



PURA



**PLAYERS:** 1  
**TIME:** 15-1500 MIN

**DESIGNER:** JORDAN DRAPER  
**GAME TYPE:** SOLITAIRE, SORTING

In Pura you play as a recycling sorter, looking to make sense of the many bottles and cans that have been turned in for recycling.

**SETUP:** Place the six crates in a 3x3 grid, randomly pull out drinks one by one from the box lid and fill the crates with all 36 drinks. If any crates have more than 3 of a single shared element in them (color or shape), you must swap one of the drinks causing this condition with another drink in a neighboring crate. Once these conditions are met, make a pile of 10x 100 yen coins and 3x 500 yen coins. Place the 12 stock cards and vending machine at the top of the play area.



**OBJECTIVE:** To get all 36 of the drinks onto the stock cards without running out of money, or having any drinks stuck in the vending machine.

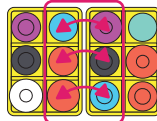
**GAME RULES:** You may freely rearrange the crates however you like, as often as you like, including rotating crates.

**100 YEN COIN:** Spend a 100 yen coin to do one of the following:

- Remove all the drinks that match a single stock card condition from a single crate. For example, remove all of the blue drinks, or remove all of the tall cans, from a single crate. Place the removed drinks on the stock card chosen. If you manage to remove 6 drinks at once, take 300 yen from the spent supply pool of 100 yen coins.
- Swap any or all drinks from a single side of a crate with a single side of another crate that is directly adjacent to it. This means up to 2 drinks could be swapped on the short side of the crate, and 3 on the long side.



IT IS POSSIBLE TO SWAP UP TO 4 DRINKS ON A SHORT SIDE, OR 6 DRINKS ON A LONG SIDE. ALL SWAPS ARE STRAIGHT ACROSS, AND THE QUANTITY SWAPPED IS OPTIONAL.



**500 YEN COIN:** Spend a 500 yen coin to take an entire crate of drinks, and drop them into the vending machine simultaneously. Place all drinks that come out onto a matching stock card. If a drink gets stuck, it may be possible to spend another 500 yen coin to drop in more drinks and knock it out. If any drinks are stuck in the vending machine after spending your last 500 yen coin, you lose the game. Thus, it is best to save your 500 yen coins if possible.

**GAME END:** If you manage to sort all 36 drinks onto the stock cards, you win! Add up all yen you did not spend, and this is your end score. If you ran out of yen without sorting all of the drinks, or if any drinks are stuck in the vending machine and thus not sorted, you lose the game. Please try again.

If you are a master of recycling sorting, try starting the game with only 8x 100 yen coins and 2x 500 yen coins.

**Rulebook Editing:** Travis D. Hill



www.jordandraper.com  
 talk@jordandraper.com