

# LEMON SQUASH

**PLAYERS:** 2-12  
**TIME:** 15-25 MIN

**DESIGNER:** NICK HALPER (DARK FLIGHT)  
**GAME TYPE:** DEXTERITY

The objective in Lemon Squash is to be the first player to knock over each drink in the correct order.

**SETUP:** Using the 6 yellow crates, prepare a rectangular arena, setting the vending machine at one end. Place a 500 yen piece in the center of the arena. Each player takes a full set of colored drinks, removing the short can, and then randomly places the remainder of the drinks upright anywhere in the arena. Give each player 500 yen. Drop all short cans into the vending machine simultaneously; determine player order from the drinks that traveled farthest from the vending machine. Arrange the color cards in a row in player order. Remove the short can card from the drink stock cards, and then shuffle them. Place them from left to right in a second row below the player color cards. This displays the order that drinks must be knocked over during the game.



P1



P2



P3



**GAMEPLAY:** In player order, each player takes turns flicking their short can, attempting to knock down a drink. The very first shot is always taken from the 500 yen coin. If a player successfully knocks over a drink, they take it and place it on their player color stock card.

It is not allowed to flick using more than one finger; no thumb leverage allowed.

If a player knocks over the incorrect drink, or multiple drinks (including their target drink), they must pay 100 yen to the bank. They do not collect incorrect drinks and must reset them upright in close proximity to where the drinks began. If a player loses all their yen, they must return their collected drinks to the play area, setting them up as before, and take out another 500 yen.

If a player's short can exits the arena, place it back where it crossed the boundary border. After each turn, the player stands their short can upright where it landed.

**GAME END:** The first player to knock over all 5 drinks in the correct order (as shown by the drink stock cards) is the winner! Note: color does not matter, only drink type!

**Rulebook Editing:** Travis D. Hill



[www.jordandraper.com](http://www.jordandraper.com)  
[talk@jordandraper.com](mailto:talk@jordandraper.com)