



# KAMIKAZE CANS



**PLAYERS:** 2-6

**TIME:** 15-20 MIN

**DESIGNER:** STEFAN BRAMAN

**GAME TYPE:** ABSTRACT, AREA CONTROL

**SETUP:** Place all 6 crates in a square to make a 6x6 grid. Each player picks one color of drinks and places them in front of them as their stock.

Place the six drink type cards in this order:

**stub can:** place 4 coins above this card

**short can:** place 1 coin below this card

**tall can:** place 2 coins below this card

**square sides:** place 3 coins above this card

**not tallest bottle:** place 2 coins above this card

**tallest bottle:** place 1 coin above this card

**OBJECTIVE:** The goal of the game is to place drinks in the grid to score points. However, cans can explode and destroy bottles. The player who has most points at the end of the game wins.

**GAMEPLAY:** The game is played in turns. Each turn you choose 1 of the following actions:

- Place a drink from your stock in the grid
- Move one of your drinks
- Explode one of your cans

**Placing drinks:** You place any drink from your stock in an empty space on the grid.

**Move one of your drinks:** A drink can move in a horizontal or vertical line as many steps as you want, as long as it stops in an empty space. However, it cannot jump over drinks of the same shape or taller. The length of the drinks is indicated by the order of the cards. The stub can is the shortest and cannot jump over any drinks. The tallest bottle is the tallest and can jump over any drink except another tallest bottle. You can jump over multiple bottles, as long as they are shorter.

**Explode one of your cans:** Instead of placing a drink or moving a drink, you can choose to explode either your short can or your tall can. Both explosions destroy the area around the can, thereby removing all drinks adjacent in any direction (vertical, horizontal, diagonal) from the game.

If this causes another can to be destroyed, that can also explodes before being removed, possibly causing a chain reaction.

**GAME END AND SCORING:** The game ends when one player places their last drink on the grid. Then each player scores points for their drinks in stock and their drinks in the grid.

The points are indicated by the coins above or below the drink cards.

Points for the drinks in stock are scored as positive points for the coins below the card, and as negative points for the coins above the cards.

**Example:** The stub can in stock is -4 points; the tallest can is +2 points.

Points for the drinks in the grid are scored for positive points above and negative below.

**Example:** A tallest bottle in the grid is scored +1 point; a small can in grid is scored -1.

**Rulebook Editing:** Travis D. Hill



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