CREAMED CORN

PLAYERS: 2-7 TIME: 1-5 MIN

DESIGNERS: KERSTIN S (QUALITY BEAST), NICK H (DF), & JORDAN D GAME TYPE: DEXTERITY/1 VS ALL

Race to complete your task first!

SETUP: Put all drinks in a pile. Place a 5,000 yen bill as the starting line. Then, place a 500 yen coin at a distance of two 1,000 yen bills per player. Place all 100 yen coins in a pile behind the 5,000 yen bill. Select one player as the magical golden ball racer, and give all other players a yellow drink crate.



GAMEPLAY: The magical golden ball racer races to make a solid connecting trail of 100 yen coins, from the starting line to the 500 yen piece, picking up only one coin at a time and using only one hand.



All other players race to fill their crate with 1 drink of each type and color, picking up only one drink at a time and placing it in their crate. No player may have a repeat of any drink type or drink color, and must end up with 6 drinks in their crate.

The first player to complete their challenge is the winner!

With 5-7 players, split the crates and players into two separate teams that will communicate and compete against the ball racer. Only one player's crate needs to be complete for an entire team to claim victory for that team.

Rulebook Editing: Travis D. Hill



www.jordandraper.com talk@jordandraper.com