

# CRATE WARS



**PLAYERS:** 2

**TIME:** 20-30 MIN

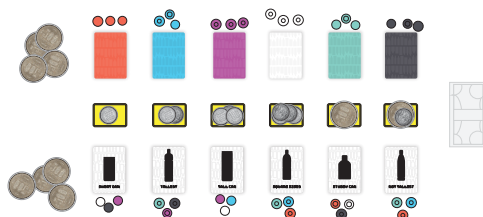
**DESIGNER:** JORDAN DRAPER

**GAME TYPE:** STRATEGY

**SETUP:** Place the 6 crates upside down in a line between the two players. Place 100 yen on the 1st crate, 200 on the 2nd, 300 on the 3rd, and so on down the line ending at 600. Randomly place the 6 color cards face up on one player's side of the crates, and the 6 shape cards face up on the other player's side, aligning both cards on either side with one crate each. Give each player 3 drinks that match each of their stock cards, 18 drinks in total, keeping them in front of the player. These form their supply. Each player takes 4x 500 yen coins. Place the vending machine at one end of the row of crates.

Place the 6 crates upside down in a line between the two players.

The player on the side with the color cards is the color player, while the player on the side with the shapes is the shape player.



For each player, each drink matching the card type adjacent to the crate is worth the yen amount on the crate. For example, if the purple stock card is in front of the 300 yen crate, then all purple drinks on the color player's side count as 3 points toward scoring. If the stub can stock card is in front of the 500 yen crate, all stub cans are worth 5 points toward scoring for the shape player.

**GAME PLAY:** On your turn, you perform one of three actions:

- 1 - Commit and place a single drink from your supply adjacent to a single crate on your side of the crate line.
- 2 - Spend a 500 yen coin to drop all of the placed drinks from a crate on your opponent's side into the vending machine. Return any that come out to the crate they came from; remove and discard any that do not.
- 3 - Spend a 500 yen coin to return all of the placed drinks on your side from a single crate to your supply.

**PASSING:** At any point on your turn, instead of taking an action, you may choose to pass. After passing, you cannot take any more actions, and must discard all remaining drinks in your supply. The other player may then continue taking actions until they also choose to pass.

After both players have passed, points are calculated for each crate one by one: Compare the type of drink (color or shape) with the total amount of matching drinks on that player's side. And then multiply that number by the crate's value. **Example:** The purple card is in front of the 300 yen crate. Each purple drink played on the color player side is worth 3 points. The color player has 2 purple drinks committed to the crate in question on their side, so they receive points equal to the number of drinks multiplied by the value (2 drinks x 3 = 6 points). The player with the most points wins that crate. Turn over the crate and place all drinks committed there from both players inside. If more than 6 drinks were committed, the winning player chooses which of the extra to discard from the game. If both players tie in score, all drinks committed there from both sides are discarded from the game. The winner then places the won crate with the drinks inside on top of the stock card on their side to show ownership of those drinks. \*It may be easiest to place yen equal to the total committed value next to crates while playing the game, to easily identify how much each player has committed there. After all crates have been claimed, go through all 12 stock cards, giving payouts from the bank equal to their yen value. The player with the most of that drink condition is paid. For example, if the blue stock is worth 600 yen, the player with the most blue drinks collected is paid 600 yen from the bank. If both players tie for a payout, neither will be paid. Add up your total yen (including any 500 yen coins that were not spent from the beginning of the game), and the player with the most yen is the winner!

**Rulebook Editing:** Travis D. Hill



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