consult the Political-Social Events Table
- If a ship with goods on board dock at the port of one State having a Political and Social Risk and located on a different continent from the one in which the main Headquarters of the player is present, he must draw the Customs Card and then consult the Political-Social Events Table.



1 Turn of movement =
4 movement points
(P.M.)

4 Movement points =
4 hexagons

Aircraft movement

- Maximum 2 Movement Points per turn (to be used also partially)
- They can move anywhere on the gameboard and their movement is affected only by the width of the aircraft movement ruler:
- 1 Movement Point corresponds to the maximum measure covered by the radius of the Aircraft Movement ruler (a player can decide whether to use all or just partially this distance to reach its destination).
- The cost of fuel depends on the distance covered from the airport of origin and is calculated on the 3 colored notches on the the Aircraft Movement ruler: 1,000 euros (green), 2,000 euros (yellow), 3,000 euro (red)
- For moving the Aircraft the Air Movement Token is placed with its base in contact with the border of the circle of the airport of departure: The aircraft has 2 Movement Points available to land at the airport of
- destination and conclude the movement. If, at the end of one's own Turn of Movement, the aircraft doesn't reach an airport, the player put the token " aircraft in flight" exactly where its turn is ended.

Aircrafts can be moved to the other side of the gameboard using the arrows on the sides of the board. Doing so costs all the remaining Movement points available for that Movement turn. It will be possible to start from the corresponding arrow on the opposite side only in case a second Movement turn is available. Ogni Aereo può caricare e trasportare 1 Truck per volta (senza costi aggiuntivi)

- Each Aircraft can load and transport 1 Truck at a time (without additional costs)
- There are two types of Airports: National Airports and Intercontinental Airports
- Aircraft can enter or leave a continent using the National Airports, ONLY if the player has the Headquarters or a branch on that continent. If you do NOT have a Headquarter or a branch then it will be necessary to first land on an Intercontinental Airport (landing

this way costs all the remaining point of the current movement turn. When an aircraft with goods on board (or carrying a truck with goods on board) lands at an airport of another continent or in a National Airport located over a national border line (white line edged in red), the player must draw a Customs card and follows its instructions. If the Airport of arrival is



Un turno movimento =
2 Punti Movimento (P.M.)

located in a State having Political-Social Risk (red flag), in addition to the Customs Card the player must consult the Political-Social Events Table and check the type of Event to face.

Combined Movement of Tokens

For moving trucks, ships and aircrafts on the board each player can combine multiple tokens transporting the Truck on Aircraft or the Truck on Ship Each player can load his own Truck (with or without goods on board) on a Ship or an Aircraft on condition that both Movement tokens (Truck and Ship or Truck and Aircraft) are placed in the same state and that, in case you want to load the Truck on a ship, there is a Port or, in case you want to load a Truck on an Aircraft, there is an Airport. Loading or unloading a Truck on / from a Ship or an Aircraft not implies costs in money or actions.

Since each vehicle has a different number of Movement Points (eg Truck has 5 movement Points, ships has 4 movement Points, Aircraft has 2 movement Points), in this case, using Combined tokens the Movement points are calculated as follows:

- Truck Movement Points will be calculated until arrival to your ship or your aircraft.
- from the moment the Truck is loaded, the Truck movement points will no longer be used, but it will use the Movement Points of the new vehicle (Ship or Aircraft) and, in case the second token should run out its points, the player needs to use a new Action to continue moving it.
- once the ship or plane arrives at the port or at the arrival airport, the Truck can move again with a number of Movement Points equal to 5 minus the Movement Points used by both the tokens (the Movement Points expendable from the second token can never exceed the number of points remaining from the first token)
- Caution! The goods can be moved from one vehicle to another if they are in the same State at the moment of the exchange.

Buy and sell movement tokens (Trucks, Ships and Aircrafts)

Buying new tokens (trucks, ships, aircrafts) can be an excellent strategy. Moving

your vehicles usually involves large expenses in terms of time and money and sometimes buying a new one allows save some resources and reach the goal first. The chances of deliver to any part of the world normally increase

proportionally to the number of vehicles and branches available.

Buying or selling movement tokens involves using one or both actions during your round. The cost must be immediately paid to the bank.

Purchase

Truck: cost 30,000 coins

Ship: cost 100,000 coins

Aircraft: cost 200,000 coins

Return

15,000 coins

50,000 coins

100,000 coins

Tokens purchased can also be subsequently sold to other players: negotiations for the sale, purchase or exchange of these tokens do not involve the cost of any action and may take place at any time during the match.

Buy or sell Branches

At the beginning of the game each player has only the Headquarter and a certain number of tokens to be placed into the State in which it is located. The Headquarter is the only one that can not be eliminated from the game, while Branches can be purchased, sold or exchanged during the match.

A player can buy branches during his/her round, using an Action and paying 100,000 euros at the bank. The player made the purchase, choose one of the Territory card among those in his hand and place the branch on the board in correspondence with the State: from now on, the player is allowed to place on that State all the new movement tokens purchased or obtained at the end of a negotiation. To do so with ships and aircrafts, there must be a Port or a Airport.

Purchase

Branch: cost 100,000 coins

Return

50,000 coins

Negotiations for buying selling or exchange of Branches between players must be never considered as actions.

It may be very important for each player to be able to build new branches to be located on different continents because this could allow you to create new strategic points from where you can move the vehicles involved in pick-up and delivery of goods

The Branches, grant the following advantages:

- do not draw the Customs Card when your vehicle with goods on board enters a State in which your Headquarter or your branch is located.
- the possibility of entering a Continent where the Branch is located without using Intercontinental Airports (See Aircraft Movement)
- the possibility of associating a Special Contract Card (advantage) with one Branch and receive particular benefits (for example, impose transit fees on opponents, etc.)

Negotiations and Auctions

Players are allowed to open negotiations and auctions at any time, even outside their rounds. There are different types of negotiations:

Request of transport of goods or Trucks

You can ask another player to transport goods or a vehicle on board the competitor's vehicle in exchange for a fee. In case there is goods on board, your competitors can ask you to look at the Contract Card before accepting since, if the goods were illegal, in the case of Customs control, it will be his vehicle to be seized.

Exchanges of cards

Each player can ask other players to exchange Territory Cards or Contract Cards. Requests can also be explicit:

- A player can ask for Territory cards present on a particular continent in exchange for other Territory Cards;
- One or more players can exchange Contract cards

Negotiations on sale, exchange or purchase of vehicles

In order to be able to get more money, to make a delivery quickly or to avoid using a Game Action, players can buy, sell or exchange vehicles with another player. Negotiations are always free and never require the use of actions.

Negotiations on sale, exchange or purchase of Branches

All Branches excluding the Headquarters may be sold, exchanged or purchased during the game. If a player does not have enough funds to buy one and consider the position of the branch of another player more advantageous, for example, you can use the exchange. Any advantage associated with branches sold or exchanged must be immediately discarded. Any negotiation is free, does not involve the use of any Action and it can take place between two or more players at the same time.

METEOROLOGICAL-NATURAL AND HUMAN EVENTS TABLE

The Table is used when the last player's round has been played, in order to identify which geographic area will be hit by a Meteorological - Natural or Human Event in the next rounds. First roll the 6-sided dice to establish which continent is hit by the Event and then, after rolling also the 12-sided die, consult the Table and crossing the two results read the description of the Event. Following the indications place the Danger token on the gameboard: it will show the areas affected during the next rounds. In every Table Event box, in addition to the text, there is also a white colored number: the players who will be involved in a Meteorological-Natural-Human Event will have the opportunity to save themselves by throwing the 6-sided dice and comparing it to that number. If the result is lower the player save itself, otherwise the vehicle or vehicles involved must be repositioned on the nearest Player's Headquarters or Branch.

Any Truck outside its Headquarter or Branch, Ship that is not in Port or Aircraft in flight are always vulnerable to any meteorological or natural phenomena that could affect the area in which they are located.

POLITICAL-SOCIAL EVENTS TABLE

The Political-Social Events Table must be consulted whenever a movement token, with or without goods on board, ends its Movement into a State having a Political and Social Risk (characterized by a red flag).

The simple transit on a state where the red flag is present does not imply the occurrence of a Political-Social Event. The events of a Political-Social nature are unpredictable and they could damage or facilitate the player. To know the Event, the player roll the 12-sided dice and then read the response obtained after crossing the result with the column on the Continent where the State is located.

Events produce an effect directly on the goods and on the vehicle that actually carries it: In case of transport with combined vehicles, only the token on which the goods are physically present will be the one affected in the Event. When a Social-Political Event

refers specifically to a Truck and the Truck involved is on board an Aircraft or a Ship, the effects of the Event will not be applicable and the Truck must be considered safe, protected inside another movement token.

Warning! If the effect of a Political-Social Event gives instruction to end the Turn, the goods can not be considered delivered even if the player's vehicle is already located on the state of delivery.

HOW DO YOU WIN THE GAME?

Planning and optimizing all the available resources to develop winning strategies are the keys of the success. To win is essential to foresee and organize the subsequent deliveries in advance, in such a way as to optimize each movement. Knowing how to manage the risks that each Contract involves is another crucial point: when a player accepts to transport some goods he must also assume the risk of being stopped at the Customs or from unexpected events. All of this without forgetting the strategic importance and meaning of Headquarters and Branches use!

To determine the winning combination Sender-Contract-Receiver, you will have to tactically overcome your competitors considering some basic criteria such as:

- the distance between Sender and Receiver
- the type of goods (legal or illegal) to be transported according to the Contract card
- the number of Movement Turns (T.M.) available to deliver
- the type of movement tokens (vehicles) that can be used for transport
- the number of Customs borders through which your vehicle should transit
- the risk associated with Meteorological-Natural and Human Events
- the presence and the number of political and social risk States along the delivery route Your finances and the position of Headquarter and Branches
- The possible reward and the number of Victory Points in case of success

HOW ARE VICTORY POINTS CALCULATED?

The delivery of goods between States can not result in homogeneous number of

Victory Points because there are important differences in delivering goods between two States located into the same continent (1 Victory point) and a delivery made between two States located in different Continents (2 or 3 Victory Points).

For assigning Victory Points equally, the Victory points Table should consider some specific parameters including:

- **Distance**
- **Morphology of States**
- **Presence of Ports and Airports**
- **Incidence of Political-Social Events**
- **Impact of Customs checks**



TABLE FOR ASSIGNMENT OF VICTORY POINTS

The horizontal lines correspond to the starting Continent (Sender), while the vertical columns correspond to the arrival Continent (Receiver). The value of the Victory Points for each delivery achieved can be read in the box that results from the intersection of the horizontal line of the Sender's continent with the vertical column of the receiver's continent.

	North America	South America	Europe	Africa	Asia	Oceania
North America	1	2	2	3	2	3
South America	2	1	2	3	3	3
Europe	2	2	1	3	2	3
Africa	2	2	2	2	2	2
Asia	2	3	2	3	1	2
Oceania	3	3	3	3	2	1

COMPETITOR\$

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