Hauling A'
A 1 page 2 player game

Introduction

The population of Mars is just under 2,000 people - mostly scientists, some entrepreneurs, and a handful of very wealthy tourists. This population is growing every week. There's not much money to be made on Mars, but there's plenty to be made getting people there.

Hauling Astronauts (or Hauling A', for short) is a game that pits two space transport companies against each other as they try to make the most money transporting astronauts to Mars.
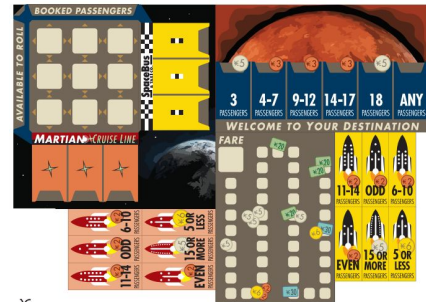
Components

1 page containing:

- Space Transport Loading Docks and Destination Docks game board and scoring tracks
- A selection of 6 Space Transports for each player, cut from the top portion of the game board page

9 D6 dice
2 scoring cubes or tokens

Optional:
1 D6 die that is larger or yellow or gold to be the positive bonus die
1 D6 die that is smaller or red or black to be the negative bonus die

Game Overview

The goal of the game is to load as many of your Space Transports with the correct number of astronauts so as to maximize your profits. Groups of astronauts are represented by the top face of a D6 die (varying from 1 to 6).

Each Transport has its own astronaut capacity, such as "5 or Less", "6 - 10", etc. and a corresponding Profit for that load expressed in whole numbers between 2 and 6.

Each player has 3 Ports where they dock their Transports. The players share 6 Destination Ports where bonus profits can be made if a player's shipload matches the range at the Destination Dock.

So, throughout the game, the dice will move from the "Available to Roll" area to "Booked" to "Confirmed" (3x3 grid), onto Transports, to "Destination" docks, then returned to "Available". Players will gain points by matching their load to their Transport, and to the bonuses at the Destination docks.
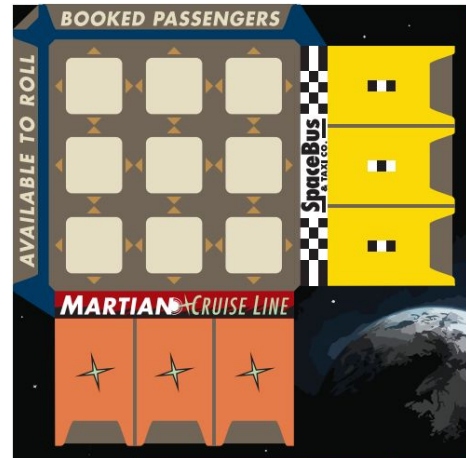
Set-up

1. Place the game board between the two players.
2. Each player select 3 of their Space Transports and place them face up at their docking ports in any order they desire.
3. Set aside the unused Space Transports.
4. Place the 9 dice in the "Available" section of the game board.

Gameplay

Player 1 rolls 3 D6 and places them in the "Booked" staging area above the game board. These dice can be used by both players to place in any of the 9 positions in the "Confirmed" dock area of the board - the 3x3 grid in the center of the game board. Any time there are at least 3 dice in the "Available" section, a player may roll 3 dice and place them in the "Booked" staging area prior to taking the following actions.

Play continues with each player taking any one of the following actions:
1. Place 1 die from the Booked area to any open position in the Confirmed area (3x3 grid).
2. Move 1 die orthogonally one square to another position in the Confirmed area. A placed die may only be moved once. Any die that has been moved must be rotated 45 degrees to denote that it has been moved. That die cannot be moved again until it is loaded on a Transport.
3. Exchange positions of 2 of their own Transports.

Play continues until all 9 Confirmed spaces are full of dice. Starting then, at the end of their action, if one of the player's loading strips is full (3 dice in a row or column aligned with one of your Transports), the player may (but does not have to) slide those 3 dice and the Transport off the board and depart for Mars with that Transport. If the number of astronauts (pips on the

three dice) matches the Transport's capacity, the player adds the Transport's profit to his score. Place the Transport on one of the Destination Docks to score bonus points, if possible. If no Destination dock bonus matches the Transport's load, place the Transport on any desired Destination dock. Move the dice to the "Available to Roll" area above the game board.

Continue with the above actions to fill Transports. Once a Transport departs, that player may not add or move any more dice to that loading strip.

Winning
Once one player has departed with all 3 of his or her Transports, the other player continues to place dice to fill their remaining Transport ship(s), then profits are compared and the most profitable Transport owner is declared the winner.
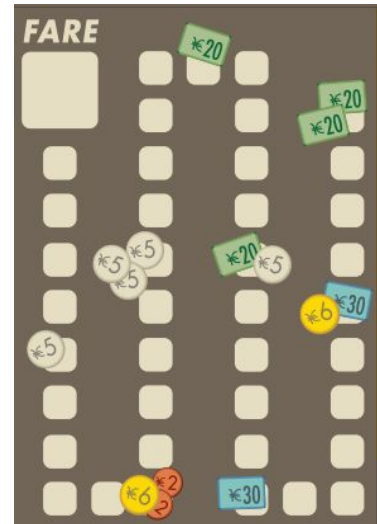
Optional Rules
Bonus Dice
If the optional Gold and red dice are used, the scoring for the Transports with those dice are modified as follows:
- The Transport hauling the Gold (or larger) die has its profit DOUBLED from either the departure dock (the Transport Ship's score) OR the Destination Dock - player's choice.
- The Transport hauling the Red (or smaller) die has its profit CUT IN HALF from either the departure dock (the Transport Ship's score) OR the Destination Dock - player's choice.

Hidden Transports
Rather than place Transports face up, place them face down so your opponent cannot see them.
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Credits
Game Design: Scott A, Michael Berg
Game Art: Marianne Waage

Legal