

Drop-off!

Delivered by: Jebby Zhang, Kimmy Stewart, Yuwei Lin and Adam Morina

America is in disarray. Our government is doing everything they can to undermine our mail systems, creating chaos and disorder amongst the people. The organizations, in a fight to survive, have locked into a battle for delivery control. Welcome to **DROP-OFF!**, the game that makes cross-country mail delivery a true clash of power! Players will select 1 of 4 game units representing delivery organizations in the United States.

Rules

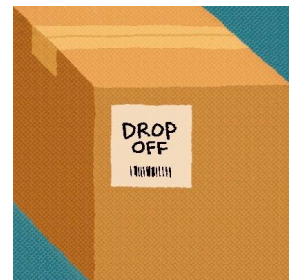
4 players recommended

Board:

- 6x6 grid
- 32 spaces - Spaces are called **Neighborhoods**
- 4 **Homebases** - located at the corners of the grid
 - Each player starts at 1 of the 4 Homebases

Objects:

- 4 van units, 1 per player
- 1 six sided die
- 32 total Drop-off! cards
 - 8 “Misdelivered Mail” Cards
 - 24 “Delivered Mail” Cards
- 36 Organization Logo Cards
 - Each organization has 9 logo cards



Objective:

- Players must successfully deliver mail and lay their organization logo on 9 Neighborhoods to win

Turn Phase:

- Players choose 1 van from an organization, and start in one of the four designated Homebases at each corner of the board
- Whoever rolls the highest number, goes first. Proceed clockwise for turn order
- Players roll the die and move according to the number
 - Players may move horizontally, vertically and diagonally
- If players find themselves vertically or horizontally (not diagonally) adjacent, they must enter a **DUEL** (duel rules explained below)
- After the player finishes their movement, the player then draws a Drop-off! card from the deck
 - If the player draws a **Misdelivered Mail Card**, they must move their van back to their starting Homebase
 - If the player draws a **Delivered Mail Card**, they can place their **Organization Logo Card** on the Neighborhood to claim that spot



- End turn and move on to the next player

Movement:

- Players may pass through a Neighborhood that has **their Organization Logo** on it
- Players may **NOT** land or pass through a Neighborhood that has another Organization's Logo Card on it
- Players may pass through an opponent's homebase, but cannot land on a homebase
- Players that end their movement on a Neighborhood with their Organization's Logo Card on it does not draw from the Drop-off! deck

Duel:

- If two players find themselves **horizontally or vertically** adjacent to another player, they must duel
- Players do **NOT** draw from the Drop-off! Deck before, during or after a duel.
- A duel requires both players to roll the die. Whoever rolls the higher number on the die sends the opponent back to their respective homebase. The winner claims the Neighborhood that their opponent was on, and the Neighborhood they are currently on.
- Players do not duel someone who is on their Homebase.
- After a duel, **the turn ends**

Optional:

- USPS always has a one point penalty on every die roll

**Temporary Art is being used for this game*

