# Package Pandemonium

Rules V1.5 Last updated July 2025

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.
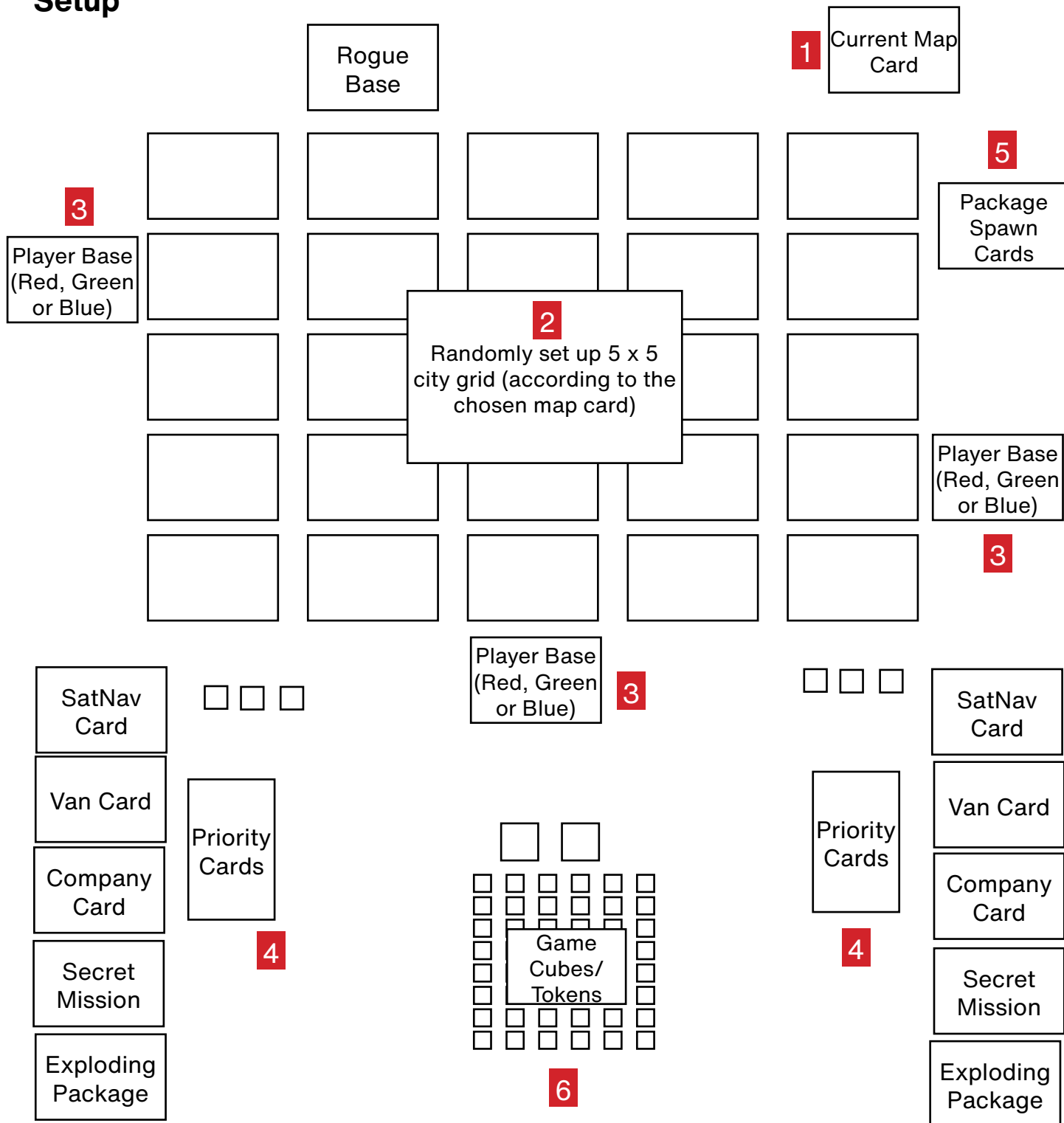
Players will throw down 'priority cards' each turn, with the highest number playing first. Pick up packages, fill your van and get them back to your base before the end of the day.

The winner of the priority phase will also control the ROGUE, so watch out for them as they will steal packages everytime it passes over your route or van.  Avoid it by using your sat nav, but be careful as the battery runs down each time you use it, so use it with care!

Players can also fulfil a secret mission to get bonus points, which are added during the final scoring phase!

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

# Setup

**Rogue Base**

Current Map Card

Package Spawn Cards

Player Base (Red, Green or Blue)

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

Player Base (Red, Green or Blue)

Player Base (Red, Green or Blue)

SatNav Card

Van Card

Company Card

Secret Mission

Exploding Package

Priority Cards

Game Cubes/ Tokens

Priority Cards

SatNav Card

Van Card

Company Card

Secret Mission

Exploding Package

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 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 - Choose who will play red, green or blue.  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 or an opponent, but you can place your base anywhere else around the edge of the map.

4 - 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, 3 route planning cubes in their colour a van meeple and SAT NAV card with a battery level marker. Players also take an Exploding Package card.

The winner of the last roll now choses a company card and places it in their playing area, with the other players rolling for 2nd and 3rd place.

Shuffle the SECRET MISSION cards and all players in 'highest roll order' take 2 each. Players look at these cards and choose one, returning the other back to the box. These are again kept private from the other players, although the players may look at their own cards as often as they like.

5 - In a 2 players game, shuffle the PACKAGE SPAWN POINT cards and remove the last two cards from the deck. Place a FAST DASH card with them and reshuffle the three cards facedown. Now place the larger shuffled deck facedown on top of these three cards to make the full PACKAGE SPAWN deck. In a 3 player game, add the other FAST DASH card to the bigger deck and shuffle before adding in the final three cards. By the end of the first turn, the top card is revealed and new packages appear on the map.

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


## Turn Sequence

1 - All players choose a PRIORTY card from the 12 they hold in their hand.

2 -All players reveal their PRIORITY card. The highest number goes first. Any special instructions on the card are also completed at this point.

3 - The players, in turn, plan their route of 4 moves and use 3 of their tracking cubes. Cubes are placed on each tile the players pass through, showing which direction they intend to take. The VAN meeple is then moved to the final (fourth) 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 all players have done this, the winning player of that round moves the ROGUE van. This player is trying to chase the tracking cubes and the van meeple of their opponents in an attempt to steal packages.

5 - Players now collect their 3 tracking cubes, ready for the next turn.

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

6 - NEXT TURN repeats until:

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

**ROGUE RULES:**

The ROGUE is controlled by the winning player of that turn.

1 - They always move last.
2 - They may move 3 spaces (orthogonally). They may steal any packages on the board that they pass over - to deny an opponent from picking it up or from their vans by following the tracking cubes or van meeple.

The controlling player decides what package(s) to take from their opponents.  All picked up/ stolen packages are placed in the token/cube pool.

**PLAYER MOVEMENT RULES:**

1 - Players place 3 movement cubes per turn.  All movement is ORTHOGONAL only.
2 - Players can cross each other's path (beware as this makes it easy for the ROGUE to swipe multiple packages from multiple opponents), but they cannot cross their own (placed cube) routes unless they use a sat nav battery unit to do so.

**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.

2 - Regular purple packages score 2 point each. High value white 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. This can be done during a turn, as this action doesn't end the turn.

**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 3 (or 2 in Hard mode) turns to either:

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

2 - The player crosses the path of another 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 3 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 - The ROGUE NEVER takes the EXPLODING PACKAGE if they cross a players path and cannot be given it by a player.

**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 or passing , players can 'spend' 2 points to recharge one unit.  When recharging at the base, simply remove a 2 point purple package to pay for it (placing it/them back into the token pool) to account for the recharge.  Multiple packages can be traded in during the same turn to charge the battery.

If a player wishes to use a high value white package, they may charge 2 units (for a value of four points), but the extra point value left in the package is lost.


**CONTENTS:**

25 x Location cards
6 x Parcel Company Cards
1 x Rogue HQ
3 x player cards Green (1 HQ, 1 satnav, 1 Van card)
3 x player cards Red (1 HQ, 1 satnav, 1 Van card)
3 x player cards Blue (1 HQ, 1 satnav, 1 Van card)
3 x exploding package cards
12 x Red Priority Cards, 12 x Green Priority Cards, 12 x Blue Priority Cards
12 x Package Spawn Cards and 2 Fast Dash Cards
10 x Special Mission Cards
5 x Map Cards
1 x Player Aid

1 x Rulebook (Concertina)

Cubes:
50 x Purple
32 x White Cubes
4 x Red Cubes, 4 x Green Cubes, 4 x Blue Cubes
2x Yellow Fast Dash cubes
4 x Van Meeples (Red/Green/Blue and ROGUE)

Tokens:
2 x Bridge tokens, 3 x Water Tokens
1 Spy token, 1 Movie Director token.

**FAQs:**

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

NO.  Only the ROGUE steals packages. All 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 - If I get the FAST DASH Package, can anyone steal it from my van - or is it protected?**

No, sorry, this package is just like your other packages and can be stolen.  The only way to protect it is to get it back to your base!

**4 - Can i play on hard mode, whilst another player is on standard mode?**

Yes.  This is a great idea if you've become a dab-hand at this game and decide to play with someone who is either not familiar with this game or maybe younger.  This ability to handicap your play style can help level the playing field somewhat.

**5 - Are there any other game play modes i can try?**

You may have noticed the location cards have two sides.  Either randomly take a few locations out at the start of the game, based on a D6 roll, or maybe try (every other turn) getting the priority winner to flip a card.  As long as you follow the fun rules of keeping it fair - don't create a blocked in area for a player, and don't flip the card outside their base, then play should start to get more challenging as the city becomes a maze!

You can also play Package Pandemonoium on three different game lengths too.

Players take cards numbered up to and including 10 for a really short game of around 20 minutes.

For a game of around 40 mins take cards up to the number 20 each.

For a full game of around an hour, take all cards up to the number 30.

**6 - Can i get a fancy neoprene game mat?**

Check out webstore as we will be selling them on there!

# CREDITS:

**Game and Graphic Design:**
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