



MELON SODA



PLAYERS: 2-6

TIME: 10-15 MIN

DESIGNER: JORDAN DRAPER

GAME TYPE: GIVE OR TAKE, SABOTAGE

You are lost in Akihabara! Stumbling past the outfits and arcades, you manage to find your prized gem. The Melon Soda.

SETUP: Each player takes 1 yellow crate, 6 drinks - 1 of each color - and 1,000 yen. Place your starting drinks to the left of your crate, forming your supply. Place the vending machine tower so the front faces all players. Randomly select a starting player and the game begins!

OBJECTIVE: To have the most yen at the end of the game.

GAMEPLAY: On your turn you may perform one of two actions: 1) Add a drink from your supply or 100 yen to the center, which starts the pot or 2) Take the entire pot from the center and then start a new pot by adding a drink from your supply or 100 yen.

PASSING PLAY: After you have performed one of the two actions on your turn, play will pass to the player on your left, and continue this way until a game end condition is met, after which scoring will begin.

TAKE THE POT: If you choose to take the pot, keep all of the yen, and then drop all of the drinks from the pot into the vending machine at the same time. Whatever drinks come out of the vending machine, place in your crate. If your crate is already full, you must keep the drinks that come out of the vending machine, and place them to the right of your crate. These may never be used for the remainder of the game. Then, add either a drink or 100 yen to the pot.

*Note that you are not allowed to take yen from the pot unless you put a drink in the pot afterward. If you do not have an available drink in your supply, you cannot take a pot with yen in it.

GAME END: The game ends immediately when one of three conditions are met: 1) When all but 1 player has filled their crate with 6 drinks 2) A player has run out of yen and drinks from their supply 3) Only 1 player has drinks left in their supply.

SCORING: You will now score all drinks from your crate. Drinks to the left or the right of your crate will not be scored, and are worth -100 yen each.

Count up the number of unique drink shapes, and colors, then multiply that number by the number of players. Multiply this total by 100 yen, and take this amount from the bank.

Each slot in your crate that was not filled is -100 yen to your score, and each extra drink that is not in your crate is -100 yen to your score. This includes unused drinks from your starting supply. Add up your total yen (including any yen left from your starting amount), and the player with the most is declared the winner!

Rulebook Editing: Travis D. Hill



www.jordandraper.com
talk@jordandraper.com