

# Pick & Pack

By Simon Hunt

An apple-packing game  
for 2 players  
age 8+  
20 minutes

## Overview

In Pick & Pack, the players are working hard to select the best trays of apples with which to fill their four packing crates. The problem is that both players are trying to use the same tray-selection machinery at the same time.

## Goal

Players score points for the number of apples in their crates. Bonus points can be scored for crates marked as Premium. Players may reduce the value of their opponent's crates by marking them as Wholesale. The winner is the player with the highest total score after evaluating each crate of apples at the end of the game.

## Contents

1 Rules Booklet (you're looking at it now)

36 apple tray tiles with 1 to 6 apples pictured on them



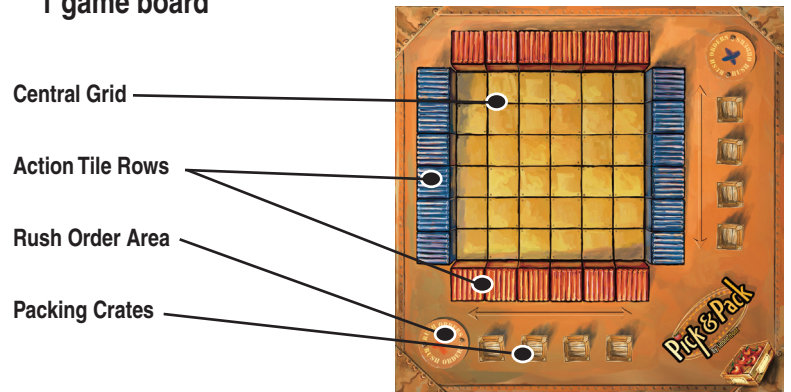
24 action tiles (12 for each player, 2 each of 6 types)



1 "grabber" pawn



1 game board



## Game Setup



## Preparation

### The board:

Place the board on the table in front of the players. One player will play blue, and the other will play red. Players should sit so that their row of packing crates is closest to them.

### The apple tray tiles:

Turn all 36 tiles face down on the table and mix them thoroughly. Now, randomly place the tiles face up on the board in the central grid, one tile per space. There is only one tile with 6 apples in the tray. Place the "grabber" pawn on this tile.

### The action tiles:

Each player now takes his 12 action tiles and places them face up on his action rows, one per space. Players may choose to take turns placing the tiles, or agree to just place them simultaneously.

Choose a player to begin.

# Playing the Game

## Moving the grabber:

On his turn a player may move the “grabber” pawn to another position on the 6 x 6 grid. However, he can only move the grabber in the direction indicated by the double-headed arrow in front of his row of packing crates.



*In this example, the red player can move the grabber to any one of the 5 spaces indicated. The blue player would move according to the other double-headed arrow.*

The grabber can always be moved to a space containing a tray of apples. The grabber can only be moved to an empty space if the player has an unplayed action tile at either end of the corresponding column.

## Grabbing a tray of apples:

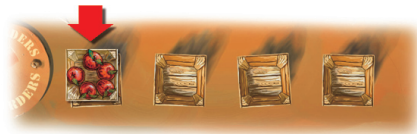
If there is a tray of apples at the selected position, the player “grabs” the tray to add to one of his packing crates. He leaves the grabber on the empty space in the grid. The apple tray just removed must be placed in one of the player’s packing crates — the one which contains the least number of trays. If two or more crates have the fewest trays, the player may choose which of them will receive the tray. Place the tile on top of the crate (forming a stack of face-up tiles).



*The red player chooses to move the grabber to the tray with 5 apples*



*He removes the tile and places the pawn in the empty space...*



*...and places the “grabbed” tray into one of his packing crates*

## Playing an action tile:

If the player moves the grabber to an empty space, he must activate an action tile from one or other end of that column. The different action tiles and their effects are described on page 3.



*The red player moves to an empty space to play an action tile. He chooses to play the “Malfunction” tile, and uses it to flip over one of blue’s “Wholesale” action tiles...*



*Red flips over the “Malfunction” tile to show that it has been used. He then flips over Blue’s “Wholesale” tile.*

# The Action Tiles

Each player has 12 action tiles – two each of the following six types:



## Premium action

To activate this action, the player takes the tile and places it on top of one of his four (still open) packing crates. That crate is now closed and out of play. When scoring at the end of the game, the value of the crate will be twice the number of apples contained within.



## Wholesale action

To activate this action, the player takes the tile and places it on top of one of his opponent's four (still open) packing crates. That crate is now closed and out of play. When scoring at the end of the game, the value of the crate will be half the number of apples contained within (rounded down).



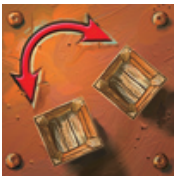
## Rush Order action

To activate this action, the player takes the tile and places it face up in his "Rush Orders" section of the board. During one of his subsequent turns, the player may turn this tile face down to immediately make another move.



## Quality Control action

To activate this action, the player flips the action tile face down in place. He then takes the top tray from any of his opponent's open packing crates and adds it to one of his own (the crate with the fewest number of trays, as usual).



## Order Mix-up action

To activate this action, the player flips the action tile face down in place. He then swaps the top tray from any of his opponent's open packing crates with the top tray from any of his own open packing crates.



## Malfunction action

To activate this action, the player flips the action tile face down in place. He then flips face down either (a) any unclaimed apple tray in the central grid (making it unplayable), or (b) any of his opponent's unplayed action tiles.



## Unplayable spaces:

A player may not move the grabber to an empty space if there are no unplayed action tiles in that column. Nor may he move the grabber to a space which has a face down tray tile on it.

*It is the blue player's turn. He can move the grabber to either of the two trays (the 3 or the 1), or to the empty space to activate either "Quality Control" or "Malfunction". He may not move to either space marked with an X because there are no playable action tiles at the ends of those rows.*

## Game End and Scoring

The game ends when either of the two following conditions occurs:

- One player has all four crates closed with *Premium* and *Wholesale* tiles
- A player has no valid move for the grabber

Players now examine the contents of their crates and score:

- For open crates: 1 point per apple
- For *Premium* crates: 2 points per apple
- For *Wholesale* crates: 1 point per 2 apples (rounded down)

The winner is the player with the highest score.

*Blue's score at the end of the game is as shown. Packing crates marked as Premium score double points. Red managed to mark one of Blue's crates as Wholesale, reducing its value to just 5 points. The "still open" crate scores one point per apple.*



$$18 + 12 + 5 + 8 = 43$$

## Playing Etiquette

Players may examine the contents of their own crates at any time. Players may not examine their opponent's crates.

## Acknowledgements

### Game Design

Simon Hunt

### Playtester Credits

My sincere thanks to the playtesters who helped me in the development of this game: primarily Rich Rollins, but also Kris Hunt, Shoana Hunt, Dave Wooldridge, Sean Grady, Kim Beattie, Kevin Ellingson, Steve Zamborsky, Paul Gerardi, and Zev Shlasinger.

### Graphic Design

Cover Art: Régis Moulun  
Board and Tile Design: Régis Moulun  
Box Layout: Simon Hunt  
Booklet Layout: Kris Hunt

### Published by Z-Man Games, Inc.

6 Alan Drive, Mahopac, NY 10541  
www.zmangames.com

Contact us with any questions, comments, issues  
sales@zmangames.com

© 2007

