POST OFFICE

2–4 **8+** **45+**

Game Design: Evgeniy Petrov
Artwork: Natalya Kondratyuk

GAME OVERVIEW

Post Office is a game in which you will arrange packages on your shelves in order to complete challenges and score victory points.

GAMEPLAY

The game lasts several rounds until all players fill their board with package tokens. Each round players simultaneously take their actions, following 4 steps below:
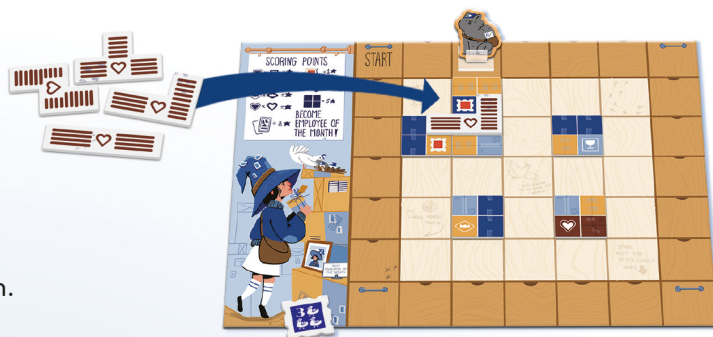
1 Every player receives 2 Package tokens, chooses 1, and passes 1 to the player on their left.

2 Players move their Assistants to the next space clockwise and place one of their Package tokens on a free space in the corresponding row/column. Players may discard Stamps to get additional movements.

3 Players may place a tape on matching package patterns to gain Stamps and score points at the end.

4 Repeat steps 2 and 3.

SCORING

Players score all visible symbols on their package tokens (except Stamps) – 🍷 ❋ ◀▶ ♥ are multiplied by the number of corresponding tapes; packing slip symbols give 3 points for each adjacent tape.

4 brown tape x 4 ♥ = 16 points

KEY SELLING POINTS

▶ No downtime – players take their actions simultaneously

▶ Simple game can grow up with family members – Challenge tokens add more complexity to the game

▶ Colorful detailed illustrations by Natalya Kondratyuk, the author behind the comic "Post" and the winner of "Kommissia"

PRACTICAL INFO

CONTENTS
4 shelves pads, 112 Package tokens, 64 tape tokens of different shapes, 4 Assistant markers, 4 Assistant marker stands, 47 Stamp tokens, 9 Challenge tokens, Game Rules

MSRP: €20

BOX
Size: 255x255x62 mm

RIGHTS 🌐 except 🇷🇺