

PLAYERS: 2-6

DESIGNER: JAKE & ZACH GIVEN (LAY WASTE GAMES)

TIME: 15-30 MIN

GAME TYPE: DRINK POKER, PUSH YOUR LUCK

You and your friends have stumbled upon a pile of money and a vending machine! Rather than do any number of responsible things, you decide to compete for the riches using the only method you know: Vending Machine Poker. Gamble your way to the top!

**SETUP:** Each player starts off with 1 crate and the following currency: 1x 1,000 yen bill, 2x 500 yen coins, and 3x 100 yen coins. Place the vending machine with your favorite ad in the center of the table. Place all 36 of the various cans in a pile within reach of all players. Line up the Stub Can, Short Can, and Tall Can stock cards, and then place a 100 yen coin above the set. Do the same for the set of Square Sides, Not Tallest, Tallest stock cards, but place two 100 yen coins above the set. Choose starting player at random and the game begins!

**OBJECTIVE:** The goal is to be the last person remaining in the game.

**GAMEPLAY:** On your turn, you must either 'Buy a can' or 'Pitch a can'. If you can do neither, you are out of the game.

**Buying a Can:** Stub Cans, Short Cans, and Tall Cans cost 100 each. Square Sides, Not Tallest, and Tallest cost 200 each. You may buy up to as many cans as your crate has available spaces. You may choose from any of the cans in the pile (that are not in the vending machine). Money used to purchase cans is placed in the center, creating the pot. You may never "make change" with the pot, but you may overspend to take a can. Then, take each of the cans you purchased and place them into the vending machine one at a time. You must place all purchased cans in the vending machine. Any cans that come out are yours to add to your crate. If more cans come out than your crate can hold, you may replace cans in your crate and discard any extras.

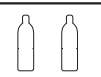
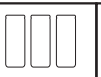

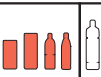
**Pitching a Can:** Rather than buying a can, you may choose to take any number of cans from your crate and put them into the vending machine. Any cans that come out are yours! Unlike buying cans, you may choose to pitch more cans after the first can if you like.

**Placing in the Vending Machine:** You may drop your cans into the vending machine from any height or angle. If you touch the vending machine directly or knock it over while trying to place a can in, you are immediately out of the game. If any of your cans bounce out or otherwise miss the vending machine, they are forfeit and returned to the pile of cans. Cans that are more than halfway out of the bottom of the vending machine count as being fully out and are be retrieved by that player.

If any additional cans come out when removing cans in this way, return them to the pile of cans.

**Calling:** At the end of your turn, you may 'call'. You must take a turn before calling. You may call with any number of cans in your crate, even if you have less than 5 cans. If you have 6 cans in your crate at the end of a round, you automatically call. All other players take one more turn.

After all players have finished, choose any 5 of the cans in your crate to score your hand. Using classic poker ranks, the best hand wins. Important changes noted here:

 HIGH DRINK TYPE	 DRINK TYPE PAIR	 TWO PAIR DRINK TYPE	 THREE OF A KIND	 RUN OF DRINK TYPE	 SAME COLOR	 FULL HOUSE	 FOUR OF A KIND	 SAME COLOR RUN	 FIVE OF A KIND
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- Rather than suits, there are 6 different colors. Flushes can be created by having 5 cans of the same color.
- Refer to the order of the can cards for hierarchy increasing in value from left to right (Stub Cans are the least valuable, Tallest the most valuable).
- 5 cans of a kind is the best hand.

The player that wins the round must empty their crate back into the pile. If they have 6 cans, they may keep the can that was not part of their winning hand. The winner takes all the money from the pot and adds it to their own stash. All other players keep the cans in their crate for the next round.

If winning hands are tied, split the pot. If the pot cannot be split evenly, distribute as much of the pot as possible evenly amongst the winners and leave the leftover money in the pot for the next round. Tied players must empty their crates.

**Ending the round:** Empty any remaining cans in the vending machine back into the pile. The player to the left of the player that called the previous round starts the next round.

**GAME END:** The game is over when only one player remains. Players are eliminated if they are unable to purchase a can and are unable to pitch a can, or if they touch the vending machine or knock it over when placing cans in it.

Rulebook Editing: Travis D. Hill

