



Tiffin

The Mumbai Lunch Delivery Game

by Jonathan Hager and Rael Dornfest

Players: 2-4 Ages: 14+ Time: 40 minutes

Introduction

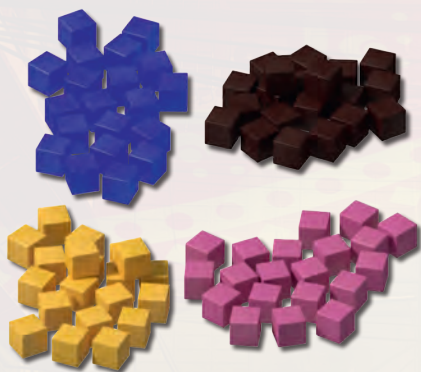
Every day in Mumbai, the bustling financial capital of India, hot lunches are hand-delivered to employees in workplaces across the city. These home-cooked meals, packed in tins called *tiffins* or *dabbas*, are picked up from the customer's home, whisked off by bicycle to a sorting facility, loaded onto carts and wheeled to the train station, loaded onto a train car, unloaded, resorted, routed, and delivered (again, by bicycle) to recipients at work. Each tiffin is carried by multiple *dabbawallas* (delivery people) along the way. Despite more than 250,000 lunch deliveries every day, mistakes are rare.

Overview

Players represent dabbawallas working to deliver tiffins and earn rupees by starting tiffins on a route and contributing to successful delivery of their tiffins and those of other players. The more tiffins delivered on a single route, the higher the payout for each player participating in the deliveries.

Shortcuts speed things up, flat tires slow things down, and an ever-present competitor might get there first. The game ends when all delivery routes are complete and the player with the most rupees is the winner.

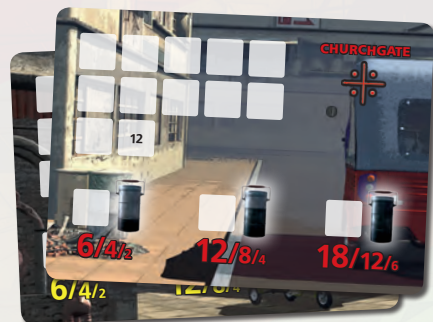
Components



80 Player cubes
in 4 different colors



20 Competitor cubes



10 double-sided
Route cards



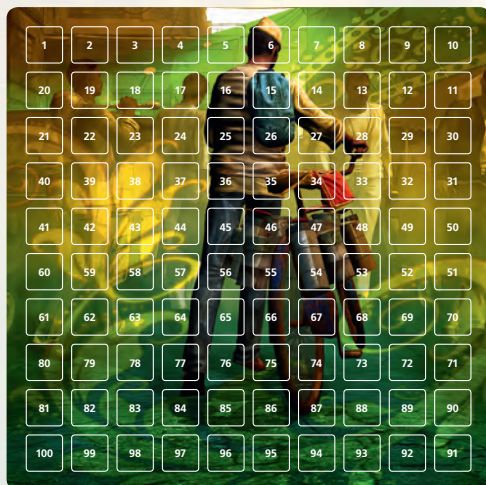
45 Delivery cards



4 Flat Tire cards



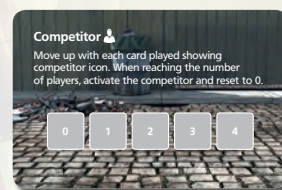
4 Shortcut cards



Score Track



9 Tiffin Tracking cards



Competitor Track card



4 double-sided
Player Reference cards

Setup

1. Have each player choose a color and take the corresponding 20 Player cubes.
2. Give each player a Player Reference card, a Shortcut card, and a Flat Tire card.
3. Place the Score Track in the play area and have each player place one of their Player cubes next to the Score Track.
4. Place the Competitor Track card face up in the play area and one of the Competitor cubes on the 0 space of the track.
5. Sort the Tiffin Tracking cards in ascending order and place them face-up in the play area with the 0 *delivered card* face-up on the top, indicating no deliveries made.
6. Shuffle the 10 Route cards – be sure to flip a few of them back-to-front so they are on a random side. Deal 3 Route cards to the play area and place the remaining 7 Route cards on the table to form a Route Card Draw Deck. The next route will always be visible, but not yet playable.
7. Shuffle the 45 Delivery cards and deal 4 cards to each player. Turn 6 cards face-up in a line in the play area to form the Draft Pool. Place the remaining cards face down to form a Delivery Card Draw Deck.

Play Area



Player's Setup



Start Player

The players should determine the starting player using any random method. Starting with the start player, the players take turns in clockwise order until the game ends.

A Player's Turn

On a player's turn, the player takes **one** of the following actions:

1. Place a tiffin
2. Draft two cards
3. Play a card

1. Place a tiffin

The current player places a tiffin (a cube of their color) on the leftmost open tiffin square. A player may only place tiffins on an *unstarted route*.

An *unstarted route* is one that does not have any progress in the form of cubes toward its distance of 8, 10, 12, 14 or 16. A player may not place a tiffin on a route that is already started – the bicycle has already left.

Upon the route's completion, the player will receive a **delivery fee** (victory points) for the tiffin just placed.

The players that contribute the most to the route's progress will share a **route fee** (victory points).



An unstarted route with three tiffins ready to go

2. Draft two cards

The current player takes two cards – either from the draft pool, draw deck, or one from each. The player adds the cards to their hand. Whenever a player selects a card from the draft pool, it is immediately replaced with a new card from the draw deck before any further cards are selected. If a player has more than 7 cards (not counting the Shortcut and Flat Tire cards), the player now discards down to 7.

A player may take **two** 1 cards from the draft pool as if they were a single card. A player may do this twice on a single turn, if possible.

When the draw deck is emptied, a player shuffles the discard pile and places it face-down to form the new deck.

NOTE: To keep the draft pool fresh, whenever there are 4 or more of the same color card (excluding grey wildcards), the player should discard the entire pool and draw 6 new cards from the draw deck to form a new draft pool.

3. Play a card

The current player plays a Delivery card from their hand to an *active route* and adds cubes to the route's progress track. The card's color must match the route's color. A player may play a grey wildcard on any active route.

An *active route* is a route with one or more cubes on the progress track from a previous turn or one that contains the required tiffins as stated by the Tiffin Tracking card (see illustration). For instance, if the Minimum Tiffins per Route is 2, a player may only play a card on the route after at least 2 tiffins are on that route or after at least 1 tiffin if a 3 card is played.



Minimum tiffins required to start a route

The player adds cubes to the route's progress track. The number of cubes added is the same as the Delivery card's number. For instance, when a player plays a 4 card on the route, the player adds 4 of their cubes. If the number on the card exceeds the number of open squares on the route's progress track, the player only adds as many cubes as there are open squares. For instance, a player can play a 4 card when there are only 3 open squares, but only adds 3 cubes.

After playing the card, the player places it on the Delivery Card Discard Pile.

When playing a 3 card a player may place a tiffin and add cubes to a route on a single turn. The card effect may only be used when a) the route is an *unstarted route* and b) after placing the tiffin, the number of tiffins is at least equal to the Minimum Tiffins per Route.

Two of the Same Card Make a Wild

A player can play two cards of the same rank and any color together as a single wild card of the same rank. For example, a player could play a green 2 and a red 2 together as a single wild 2.

The player still gets the benefit of the card's effect.

Card Effects and Special Cards


Each Delivery card has a special card effect (see "Card Effects Reference").

A player may only use *one* card effect from a Delivery card each turn. For example, when playing a 2 card for its special "Play with another 2..." card effect, a player may not also play a 4 card as a 2 (using its "Play as a 2 of any color" effect). This would use two card effects in the same turn.

The **Special Cards** are the Flat Tire and Shortcut cards. When playing a Special card, the player must play a Delivery card from their hand on the same route. When played, the player still gets the card effect of the Delivery card he or she played.

When a player plays a Flat Tire or Shortcut card, he or she places it face-up next to the route.

The Competitor

On some of the cards, there is a competitor symbol: .

For each card played with a *competitor* symbol, move the competitor cube one space to the right on the competitor track.

NOTE: When combining two cards of the same rank to make a wild of the same rank, if either or both cards have a competitor symbol on them, increase the competitor track by only 1 space.

When the marker on the competitor reaches the number of players, it is the competitor's turn (see "The Competitor's Turn").

Completing a Route

If one or more route progress tracks are full, score the routes (see "Scoring").



The Pink Player adds 4 cubes to the route's progress track

The Competitor's Turn

There is another player in the game – the competitor. The competitor places tiffins and contributes to routes. They do not score, but they will influence the value of a route and can knock a player out of the running for first, second, or third place.

When the competitor track reaches the same number as the number of players (2 in a two-player game, 3 in a three-player game and 4 in a four-player game), it is the competitor's turn.

The competitor, if triggered, takes their turn **before** any routes are scored.

The player who triggered the competitor performs the competitor's turn as follows:

1. Turn over the top two cards of the Delivery Card Draw Deck.
2. For each card matching the color of one or more of the face-up route cards:
 - a. If the route is *active*, add as many competitor cubes to the route's progress track as the number on the Delivery card.
 - b. If the route is not yet *active*, place one of the competitor's cubes on the left-most open tiffin square on that card.
 - c. Repeat for each of the matching routes.

*NOTE: Grey wildcards match **every** face-up route card. If the cards flipped do not match the color of any of the face-up route cards, nothing happens in the above step.*

3. Place the two Delivery cards face-up in the Delivery Card Discard Pile.
4. Reset the Competitor Track to 0.

The Competitor symbol may appear on more than one card played by a player, taking the Competitor track beyond the number of players. In this case, move the cube on the Competitor's track up again after resetting to 0 to account for the extra competitor symbols.

For instance, in a three player game with the Competitor Track at 2, a player plays three 1s, each with a Competitor symbol. The competitor track would move up to 3, trigger the Competitor's Turn, and then move up once again to 2 to account for the extra competitor symbols.

When the current player or the competitor completes one or more routes, proceed to Scoring.

NOTE: Ignore the competitor symbols and card effects on the two revealed Delivery cards. The two Delivery cards are only used for placing the competitor's tiffins and adding to the route's progress.

Example of the Competitor's Turn

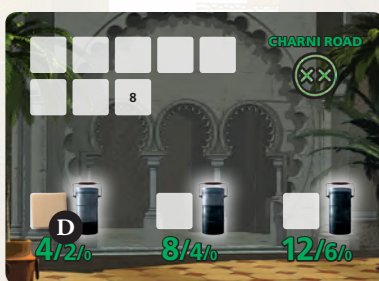
In the illustration below, a yellow 2 card and a wild 3 card are revealed as the competitor's cards. **A**

The yellow 2 card adds two of the competitor's cubes to the yellow route. **B**

The wild 3 card adds only two more of the competitor's cubes to the yellow route's progress track because there were only two spaces available. **C**

The wild 3 card also adds one of the competitor's cubes as a tiffin to the green route. **D**

Finally, the wild 3 card also adds three of the competitor's cubes to the blue route's progress track. **E**



Example of the Competitor's Turn



Scoring

When a route's progress track is full, the route is complete and ready for scoring.

When a player completes two or three routes on the same turn – whether by playing two 2s, many 1s, or the competitor taking their turn – score completed routes from left to right. The players discard the top Tiffin Tracking card after scoring each route.

Players score points in two different ways when scoring a completed route:

1. A *route* fee based on their contribution to the completion of the route – doubled or tripled with two or three tiffins.
2. A *delivery* fee for each tiffin delivered – based on the current Tiffin Tracking card.

Each player should add the points they have earned from the *route* and *delivery* fees to their score on the Score Track.

NOTE: The competitor does not score points – but they may change who comes in first, second, or third on the route fee.

Route Fee

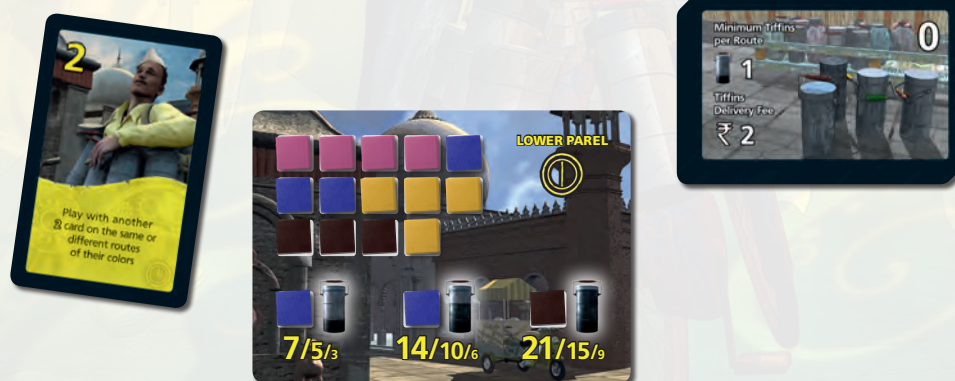
The player that contributed the most to the completion of the route (i.e. has the most cubes on the route's progress track) receives the highest route fee. The player in second place receives the second highest route fee. Finally, the player in third place receives the last route fee. A player coming in fourth receives no route fee.

The route fee for first, second, and third places depend on how many tiffins are on the route. Use the route fee schedule listed beneath the right-most tiffin cube on the Route card.

If two or more players contributed the same number of progress cubes to a route, the player with more tiffins on that Route card breaks the tie. If there is still a tie, the tied player who contributed the earliest progress cube to the route breaks the tie.

Delivery Fee

Players with tiffins on the route receive a delivery fee for each tiffin arriving at the customer's place of business. This fee is higher closer to lunch time – too early and the food will be cold by lunch, too late and the customer will have missed their lunch break. The top Tiffin Tracking card shows how much the player gets for each tiffin as the Delivery Fee.



Scoring

Example of Scoring

In the "Scoring" illustration above, the yellow player has played a yellow 2 card to place the last cube on the progress track, completing the route.

Route Fee: Since there are three tiffins being delivered on this route, the route fees for first, second and third place will be 21, 15, and 9 rupees (victory points), respectively.

The pink player is tied with yellow for first place. Pink and yellow did not have any tiffins in the route, so pink wins the tie for 21 rupees (points) because he or she was earlier on this route. Yellow comes in second for 15 rupees (points). Blue is tied with brown for third place, but Blue has two tiffins being delivered on this route and brown only has one. So blue wins the tie for 9 rupees (points). Brown comes in fourth and earns no route fee.

Delivery Fee: The top-most Tiffin Tracking card shows that each tiffin earns a player 2 rupees (victory points).

Blue gains 4 rupees for the delivery of two tiffins. Brown scores 2 rupees for their single tiffin.

Prepare for the Next Route

1. Each player takes back their cubes from the scored route. Any competitor cubes go back to the competitor's pile.
2. Put any Flat Tire and Shortcut cards played on the completed route into the game box – they are out of the game.
3. Place the completed route card in the Route Card Discard Pile. Move the topmost route card from the Route Deck to the play area to replace the scored route. If you cannot draw a new route because the Route Deck is out of cards, the game ends. See “Game End.”
4. Discard the top Tiffin Tracking card. The newly exposed card may change the Minimum Tiffins per Route and/or the Delivery Fee.

NOTE: The number on the top-right of the top-most Tiffin Tracking card should be the same as the number of cards in the Route Card Discard Pile.

Game End

The game ends when there are no more route cards left in the Route Draw Deck to replace a scored route.

As soon as this happens:

1. The competitor completes the remaining two routes: the competitor's cubes are placed on the remaining open spaces on each route's progress track. If the competitor runs out of cubes, assume any open spaces on a route card's progress track are filled with the competitor's cubes.
2. Score the remaining routes.

While the competitor is likely to knock players down a place or two, the players will score a few points for their efforts and tiffins delivered.

After scoring the final routes, the player with the highest score on the score track wins.

Card Effects Reference

Each card has its own special effect which may trigger when a player plays it on a route.

1. “Play with any number of 1 cards on routes matching their colors OR Play and draft a card.”

When playing a 1, a player may play any number of 1 cards at the same time to any number of *active* routes. Each card and route's color must still match. Alternatively, a player may play a single 1 card and draft a card from either the Draft Pool or Delivery Card Draw Deck.

Play with any number
of 1 cards on routes of
their colors
OR
Play and draft
a card

2. “Play with another 2 card on the same or different routes matching their colors.”

When playing a 2, a player may play two 2 cards on a single turn to either the same or two different active routes. Each card and route's color must still match.

Play with another
2 card on the same or
different routes
of their colors

3. “Optionally place a tiffin on the same route as this card before playing.”

Playing a 3 card is the only way to place a tiffin and start that route on the same turn. This may be the first and only tiffin, the second, or the third on the route. Regardless of number, the route must be *unstarted* before playing and must be *active* after the player places their tiffin. The player must place the tiffin and play the Delivery card on the same route.

Optionally place a tiffin
on the same route as
this card before
playing

4. “Play as a 2 of any color.”

A player may play a 4 card either as a 4 on a route of the same color or as if it were a grey 2 wildcard on any route. As a reminder, a player can only use *one* card effect each turn, so this does not combine with the 2's card effect.

Play as a 2 of
any color

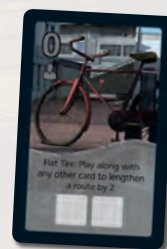
Special Cards

Each player starts the game with one of each of the following special cards and may play them only once per game. The players put Flat Tire and Shortcut cards played into the game box after scoring.

0. “Flat Tire: Play along with any other card to lengthen a route by 2.”

A player may play their Flat Tire card along with any Delivery card on a route of any color. The player must play the Flat Tire and Delivery card on the same route.

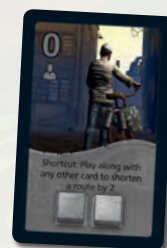
When playing a Flat Tire card, the player places it face-up next to the route. The Flat Tire card provides two extra spaces to the progress track for that route. The player that placed the card may immediately make use of one or both of these extra spaces.



0. “Shortcut: Play along with any other card to shorten a route by 2.”

A player may play their Shortcut card along with any Delivery card on a route of any color. The player must play the Shortcut and Delivery cards on the same route.

When playing a Shortcut card, the player places it face-up next to the route. The Shortcut card cancels up to two empty spaces on the progress track, making the route 1 or 2 spaces shorter. The card does not remove any cubes. Resolve the Shortcut card after the Delivery card.



Artistic License

The real lunch delivery work of the Mumbai Dabbawallas inspired us to create Tiffin, but we took some artistic license to create a fun, playable game.

The dabbawallas work together as a collective. Each dabbawalla earns the same amount – including the elders, who no longer deliver but help with coordination and serve as back-up. In addition to delivering thousands of hot lunches, dabbawallas also collect the empty tiffins and return them to the customers' homes. There's even a program for distributing uneaten food to those who need it.

We included a competitor in Tiffin to introduce an element of unpredictability and suspense. In fact, there is no competition when it comes to lunch delivery in Mumbai: the dabbawalla collective is the only service of its kind.

We are honored to share the remarkable work of the Mumbai Dabbawallas. Find out more at <http://mumbaidabbawala.in>.

Acknowledgements

Special thanks to Ken Hill for developing the game and making sure it works well with two players. Also thanks to Scott Russell for proofreading the rules and finding another dozen typos.

This game would not have been possible without tireless play-testing by many friends. Thank you to Mark Bogdanoff, Greg Borenstein, Benjamin Corliss, Matt Freels, Robin Hill, Rita Humphrey, Jonathan H. Liu, John Palagyi, Scott Russell, Peter Stein, Dale Yu, Kelli and Jeff Williams, Raven Zachary, Mike Zehnal, and Matt Ziltener. Particular thanks to our families who patiently played many broken iterations of the game on its way to becoming Tiffin.

Portland's Game Lab and the Columbus Area Boardgaming Society (CABS) provide venues for gamers and designers alike. Thank you to all the folks that show up at these events, ready to try anything. Special thanks to K.C. Humphrey and Robert LaCosse, organizers of Game Lab 2013 and 2014 and other events where we were able to share and improve our game.

Quick Reference

Setup

- Each player starts with 4 Delivery cards, a Shortcut card, and a Flat Tire card.
- 6 Delivery cards form the Draft Pool. If there are ever 4 cards of the same (non-gray) color, immediately discard all and refresh.
- 3 Route cards are always in play.

Play

Take one of the following actions:

1. **Place a Tiffin** on an unstarted route.
2. **Draft two cards** either from the draft pool, draw deck, or both. Two 1 cards count as a single card. Max hand size is 7 **cards** excluding special Shortcut and Flat Tire cards.
3. **Play a card.** Add cubes to the route's progress track. The card's color and route's color must match. Play two cards of the same rank and any color together as a single wild card of the same rank. Only use one card effect from a Delivery card each turn

The Competitor

For each card played with a competitor symbol, move the cube one to the right on the competitor track. When the cube reaches the **number of players**, it is the competitor's turn.

Scoring

The player that contributed the most to the completion of the route gets the highest route fee. In the case of a tie, the player with **more tiffins** being delivered gets the higher value. If there is still a tie, the tied player who **contributed the earliest** progress cube to the route gets the higher value. The delivery fee for each tiffin increases as the game progresses:

Tiffins Delivered	0	1	2	3	4	5	6	7	8 or 9
Minimum Tiffins	1	1	2	2	2	3	3	3	1
Delivery Fee	2	2	4	4	4	6	6	8	6

Game End

The game ends when there are no more route cards left in the Route Draw Deck to replace a scored route.

If you have any comments, questions, or suggestions, please write to us at:

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