



# CHOCOLATE MILK



**PLAYERS:** 2-8

**TIME:** 15-25 MIN

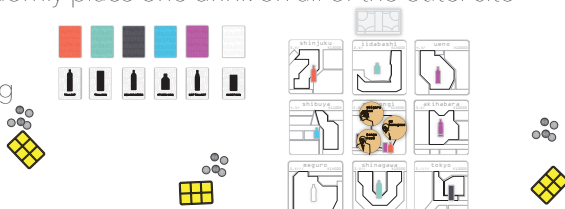
**GAMES REQUIRED:** TOKYO JIDOHANBAIKI (2 copies for 7-8 players) & TOKYO JUTAKU

**DESIGNER:** JORDAN DRAPER

**GAME TYPE:** ECONOMIC MARKET

Chocolate milk utilizes a player-controlled market, along with set collection and selling, to try to profit the most from the vending craze across Tokyo.

**SETUP:** Take 9 site cards from TOKYO JUTAKU and arrange them into a 3x3 grid. Give each player an architect token. Place all of the drinks on the table (if playing with 7-8, only use drinks from a single copy of the game). Place the 6 colored stock cards in a row, and the 6 shape stock cards in a row below that. Randomly place one drink on all of the outer site cards, and 2 drinks on the center card, along with every player's architect token. Give each player 500 yen. Place the vending machine at the top of the grid. Give each player a crate, and place any remaining crates next to the vending machine.



**GAMEPLAY:** Whoever used a vending machine last is the starting player.

On your turn you may do 1 of 3 things:

- Move 1 space away (vertically, horizontally, or diagonally), and purchase a drink for 100 yen. Drop the drink into the vending machine. If it comes out, place it into a crate you own. Then place 100 yen onto the corresponding stock color card, and stock shape card, of the drink you purchased. (For a more strategic game, do not use the vending machine, and immediately receive the drink purchased.)

- Sell drinks to the supply. You will receive payment for the drinks based on a single stock card market price (eg blue, tallest, stub, etc.). The price on the card will be paid for each drink you sell that matches the attribute. Return the sold drinks back to the supply, and then return all yen from the stock card back to the bank.



**USING THE SELL ACTION, THIS PLAYER SELLS 2 MINT DRINKS TO THE SUPPLY AT 200 YEN EACH. THE MINT STOCK CARD THEN RESETS TO 0 YEN.**

- Pay 200 yen to the bank, and take a crate from the supply. The number of crates available for purchase will vary, based on the number of players and copies of JIDOHANBAIKI in use. With an extra crate, it is possible to hold more than 6 drinks, and to score both crates separately for set collection at game end.

**REFRESH:** If a player uses the move action, immediately replace their purchased drink with a new one by either randomly pulling a drink from the supply, or if you have a die, roll for the color (using the stock cards as reference starting on the left) and then for shape (using the stock cards again). If a color or shape is no longer in the supply, simply move to the next available option shown on the stock card to the right.



**ROLL TO REFRESH A PURCHASED DRINK. IF YOU ROLL A 3 AND THEN A 6, THE BLACK SHORT CAN WOULD COME OUT. IF THERE IS NO BLACK SHORT CAN, THE BLACK TALLEST WOULD COME OUT, AND SO ON.**

**GAME END:** The game ends when any player has 6 of the same type or color of drink in one of their crates, or a player has at least 2,000 yen.

**SCORING:** Each crate is scored separately, and may only be scored for either a single color or a single drink shape. Each player chooses a single attribute (i.e. the color red or stub cans) and then counts the number of drinks matching that attribute in their crate. Multiply it by itself and receive a payout. For example, 5 mint drinks would be  $5 \times 5 = 2,500$  yen in payout.

Add your personal yen to the payout you receive from crates, and the player with the most yen is declared the winner!

**Rulebook Editing:** Travis D. Hill



www.jordandraper.com  
talk@jordandraper.com