



BATTLE SHIPMENT



PLAYERS: 2-4

TIME: 10-15 MIN

DESIGNER: KOTA NAKAYAMA

GAME TYPE: HIDDEN INFORMATION, TACTICS

SETUP: Randomly give each player three cards, returning any remaining cards to the box. Players will now draft 1 card at a time, choosing 1 card and placing it face down in front of them, then passing all remaining cards to the player on their left. This will continue until all cards are chosen.

Place all of the drinks in the center, and all of the crates in a line in the center. Place the yen in a separate pile to be used for end game scoring. The player who most recently bought a drink from a vending machine will start, continuing in clockwise order.

OBJECTIVE: To be paid the most yen at game end, based on your secret cards.

GAMEPLAY: On their turn, a player takes one drink, and adds it to a crate in the center line. After a crate has 6 drinks in it, no more may be added, and it is considered the first full crate and placed aside. Place full crates in a line, in the order they are filled.

After the second full crate, all players must place one of their secret cards from their hand face down in front of them. After the fourth full crate, players must place another of their secret cards from their hand face down in front of them.

GAME END: As soon as the fifth crate is full, the game ends immediately.

SCORING: Players score points based on the first card placed in front of them, the second card they placed in front of them, and the crates filled in a certain order as follows:

1st card placed: 200 yen for each matching drink in the 2nd and 3rd full crates.

2nd card placed: 300 yen for each matching drink in the 4th and 5th full crates.

The player with the most yen is declared the winner! If there is a tie, the player who had the most matching drinks in the 1st full crate between both cards is the winner. If there is a tie, players will share victory.

Rulebook Editing: Travis D. Hill



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