COURIER CHAOS

The Fast-paced Mail Delivery Game

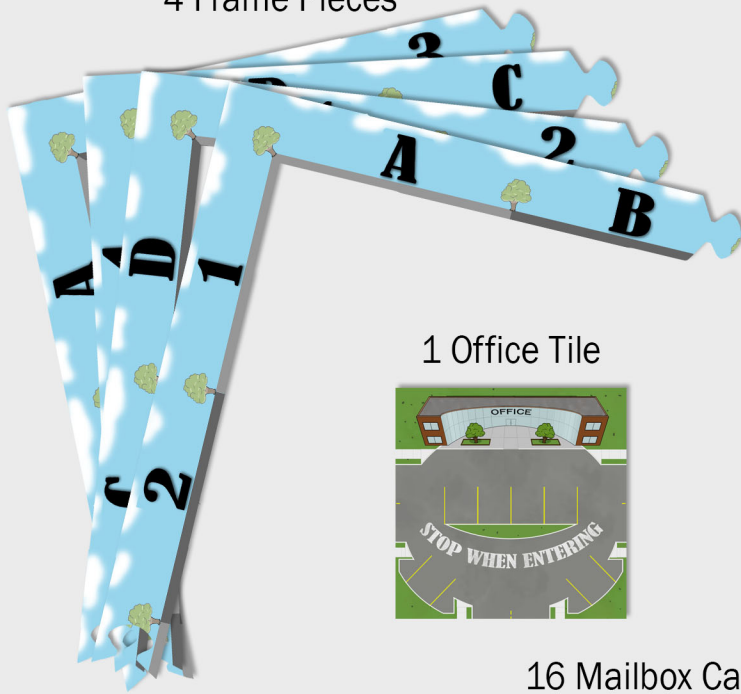**45 MINUTES**   **2-6 PLAYERS**

SkilClan Games

CONTENTS

4 Frame Pieces

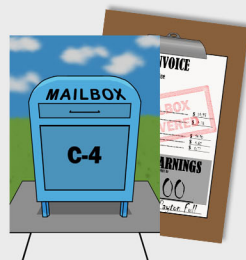**19 Road Tiles**
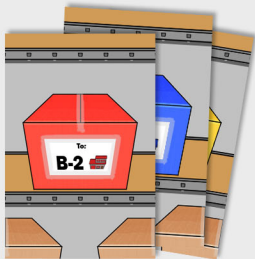
1 Office Tile

OFFICE

STOP WHEN ENTERING

50 Invoice Cards

INVOICE

16 Mailbox Cards

MAILBOX

C-4

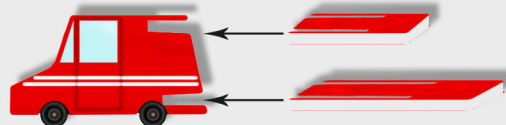**48 Package Cards**
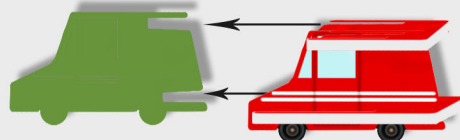
To:
B-2

Assembling the Mail Trucks

1

2

6 Mail Truck Pawns

1 Die

INTRODUCTION

You've got a long day of work ahead of you. Pick up your packages, hop in your delivery truck and let's get started!

Build your pay cheque up to at least $300 worth of Invoices to win!

SETUP

1) Build the frame so the letters and numbers line up as shown.

2) Place Road Tiles in *any* 4x4 configuration you choose to create the Town, with one space designated for the Office Tile. All roads must continue the road on the adjacent tiles (there can be no roads leading to grass). All tiles are double-sided. Sample Towns are provided on page 5, if needed. Beginners are advised to use more intersections.

3) Assemble and choose a Mail Truck and place your truck on the Office Tile.

4) Separate the Package, Mailbox and Invoice Cards and return any Package and Mailbox cards matching the coordinate of the Office to the box.

5) Shuffle each type of card, then create 3 equal piles of Package cards, 3 equal piles of Mailbox cards and 1 pile of Invoice Cards, with all the coordinates face up.

6) Couriers take turns choosing one Package Card from any of the three piles until each player has 3 packages. The cards chosen become the Courier's Delivery Route.

7) Couriers place their cards in front of them, coordinate side up, for all other players to see.
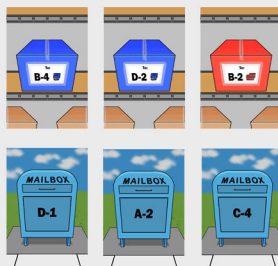
Play begins with the Courier who last sent a package.

GAMEPLAY

Moving around the Town: Couriers *must* roll the die to advance their truck on their turn. Couriers drive until they reach the driveway of the next house that matches the colour rolled using the ***right-hand side*** of the road (see *Black Truck example below*). Couriers *must* only ever stop at a driveway or a mailbox. There are three instances when a Courier *may* stop before the house that is rolled: If they are making a delivery (see *Red Truck example below*), if they are picking up a package at a Mailbox, or if there is another Courier blocking their route (see *Yellow Truck example below)*. Couriers *must* stop if they enter the Office parking lot. Intersections do not contain stop signs. Couriers may only pass others when the truck being passed is on a straight road next to a dotted centre line, *and* the other courier is not stopped at the colour rolled. Otherwise, the courier *must* stop at the nearest **House** or **Mailbox**. Couriers *may not* make a U-turn at any time.
Once a Courier has stopped their truck, and dealt with any deliveries or pickups, their turn is over.

HINT: If you are stuck behind another truck there may be a different route to the same house. Get creative with the route you take.

DELIVERING PACKAGES

The Frame is labeled with letters and numbers. To find where your Packages need to be delivered, first match the letter listed on the Package card with the same letter on the frame. Then follow it up or down the board until you reach the tile across from the number on the Package card. The delivery must be made to the house on this tile whose roof colour matches the colour of the Package on the card.
The Courier must stop at the driveway in front of the house to deliver it.

HINT: Take particular note of which side of the street that house is on so you don't end up on the wrong side.
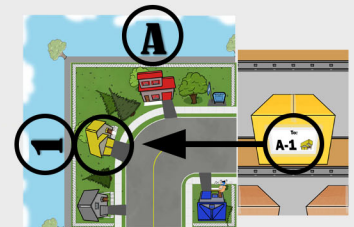
Example:
The Purple Truck rolled *Yellow*. There are two Yellow houses that they may drive to by following either of the paths shown, or they may turn right or left at the intersection.
The Red Truck rolled *Red*, but they stop at the driveway of the Blue house to make a delivery.
The Yellow Truck rolled *Blue* and would like to turn right at the intersection, but since the Blue Truck is stopped at the Yellow house, the Yellow truck's turn must end at the Grey house since it is the closest driveway available, and the centre line is not dotted.
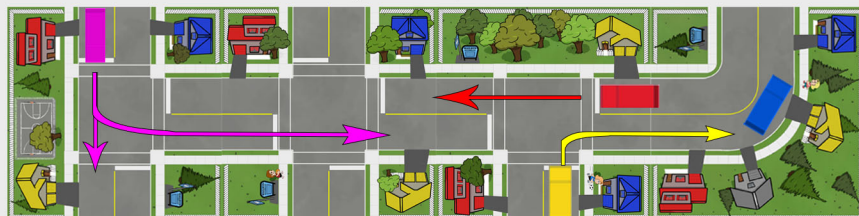
INVOICE CARDS

Once a package is delivered, Couriers flip the Package card to show it's delivered. When the Courier returns to the Office, they take one Invoice card per completed delivery and reveal how much they have made. Invoices have a value between $20 and $100
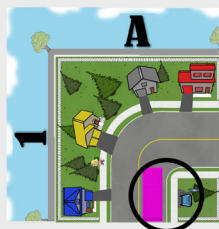
THE OFFICE TILE

Couriers may return to the Office *at any time* throughout the game.
Couriers *must* resolve Invoices for delivered packages or mailboxes.
They *may* fill their truck with Package Cards, if space allows. If a pile of Packages runs out, it is not replenished.

MAILBOX CARDS

Mailboxes contain additional packages that Couriers *may* pick up throughout the game. Couriers can only hold up to 3 undelivered cards at one time.
If a Courier has less than 3 Packages due to a completed delivery, they *may* stop at a mailbox matching the coordinates of a visible Mailbox card and take that card. This card counts toward the 3 undelivered cards allowed in the truck.
When the Courier reaches the Office they flip over the Mailbox card to receive a guarenteed $40 Invoice.

The Purple Courier recieves the A-1 Mailbox for arriving while it is showing on the pile.

WINNING THE GAME

When a Courier returns to the Office and reveals they have collected over $300 worth of Invoices, all other players are given one additional turn.
All players then tally their Invoices. Players *lose $20* for any undelivered Package or Mailbox Cards, and *must* discard, *without pay*, any delivered Packages.

The Courier with the highest total is declared the winner!

CREDITS

Designers: Matthew, Jerry, and Andrew Skilton
Rules Author: Matthew Skilton
Cover Art: Valiant Graphics
Package Card Back Art: Valiant Graphics
Card Art: Andrew and Matthew Skilton

VARIATIONS

SIMPLIFIED/QUICK PLAY:

Setup the Town as in the main game, but be sure to use the Office Tile with 3 exits. Remove all Mailbox and Invoice Cards from the game.

At the start of the game a Courier deals 5 Package cards face down to each Player, and the remainder are removed from the game.

The first Courier to deliver all 5 of their packages and return to the Office wins!

FREE PLAY:

Change or add any of the following rules to the customize the game to your player level.

- Number of unopened packages that can be carried.
- Amount of money needed to win the game.
- Remove Mailbox Cards from the game.
- Allow U-Turns at intersections.

SAMPLE TOWNS

Below are a few sample towns to help beginner players with the initial setup. You could also use the sample town in the setup section on page 2. It is recommended that beginners use the Office with 3 exits and many intersections.