Ages 8+

2-4 Players

10-20'

Cramazon

A HURRY UP AND SHIP IT GAME

collaborative real-time puzzle for 2 to 4 players

There once was a very sunny, very peaceful, and very happy jungle. The animals of the pretty jungle had nice lives and did nice things for one another. Aside from the annoying monkeys that always turned up at the worst time to cause mischief, nothing much ever happened in the pretty jungle. Until one fateful day...

BEEP, BEEP, BEEP
Truck noises
BOOOOOM
Boxes scatter everywhere

Ravi Rhino- "What are you doing, you can't drop all these boxes here, there must be a million boxes!"

Delivery Bear- "I got a delivery for...uhhh...well I can't make out the name, but it says 3 Jungle Way. And 3 Jungle Way is right here. Actually... maybe that is an 8? Whatever. You live here? I need someone to sign for these"

Ravi Rhino- "Yeah I live here"

Delivery Bear- "Good enough for me! Pack it up fellas! Let's head home"

Hundreds of trucks drive away

The delivery bear had not delivered a million boxes to the jungle. He had delivered ONE HUNDRED MILLION boxes to the pretty jungle. There were so many boxes it was hard to see the pretty jungle beneath all of the boxes. The citizens of the jungle needed a plan.

Benny Boa- "We have to get rid of all this stuff, we don't even have room to throw it in the trash!"

Lucy Leopard- "What if we sold all of this stuff Online and mailed it away?"

Ravi Rhino- "That could actually work, there's not a lot of room to move around though, we'll have to be creative. "

Macy Macaw- "I know we can do it! We'll just have to work together to cram all the stuff into boxes, deal with the monkeys, keep the bugs away, deal with normal jungle stuff, and mail it out."

Ravi Rhino- "Hmmmm, we'll need a name for our website, what should we call it?"

Benny Boa- "I know what to call it. How about..."

Welcome to Cramazon!

We're very excited to have you and all of our new hires join us for their very first week at Cramazon!

Remember! Working at Cramazon is a cooperative experience!
You need to work with your partner to complete the entire work week!
Your objective is to complete as many tickets as possible at the end of the week you will get a performance review!

Components

Components

- 24 Supply Bin Cards
- 18 Little Ticket Cards
- 10 Big Ticket Cards
- 12 Monkey Cards
- 8 Bugs Cards
- 18 Jungle Cards
- 9 Boss/Schedule Cards
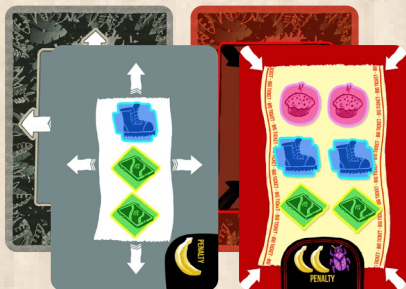- 1 Schedule Board
- 1 Rule Book
- 1 Timer (not included)

PHTEVEN

STARTING DECK

ADD 🍌 PER PLAYER

START OF EACH DAY, FLIP OVER A
RESOURCE -- TREAT IT AS EMPTY

Boss & Schedule Cards

Monkey & Bugs & Jungle Tickets

POUND THE TABLE

BANANA, BANANA, BANANA

PENALTY

LIFT THIS UP

HELP, HELP, HELP

EVERYONE GRABS THIS

PENALTY

SLAP THIS CARD

SQUASH IT, SQUASH IT, SQUASH IT

PENALTY

Supply Bins

Little Tickets - Big Tickets

PENALTY

PENALTY

Day Tracker Crate

2 PLAYER START:
4X   1X   1X

3-4 PLAYER:
8X   1X   1X
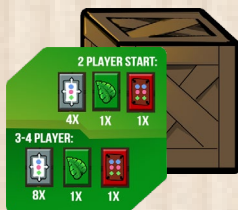
Schedule Board

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY

EACH DAY: ADD PROBLEMS, MOVE CRATE, CHECK SCHEDULE

PROBLEMS
CHECK ICONS ON UNFINISHED CARDS

CRATE
MOVE TO NEXT DAY

SCHEDULE
+1 CARD FROM DAY & ALL PAST DAYS

FOR EVERY 3, +1 MONKEY   FOR EVERY 1, +1 BUG   FOR EVERY 1, +1 JUNGLE

+   +   +   +

GAME END SCORING
AFTER FRIDAY,
ALL UNFINISHED CARDS = 1 DEMERIT.
THEN, ADD SCHEDULE/BOSS DEMERITS.
1-10:   WE BOW TO YOU, APEX PACKAGER
11-15: NO PROMOTION, BUT GOOD JOB
16-20: YOU SURVIVED, BUT AT WHAT COST?
21+:   CLEAN OUT YOUR LOCKER

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Schedule Board-
Place the schedule board to the side of the play area.

ISABELLE

SERIES 1

STARTING DECK
ADD 🐛 PER PLAYER

Choose your boss-
Select one boss card.

TUESDAY

WEDNESDAY

2 PLAYER START:
4X · 1X · 1X

3-4 PLAYER:
8X · 1X · 1X

DAY: ADD PROBLEMS, MOVE CRATE, CHECK SCHEDU

PROBLEMS
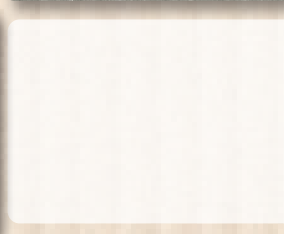CHECK ICONS ON UNFINISHED CARDS

CRATE
MOVE TO NEXT DAY
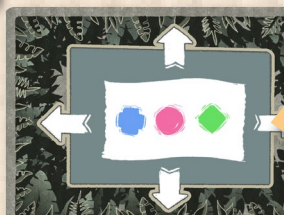
FOR EVERY 3, +1 MONKEY

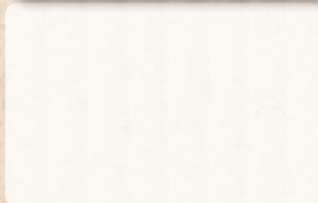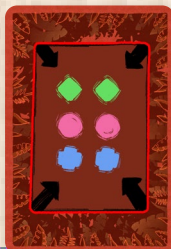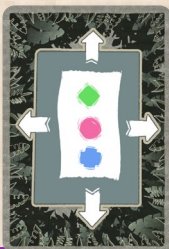FOR EVERY 1, +1 BUG

FOR EVERY 1, +1 JUNGLE

SCHEDULE
+1 CARD FROM DAY & ALL PAST D

+ + + +

4

Pick a Schedule- Flip the remaining bosses and choose a schedule card.

Set up the Ticket Decks- Following the guide on the Schedule, arrange the decks left to right above the Schedule Board. Monday will be the left most deck, Tuesday the second, ect...

THURSDAY

FRIDAY

ULE

GAME END SCORING

AFTER FRIDAY,
ALL UNFINISHED CARDS = 1 DEMERIT.
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DAYS

Build the Ticket Printer Deck-
Cards from here make the Ticket Printer:
Day Tracker Crate Cards
Boss Starting Deck Cards
Monday Deck (1 card).

Load the Ticket Printer-
Shuffle the Ticket Cards and place them face down in the center of the workspace.

Set Up the Supply Bins-
Shuffle the Supply Bin cards. Separate them into 4 equal piles* and place them face up around the Ticket Printer.
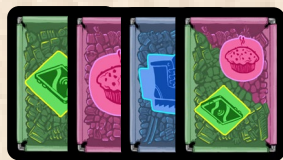
You are now ready to start your first Monday at Cramazon!

*6 equal piles for 3 or 4 players.
For 3 &4 player set up diagram see page 14

Card Types

Supply Bins

Supply bins are used to fulfill tickets. Each supply bin has a different quantity and color of product. Split bins provide both types of products.

Order Tickets

These are the orders placed by customers that need packed into boxes and shipped out. They come in two types- Little Tickets & Big Tickets. Regardless of size though, they all need to be packed fast!
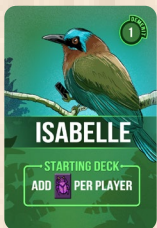
Pests- Monkeys, Bugs & Jungle Tickets

These cards require players to complete challenges to remove them. Until they are removed the printer will be stopped.

Bosses & Schedules

Each Week at Cramazon you will have a Boss and Schedule. This will influence the types and quantity of the tickets you need to complete for the week.

Some Bosses will add extra cards to the ticket printer before the first day of the week. Some have other effects that happen later in the week. The more demerits on the Boss card the more challenging your week will be

Schedules will tell you how to arrange the card on the Weekly Tracker. The more demerits on the Schedule the more challenging your week will be.
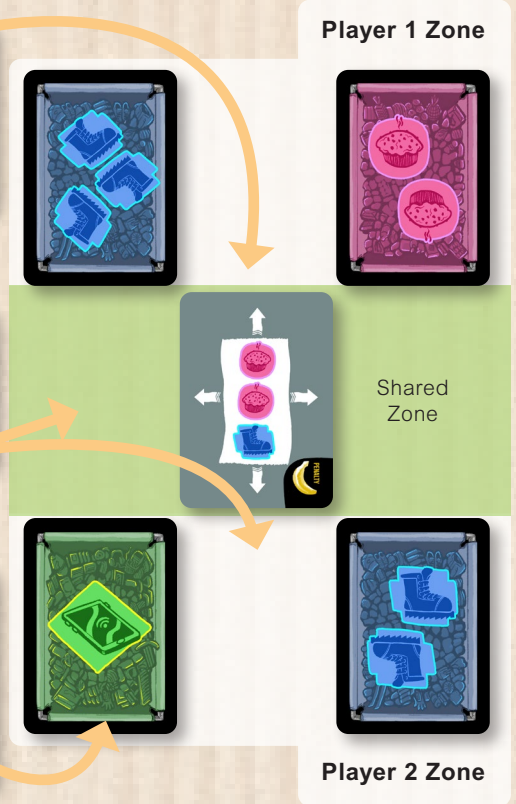
Your Workstation

Your personal workstation is your most valuable tool in fulfilling tickets at Cramazon. Make sure to keep it clean, shoo away the monkeys, and be ready for jungle surprises. Also, because it's crunch time, you'll have to share your most valuable tool with another Cramazon employee. Teamwork makes the dream work!

Player 1 Zone

Ticket Printer- This stack holds all of the tickets that you will need to complete for the day. Tickets are completed either by pulling them into the Packing Zones or fulfilling them directly on the printer.

Packing Zones- The zone closest to you is your own personal packing zone. The Zone between you and your partner is a shared packing zone.

Shared Zone

Supply Bins- These decks are bins with the products you need to fulfill tickets from the Ticket Printer. *You may only use products from the top bin*, so you will need to move your bins quickly to get the correct bin on top of the stack.

Player 2 Zone

WAIT!
Scan this code to watch the Cramazon Orientation video. It will teach you the basics of working your first day at Cramazon!

SCAN ME

*6 equal piles for 3 or 4 players.

How to play

Now that your workstation is set up you're ready to start your first day at Cramazon. A Cramazon work week is "5 days" long. Each "day" takes 1-minute of in game time. You will need a timer to play.

Set the Timer
Set your timer, or Cramazon app on your phone, to 60-seconds.

Start the Timer!
Have one player flip the Ticket Printer face up. Have the other player start the timer. You now have **one minute** to complete all of your tickets for the day.

Pull Tickets!
If a **Little Ticket** is on top of the Ticket Printer move it to a Packing Zone. You may fill all of the packing zones with Little Tickets simultaneously. This is encouraged so you can see what else is on the Ticket Printer.
If a **Big Ticket** is on top of the Ticket Printer leave it on top of the printer.
If a **Pest** is on top of the ticket printer, leave it on the printer, the entire table needs to follow it's directions before it can be removed.
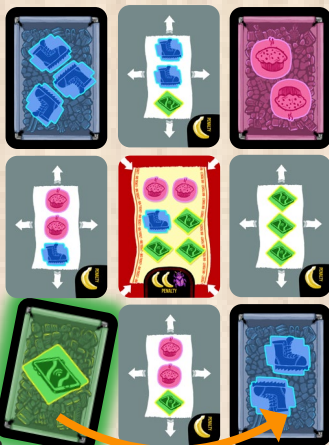
Move the Supply Bins to Complete Tickets!
Each player has access to two stacks of supply bins. If the top bin doesn't have the right color of product, the players may move bins (one a time) left or right to their other supply bin stack.
Players may also **give supply bins to other players**. This is done by picking up the top card from their supply bin stack and moving that card to another players supply stack. *You don't need to ask permission to do this!*

You may NOT take cards from another players Supply Bins! They must give you the card!

Moving Supply Bins and Completing Ticket Examples

Amber

Completing a Little Ticket

Example: *Jan moves the Green 1 to her other supply stack. This reveals a Red/Green supply bin underneath! This completes the ticket closest to Jan.*

Amber

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How to play

Amber

Giving Supply Bins to complete tickets.

Example: *Amber pushes the Red 2 to one of Jan's stacks. This clears Jan's Little Ticket! The ticket is discarded to clear space for the next ticket.*

Jan

Completing a Big Ticket

Example- *Amber and Jan want to complete the Big Order Ticket on the center Ticket Printer. Big Order Tickets can pull from the corner Supply Bin Stacks. They don't have enough Green to complete it, so they decide to dig into their supply bin stacks. Amber passes the Red 2 to Jan, this reveals a Green 2! The Big Order Ticket is completed!*

Amber

Pass!

Jan

Amber

Jan
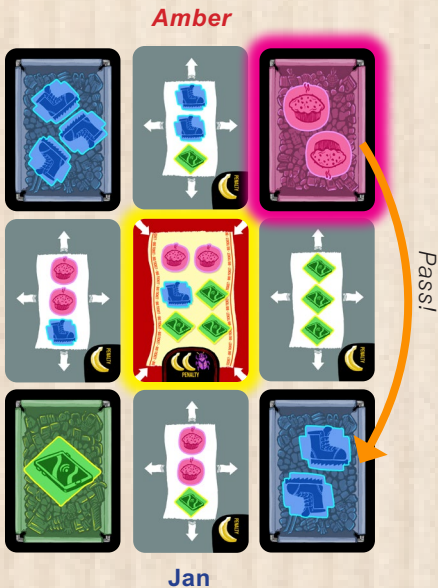
Completed Tickets

When a ticket has the correct number of products in the supply bins adjacent to the ticket, the ticket is completed and can be removed from the workspace. You may have more products in the bin than necessary.

Different Ticket Types

There are variety of tickets you might see during the workday. Here is how to deal with each ticket. Keep those tickets moving!
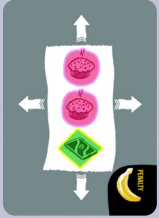
Little Ticket

Where to complete: Personal or Shared Packing Zone
How to complete: When this ticket type appears on the printer either player must move the ticket to their own personal or a shared packing zone. When there supply bins adjacent to the Little Ticket have at least as many products showing as the ticket requires this ticket is complete it can be discarded.

Example: This ticket requires only 2 Blue Shoes and 1 Green Tablet. The Supply Bins adjacent to it has 3 Blue Shoes and 2 Green Tablets. This is more than enough to fulfill this ticket. Remove it from the ticket from the workspace.
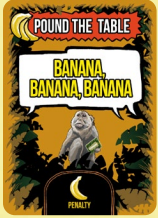
Complete!

Big Ticket

Where to complete: On the Printer
How to complete: When this ticket type appears is stays on the printer. **All 4 diagonally adjacent supply bins can be used to fulfill this ticket!** When the diagonally adjacent supply bins show at least as many products as the ticket requires it can be discarded.

Pest- Monkeys
Where to complete: On the Printer
How to complete: Monkeys must be distracted to get them off the Ticket Printer. ALL PLAYERS must pound the table with their hands (red banner) and shout "Banana! Banana! Banana!". Once ALL PLAYERS have done this discard the ticket.

Pest- Bugs
Where to complete: On the Printer
How to complete: Bugs must be squashed to get them off the Ticket Printer. ALL PLAYERS must slap the Bugs card on the printer with their hands (red banner) and shout "Squash It! Squash It! Squash It!". Once

Pest- Jungle
Where to complete: On the Printer
How to complete: Jungle cards come in a wide variety. After all the Jungle is a dangerous place. However, they all follow the same rules. Like Monkey and Bugs cards, **ALL PLAYERS much do ALL THE ACTIONS** to complete the card.
Red Banner- Do the physical action.
White Speech Bubble- Say the words
Purple Banner- Do the thing like this

DO THIS!   SAY THIS!   DO IT LIKE THIS!

Time's up!
When your day is over (1-minute of game time), it is time to set up for the next day. If today is Friday your week is done and it's time to move on to your performance review. To reset for the next day do the following:

Collect the Tickets- Collect all of the ticket cards from the day you just completed.

Move the Crate- Move the crate on the schedule board forward 1 day. Add 1 Ticket from that days deck and add it to the Ticket Printer deck. Then take 1 Ticket from each previous day worked and add them to the Ticket Printer Deck.

> **Example:** *If you are about to start Wednesday take 1 ticket from Wednesday, 1 ticket from Tuesday, and 1 ticket from Monday.*

Deal with problems- If you had cards remaining from yesterday, you might have earned some extra problem cards for tomorrow. For every:

Bananas- For every 3 banana icons, add 1 Monkey card to the Ticket Printer. This Monkey will be part of your ticket deck for the rest of the game.

Bugs- For every 1 bug icon, add 1 Bug card to your Ticket Printer. This bug will be part of your ticket deck for the rest of the game.

Jungle- For every 1 Jungle icon, add 1 random jungle card to your Ticket Printer. Make sure all players see the card before adding it to the Ticket Deck. This card will be part of your ticket deck for the rest of the game.

Boss Specific Effects- Some bosses required you to add extra cards on certain days of the week. Especially on Monday. Check your boss card and see if they require any extra cards for the day.

Finally, shuffle all of the Ticket Printer cards together, place them in the center of the play area (If playing with 3 or 4 players divide the Ticket Printer stack), you are ready to start your next day at Cramazon!

It's Friday!
After Friday your work week at Cramazon is complete! It's time to see how you performed. Here is how to calculate your final performance rating.

Ticket Demerits- Gain 1 demerit for every Ticket Card on the table after Fridays
Boss Card Demerits- Top right corner of the Boss Card.
Schedule Demerits- Top right corner of the Schedule Card.

GAME END SCORING

AFTER FRIDAY,
ALL UNFINISHED CARDS = 1 DEMERIT.
THEN, ADD SCHEDULE/BOSS DEMERITS.

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11-15:	NO PROMOTION, BUT GOOD JOB
16-20:	YOU SURVIVED, BUT AT WHAT COST?
21+:	CLEAN OUT YOUR LOCKER

Once you know your final Demerits tally, take a look at the Schedule Board to see how you did for the week!

Think you can do better? Want more of challenge? Grab another boss and schedule and work harder next week at Cramazon!

Example- *This was a tough week. The team earned 9 Demerits for the tickets left unfulfilled. 3 Demerits from Phteven the boss and 3 Demerits from the schedule. Total demerits for the week was 15! No promotion but a good job overall!*
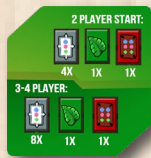
9 Demerits

6 Demerits

3 & 4 Player Setup

Setup

When setting up for 3 & 4 players these are the following differences.

- When building Monday's ticket printer add the tickets indicated on the 3-4 players side of the token.
- Separate the Supply Bins into 6 equal stacks instead of 4 stacks.
- Separate the Ticket cards into 2 decks to create 2 Ticket Printers.
- If 3 Players are playing, one player will cover two zones.

Player 1 Zone

Player 2 Zone

Shared Supply Stack

P1 & P3 Shared Zone

All Players Zone

P2 & P4 Shared Zone

Player 3 Zone

Shared Supply Stack

Player 4 Zone

Shared Zones and Supply Bin Stacks

Players still control the two supply bin stacks in front of them in this mode. However the Supply Stack between 2 players sitting next to each other is shared. Both players may pick up bins from that stack. They will have to work together to complete tickets in the ALL PLAYERS ZONE.

Big Tickets

Big tickets are still completed from the corner supply bin stacks directly adjacent.

Pest Tickets

When a Monkey, Bug, or Jungle card is revealed ALL PLAYERS must follow the directions before the card can be removed.

Credits

Thanks for playing our game!

Game Designers: Jason Hager & Darren Reckner
Illustration: Jason Hager
Writing: Darren Reckner

Playtesters: Jan Hager, Chad Johnson, Jim Tullet. Noah Haught, Clark Hager, Colin Hager, Andy Edmonds, Amber Reckner, Sam Broze. Epic Loot Games Designers Group.

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