

RAPID DELIVERY

- RULES -

The objective of Rapid Delivery is to collect and deliver a fixed number of parcels faster than the opposing players or teams.

Assembly

Before starting a game carefully fix the labels to the counters as follows:

Traffic Cone Labels onto the Red Counters.
Road Closed Labels onto the Yellow Counters
Police Car Labels onto the Blue Counters

Equipment

- 1 - Board which is in the form of a map.
- 40 - Parcels which are represented by brown Counters.
- 3 - Road Works Counters (Red, see assembly above).
- 3 - Diversion Counters (Yellow, see assembly above).
- 3 - Speed Trap Counters (Blue, see assembly above).
- 8 - Vans.
- 8 - Motorbikes.
- 3 - Dice.
- 36 - Town Cards plus 4 Spares.
- 60 - Delivery Cards.

General Play

The game can be played either in Teams or as Individuals. The game is won by the first Person or Team who delivers a predetermined number of parcels. This varies depending upon the total number of people playing. See Below:-

- | | |
|---------------|--|
| 2 Individuals | 1 st Person to deliver 12 Parcels |
| 3 Individuals | 1 st Person to deliver 8 Parcels |
| 4 Individuals | 1 st Person to deliver 6 Parcels |
| 2 Teams of 2 | 1 st Team to deliver 12 Parcels |
| 3 Teams of 2 | 1 st Team to deliver 8 Parcels |
| 4 Teams of 2 | 1 st Team to deliver 6 Parcels. |

When playing in Teams, each Team Member selects either a **Motorbike** or a **Van** to deliver parcels with. You will keep that one vehicle for the whole game.

If you select a **Van** you can carry up to **2 parcels** at a time but the distance you travel will on average be less than a Motorbike because you will only throw **2 dice** to determine your distance.

A **Motorbike** can only carry 1 **parcel** at a time but moves around the board more quickly as the distance travelled is determined by throwing 3 dice.

Each Team or individual then selects their Home Base from one of the major towns. Either Kevingston, Simonsbath, Puddinglake, or Fobbing. There is no advantage to any of the Towns.

If playing in Teams the team members should sit opposite each other.

NB. To assist in finding the place names on the board, they are in alphabetical order from top left to bottom right.

Initial Board Set-Up

Player's vehicles are placed on their respective home base and the Board is set up with the blockages and 4 of the parcels in the following start positions.

Diversions (Yellow) Place between:-

- Eccup and *East Ginge*
- Gt. Frenchbeer and *Knott End On Sea*
- Ruyton-of-the-Eleven-Towns and *Roadwater*

Diversions cannot be passed by either type of vehicle. You must find an alternative route.

Road Works (Red) Place between:-

- Barton in the Beans and Frisby on the Wreake
- *Stratton Strawless* and *Scrooby*
- Vobster and *Virginstow*

To pass through a Road Works you must throw a 9 or more. Easier for a Motorbike as they are throwing 3 dice.

Speed Traps (Blue) Place between:-

- Jump and *Knook*
- Olivers Battery and *Irby in the Marsh*
- *Piddletrenthide* and *Twentyheads*

To pass a speed trap you must throw a 9 or less. This is easier for a Van as they are only throwing 2 dice. Note it is the dice throw that is important for passing blockages, not the distance you decide to move.

The 2 packs of cards (i.e.) Town Cards and Delivery Cards should be separated, shuffled and put into the

appropriate wells in the plastic moulding in the box.

Initially 4 parcels are placed on the Board at Barton-in-the-Beans, Eccup, Ruyton-of-the-Eleven-Towns and Three Holes.

More parcels are introduced to the game each time any player throws a 6 on the dice. See below for details.

The Play

Each player throws 3 dice to determine who will go first. Highest wins. Play progresses in a clockwise direction.

The first player rolls 2 dice if driving a Van, or 3 dice if riding a Motorbike.

If there is a 6 showing, the player turns over the top Town Card to determine where a new parcel is to be placed. If there is more than one six, turn over more Town Cards to place the parcels. The Town Cards are placed in a discard pile.

There are now a number of options open to you. Each Town and Village counts as one space and you can move up to the total number showing on the dice. If you have space on your vehicle to pick up a parcel, move to the nearest Town that has a parcel requiring delivery. (As this is the start of the game you certainly will have space).

If you arrive at a Town with a parcel you can collect the parcel, pick a Town Card from the top of the pack and place it face up in front of you with the parcel you are delivering on top of it. This is where the parcel is to be delivered to. This ends your go even if you have not used the total number rolled on the dice.

If you already have a parcel to deliver, move towards the destination via the best route avoiding the blockages. If you have too many to pass a Speed Trap or not enough to pass a Road Works, then you can only move to the Village or Town immediately before it. This is then the end of your go.

If you reach your destination take a Delivery Card to see if the delivery has been a success. In which case discard the Town Card but keep the parcel counter as your score, then follow the instruction on the delivery card. **Note:** It is not allowed to block-in or isolate a Town or *Village* completely when moving diversions. (i.e.) It must always be possible to reach all destinations even if it is by a rather long route. It is useful if one team member keeps all the delivered parcels so that the

score can be seen. If the delivery is a failure, discard the parcel as well as the Town Card and follow the instruction on the Delivery Card. Generally at this time you should also discard the Delivery Card, but where there are instructions that need to be remembered until your next turn, the card should be retained as a reminder.

If you cannot reach anywhere useful, just move as far as you can towards your destination. Remember that a Van already carrying one parcel can pick up a second. Also note that if you move to the same space as your team mate you can exchange parcels with that vehicle provided that you do not exceed the vehicle parcel limits. An exchange of parcels ends your go.

If there is more than one parcel at a Town you can take as many as you can carry. Take the corresponding number of Town Cards to determine your destinations.

If during the round a parcel has appeared at the Town at which you are located and you want to pick it up you roll the dice just in case there are any sixes, but you do not move.

If you deliver to a Town that has a parcel ready for collection you deliver your parcel first and then if you have space you can pick up the new parcel.

When your Team has delivered the required number of parcels all Team members must get back to Home Base to win the game. Note all parcels collected must be delivered, so if you have picked up a spare it will have to be delivered before you can return to Home Base.

Special notes when playing as Individuals

When playing as individuals each player has both a Van and a Motorbike. A player can decide to move either vehicle at each go.

The collected parcels and Town Cards have to be carefully placed in front of you to make it clear which parcel is with which vehicle. Any delivery card penalties apply only to the vehicle incurring them. So if for example a Van had to miss a go the player would still be able to move the Motorbike.

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