Package Pandemonium

Rules V1.2 Last updated 18 Aug 2024

2 - 3 Players - Approx 40 - 60 minutes playtime

Pick up and deliver, strategic route planning, secret missions, scoring, grid movement game

Story:

<Letter>
Hey new driver! Congratulations on joining the glamourous fast moving world of package delivery. Before you start your first run of the day, i've got a few things to tell you. I've fully charged your sat nav, but this old thing tends to run out of juice quite quickly, so don't forget to recharge it whenever you can.

These streets can be mean to the uninitiated driver. Keep a watch out for that low-down dirty rotten Rogue driver that's been stalking the streets recently! Folk have been saying that if the Rogue van gets too close to yours, they'll whip the most valuable package from your van to theirs! Blummin' criminal if you ask me!

Oh, and i hear a new courier has set up on the other side of town. You'd better get moving if you want to keep your job!

Anyways, you'd better go and get them packages. Don't let me down!

Ben 'Benny' Benjamin
New Driver Co-ordinator
<Letter>

Objective of the game

Face off with your opponent as you plan the best routes to pick up packages,keeping an eye out for the more valuable ones that pop up every now and again.
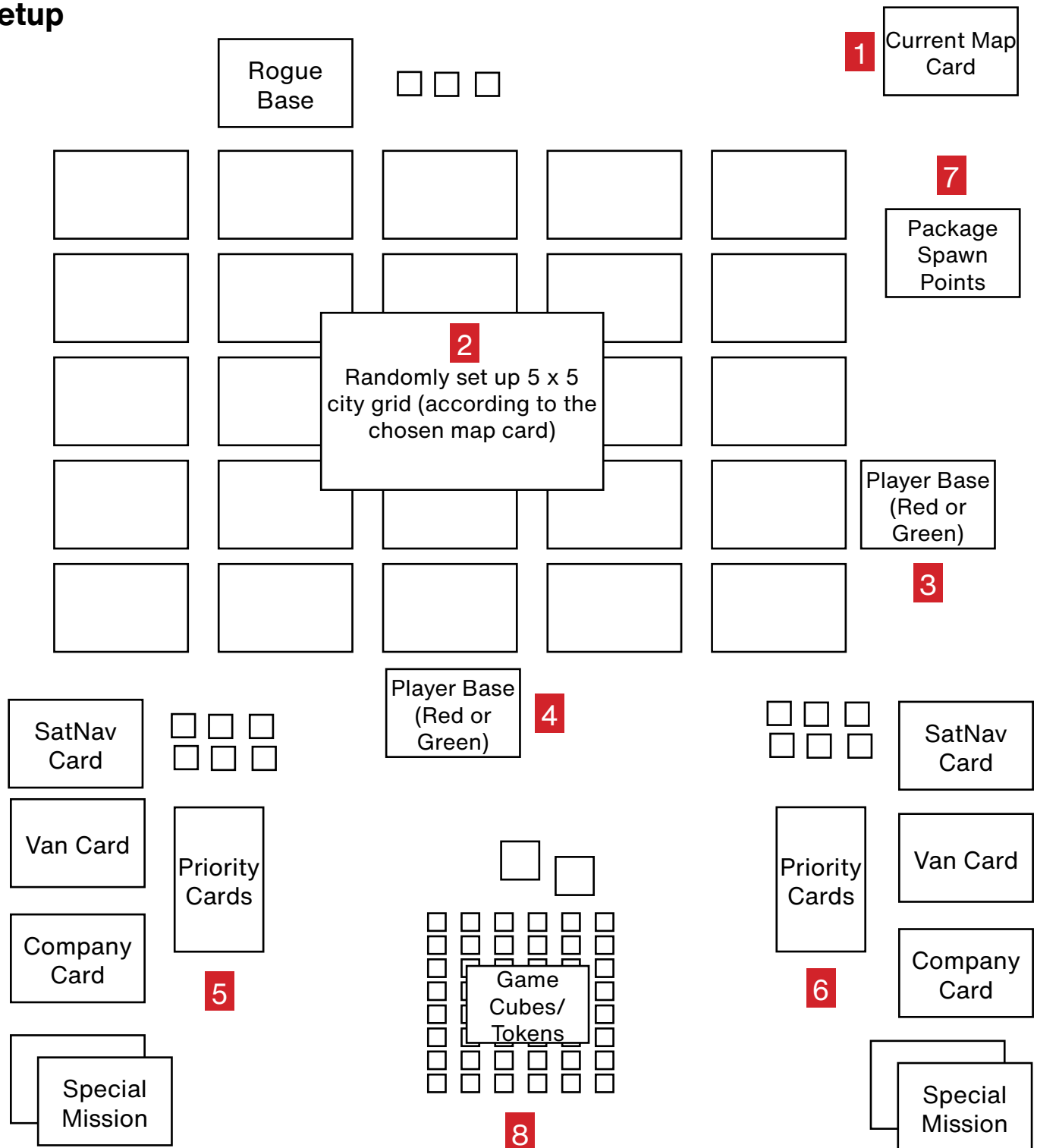
Fulfil 2 secret missions and rank as the top courier in the city.

BUT, watch out for the Rogue, who will steal packages from your van everytime they pass your route. Avoid them by using your sat nav, but be careful as the battery runs down each time you use it, so use it with care!

Players will throw down 'priority cards' with the lowest number choosing whether they play 1st or 2nd. Pick up packages, fill your van and get them back to your base before the end of the day.

Lowest score gets fired, whilst the highest score gets to keep their job for one more day!

Setup

Rogue Base	☐ ☐ ☐				**1** Current Map Card

7

Package Spawn Points

2 Randomly set up 5 x 5 city grid (according to the chosen map card)

Player Base (Red or Green)

3

Player Base (Red or Green) **4**

SatNav Card	☐ ☐ ☐ ☐ ☐ ☐			☐ ☐ ☐ ☐ ☐ ☐	SatNav Card
Van Card	Priority Cards			Priority Cards	Van Card
Company Card	**5**		☐ ☐	**6**	Company Card
Special Mission			Game Cubes/ Tokens		Special Mission

8

1 - Shuffle all of the city map cards and select one. Place the rest back in the game box and reveal the chosen card.

2 - Shuffle all of the city location cards and create a 5 x 5 grid as shown above (all cards face up). Now, in reference to the chosen map card, place the Rogue base and the Rogue's 3 route cubes and Van meeple where shown, add package cubes to all of the locations shown (always 6 low value and 2 high value packages at start up). Also place any water barriers and/or bridges where required.

3 and 4 - Choose who will play red and who will be green. Now, roll a D6 to decide who places their base first. You cannot place your base on the same side of the grid as the Rogue base or a starting package, but you can place your base anywhere else around the edge of the map.

5 and 6 - Players take their respective PRIORITY cards - DO NOT SHUFFLE THESE. These are kept private from the other player.

Now, each player takes their corresponding VAN card, 6 route planning cubes in their colour a van meeple and SAT NAV card with a battery level marker.

The winner of the last roll now choses a company card and places it in their playing area, with the loser choosing last.

Shuffle the SECRET MISSION cards and both players take 2 each. These are again kept private from the other player, although the players may look at their own cards as often as they like.

7 - Shuffle the PACKAGE SPAWN POINT cards and place them face down. By the end of the first turn, the top card is revealed and new packages appear on the map.

8 - Keep all tokens and parcel cubes in a pool near both players.

NOTE - In a solo game place out the two AI cards next to the unplayed bases. Follow these rules when playing with AI drivers.

EXPLODING PACKAGE cards. Keep these with the tokens for when they come into play.

Turn Sequence

1 - Both players choose a PRIORTY card from the 16 they hold in their hand.

2 -Both players reveal their PRIORITY card. The lowest number chooses whether to go first or second. Any special instructions on the card are also completed at this point.

3 - The players, in turn, plan their route using 3 of their 6 cubes. Cubes are placed on each tile, showing which direction they intend to take. The VAN meeple is then moved to the final tile. The three placed cubes are NOT removed from the cards at this point. Any packages are automatically picked up by the player (if they choose to) and placed on the VAN card. This includes multiple packages in a single location.

4 - Once both players have done this, the winning player of that round moves the ROGUE according to a list of priorities (details in the ROGUE section). ROGUE rules for a 1 or 3 player game can also be found in the ROGUE section of this rulebook.

5 - A PACKAGE SPAWN card is revealed and new packages are placed.

6 - NEXT TURN

7 - Turn 2: During cube placement, players will place 3 more route cubes (leaving the three from the previous turn on the cards).

8 - Turn 3 onwards: During cube placement players will collect the oldest three route cubes placed and reuse them as their newest movements.

9 - Final round: (when all PRIORITY cards have been used), players score for all packages that are: 1 - In their base. 2 - Completed SECRET MISSIONS. Packages still on the van DO NOT SCORE.

ROGUE RULES:

2 Player game - The ROGUE is controlled by the winning player of that turn.

1 - They always moves last.
2 - Their direction is based on the following priority chart:

> 1 - Closest highest value parcel on the map (achiveable within the ROGUE'S 3 moves).
> 2 - Highest value packages on an opponents van.
> 3 - Players choice of movement (3 move max) - crossing routes or causing problems for the opponent player. Each route cube of a that the ROGUE crosses/follows is a package lost! This applies to both the winning player and the opponent.

PLAYER MOVEMENT RULES:

1 - Players place 3 movement cubes per turn. All movement is ORTHOGONAL only.
2 - When there are 6 cubes on the map (from two previous turns), players take the three oldest cubes and reuse them as their next movement route.
3 - Players can cross each other's path (beware as this makes it easy for the ROGUE to swipe multiple packages), but they cannot cross their own (placed cube) routes.

PACKAGE RULES:

1 - Players (and the ROGUE) pick up packages automatically when they pass through them. A player may choose not to pick up a package, or may even drop a carried package in a location if they wish. All dropped packages remain in that location until they're eventually collected. If two players pass through a package location, the first one through that area gets the first choice to pick it up or not.

2 - Regular packages score 1 point each. High value packages score 5 points each, but only if returned to the base.

3 - Players cannot carry more packages than their van allows.

4 - Players only need to drive past their base tile to automatically deposit the packages.

EXPLODING PACKAGE RULES: (Hot Potato)

When the EXPLODING package comes into play, the player with the package cannot choose to drop it and only has 5 game turns to either:

1 - Get it back to base so it can be defused. The player keeps the BOOM die which scores 10 extra points at the end of the game.

2 - The player crosses the path of the other player (not the ROGUE). At this point the player with the EXPLODING package can pass it over to the other player where the timer continues to count down for them.

3 - If 5 game turns pass, the package explodes causing the contents of the van (any other collected packages) to be destroyed. Remove any packages from the van and place them back in the token pool.

4 - 1 or 2 player game : The ROGUE NEVER takes the EXPLODING PACKAGE if they cross a players path.

SATNAV CARD RULES:

The SATNAV can be used to:
1 - Stop the ROGUE from taking a package (one use per package they're allowed to take).
2 - Cross your own path (one use per cube you cross of your own path).

The SATNAV has three battery uses per charge.

RECHARGING the battery:

ELECTRIC DRIVE:
The SATNAV can be recharged by one unit (only) per turn when passing through ELECTRIC DRIVE.

Home BASE:
When returning to your home base (stopping , players can 'spend' 2 points to do a full recharge. When recharging at the base, simply remove 2 low value packages (placing them back into the token pool) to account for the recharge.

At the base, you MUST have enough packages to account for the 2 point charge. You CANNOT change a high value package into 5 low value ones to pay for it. You may however, use a 5pt package to (over) pay for one full charge if you wish.   You CANNOT do 'part charging' for less points at the base either.

SOLO PLAYER RULES:

When playing SOLO, the game remains the exact same, except the ROGUE and the other player card act the same way - but both aim to steal from the solo player.

The priority is to always head towards the solo player to steel from their van only collecting high value packages along the way if that is the most efficient route.

THREE PLAYER RULES:

When playing 3 players, one player takes the roll of the ROGUE. The ROGUE player plays like a normal player, but can still steal from the other two players. The ROGUE still plans last and moves last. This player takes the 'PLAYER' ROGUE VAN card and can only pick up a specific number of packages before needing to return to the base to unload.

The ROGUE, in this mode of play, can also be passed the EXPLODING PACKAGE.

The ROGUE DOES NOT take any secret mission cards, but does score packages differently.

Purple is still 1 pt and white is still 5 pts, but any packages stolen from other players vans score double.

FAQs:

1 - Do players steal packages off each other when they cross paths?

NO. Only the ROGUE steals packages. Both players are honest and reputable drivers!

2 - What happens if i cross a location that has lots of parcels on it?

You may pick up as many of those parcels as you wish in one go (as long as you have room in your van).

3 - In a SOLO player game, does the ROGUE target the other AI player before targeting the SOLO player?

NO. Both the ROGUE and the other AI player are now called **ROGUES** as they both go out to steal from the SOLO player. They still prioritise packages on location tiles if that's the closest item.