Parcel Switch

A gift factory that needs a little rearranging.



A complete free starter

1–4 cooperating · ages 8+ · 6 sliding-puzzle challenges

Included expansion for House Party: Christmas.

One purchase includes the main game and this expansion. A host can also download during an active All Access membership. No paid guest seats.
Scissors only for the marked piece sheets; ask an adult to cut for children.

Set up, then play.

Cut out the eight numbered parcel tiles and print the board at actual size. Arrange the tiles as shown on your challenge; leave the dash square empty. Slide one neighboring parcel horizontally or vertically into the empty square. Never lift, jump, swap or move diagonally. Restore the goal: 1, 2, 3 on the top row; 4, 5, 6 in the middle; 7, 8, empty below. In a team, take one move each in turn and discuss your route. Record your moves. Each challenge has a verified solution; the host route is a guide, not a limit. Replay to use fewer moves.

What to print

The piece sheet, board and one challenge at a time. Use A4 or US Letter to match your paper. Select Actual size / 100%, single-sided. Print one copy per team. Low-ink editions have the same puzzles and labels.

Make it comfortable

No timer is required. Read aloud if that helps, increase print scale for larger paper, or share the cutting and drawing. Pause between missions. There is no penalty for a hint. Color is decorative: letters, numbers and line patterns carry the rules.

Use the separate host answer file after you finish. It contains full solutions. The host can play by leaving that file closed. This starter includes its answer on the final page.

Your playing pieces

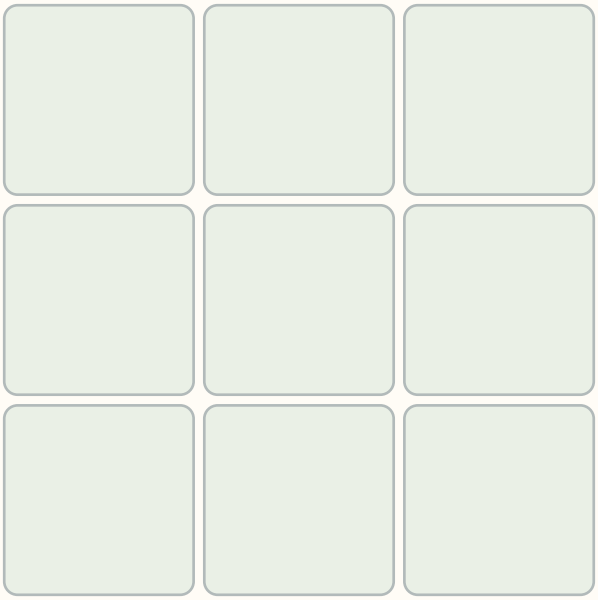
Print at actual size. Cut along the outside borders. Keep this sheet for every challenge.



Cut out the eight numbered gifts. Do not keep the blank square. The full-size empty board is on the next page. Every challenge uses these same pieces.

The parcel tray

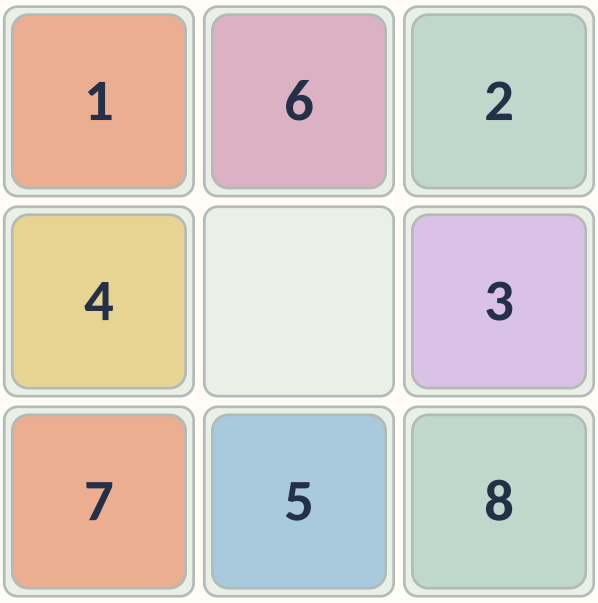
Keep the blank square empty. Slide one neighbor at a time.



Goal order: 1 2 3 / 4 5 6 / 7 8 empty

Delivery shift 1

Copy this arrangement onto your parcel tray, then slide it back into goal order.



Your goal: 1 2 3 / 4 5 6 / 7 8 empty

The host has a verified 6-move route. You may find a shorter one. Count one move for each parcel slid.

Our moves: _____ Our next try: _____

A move we would change next time:

_____

Challenge 1 · answer

Host page. Keep separate until the players finish.

Slide these numbered parcels into the empty square, one at a time:

6 · 2 · 3 · 6 · 5 · 8



The moves were replayed from the printed start to this goal. Other legal solutions are welcome. Hint: undo the last move only when it helps a plan; random back-and-forth moves do not make progress.