POST OFFICE

GAME RULES

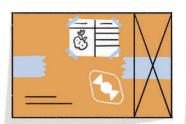Welcome to our unusual post office! Our employees include mermaid-managers and ogre-loaders as well as talking pets that help our postmen. Routine tasks like sorting packages become an exciting game. Stack similar packages next to each other on the shelves, tape them together and complete challenges — the more efficient you are the more Victory Points you get. Earn the most Victory Points to become employee of the month!

They get to work at the crack of dawn to unload trucks of packages before the first customers arrive.

THEN THE BOXES ARE DIVIDED UP BETWEEN RESPONSIBLE EMPLOYEES.

3

Finally, the packages are stacked on the shelves where they await their recipients.
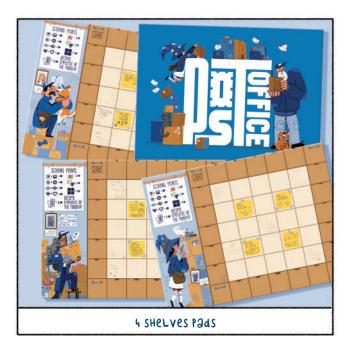
WHERE IS PACKAGE 46?

VROOM-VROOM WHEEEE...

STOP FOOLING AROUND! IT'S NOT A TOY!

PACKAGE 46

HONEY! PUT THE NICE FORKLIFT DOWN!

TRY YOURSELF AS A POST OFFICE EMPLOYEE!

STACK THE PACKAGES ONTO THE SHELVES, TAPE THEM UP WITH POSTAL TAPE ACCORDING TO THE LABELS ON THE PACKAGES.

GAME COMPONENTS

4 SHELVES PADS

96 PACKAGE TOKENS

16 STARTER PACKAGE TOKENS

64 TAPE TOKENS OF DIFFERENT SHAPES —
16 TOKENS FOR EACH PLAYER

4 ASSISTANT MARKERS

4 ASSISTANT MARKER STANDS

47 STAMP TOKENS —
14 TOKENS WORTH 5 POINTS,
13 TOKENS WORTH 3 POINTS,
20 TOKENS WORTH 1 POINT

GAME RULES

9 CHALLENGE TOKENS

A+

A BOX IN A BOX

MAKE 5 SQUARE GROUPS
OF PACKAGES OF ANY COLOR
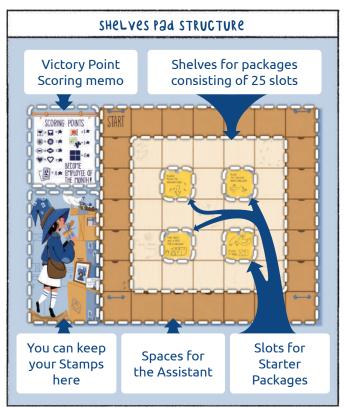
PLACE ALL
TOKENS OF THIS SHAPE

BEST MAILCAT AWARD TOKEN

SETUP

Before your first game, insert the Assistant markers into the Assistant marker stands.

We recommend playing the first couple of games not using the Challenge tokens — put them back into the box. See p. 19 on adding Challenge tokens to the game.

1 Each player chooses an assistant — a cat, a dog, a pigeon or a hamster — and receives a corresponding Assistant marker and a **Shelves Pad** with the picture of the chosen assistant and their owner. Place the Assistant marker onto the space labeled "Start" on the Pad. Put all extra markers, tokens and Pads back into the box.

SHELVES PAD STRUCTURE

Victory Point Scoring memo

Shelves for packages consisting of 25 slots

SCORING POINTS

BECOME EMPLOYEE OF THE MONTH!

You can keep your Stamps here

Spaces for the Assistant

Slots for Starter Packages

2 Deal **3 Stamps** to each player — either 3 Stamp tokens worth 1 point each, or 1 Stamp token worth 3 points.

You can use Stamp tokens interchangeably according to their value — a Stamp token labeled "3" is worth 3 Stamps and a Stamp token labeled "5" is worth 5 Stamps.

Place your Stamps onto the picture of the post office employee on your Shelves Pad. Form a pool out of the remaining Stamp tokens in the middle of the table.

3 Each player receives a set of **16 Tape tokens of different shapes** — 4 of each color. Place your set of Tape tokens next to your Shelves Pad. Put all the extra sets back into the box.

A SET OF TAPE TOKENS FOR ONE PLAYER

4 Find the 16 Starter Package tokens — they have pictures of assistants on their back unlike the regular Package tokens. Each player receives **4 Starter Package tokens** with a picture of their assistant on the back, shuffles them without looking

and places them on the slots for Starter Packages randomly: one token facing up onto each slot. Put the remaining Starter Package tokens back into the box.

5 Form a pool out of all the regular Package tokens facing down and shuffle them.

Have pen and paper on hand to help score Victory Points at the end of the game.

Appoint a senior post office employee — they will deal packages at the start of each round. You are ready to play.

Player's Shelves Pad setup

GAMEPLAY

The game is played until there are no more empty slots on the Shelves Pads of the players — which happens during the 11th round. Each round consists of players taking 7 actions simultaneously (see pages 8-13 for details):

1 **Dealing Package tokens.** The senior employee deals 2 random Package tokens from the pool to each player. Each player keeps 1 of the tokens and passes the other one to the player to their left.

2 **Moving the Assistant.** Each player moves their Assistant 1 space forward.

3 **Placing the first Package token.** Each player places one of their two tokens onto their Pad.

4 **Taping up the packages.** If they wish, players can tape up packages of the same color on their Pad by placing one Tape token on top of them.

5 **Moving the Assistant.** Each player moves their Assistant 1 space forward.

6 **Placing the second Package token.** Each player places the remaining one of the two tokens onto their Pad.

7 **Taping up the packages.** If they wish, players can place another Tape token on the packages of the same color on the Pad.

All actions except for dealing Package tokens are taken by all players at the same time.
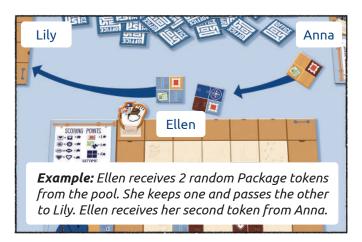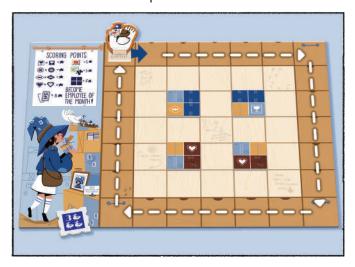
DESCRIPTION OF ACTIONS

MORNINGS
IN OUR POST OFFICE START WITH OUR CUSTOMERS BRINGING IN A WHOLE LOT OF PACKAGES! OUR MERMAID MANAGERS ACCEPT THE PACKAGES AND PASS THEM ONTO US. AND THAT IS WHERE OUR WORK BEGINS...

1. DEALING PACKAGE TOKENS

The senior employee of the post office deals **2 random Package tokens** from the pool to each player (themself included). Each player flips their tokens and looks at them, not showing them to other players, and then decides which token to keep — this token is placed in front of the player facing down. Then they pass the other token to the player to their left. This way, at the end of this action each player ends up with 2 tokens — one that they chose and one they got from the player to their right. Wait until all players are done choosing and passing tokens and continue to the next action.
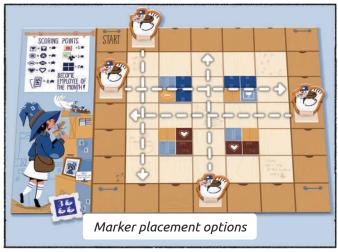
Lily

Anna

Ellen

Example: Ellen receives 2 random Package tokens from the pool. She keeps one and passes the other to Lily. Ellen receives her second token from Anna.

2/5. MOVING THE ASSISTANT

This action is taken by all players at once. Move your Assistant marker one space forward clockwise.
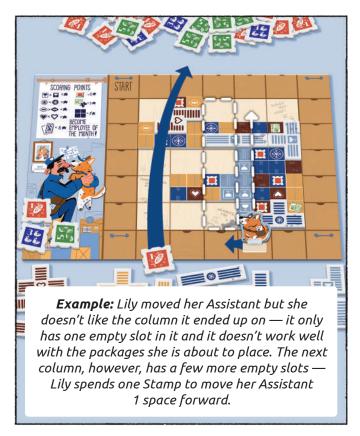

The Assistant goes around the shelves clockwise. Whenever the Assistant loops back to the space labeled "Start", it starts a new lap around the shelves.

The placement of the marker determines which row or column of slots you can place a Package token in:

⊠ the spaces above and below the shelves determine columns

⊠ the spaces to the left and right determine rows

⊠ if the assistant is in a corner space, you can place your Package token onto any empty slot

Marker placement options

EACH POST OFFICE EMPLOYEE HAS A PET. WHILE THE OWNER SORTS THROUGH PACKAGES AND STACKS THEM ON THE SHELVES, WE USE OUR PAWS TO SLIDE INVOICES INTO THE DRAWERS. OUR OWNER CAME UP WITH A CLEVER SYSTEM: EACH SHELF HAS ITS OWN DRAWER, SO THE INVOICES AND PACKAGES DON'T MIX UP. SOMETIMES A DRAGON MIGHT COME BY AND TOPPLE EVERYTHING WITH ITS TAIL… BUT WE GET EVERYTHING STRAIGHTENED UP QUICKLY.

If you are unhappy with the placement of your Assistant marker, you can spend one Stamp (discard one from your Pad to the pool) to move your marker one additional space forward. You can spend as many Stamps as you like as long as you have enough but you can only move forward.

Example: Lily moved her Assistant but she doesn't like the column it ended up on — it only has one empty slot in it and it doesn't work well with the packages she is about to place. The next column, however, has a few more empty slots — Lily spends one Stamp to move her Assistant 1 space forward.

If your Assistant marker points to a column or row with no empty slots, move your marker forward one space at a time until it points to a column or row that has at least one empty slot in it or until it reaches a corner space. You do not have to spend Stamps for this kind of movement.

Example: Ellen moves her Assistant one space forward, but this row does not have any empty slots in it and neither does the next one. Ellen moves her Assistant forward until it reaches a corner space.

3/6. PLACING PACKAGE TOKENS

This action is taken by all players at once. Place one of your Package tokens onto an empty slot in a column or row that is indicated by your Assistant marker (or onto any empty slot, if your Assistant is in a corner space). Before placing your token you can rotate it in any way but you have to place it facing up. When you place a token for the first time in a round (after the first movement of your Assistant), you choose one of your two tokens. After the second movement of your Assistant you have to place the remaining token according to the same rules. You cannot refuse to place a token.

Each Package token consists of 4 packages of various colors. The colors and symbols indicate the contents of the packages:
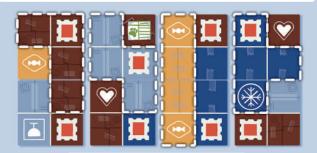

something given as a gift

something fragile

something sweet

something personal

Try to place your packages in a way that connects packages of the same color to form shapes — then you will be able to tape them up with Tape tokens of the same color and shape. There are 4 types of Tape tokens: L-shaped consisting of 4 packages, zigzag consisting of 4 packages, straight line consisting of 4 packages and T-shaped consisting of 4 packages.

Shapes that can be taped up

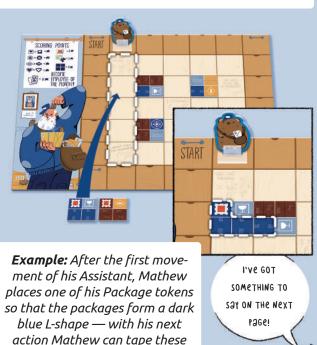Packages are taped up so it's more convenient to load them up onto trucks. See, there is a line of identical light blue packages — that means they are fragile so the ogre-loaders handle them with extra care.
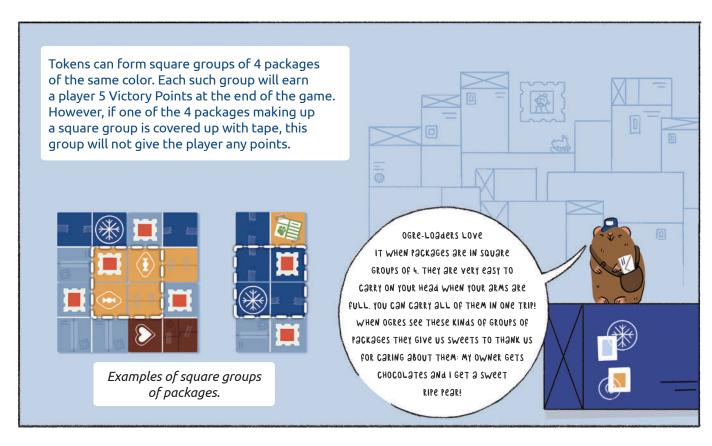
These symbols can be found on packages:

A Stamp. Whenever a player covers this symbol with tape, they gain 1 Stamp.

A packing slip. At the end of the game a player earns 3 Victory Points for each tape that is touching this packing slip on the left, right, top or bottom. But if you cover the packing slip with tape, it won't give you any Victory Points.

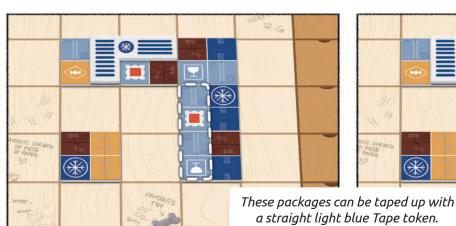/ / / **Types of packages.** At the end of the game a player earns the number of Victory Points equal to the number of these symbols left uncovered multiplied by the number of tapes with this symbol (see "Scoring points and Victory" on page 17 for details).

Example: After the first movement of his Assistant, Mathew places one of his Package tokens so that the packages form a dark blue L-shape — with his next action Mathew can tape these packages up.

I'VE GOT SOMETHING TO SAY ON THE NEXT PAGE!

Tokens can form square groups of 4 packages of the same color. Each such group will earn a player 5 Victory Points at the end of the game. However, if one of the 4 packages making up a square group is covered up with tape, this group will not give the player any points.

Examples of square groups of packages.

OGRE-LOADERS LOVE IT WHEN PACKAGES ARE IN SQUARE GROUPS OF 4. THEY ARE VERY EASY TO CARRY ON YOUR HEAD WHEN YOUR ARMS ARE FULL. YOU CAN CARRY ALL OF THEM IN ONE TRIP! WHEN OGRES SEE THESE KINDS OF GROUPS OF PACKAGES THEY GIVE US SWEETS TO THANK US FOR CARING ABOUT THEM: MY OWNER GETS CHOCOLATES AND I GET A SWEET RIPE PEAR!
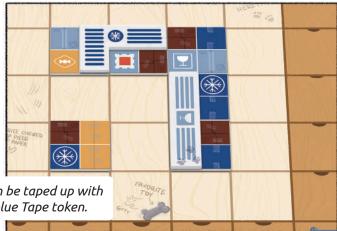
4/7. TAPING UP THE PACKAGES

This action is taken by all players at once. After placing the first or the second Package token you can (but don't have to) tape up packages of the same color that form shapes — place one Tape token of the same shape and color on top of the packages. You can tape up any packages — not just the ones you placed during this round. You can place two Tape tokens in total in one round — one after each placement of a Package token.

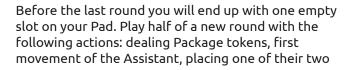There are four types of tapes that indicate different types of packages:

These packages can be taped up with a straight light blue Tape token.

These packages cannot be taped up with a straight yellow Tape token because there are only three packages of the same color as the tape instead of four.

Order is very important at the post office. It wouldn't be nice if fragile packages containing fine china were to be taped up with a gift package containing an elephant. You can imagine what kind of trouble that would lead to!

Before taping up packages you can rotate and flip a Tape token as you like. You cannot place it on top of other Tape tokens or on top of an empty slot. **For every Stamp you cover up with tape, receive 1 Stamp from the pool.**

If the position of packages on your Pad allows you to place several Tape tokens, choose which one to place right now. You can place another one after the next time you place a Package token.

END OF ROUND

When all players are done placing Packages and taping them up, begin a new round by dealing each player new Package tokens.
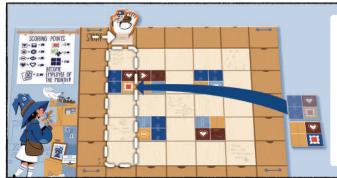
LAST ROUND AND END OF GAME

Before the last round you will end up with one empty slot on your Pad. Play half of a new round with the following actions: dealing Package tokens, first movement of the Assistant, placing one of their two

Package tokens and taping up packages. After that the game is over — continue to "Scoring points and Victory".

Ellen has two Package tokens — one she received from the pool and one from Anna. Having waited until all players were done choosing and passing Package tokens, Ellen moves her Assistant one space forward. Then she chooses one of her two Package tokens and places it onto a slot in the column her Assistant is pointing to. She has nothing to tape up yet so she moves her Assistant one space forward again.

Ellen places her second Package token onto a slot in the column her Assistant points to so the brown packages form an L-shape. Ellen picks up a Tape token of the same color and shape and places it on top of the packages. Ellen's actions are complete and she waits for the other players to finish theirs.
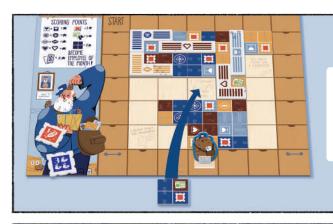
EXAMPLE OF A ROUND IN THE MIDDLE OF THE GAME

Mathew has 2 Package tokens: one he received from the pool and kept and one he received from Lily.

Mathew moves his Assistant forward — the corner space allows Mathew to place his Package token onto any empty slot on the Pad. Mathew places it so it forms a group of 4 light blue packages with another token.

He has nothing to tape up, so Mathew moves his Assistant the second time but doesn't like the new column his Assistant is pointing to — his remaining Package token wouldn't work well here. Mathew spends one Stamp to move his Assistant 1 space forward. The new column is full of packages so Mathew moves his Assistant another space forward, for free this time.
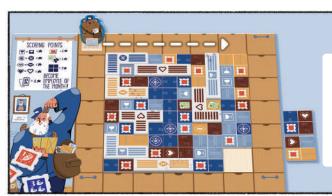
Finally, Mathew places his remaining Package token. Even though he can tape up the dark blue packages, he refrains from that, otherwise he will not earn any points from the square group of dark blue packages at the end of the game.

Mathew's actions are now complete.

EXAMPLE OF THE LAST ROUND

Mathew has 2 Package tokens but only one empty slot on his Pad. Mathew moves his Assistant 5 spaces forward (because all other columns except for one are full of packages) and chooses which of the two tokens he will place onto the last empty slot.

He places a token that allows him to tape up a straight line of dark blue packages and gain 2 Stamps. The round is now over — all slots are filled and Mathew can now score his points.

SCORING POINTS AND VICTORY

- ⊠ Earn **1 Point for each of your Stamps (3 points for each Stamp token labeled "3" and 5 points for each Stamp token labeled "5")**. Only the Stamp tokens count, not the Stamps printed on the Package tokens.

- ⊠ Earn points for tapes **of each type of package 🍷, ❄, 🍊 and ♡: multiply the number of uncovered (not taped up) symbols of each type on the packages by the number of placed Tape tokens of the same type.**

- ⊠ Earn **3 points for each Tape token touching an uncovered** (not taped up) **packing slip symbol on the side** (not diagonally).

Example: *The packing slip, highlighted in green, earns a player points for the dark blue tape and the brown tape touching it on the side. Note that the dark blue T-shaped tape does not count because it touches the packing slip diagonally, not on the side. The packing slip, highlighted in red, earns a player points for the brown, yellow and light blue tapes. The packing slip, highlighted in yellow, earns a player points for the yellow tape only.*

☒ Earn **5 points for each square group of 4 packages** of the same color, none of which are taped up.

The player that has the most Victory Points become Employee of the Month. In case of a tie, the player with the most Stamps wins. In case of another tie, the players share the victory.

EXAMPLE OF SCORING POINTS

Ellen scores her points. She has 3 Stamp tokens labeled "5", earning her 15 points in total.

🍷 *Ellen has 2 uncovered symbols and 3 light blue tapes — 6 points in total.*

❄ *3 uncovered symbols and 3 dark blue tapes — 9 points in total.*

↔ *7 uncovered symbols and 3 yellow tapes — 21 points in total.*

♡ *4 uncovered symbols and 4 brown tapes — 16 points in total.*

There are 3 uncovered packing slip symbols on Ellen's Pad. Each packing slip is touching two tapes, bringing her 6 points for each. 3 packing slips earn her 18 points in total.

There are 2 square groups of 4 packages of the same color on Ellen's Pad — each group earns her 5 points, making it 10 points in total.

In total Ellen earned 95 points.

☒ — 15
🍷 — 2×3 = 6
❄ — 3×3 = 9
∞ — 7×3 = 21
♡ — 4×4 = 16
🗐 — (2+2+2)×3 = 18
⊞ — 2×5 = 10
_____
95

CHALLENGE TOKENS

During setup shuffle the 9 Challenge tokens and stack them up on the table facing down.

At the beginning of the first round, before dealing Package tokens, take 4 Challenge tokens from the top of the stack and place them facing up in the middle of the table. These are Challenges for all of the players.

At the end of each round (after the 7th action) players check if they completed any challenges. If a challenge is completed by a player, that player takes the respective token and places it in their play area facing down. A completed challenge token is considered a Stamp token labeled "8". If several players completed the same challenge at the same time, one of these players takes the Challenge token while the others receive 8 Stamps from the pool. A player can exchange the Challenge token for Stamp tokens at any point in the game (to spend them to move their Assistant for example).

If all challenges have been completed, they are not replenished.

Example: At the end of a round, Anna counts her square groups of packages — there are 5 of them. That means Anna has completed one of the four challenges and can take that Challenge token.

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PUBLISHER: HOBBY WORLD

General Manager: Mikhail Akulov
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Special thanks to Ilya Karpinsky.

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