







Game Design: Evgeniy Petrov Artwork: Natalya Kondratyuk

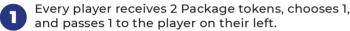
GAME OVERVIEW

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:





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.



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.

end.

Repeat steps 2 and 3.



Players may place a tape on matching package

patterns to gain Stamps and score points at the

KEY SELLING POINTS

- ▶ Simultaneous game mechanic
- ▶ Ligth 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



Size: 255x255x62 mm











