GRAPE SODA

PLAYERS: 2-6
TIME: 15-30 MIN

**DESIGNER:** JORDAN DRAPER
GAME TYPE: MODULAR AREA CONTROL

Grape Soda is a game about utilizing a modular grid to take advantage of your opponents' short-sightedness!

SETUP: Place the 6 crates together in a square to make a 6x6 grid. Give each player a full color set of drinks. The player who last drank grape soda goes first.

**GAMEPLAY:** On your turn, you must move a single crate, and place or move a drink.

MOVING A CRATE: You may move any crate before or after you place or move a drink. You must move one crate. Crates may not be rotated, nor break the contiguous body of crates.

X MAY NOT BE MOVED
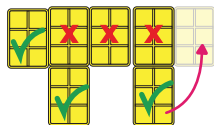
✓ MAY BE MOVED AS THEY WILL NOT BREAK THE BODY OF CRATES INTO TWO SEPARATE SECTIONS

PLACING OR MOVING: To place a new drink, take one drink from your supply and place it into any grid spot, as long as it is not adjacent to a drink of a different color (horizontally, vertically, or diagonally). Optionally, you may move a drink instead of placing a new one. You may move the drink only one space away, either horizontally, vertically, or diagonally. If possible, you may jump over a drink/drinks of another color and collect them for points, as long as you have a space to land in on the other side of the drinks and you do not jump a drink of your own color in the process.
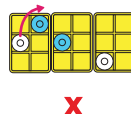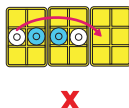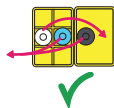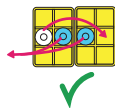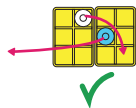
GAME END: As soon as a player has collected the winning number of drinks, the game ends and they are declared the winner! The winning number of drinks is determined by player count:

2 PLAYERS: 3 drinks collected.
3 PLAYERS: 4 drinks collected.
4 PLAYERS: 4 drinks collected.
5 PLAYERS: 5 drinks collected.
6 PLAYERS: 5 drinks collected.

Rulebook Editing: Travis D. Hill