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# ***PACK & STACK***

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RULEBOOK





## Game Introduction

*Pack & Stack* is a party game that requires quick reflexes and hands-on action. In the game, you play the role of a hardworking employee of a moving company. Receive your load, pick a truck, and try to load it as perfectly as possible. Your boss will grade you based on how effectively you use the space in the truck. Points will be taken if there is empty space left or boxes failed to load. Whoever fulfills the task perfectly gets a bonus! At the end of the game, the player with the most points wins.



## Game Components



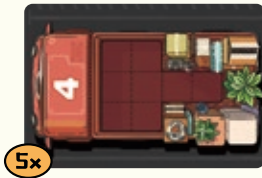
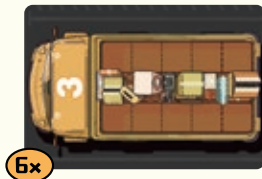
Die x 5



Reward card x 3



## Truck card x 36



## Points taken x 69



## Wooden box x 96





## Game Set-up

- 1 Shuffle all the Truck Cards into a face down draw pile, place it in the center of the table.
- 2 Give each player 75 points' worth of tokens (50 x 1, 10 x 2, 5 x 1)。
- 3 Place the rest of the tokens and all the Wooden Boxes next to the draw pile for game use.
- 4 Choose the youngest player to be the starting player, place the 5 dice in front of them. Now the game begins!





## Game Goal

At the end of the game, the player with the most points wins!

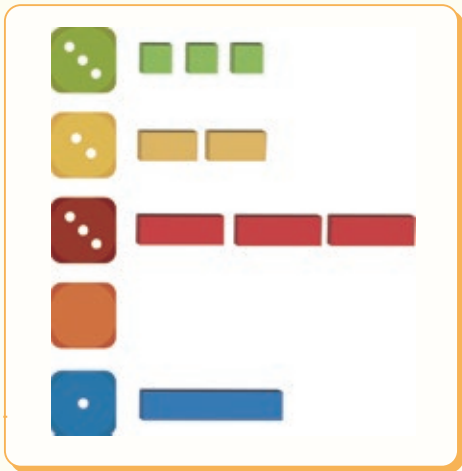


## How To Play

### 1. Receive load

Starting with the youngest player, each player rolls the **5** dice. Each die shows the number of Wooden Boxes in the corresponding colour that the player has to take.

Example on the right: The player who rolled the dice take 3 green Boxes, 2 yellow Boxes, 3 red Boxes, 0 orange Box, and 1 blue Box.



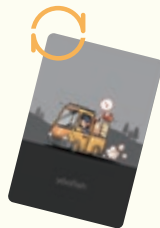
## 2. Pick a truck

- 1 Draw Truck Card** Each player draws 2 Truck Cards (in a 5 or 6 players game draw 1). Place the cards face down in front of them.
- 2 Flip the card** After everyone has drawn their cards, all players simultaneously flip their cards over so that everyone can see.
- 3 Pick a truck** Each player now looks at the other player's Truck Cards, picks 1 card and grabs it as fast as possible. This will be your truck for this round. If you don't want the cards in front of the others, you may take the top card from the draw pile.



### Note:

1. Players can NEVER take a Truck Card that is in front of themselves.
2. The last player to grab a card must discard that card and take the top card from the draw pile.

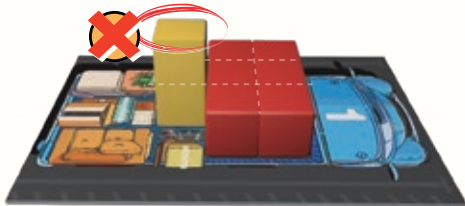


### 3. Load the truck

Each player tries to load their Wooden Boxes onto the Truck Card (Boxes can be placed standing up) following the 2 rules below:

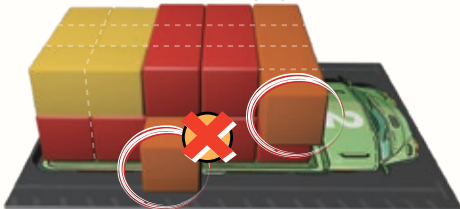
1

The number on the Truck Card shows the number of levels that the truck can carry. Boxes cannot be loaded higher than the level limit.



2

The loading area is marked by the black line on the Truck Card. Boxes must be placed within the loading area and must not be "overhanging".



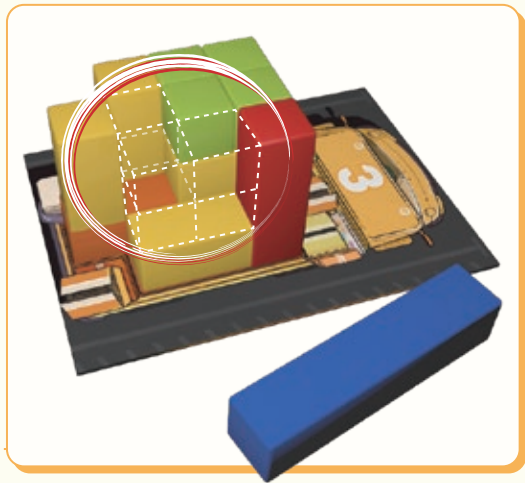
## 4. Count points

After everyone has loaded their trucks, each player now counts their points as follows:

### ① Empty spaces on the truck

Check the number on the Truck Card and count up all the empty spaces left on the truck. For each empty space (the same size as a green box), the player loses **1** point.

Example on the right: The player's truck has a maximum of 3 levels (the number on the card is 3), and there are 6 empty spaces left on the truck (marked by the dotted line). Therefore, this player loses 6 points.





## ② Surplus box

For each Box player fails to load, the player loses twice the Box's length in points.

Length: Green = 1 Yellow = 2 Red = 3 Orange = 4 Blue = 5

Example on the right: This player fails to load 2 red Boxes, therefore he loses 2 (amount) x 3 (length) x 2 (twice) = 12 points.

## ③ The player who lost the fewest points gets 10 bonus points

Each player counts up the points they have lost in this round, and the player who has lost the fewest points gets 10 bonus points!  
If multiple players are tied for the fewest points, each of them gets 10 bonus points.



## 5. Game continues

Return all the Wooden Boxes, discard all the Truck Cards, and start a new round by rolling the dice to receive loads. Repeat this process until the game ends.



## Game End

The game ends as soon as someone has no more points left at the end of a round.

The player with the most points wins the game! (If multiple players are tied for the most points, they share the victory.)

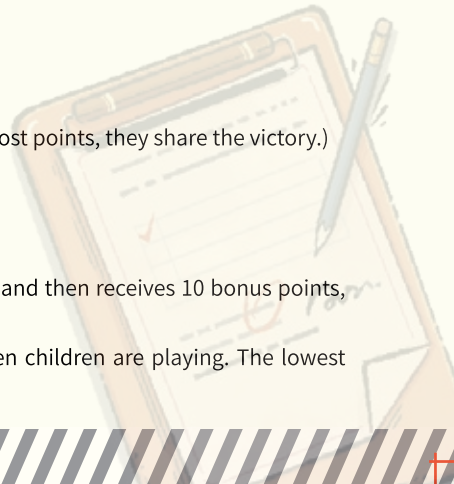


## Other Rules

### ① Count in the negative value

During the points counting process, if a player loses their points to a negative value and then receives 10 bonus points, that negative value must be calculated in the final score.

Players can decide whether or not to calculate the negative value, particularly when children are playing. The lowest value of points can be set at 0.



## ② Optional Rules

The game provides 3 Reward Cards for optional use:

- At the start of the game, place the 3 Reward Cards face down next to the Truck Card pile to form the supply of Reward Cards.
- In each round, if one of the players has not lost any points (by perfectly loading the boxes onto the truck), he or she may draw 1 Reward card and place it in front of them. However, if there is more than one player who has not lost points, none of them can draw the Reward Card.
- Players may use more than 1 Reward Card in one turn. Follow the instructions on the card, resolve its effect, and remove it from the game.
- When the supply of Reward Cards is exhausted, there will be no more Reward for the rest of the game .

### Replacing a Truck

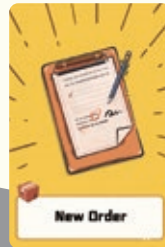
Discard this card after you have picked your truck: You may draw a new card from the Truck Card pile to replace the original one.

### New Order

Discard this card after you have received your load: You may re-roll the dice.

### Voucher

Discard this card when counting points: For each box you fail to load, you only lose points equal to the length of the box (not twice).



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