

GOIN' POSTAL

Survival Board Game



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GOIN' POSTAL

Hi there!

So you have decided to play GOIN' POSTAL. What is this game about? Put simply, Harvey the Mail Man has lost his mind! Two days ago the government laid him off because of cut backs, his wife left him for the next door neighbor, and his dog got run over by a car. Harvey has been having a really bad week...and he has had enough! Cut backs...Harvey is going to show the world some real cut backs...and the first place he is going to start is at the mail room at his former job at the Post Office.

Sounds nasty doesn't it? Well, the game; GOIN' POSTAL is a game about personal survival. The game is set up for 3 to 8 Players. One of the Players each game gets picked to be Harvey the Psycho Mail Man, while the other Players get to take on the roles of Harvey's former co-workers.

WARNING

This game is only for well adjusted Players that can separate reality from fantasy. If for any reason you as a Player feel that you can not find that defining line between Fantasy and Reality; please put this game back on the shelf so that other well-adjusted Players can buy themselves a copy for their enjoyment. Warning ends here.

PACKAGE CONTENTS

Within this package you will find 8 different colored glass beads (one of them being Black; Harvey's bead) to act as tokens to represent the Players on the game board. You will also find 8 blue glass beads that represent the improvised weapons that the Players that are not Harvey, can use to attempt to stop Harvey from carrying out his murderous rampage of carnage and death. In the package there are Weapon Cards for Harvey and Improvised Weapon Cards for the rest of the Players along with a single 6-sided die. Also included is the laminated game board.



START UP

The easiest way to pick who will be Harvey for the first game is for one Player (who is agreed upon by all of the Players) to secretly write down a number between 1 and 10, then each of the other Players writes down what they believe that number is, the Player that guesses closest to the secret number gets to be Harvey for the first game. The Player of Harvey gets the Black Glass bead and sets it at the first square in front of the door on the game board. The Player that picked the Secret number can not be Harvey for the first game.

The Player that picked Harvey will now set down the BLUE Improvised Weapons tokens on the game board. This Player also places the Psycho Weapons Cards face down and has Harvey pick one at random.

With the Player of Harvey picked and the BLUE Improvised Weapons tokens on the game board, it is time for the remaining Players to pick a colored glass bead to be their tokens that will represent them on the game board.

Once each Player has their token, then each of the Players sets their token on an unoccupied square on the game board.

Important Note: *Players can not start off on the same square as one of the Improvised Weapons.*

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