

# Post the Most

## How to Play

### Contents:

1 jiggled playing board, 18 action cards, 4 postie characters, 24 'delivered' tokens, 32 letter and parcel tokens, 4 sack boards, 9 3D buildings, 1 double-spinner, 1 dice, 1 windmill sail, 1 yellow rivet (pin and back), 4 character stands, 1 cloth postbag.

### Object

To be the first player to return to the Post Office after delivering six items of post.

### Before you play

- Press out and discard the 9 cut rectangles from the playing board pieces.
- Assemble the playing board, slot the posties into their character stands and place them on the Post Office space on the board.
- Assemble the 9 buildings (see assembly instructions overleaf). Place them in the rectangular holes in the playing board, matching the colour of the building to the coloured space next to the hole on the board.
- Place the 32 letter and parcel tokens into the postbag and put it on the table.
- Shuffle the action cards and place them on the table, envelope-side upwards.
- Place the 'delivered' tokens on the table.
- Each player chooses a postie character and a sack board and draws two items of post from the cloth postbag, which they then place on their sack board. (The background colour of each post item denotes its delivery location.)

### To play

- The youngest player starts by rolling the dice and moving their postie, in any direction, according to the number of spaces shown on the dice.
- If a player lands on a sack symbol, one item of post may be drawn from the cloth postbag and placed on their sack board (unless it is already full). If a special delivery letter is drawn, the player must start to make their way to the special delivery location to post that letter on their next turn. This must be done before that player can deliver any of the other items of post on their sack board.
- If a player picks up a further special delivery letter whilst on their way to deliver the first, they must deliver them in the order they were drawn. Only when all special deliveries have been delivered, can the player start to deliver their other letters and parcels.
- If a player throws more than the number they need to land on the Post Office space, they can opt to stop on the space and draw up to two items of post (unless they already have six items on their sack board).
- If a player on a special delivery lands on the Post Office space, they too may draw two items of post from the cloth postbag (unless they already have six items). They cannot opt to stop on the Post Office space if they throw a number that would take them past it.
- If a player lands on a space with an envelope symbol, they must draw an action card from the pile by the side of the board and follow the card's instructions, replacing the card on the bottom of the pile (unless the card says 'keep this card').
- When on a special delivery, if a player lands on a space with an envelope symbol, no action cards can be picked up.
- If an action card instructs the player to go to a 'free' delivery point, the player may only go directly to a coloured delivery space that has no postie on it.
- If an action card instructs the player to move to another location on the board, then the postie character must be placed at that location directly, as part of their turn (regardless of whether there is another postie character

on that space or not).

- Regardless of the number thrown, a player must stop at a spin space and spin the action spinner in order to go forward. If the spinner points to a sitting postie then the player must wait until their next turn to spin the spinner again. If it points to a walking postie then the player may pass the obstacle.
- Once a player reaches a delivery point of the same colour as an item of post on their sack board (the player does not need to throw the exact number to land on this delivery point), they may deliver their item of post (see under 'Delivering the post').
- If a player runs out of undelivered post on their sack board they must make their way to a sack symbol or the Post Office to collect further items, as described earlier.
- A player does not need to spin to return from Puffin and Flowerpot islands.

### Delivering the post

- In order to deliver a parcel, the delivery spinner must land on the postie handing over a parcel. The player can then post their parcel through the slot in the 3D building. They then collect a 'delivered' token to replace the parcel on their sack board. If the spinner lands on the postie knocking at the door, the player has to wait until their next turn to try again.
- If a player has two same-coloured parcels and the spinner allows delivery, the parcels can be posted together and two 'delivered' tokens should be placed on the player's sack board.
- Letters can be posted through the slot in the 3D building without the use of the spinner. The player then places a 'delivered' token on their sack board.

### Winner

When a player has collected six 'delivered' tokens, they must be the first to return to the Post Office, to win the game.

