



LOST BOTTLE



PLAYERS: 2

TIME: 10-15 MIN

DESIGNER: KOTA NAKAYAMA

GAME TYPE: DEDUCTION, TACTICS

SETUP: Place all drinks in the center. Shuffle all of the shape cards together, and randomly place one of them face down at the edge of the table in between both players. Then do the same for the color cards. These cards are now called "hidden cards". Shuffle all of the remaining color and shape cards together, and randomly give 5 cards to each player. The players take one card and discard it face down in front of them, keeping the remaining 4 in their hand. Whoever used a vending machine most recently will start.

OBJECTIVE: To guess both of the hidden cards correctly first.

GAMEPLAY: The active player will choose one drink, and the opponent must now answer "yes" or "no", depending on if it matches a condition of the cards in their hand. If it is a "yes", the opponent takes the drink and places it on top of the face-down card in front of them. If it is a "no", the active player will take the drink and place it on the face-down card in front of them.

GUESSING THE HIDDEN CARDS: At any point on your turn, you may choose to guess the hidden cards. If you guess both the color and the shape cards correctly, you are the winner! If you guess either card incorrectly, the opponent is the winner!

GAME END: If at any point a player has 6 drinks on their card, they must immediately guess the two hidden cards, following the rules stated above.

Rulebook Editing: Travis D. Hill



www.jordandraper.com
talk@jordandraper.com