

PLAYERS: 2-6

DESIGNER: DYLAN HOWARD CROMWELL (QUALITY BEAST)

GAME TYPE: ECONOMIC, CRAFTING

Genmaicha is a combination of green tea and roasted brown rice. In this game, players will compete to brew the best blends of this "people's tea"!

**SETUP:** Shuffle all the cards and randomly lay out 9 in a 3x3 grid. Place yen next to cards as depicted, putting 100 next to the bottom row, 200 the middle, 300 the top, then moving around the columns with 400, 500, and 600. Discard the rest of the cards. Put the drinks into the bag or box and mix them up. Give everyone 500 yen. The last person to sip tea will go first.

OBJECTIVE: To have the most yen at the end by brewing the best tea.

**GAMEPLAY:** In Genmaicha the grid of cards is a map of recipes, three horizontal and three vertical. The colors and shapes of the drinks are all considered various ingredients. Each drink itself is a combination of three ingredients, packaged together.

**ROUNDS:** The game takes place over 3 rounds (or 4, in a 2-player game). Each round there is a bidding phase and a brewing phase.

**BIDDING ROUND:** Set out a number of crates matching the player count, and randomly fill them with drinks from the bag (or box) based on the chart below:

	ROUND 1	ROUND 2	ROUND 3	ROUND 4
2 PLAYERS	4 drinks per crate	3 drinks per crate	3 drinks per crate	3 drinks per crate
3 PLAYERS	4 drinks per crate	4 drinks per crate	4 drinks per crate	N/A
4 PLAYERS	3 drinks per crate	3 drinks per crate	3 drinks per crate	N/A
5 PLAYERS	3 drinks per crate	2 drinks per crate	2 drinks per crate	N/A
6 PLAYERS	3 drinks per crate	2 drinks per crate	1 drinks per crate	N/A

Players prepare a blind bid by putting any amount of yen from their stash into their hand. All players reveal at the same time. Any ties are resolved with a follow-up, accumulative bid. Further ties are solved by coin toss. Players will now select a single crate in order, starting with the highest bidder moving down. Take all drinks from the crate chosen.

BREWING ROUND: In the turn order determined in the bidding round, players may use any of their drinks to create as much tea as possible. Each drink can be used as two ingredients, even in separate drinks. Drinks may not be used for the same condition twice. For example, a blue stub can may be used as a blue ingredient and a stub can ingredient, but not two blue or two stub can ingredients. When successfully creating a recipe (a row of three cards), the player receives the amount of yen placed next to the recipe line, and then reduces the amount of yen there by 100 yen (to a minimum of 0). Any used drinks are discarded back to the bag / box.

**GAME END:** After the last round, the player with the most yen is the winner. If there is a tie, the player with the most drinks left is the winner. If still a tie, the players high five and share the win.

**VARIANTS:** The following variants can be played separately, or mixed together for one big Matcha-iri Market Ceremony, if you like.

MATCHA-IRI: In this variant players try to add matcha to their recipes. During setup, place 100 yen between each card on the left column, and 200 yen between each card in the middle and right columns. Players may brew a row and add one extra ingredient from a column that is above or below the recipe. If they successfully add the extra ingredient, they take the amount of yen placed between the cards as a bonus.

**TEA CEREMONY:** Players are trying to add a special ingredient to please an honored guest. During setup the 3 remaining cards should be placed face-down as an extra top row. During the brewing phase players may discard an ingredient that matches one of these cards to take a peak at one of them. During brewing they may attempt to brew a 4 card recipe including a face-down top row card. If they are successful, they will receive an extra 500 yen and flip the card over. If they are not, they discard all drinks used and receive their regular recipe yen, leaving the card face down.

**TEA MARKET:** In this variant players are branding their recipes. If you are the first to brew a recipe you may choose to brand that recipe by placing an ad next to it. Rotate the ad so it's facing you to remember it's yours. Place at least 100 yen on it. Later, when someone crafts that recipe, you will be paid out the amount you placed, and also receive your yen back. Discard the ad.

Rulebook Editing: Travis D. Hill

