



POST OFFICE

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.



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



- 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.



- 4** Repeat steps 2 and 3.



4 brown tape x 4 ♥ = 16 points

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.

KEY SELLING POINTS

- ▶ Simultaneous game mechanic
- ▶ Light game with adjustable level of complexity for families
- ▶ Colorful detailed illustrations by a famous Russian artist



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