



1-2-3-SODA



PLAYERS: 3

TIME: 10-15 MIN

DESIGNER: MICHAEL FOX

GAME TYPE: ECONOMIC, BETTING

Aka: POCARI BET - A quick economic game for three players.

SETUP: Place the vending machine in reach of all players. Give each player 1,000 Yen. Shuffle the two sets of cards separately and place them in the middle of the play area. Place the various bottles near the vending machine. Give one player a crate, returning the remaining crates to the box. This player is the Start Player.

OBJECTIVE: To be the player with the most money after 9 rounds.

GAME PLAY: The game is played in a series of steps as follows:

1. Beginning with the Start Player, take a single card from the top of one of the two decks. Look at it, then place it face down in front of you. This is valuable insider information that only you know about the demands of the soda drinking public!
 2. The Start Player then flips the top card from both of the decks. Find the matching drink bottle / can described and set it aside.
 3. Players will now collect two bottles of their choice from the available selection. Go around the table twice, taking the first three in player order, then the second three in reverse player order, until everyone has collected two bottles.
 4. Beginning with the Start Player, each player will nominate an amount of money up to 300 Yen that they will invest this round. You must invest a minimum of 100 Yen. Move the money you are investing in front of you so it is clear how much you have stated. Example: "I am investing 200 Yen."
 5. Again beginning with the Start Player, state what drink type you are investing in - either a specific colour type or drink type. Example: "I am investing in Blue Drinks" or "I am investing in Short Cans".
 6. When all players have announced their selections, the start player collects all seven drinks and drops them into the vending machine.
 7. Any drinks that fall out will determine how investments pay out. Players now reveal their secret cards. You will receive your initial investment plus the same amount again for each drink of your chosen colour or type that the machine dispenses. If you chose to invest in the drink or colour shown on your secret card and it pays out, you receive a bonus 500 Yen.
 - *If no drinks of your chosen colour or type are dispensed by the machine, you lose your investment and gain no money.
 - *If the Seventh Soda for this turn (as selected by the game) falls out of the machine, the start player loses their entire investment regardless of what else is dispensed. Note: they also do not receive any bonus!
 8. At the end of the round, pass the crate to the player on the left. They are the start player for the next round.
- *If a player runs out of money at any time, they restart the next round with 500 Yen.

GAME END: At the end of the ninth round, whoever has the most money is declared the winner; or, if a player reaches 10,000 Yen at any time, they are immediately declared the winner.

*Remember, some drinks will stay in the vending machine between rounds, so remembering what is in there could mean big payouts! Players may look inside the machine at any time, but may NEVER touch it. Any drinks that are dispensed at any time other than when more are added will be returned to the machine on the next round.

Rulebook Editing: Travis D. Hill



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