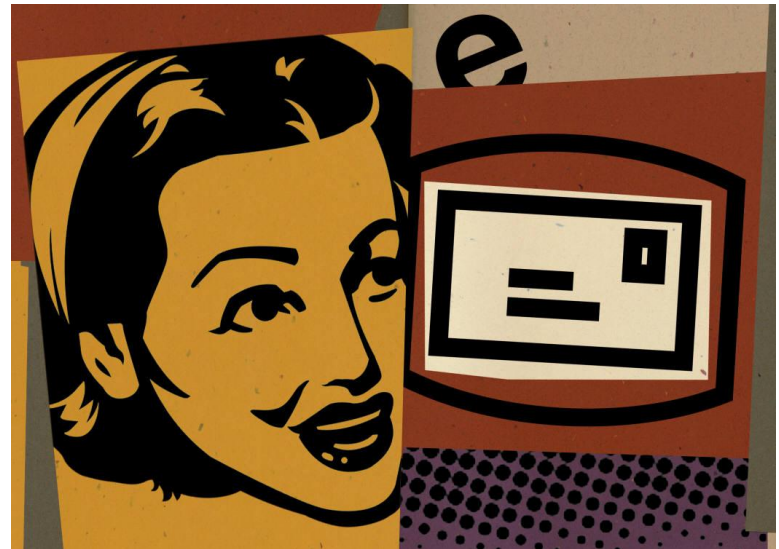


# P.S. I Win

## Rulebook



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**Deliver packages through rain, sleet,  
or snow without leaving home.**

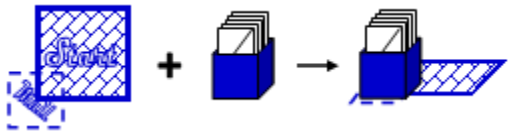
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## ■ ■ ■ *Introduction* ■ ■ ■

- *P.S. I Win* is a game about competing delivery companies for 2-4 players aged 6+.

## ■ ■ ■ *Setting up the Game* ■ ■ ■

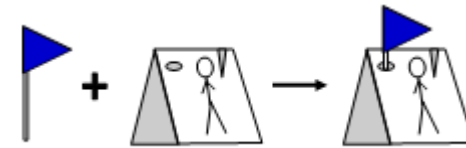
- Unfold and lay out the game board.
- Place the 4 boxes of mail on the marked places in the corner spots, being sure the colors match. (See image.)



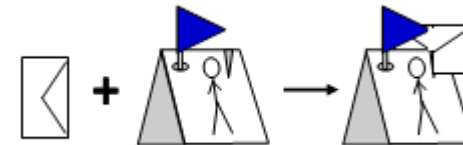
- Each box should have 8 pieces of mail. Shuffling the mail and re-sorting (at random) is a good idea.
- Each player gets 5 \$100 bills.
- Then, players can then begin making their pre-game buying. (See next section.)

## ■ ■ ■ *Starting the Game* ■ ■ ■

- Each player chooses which of the four colors he/she wishes to be. Players then take the flags of their colors and place them in flag holes of all of their pieces to distinguish the pieces. (See image.)



- Players draw a random piece of mail from their start position's box and place it in the mail slot on the piece, taking note of the number on it. This is done on each piece. (See Image.)



- The pieces are then placed on the marked start squares that match their colors.

### ■■■ *Game Objective* ■■■

- The goal is to move the piece to the space directly in front of the correct house in order to complete the delivery. The package is placed on the house.
- Players get \$100 for each delivery.
- The game ends when all the deliveries are made.
- The player with the most deliveries wins.

### ■■■ *Gameplay & Rules* ■■■

- Each turn players must move all of their pieces.
  - Pieces that move 2 spaces may be moved 1 space.
- If a player lands on a space with an opponent's piece, the player may take the opponent's mail if the opponent has mail and the player doesn't already have mail.
- If a player lands on a marked Hiking Trail (orange) spot with a Hiker or Ultimate piece, he/she may take shortcut to the space where the trail ends.
  - Landing on the Hiking Trail space and using the trail counts as that piece's entire move regardless of the piece's abilities.

### ■■■ *More Gameplay & Rules* ■■■

- After making a delivery, players can either steal a new package from another player or return to any of the four start spots to pick up a new package.
  - Special Note: If the player is on a start spot when his/her mail is taken, the player may take a piece of mail at the beginning of his/her next turn.
- As players earn more money, they may purchase more pieces. Players may only have as many pieces as they do flags.
  - In-game purchases can be done at any time and do not take up a turn.
  - New pieces begin at the start spot of the player's color.
    - A player may "fire" or get rid of pieces if he/she gets the unwanted piece to his/her start spot. Then, the piece may be taken off the board and put back into the collection of other pieces, making it available to be purchased by other players.

### ■ ■ ■ *Pre-Game Buying* ■ ■ ■

- The players take turns buying the pieces they wish to begin with. Each player makes one transaction per turn until everyone is done buying. (See the pieces chart.) When each player is finished making purchases, the game can begin.

### ■ ■ ■ *Pieces Chart* ■ ■ ■

Type of Piece	Price	Ability
Average	\$200	▪ Move 1 space per turn.
Hiker	\$300	▪ Move 1 space per turn. ▪ Use Hiking Trail shortcuts.
Runner	\$400	▪ Move 2 spaces per turn.
Ultimate	\$600	▪ Move 2 spaces per turn. ▪ Use Hiking Trail shortcuts.

### ■ ■ ■ *Notes* ■ ■ ■