



# PURA PURA



**PLAYERS:** 1

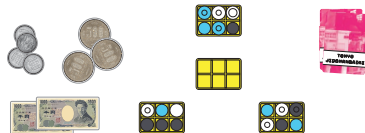
**TIME:** 10-15 MIN

**DESIGNER:** TRAVIS D. HILL  
**GAME TYPE:** SORTING, PUZZLE

Someone mixed up all of the drinks and it's up to you to get them sorted into their correct crates before time runs out!

**SETUP:** Place 3 crates in a triangle in front of you, and place a 4th crate in the center of it. Make separate stacks of 4x 100 yen, 3x 500 yen, and 2x 1,000 yen pieces. Take the 12 stock cards and randomly return any 3 color cards (and the matching drink pieces) to the box. Shuffle the remaining 9 cards into a face-down draw pile. Take all of the remaining drinks (6 each in 3 different colors) and randomly place them into the 3 outside crates. If you want to use the vending machine to randomize, do that! Make sure there are no more than 3 drinks of a single condition per crate. If there are, swap drinks between crates until resolved.

**GAMEPLAY:** Flip the top card of the draw pile; the card will tell you what shape or color of drink you must move. Move that drink to an open space in any other crate.



When moving, the drink must stay in the same position from its current crate to its new crate. **Example:** You draw the stub can card. You take the green stub can from the top left of its current crate and place it in the top left spot of its new crate. The drink can be moved between any of the 4 crates.

Continue until you can draw no more cards. This signifies the end of the round. Discard one of the 100 yen pieces and shuffle the deck, forming a new draw pile.

**SPECIAL ACTIONS:** Any time before, during, or after you move a drink, you may spend yen to perform a special action.

- Discard a 500 yen piece to move a drink to an empty adjacent space in the crate. Cannot be moved diagonally.
- Discard a 1,000 yen piece to swap the positions of 2 drinks in the same crate.
- Once you run out of yen, you may not take that special action.

**GETTING PAID:** If you draw a card where all of the matching pieces are in their correct crate, set the card aside. At the end of the round, before reshuffling, you may "spend" each card to return discarded yen you used for special actions. Each card counts as 500 yen. You may not spend it to return 100 yen pieces. You may set aside multiple cards this way and return multiple denominations of yen.

**Example:** You draw a yellow card and all of your yellow drinks are in the same outside crate; you set aside the card. At the end of the round, you use that card to return a discarded 500 yen piece to its original stack of yen. Then, you shuffle the card back into the draw pile.

**GAME END:** When the final 100 yen piece is discarded, the game is over and you lose. To win, separate the 3 colors so that the 3 outside crates contain only 1 color of drink before discarding the last 100 yen piece. Once each crate is completed, the game ends immediately. Count the yen you have not discarded, including set aside cards, and that is your score. You begin with 3,900 yen, so the closer you get to that total, the better you did!

## VARIANTS:

Too hard? Add a 100 yen piece to give you an extra round; the other rules remain the same. Too easy? Add a 100 yen piece to give you an extra round, but all drink shapes must match the exact space in their crates (your choice) with all other drink shapes in other crates.

**Example:** All Tallest must be in the top left, stub cans in the bottom right, etc...

Too chaotic? Instead of winning by filling the outside crates, you win by having like-colored drinks in any 3 of the 4 crates.

Too simple? Add an additional crate (or two) and another color (or two) to the mix. For each crate/color added, add 100 yen to the time stack.

**Rulebook Editing:** Travis D. Hill



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