

Title: Out For Delivery

Team Members: Adam Stammer, Brandon Stromback, Connell Rooney

of Players: 2-4

Recommended Age: 8+

Estimated Play Time: 60 minutes

In this fun and competitive game, you play as a private courier of old. Traveling from city to city you deliver parcels to their destination to make a living. You aren't held accountable to anyone, but you don't make money if you don't do your job, and do it in time. To some, life on the road may sound like a dream, but others know that mother nature and fate don't always work in your favor. You will have to use your skills and strategy to succeed and deliver as many parcels as you can to earn more money than your competitors. After all, there can only be one master courier!

What you need to play:

Board/Map

1 Pair of 6-Sided Dice

Roll Lookup Tables

Parcel Board (1 per player)

- This board is used to keep track of the parcels you have yet to deliver

Pencil/Pen and Paper

- Use this to record each players' currency and items. Decide who will be the recorder, or have each player record their own possessions/gold

Colored Parcel Figures

- These indicate how many parcels are waiting in a city to be collected, and the color indicates which city they need to be delivered to. Pieces of paper with the destination city name/color can be used as an alternative

Player Figures (1 per player)

- Indicates a players position on the board

Weather Indicator Figures x3

- These help players keep track of what weather is in each region. Paper can be used as an alternative

Board/Map Explained:

The map contains 6 cities, each assigned a unique color. The map is split into three regions, each containing two cities. On their turn, players use Movement Points (MP) to move across, and interact with, the map. The Default Movement Cost (DMC) is determined by the weather, which is regional and changes with each round. Most tiles are considered "Regular Terrain" and cost the DMC to enter. Some tiles, shaded red, are considered "Rough Terrain"

(i.e. mountains, rivers, etc.) and cost two times the DMC to enter. Certain Obstacle Events (OE) can make some tiles Rough Terrain temporarily. Some items can negate Rough Terrain, and temporarily turn Rough Terrain into Regular Terrain. Players must stay on the road.

Set-Up:

Lay out the board and make sure everyone can adequately see and interact with it.

Each player needs one Parcel Board in front of them. These are visible to all players.

Using the “Item Roll” table, each player can roll the dice once and add the corresponding item to their inventory.

Each player starts with 50 gold.

Each player then decides which city they wish to start in. No two players can occupy the same city at the start of the game. The youngest player gets to decide first. Go clockwise around the board from there. This is also the order of play.

Generate Parcels by rolling the dice. For each city, roll one die and divide by two (rounding down) to determine how many parcels that city has. For each parcel, roll one die again to determine the destination of the parcel. Each number corresponds to a city as indicated on the map. One setup, each city starts with at least one package. Place the corresponding parcel figures on the town’s pickup tile as indicators.

Goal: Be the player with the most wealth at the end of the game. Items in your inventory are worth 50 gold a piece. Undelivered packages are worth -50 gold a piece.

End Condition: Play until a total of 20 packages have been delivered. Finish the round. The recorder(s) should keep track of this.

Gameplay:

Start the Round:

Parcel Advancement: Each player must move each of their parcels on their Parcel Board to the right by one square. If the parcel falls off the board (after 10 turns) you lose 50g and the parcel figure is returned to the unused parcel figure pile.

Parcel Generation: Do this once every three turns. Generate Parcels as described in setup.

Weather: Roll the dice and use the “Weather Roll” table to determine the weather for each of the regions, one at a time. Use the weather indicators on the board so nobody forgets.

Obstacle Event: Roll the dice once to determine this round’s OE. Use the “Obstacle Roll” table to determine the corresponding event. The conditions indicated hold true for all players for the entire round.

Player Turns: Going through player order, each player gets to do their turn.

Roll Dice: Start by rolling the dice to determine your Movement Points (MP) for this round. The sum of the dice is your MP.

Actions: You may now perform any of the following actions, in any order and as many times as you wish, provided you have the movement points and meet any conditions necessary to do them. Leftover Movement Points do not carry over to your next turn.

Move: You may enter an adjacent tile by spending the necessary MP. See "Board/Map Explained" above for more details on moving.

Pick Up Parcel: Must be in the Pickup Tile of the city you want to gather the package from. Costs DMC unless otherwise noted by OE. Pickup the parcel figure and place it on the leftmost square of your Parcel Board.

Deliver Parcel: Must be in the Delivery Tile of the city the parcel is destined for (i.e. the color of the parcel must match the color of the town you are in). Costs DMC unless otherwise noted by OE. Take the corresponding Parcel Figure off of your Parcel Board and add it to your pile of currently unused Parcel Figures. Be sure to keep track of how many total parcels have been delivered. The number inside of the square on your Parcel Board that it was sitting in, indicates how many gold you add to your inventory.

Buy Item: Must be anywhere inside of any town. Cost DMC and 100 gold unless otherwise noted by OE. Roll Dice and use the "Item Roll" table. Add the corresponding item to your inventory. Only allowed once per turn.

Sell Item: Must be anywhere inside of any town. Cost DMC. Remove any one item from your inventory and add 50 gold to your inventory unless otherwise noted by OE. Only allowed once per turn.

Use Item: Use any of the items you have in your inventory. Some items are single use only, while others are not. See item descriptions for cost/effect.

Trade: Must be on the same tile as the player you are trading with. Cost DMC. Can trade packages, items, or gold. Only one thing may be traded by each player per turn. (i.e. Player A gives Player B a red package in exchange for a blue package). Packages traded must be placed in the Parcel Board square that it was in before trading.

*******End Game:** Once 20 packages have been delivered throughout the game, you must finish that round and then the game is ended. All players need to total their wealth and compare. The player with the most wealth is the winner. Give them a cookie and a high five.

Playtest Questions: Balance checks, Item/OE ideas, how to make long distance packages worth more

Item Roll Table:

Sum of Dice Roll	Item
2	Ski Mask (Steal A Parcel From Player On The Same Tile As You, Cost 1 MP, One Time Use)
3	Energy Drink (+8 MP, One Time Use)
4	Climbing Gear (Mountains Are Default Terrain)
5	Umbrella (Negates Rain For One Turn (DMC = 1), One Time Use)
6	Doughnut (+2 MP, One Time Use)
7	Coffee (+3 MP, One Time Use)
8	Doughnut (+2 MP, One Time Use)
9	Snow Shoes (Negates Snow For One Turn (DMC = 1), One Time Use)
10	Portable Boat (Rivers Are Default Terrain) (Allows one to teleport across a river but consumes the boat on use)
11	Energy Drink (+8 MP, One Time Use)
12	Airplane Ticket (Teleport From One City To Another, Cost 1 MP, One Time Use)

Weather Roll Table:

Sum of Dice Roll	Weather
2	Sunny, DMC = 0.5*****
3	Heavy Snow, DMC = 3
4	Light Snow, DMC = 2
5	Light Snow, DMC = 2
6	Cloudy, DMC = 1
7	Cloudy, DMC = 1
8	Cloudy, DMC = 1
9	Cloudy, DMC = 1
10	Light Rain, DMC = 2
11	Light Rain, DMC = 2
12	Heavy Rain, DMC = 3

Obstacle Event Roll Table:

Sum of Dice Roll	OE
2	Town Riots (Towns Become Rough Terrain)
3	Holiday (No Pickup Or Deliver)
4	Shop Sale (Item Cost -25%)
5	Bridge Construction (Rivers Unpassable Without Boat)
6	No Obstacle (No Effect)
7	No Obstacle (No Effect)
8	No Obstacle (No Effect)
9	Rock Slide (Mountain Unpassable Without Climbing Gear)
10	Buy Back (Items Sell For 75G)
11	Election Day (All Pickups and Deliveries Cost Nothing)
12	Happy Customer (Deliveries worth one square left of where they are)

Parcel Board

200g	175g	150g	125g	100g	50g	50g	50g	25g	25g
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