

The parcel game

You choose another person to play the game with, who must know the rules and accept. It can be a friend / a colleague at work for example.

The game is best used with only one person at a time so as not to get confused.

The two participants exchange the addresses to which to receive the packages.

Each week everyone adds to the budget a figure established from the beginning of the game by mutual agreement, from 1 to 10 €. I played it with € 4 a week. When the money is not spent it accumulates, and is recorded in a register that can be a sheet of paper or a note on the smartphone.

The day in which money is added to the budget is decided at the beginning of the game and is always fixed. It is advisable to use events in the calendar on the smartphone so as not to forget to add money to the budget. Each of the two participants can send packages to the other by spending money from the budget. The game can be stopped at any time, as soon as one of the two participants decides to stop it. In that case, all the remaining money must be spent to send "the last package" to the other participant. Only on that occasion, the shipping costs are excluded from the costs and are charged to whoever sends the content, and this applies to both participants.

The game manages to be enjoyable if you can play it for at least a couple of months (in my experience).

The other person is never forewarned of what is being sent, the person only discovers it through emails or text messages from couriers informing them of the arrival of a package with an unknown content.

It is obviously expected that we can ask each other questions to get to know each other better and understand what to send to the other person.

(Translated with Google Translate)