



Shipping Craze  
Game  
Instruction  
Manual

Game Title: Shipping Craze

# of Players: 4-6

Age : 12+

### Game Overview

Welcome to *Shipping Craze*, a fun and exciting tabletop game where players take on the role of savvy shippers, rolling dice and racing to gather products, buy items, and build the most valuable house before the store runs out of goods. Will you be the ultimate merchant, or will your competitors outlast you?

### Objective

The goal of the game is to build the highest-value "house" by purchasing products from the store with the money you earn. You'll need to gather products, manage your funds, and make smart purchases to outdo your competitors.

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### Game Components

- **Game Board:** Features various spaces where players will land, each linked to a product card and a box flap that reveals the product.
- **Dice (2):** Used to determine how far players move on the game board.
- **Product Cards (40):** Each card features a product and its associated value in money.
- **Store Items (20):** A selection of products available for purchase in the store to help build your "house."
- **Money Tokens:** Represent the cash players receive when they pick up products from the board.
- **Player Markers:** Used to track players' positions on the board.
- **Product Boxes (3):** These hold the store products that players will buy.

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### Setting Up the Game

1. **Place the Game Board:** Unfold the game board and set it up on a flat surface. Make sure everyone can reach all parts of the board.
2. **Prepare the Store:** Lay out the store products in the designated store area on the board. Each product should have a price tag on it.
3. **Distribute Starting Money:** Each player starts with 10 money tokens from the bank.
4. **Choose a Player Marker:** Each player picks a color and places their marker at the "Start" position on the board.
5. **Shuffle the Product Cards:** Shuffle the 40 Product Cards and place them face down in the "Product Deck" on the board.

6. **Decide the First Player:** Choose who will go first by rolling the dice. The highest roll goes first, and turns proceed clockwise.
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### How to Play

1. **Roll the Dice:** On your turn, roll both dice. Move your player marker forward the corresponding number of spaces.
  2. **Land on a Space:**
    - If you land on a space that says "Pick up a Product," draw a Product Card from the deck and look at the product revealed.
    - Lift up the box flap to reveal the product. You will receive the money value written on the card (for example, if the product is worth 5 money tokens, you receive 5 tokens from the bank).
  3. **Use Your Money to Buy Products:**
    - After collecting money from a product card, you may choose to spend your earnings to buy products from the store. Prices for store products are written on the product cards in the store.
    - To purchase a product, exchange the appropriate number of money tokens with the bank and add the product to your "house" (your personal area where you build your collection).
  4. **End Your Turn:** After you have collected a product and/or made purchases, your turn ends, and the next player takes their turn.
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### Building Your House

- **Objective:** Your house is a collection of products you've bought from the store.
  - **Building Your House:** Each player has a designated space to place products they've purchased. As you collect more valuable items, the total value of your house increases. The player with the highest value of products at the end wins the game.
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### Winning the Game

- **End of Game:** The game ends when all products have been bought from the store, or when no player can afford to purchase any more products.
  - **Determine the Winner:** Add up the total value of all products in your house. The player with the highest total value wins *Shipping Craze* and is crowned the best merchant.
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### Additional Rules

- **Store Restock:** If the store is out of products, the game continues with the remaining products. Players may not purchase products if the store is empty.
  - **Bankruptcy:** If a player runs out of money and can't afford to purchase any products, they must wait until they collect more money in future turns.
  - **Double Roll:** If you roll a double, you get an extra turn. However, if you roll doubles three times in a row, you must forfeit your turn to the next player.
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### Strategy Tips

1. **Plan Your Purchases:** Don't rush to buy everything! Sometimes, saving your money to purchase high-value items later will give you an edge.
  2. **Diversify Your House:** Aim for a variety of products. Some products may have lower initial value but can add up when combined with others.
  3. **Keep an Eye on the Store:** Pay attention to what products remain in the store. Being first to buy the last few high-value items could secure your victory.
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### Game Variations

- **Speed Round:** For a quicker game, set a time limit for the store products (e.g., 20 minutes). The player with the highest-value house at the end of the time wins.
  - **Team Play:** Split into two teams, each working together to manage money and products, while still aiming for the highest-value house.
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Enjoy *Shipping Craze*, and may the best shipper win!