

STAMP COLLECTION

Instructions

There's a fine line between a collection and an obsession! Stamp collecting, practiced for over 150 years, seems to be an especially popular hobby.

In *Stamp Collection*, players take on the roles of philatelists collecting rare postage stamps from around the world! The best opportunity for this is a stamp fair, where you can find valuable wonders to enhance your collections. You will also meet connoisseurs who will be delighted to admire and praise your collection. Do whatever it takes to make your album the best!

CONTENTS:

4 player boards
(stamp albums)



6 connoisseur
figures with bases



1 stamp fair board

4 spaces for coins
8 spaces for tiles

88 tiles

36 postage stamps



48 mounts



4 storage slots



24 boxes of chocolates



11 bonus tiles



4 loan tokens



44 coins

24 worth 1

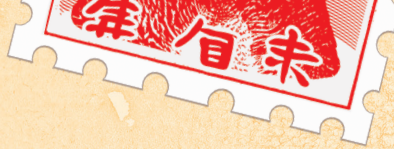


20 worth 5



instructions



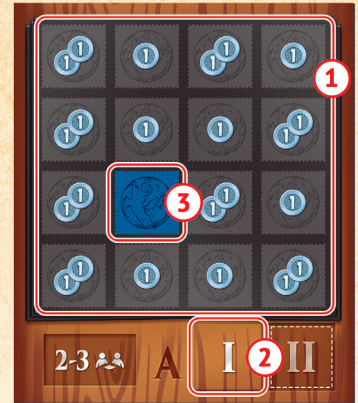


GOAL OF THE GAME

The goal of the game is to collect a unique collection of postage stamps and to display them in your album to score the most points. You score points by filling spaces in your album, by adding specific stamps to your album (fulfilling bonus tiles), and by receiving boxes of chocolates from connoisseurs who admire your collection.







PLAYER BOARDS

Each player has their own album, in which they will create a unique stamp collection. Each album has spaces for 16 stamps **①** and a storage slot **②** that can temporarily hold a stamp before permanently mounting it. Each stamp in the album must be properly displayed, depending on which part of the world it comes from, so each stamp must be placed on an appropriate (same-colored) mount. Each player's album has one pre-printed mount **③**, which functions like an already-placed mount tile.



STAMP TILES

Players will fill their albums with stamps of **6 types**, from different parts of the world:

-  - blue: North America,
-  - green: South America,
-  - purple: Europe,
-  - brown: Africa,
-  - red: Asia,
-  - pink: Australia.

Each region's stamps have illustrations of **4 features** characteristic to that region: animals, plants, buildings, and panoramas.

These decorative illustrations matter for certain bonus tiles. The text and prices on stamps are purely cosmetic.



GAME PREPARATION

1) Place the stamp fair board in the center of the table. Every round, exquisite stamps will be available here. There is also a track that shows the cost to buy a given tile.



2) Shuffle all 88 tiles (36 postage stamps + 48 mounts + 4 storage slots) and place them face down near the stamp fair board.

2a) Draw and place a random tile onto each of the **8 spaces** of the stamp fair board. (The board has 2 separate areas each with 4 spaces; this will matter only for determining when a round ends.)



3) Place the bonus tiles, boxes of chocolates, connoisseur figures, and the coins (the bank) within reach of all players.

4) Place **1 gold coin** (worth 5) onto each of the **4 designated spaces** of the stamp fair.

5) Each player takes a random stamp album board and places it in front of themselves. Use board side A for 2-3 players; use board side B for 4 players.



6) Each player takes 1 gold coin (worth 5) and 1 silver coin (worth 1).

SEQUENCE OF PLAY

The player who last visited the post office starts. Players take turns in clockwise order. On a player's turn, they do **1 of these 2 actions**:

1) **take 1 gold coin** from the stamp fair board

or

2) **buy 1 tile** (stamp, mount, or storage slot) and put it in their album.



Player turns continue in clockwise order until **the end of the round is triggered** (see page 10).

Detailed descriptions of the actions

1) A player doing the first action simply **takes 1 gold coin** (worth 5) from the stamp fair board and places it in front of themselves.

Note:

Players' holdings are public and visible to everyone.



2) A player doing the second action **takes any 1 tile** from the stamp fair board and pays a price depending on the **NUMBER** of gold coins currently on the board. Pay as many silver coins as the current number of gold coins:

if there are **4 gold coins** on the board, pay **4 silver**;

if **3 gold**, pay **3 silver**;

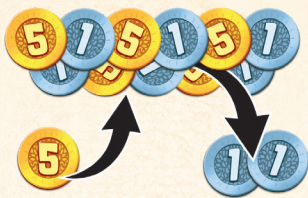
if **2 gold**, pay **2 silver**;

if **1 gold**, pay **1 silver**.

The player pays the price to the bank, making change as needed.

Example:

There are 3 gold coins on the board, so taking a tile costs 3 silver. A player takes a tile and pays a gold coin (worth 5) to the bank and takes back 2 silver coins from the bank.

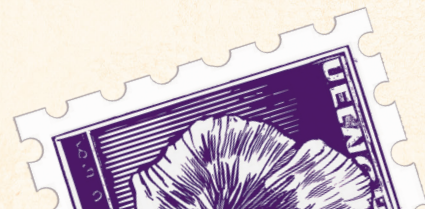


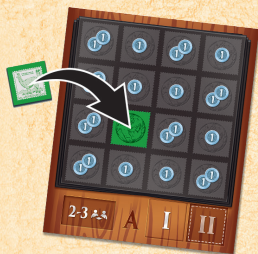
Note:

*If a player does not have enough money to buy a tile, then they **must** do the first action, i.e. take a gold coin from the stamp fair board.*

Note:

*A player can buy **only one tile** per turn!*





After buying a tile, a player **MUST** put it in their album. Once placed on a mount, a stamp cannot be moved; it stays there until the end of the game. But a stamp tile in a storage slot can be moved.

There are 3 types of tiles that players put in their albums:



1) Mounts come in 6 colors, corresponding to 6 regions from which players collect stamps. If a player puts a mount in their album, then they will want a stamp of that mount's color.



2) Postage stamps come in 6 colors of world regions with 4 pictures of regional features (animals, plants, buildings, panoramas). To put a stamp in your album, you first need a **mount** with that color in your album!



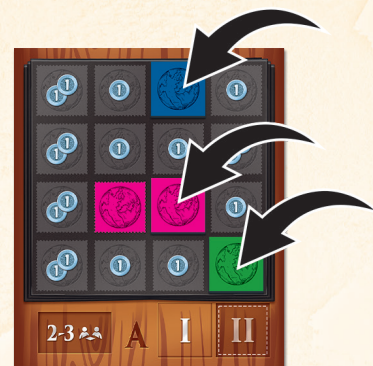
3) Storage slots provide a place to store stamps before permanently mounting them. An album can have at most 2 storage slots; one is already printed on the album board, and one can be added as a storage slot tile.

ADDING TILES TO AN ALBUM

1) Mounts are placed on completely empty spaces on a player's album. An album's first mount of a given color can be placed on any empty space. Later mounts of a color must be placed to **touch side to side with a previous mount of that color**.

Note:

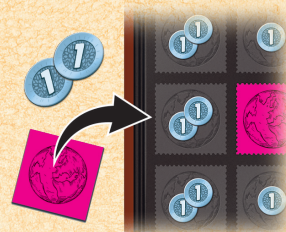
If a player's album has mounts of a given color (tiles or printed), but there are no empty spaces beside any of them, then the player cannot purchase any more mounts of that color!



If a player wants to place a mount on an album space that has a printed price (**1 or 2 silver coins**), then the player must pay this additional cost before placing the mount there.

Note:

*If a player cannot pay this additional cost, they must place the mount on a different (cheaper) legal space, or else they **must** do the first action, i.e. take a gold coin from the stamp fair board.*



2) Postage stamps can be placed only on a mount with the same color, to highlight their aesthetic beauty. Each mount can hold one stamp. If a player does not have an empty same-color mount for a newly purchased stamp, the stamp can be placed in an **empty storage slot**.

If a player has no empty mount with a stamp's color, nor an empty storage slot, then the player cannot buy that stamp.



When a player mounts a stamp in their album, they immediately invite a connoisseur of stamps from that stamp's region of the world (i.e. that color) to come admire it. More information about connoisseurs is on page 7.

Note:

An album can have multiple copies of the same stamp (i.e. same color and feature). Stamp collections often have duplicates, after all, and some specimens are subtly different from others.



3) Storage slots are useful for those special collecting opportunities when a player cannot mount an attractive stamp in their album right now (because they don't currently have an empty mount in its color), or perhaps even simply to deprive a competing collector of a valuable stamp!



Note:

A storage slot can only hold a stamp, not a mount. Mounts must be placed immediately, as described above. You cannot discard a stamp from a storage slot; you can only move the stamp to a mount.



II

Initially, each player's album has 1 storage slot (printed on the player board). But a storage slot tile may appear in the stamp fair. A player who buys a **storage slot tile** adds it to their album (next to the printed storage slot); from then on, the album has 2 storage slots to hold up to 2 stamps.

Note:

*If a player adds a mount to their album when they have a stamp of that color in a storage slot, they **must immediately** move that stamp to that mount!*

CONNOISSEURS

When a player mounts a new postage stamp in their album, it attracts the interest of elite philatelists, who are each eager to admire a specimen from their favorite region of the world. So a player who mounts a stamp in their album takes the **connoisseur figure** of that stamp's color (from the center supply or from another player).



If the player already has a connoisseur admiring their album, then each subsequent connoisseur who comes to a player brings a sweet gift: a box of chocolates! Take it from the center supply. Each box of chocolates is worth **1 point** at the end of the game.

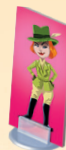
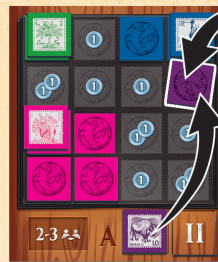
Boxes of chocolates are unlimited; in the rare case that the 24 supplied tokens run out, improvise more as needed.

Note:

Connoisseurs are interested in admiring only beautifully mounted postage stamps! A connoisseur does not come to a player who puts a stamp in a storage slot.

Note:

*If a player puts a stamp in their album and the connoisseur of that stamp's color is already with that player, then the connoisseur does **not** give a box of chocolates. But the connoisseur might wander away to admire another album and then return to this player later, giving a box of chocolates each time he comes (assuming the player has at least one other connoisseur when this connoisseur comes).*



BONUS TILES

Each bonus tile shows a specific set of stamps; completing such a set is a fine philatelic feat. The player who first fulfills a bonus tile's conditions by having the indicated stamps mounted in their album immediately takes that bonus tile and keeps it until the end of the game.

Note:

It may happen that a player has more than one copy of stamp needed to meet the requirements of the bonus tile; there is no additional effect.

If mounting a stamp in an album happens to fulfill the conditions of more than one bonus tile, the player takes **all** the fulfilled bonus tiles!

Note:

Only stamps on mounts can fulfill bonus tile conditions, not stamps in storage slots.

Example player turns:

It is **Paulina's** turn. She buys a pink stamp depicting an Australian panorama from the stamp fair, paying 3 silver coins for it (because there are 3 gold coins on the board). She has an empty pink mount in her album and places this new stamp onto it. She takes the pink connoisseur to admire her new orange stamp. She has no other connoisseurs, so unfortunately this connoisseur does not give her a box of chocolates.

Now it is **Adam's** turn. He also buys a pink stamp (with a kangaroo), also paying 3 silver coins for it. He mounts it in his album. He takes the pink connoisseur (from Paulina). Adam already has the green connoisseur, so the newly visiting pink connoisseur gives Adam a box of chocolates (from the center supply).





Now it is **Tatiana's** turn. She simply takes a gold coin from the stamp fair board. This lowers the price to buy a tile to only 2 silver coins.



Now it is **Tom's** turn. He buys a green mount, paying 2 silver coins. Tom puts his new mount onto an empty space in his album. He puts it on a space showing 1 silver coin, so he also pays that additional cost to the bank. Tom has a green stamp in a storage slot, so he must immediately move it onto his newly placed green mount. So Tom takes the green connoisseur (from Adam); Tom already has 2 other connoisseurs, so the newly visiting green connoisseur gives Tom a box of chocolates. Additionally, mounting this green stamp fulfills the conditions of a bonus tile, so Tom takes that bonus tile! That was a good turn for Tom!



LOANS

The life of a collector leads to difficult decisions when rare specimens appear! Sometimes you must consider taking a loan to afford a special purchase.

When an opportunity too good to pass up appears, a player who lacks sufficient money to buy it may choose to take a loan on their turn. The player takes a loan token and 3 silver coins from the bank, which can then help pay the costs to buy a tile.



Note:

Each player can have only 1 loan tile! But after paying back a loan, a player can take another loan later.

At any time (even during another player's turn or when counting the final score), a player can pay back a loan by paying **4 silver coins** to the bank and returning their loan token.



END OF A ROUND



A round ends when the last (4th) gold coin is taken from the stamp fair board, or the last (4th) tile is taken from one of the two groups of tiles on the stamp fair board. Before starting the next player's turn (and thus starting a new round), do the following:

- 1) Remove any tiles remaining on the stamp fair board and discard them face down on the other side of the board (opposite from the draw pile).
- 2) Put a randomly drawn new tile onto each of the 8 spaces of the stamp fair board.
- 3) Refill the stamp fair board with 4 gold coins.

Note:

After the 11th round, the draw pile will be empty. To prepare the 12th (final) round, shuffle all tiles that were discarded beside the stamp fair board, then deal 8 of them onto the stamp fair board.

END OF THE GAME

When round 12 ends, the game is over.

SCORING

After the game ends, each player counts their points:

- 1) **1 point** for each **box of chocolates** they have,
- 2) **bonus points** from their **bonus tiles**,
- 3) **1 point** for each **album space** with a mount, stamp, or storage slot (tile or printed).

Note:

An album space with a printed mount also gives 1 point, regardless whether it has a stamp tile.



4) **-2 points** for an **unpaid loan**, i.e. for holding a loan token.



The high score wins. In case of a tie, the tied player with the most money wins. If there is still a tie, the tied players enjoy a shared victory.

VARIANT FOR 2 PLAYERS

For a 2-player game, use the following rule changes:

1) An arriving connoisseur gives a box of chocolates if the player already has **2 or more** other connoisseurs (instead of 1 or more).

2) The game end is triggered when any of the following 3 conditions occurs:

- after the 12th round has been played (as usual), or
- when any player has bonus tiles worth a total of 9 or more points, or
- when a player has 16 mounts on their board.



When any of those conditions trigger the end, play to the end of the current round, then end the game and score points as usual.





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