

Citywide Delivery

(October 16, 2021)

Citywide Delivery is a town-centric delivery game for two or more players.

Today is curbside pickup day and your fellow neighbours are eager to share unwanted items. As a town resident, you get to pick up random secret gifts and deliver them to secret locations around your town while delaying your neighbour's deliveries. Watch out for "porch pirates".



This is a hybrid tabletop with an online component, where certain actions are added by your community.

LASERCUT COMPONENTS:

- game board with six interlocking sections
- 4 cute delivery trucks (extra trucks available)
- 70 magnetic gift tiles
- 70 magnetic reward points tiles
- 28 gift pickup category cards
- 20 action cards
- 15 secret delivery cards for 64 locations
- 5 red traffic lights
- 5 roadblocks
- 2 stop signs
- 3 neighbourhood family community tiles
- 3 community Q&A tiles
- pair of dice.

Note: Updated instructions will be maintained at www.CityWide.delivery.

PIZZA DELIVERY ADD-ON

Add pizza delivery components for more fun. Pick up secret pizza ingredients to bake and deliver your pizza to a secret location. There are separate instructions for the pizza delivery game.

REGISTER YOUR FAMILY

Visit www.CityWide.delivery to register your family.

Registration lets you:

- interact with other families playing the game locally
- add Q&A for other local families
- claim top score on the monthly leaderboard
- claim a neighbourhood on the board
- see local offers
- participate in local incentives
- refer new families for rewards.

SET AN “END OF GAME” GOAL

The first player to collect a specific number of gift reward points is the winner. Before playing, set your goal before you start the game.

For example, with 2-4 players, try for 20 points. With 5-6 players, 15 points. The higher the point goal, the longer the game lasts.

SETUP

After connecting the boards into the town map:

- Place the gift tiles face up next to the game board
- Place the point tiles face down next to the gift tiles
- Randomly attach the magnetic gift tiles on top of the point tiles without turning any over
- Place the combined gift tiles face up all over the town map, except on the main roads
- Place the six community tiles randomly faceup next to any numbered locations
- Each player takes a truck and immediately places it on any roadway space on the game board
- Shuffle the action cards and pile face down
- Shuffle both delivery card sets and pile face down
- Give each player three action cards (two if 5+ players)
- Give each player three gift pickup cards
- Give each player a pair of secret location cards
- Keep roadblock, traffic light, disabled truck tiles nearby
- Set your end of game goal.

Keep your location and gift cards secret. Keep your action cards face up.

GAME PHASES

Each player will be in one of two phases:

- Gift pick up (one or more gifts)
- Gift delivery to their secret location.

GAME PLAY

Alternate taking turns and:

- Roll the dice - on doubles, see doubles rules below
- Optionally play one of your action cards or “Take a Chance” online (see below) and follow the instructions
- Move your truck the number of spaces indicated by the dice (in any direction along the main road)
- Pick up any matching item along your route – one that matches an attribute on one of your gift cards and place the gift card face up in front of you
- If your truck is at your secret destination, deliver your gift(s) (see below).

Note that you can deliver as many gifts as you like. Not all pickup cards need to be used at the same time.


MOVING YOUR TRUCK

Roll both dice to move your truck. You move your truck only along the main roads (squares). You must stop at all red traffic lights and stop signs. You cannot move through roadblocks.

Move your truck any number of spaces to the maximum of the dice roll. You do not have to move the number of spaces rolled to reach your destination: stop in front of it.

If you stop to pick up a gift and still have moves left from the dice roll, continue your movement.

You can pass another player's truck only if you have enough moves left to pass by.

Truck Accident: If your truck lands immediately next or on top of another truck, that truck is disabled one turn. Place the disabled truck tile  on that truck. That player will lose their next turn.

The only action that player can perform on their next turn is to remove the indicator.

ACTION CARDS

Action cards let you control some game aspects and engage with other players. Each player maintains three action cards. You may optionally play an action card before you move your truck.

To use some action cards, they must match your die roll mathematically. Form an equation with the two numbers rolled (add, subtract, multiply, divide):

Mathematical Equations Formed From Dice Rolls			
Dice Rolls	Equations	Dice Rolls	Equations
	$1+1=2$ $1-1=1$		$1+4=5$ $4-1=3$
	$1+2=3$ $2-1=1$ $2 \times 1=2$		$1+5=6$ $5-1=4$ $5 \times 1=5$
	$1+3=4$ $3-1=2$ $3 \times 1=3$		$1 \times 6=6$ $6-1=5$ $6+1=7$
	$2+3=5$ $3-2=1$ $2 \times 3=6$		$2+4=6$ $4-2=2$ $2 \times 4=8$
	$2+5=7$ $5-2=3$ $2 \times 5=10$		$2+6=8$ $6-2=3$ $6 \times 2=12$ $6-2=4$
	$2 \times 2=4$ $2+2=1$		$3 \times 3=9$ $3+3=1$ $3+3=6$
	$3+4=7$ $4-3=1$ $3 \times 4=12$		$5-3=2$ $3 \times 5=15$ $5+3=8$
	$4 \times 4=16$ $4+4=1$ $4+4=8$		$4+5=9$ $5-4=1$ $4 \times 5=20$
	$6+4=10$ $6-4=2$ $4 \times 6=24$		$5+5=10$ $5+5=1$ $5 \times 5=25$
	$6-5=1$ $5+6=11$ $6 \times 5=30$		$6+6=1$ $6+6=12$ $6 \times 6=36$
	$6-3=3$ $3+6=9$ $6 \times 3=18$ $6+3=2$		

For example, 3 is the solution for these equations 6-3, 1+2, 4-1, 5-2, 3x1, 6/2

MOVE
Opponent
to End of Street

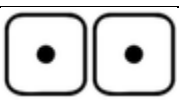

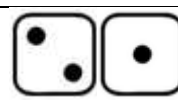

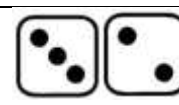

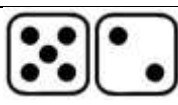

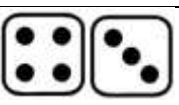
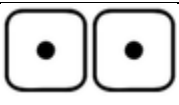
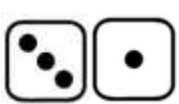

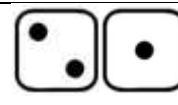

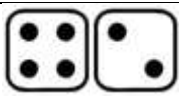

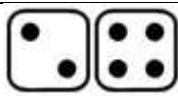
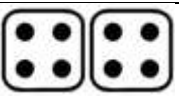





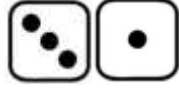
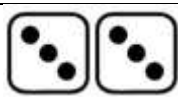

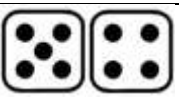

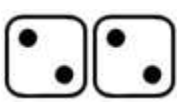
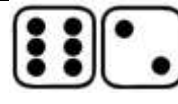
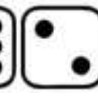
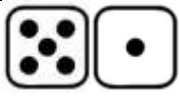

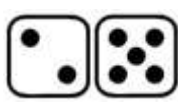
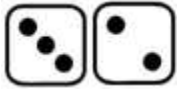
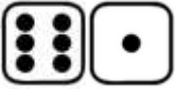
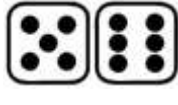
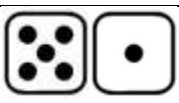
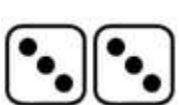
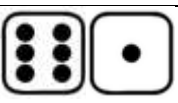
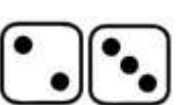
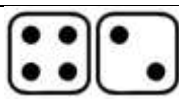
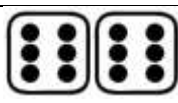
upon dice equation matching

3

Option: Younger players need not do math and instead can play an action card after rolling the dice.

Always maintain three action cards.

Cross Reference: Equation Answer (#) to Dice Pairs

1	 	 	 	7	 	
2	  	 	 	8	 	
3	 	 	 	9	 	
4	 	 		10	 	
5				11		
6	 	 		12		

GIFT PICKUP

When your truck passes by a gift that matches the attribute on one of your gift cards,

- place it in your truck.
- Place the gift card face up in front of you.
- Call out the match for players to validate.

If a gift on the opposite roadside matches another gift card, you can pick it up as well.

“TAKE A CHANCE” AND ONLINE ACTIONS

Instead of playing an Action Card, you can “Take a Chance” online. Point the browser on your cell phone to www.CityWide.delivery, press the “Take a Chance” button for your town and follow the directions. At the same time, you will find a daily deal from a local merchant or sponsor. Online actions affect you or an opponent in positive and negative ways. There will be new online actions periodically.

You can also take a chance when your truck lands at a Family or Q&A space.

ROADBLOCKS

A roadblock tile is placed to delay an opponent. A truck cannot move through a roadblock. A roadblock tile can be placed or removed only when you **roll doubles**.

Note that you cannot trap a truck between roadblocks and you cannot seal off an entire road. When you clear a roadblock, return the tile for reuse.

DELIVERY LOCATIONS

Your delivery destination is a combination of the delivery code and a number on a road. Keep your pair of delivery cards secret until your truck reaches its destination.

For example, with the following pair, your delivery location is **28**:



UPON DELIVERY

Once your truck has arrived at your numbered secret delivery location:

- Confirm your destination by revealing your pair of location cards
- Separate the tiles in your truck and place in front of you face down so that both the items and values are hidden (in case of porch pirates)
- Return your expended (face up) gift category cards to their draw pile
- Replace any unwanted gift card(s)
- Replace any unwanted action card(s)
- Obtain new gift cards to maintain three cards in secret
- Obtain a new pair of secret destination cards
- Keep track of your score in secret.

Note: You do not need an exact roll to reach your destination. However, once at your location, your turn ends.

SPECIAL ACTION TILES

When your truck passes by or lands next to one of these tiles, “Take a Chance” via the online web app.

	<p>FRIENDLY FAMILY: Get an online action created by a local family. Follow the directions for correct or incorrect answers.</p>
	<p>SPONSORED Q&A: Get an online action created by a local sponsor. Correctly answer the question to continue or follow the rule if your answer is incorrect.</p>
	<p>TRAFFIC LIGHT: Trucks must stop at a red signal and take a chance online, unless doubles were rolled. Afterwards, the player can move the red traffic light tile to any other intersection. If you rolled doubles, ignore the red light!</p>
	<p>STOP SIGN or ROADBLOCK: Stop your truck immediately. Optionally, use one of your action cards. Continue movement on your next turn.</p>

Instead of taking a chance online, play an Action Card.

WINNING THE GAME

The first player to have collected enough reward points to meet or exceed the goal could be the winner.

However, that player must first return to the Brainy Games depot to be confirmed as the winner.

STRATEGIES

- Optimize your transit to the delivery location.
- Route your truck to maximize curbside gift pickups.
- Anticipate alternate routes should your way be blocked.
- Play action cards to your benefit.
- Keep an eye on your opponents' action cards.
- Attempt to block your opponents, especially when one player has collected enough reward points.

SPECIAL CONDITIONS

If there are no more gifts on the board matching your gift card, replace the gift card at any time.

If there are no more items to collect, all trucks must return to the Brainy Games depot to end the game.

GIFT CARD ATTRIBUTES

A gift card does not describe a specific gift - it gives you a choice by attribute. Many items have multiple attributes.

Attribute	Gift Example
Pet	Dog, Cat, Frog, Bird, Hamster, Rabbit
Round	Cake, Ball, Donut, Muffin, Clock, Compass, etc
Container	Luggage, Box, Garbage Can, Carton, Toolbox
Food	Cake, Tomato, Cookie, Muffin, Candy, etc
Clothing	Shirt, Dress, Hat, Shoes, etc
Device	Radio, Clock, TV, Camera, Phone, Computer
Paper	Newspaper, Book, Milk Carton, Box
Sporty	Sneakers, Ball, Tennis Racquet
Colours (Red, Blue, ...)	All items have a main colour to match the specific attribute card's colour.
Wooden	Table, Stool, Hammer, Violin
Musical	Violin, French Horn, Piano
Appliance	TV, Microwave Oven, Washing Machine
Toy or Game	Dice, Rubik's cube, billiard balls
Sweet	Cake, Strawberry, Apple, Muffin, etc
Flat	Pizza, book, TV, saw etc
Expensive	Ring, Piano, TV, computer
Heavy	TV, Table, Piano, Washing Machine
Metallic	Tools, Umbrella, Radio, TV, Camera, Laptop
Expensive	Ring, Piano, French Horn, TV, Camera, Laptop
Smelly	Cheese, shoes

NO INTERNET OPTIONS

If you are playing without the internet, you have to place the community tiles, traffic lights and stop signs at random locations around the map. Make up your own Q&A if you want to use the community tiles.

SEND US A PHOTO OR VIDEO

Please post or send us a photo. Tag @brainy.games on Instagram. You'll qualify for a gift. A video increases your reward!

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