

UNLAWFUL DUMPING



PLAYERS: 3-6

TIME: 30 MIN

DESIGNER: HOJO TORYO

GAME TYPE: TAKE THAT, DEDUCTION

SETUP: Randomly choose a start player. Depending on player count, each player receives a different number of drinks. Beginning with the start player and continuing clockwise, give each player a number of drinks based on the chart below. Return any extra drinks to the box.

3 players: 8 bottles (start player), 10 bottles, 12 bottles

4 players: 7 bottles (start player), 8 bottles, 9 bottles, 10 bottles

5 players: 5 bottles (start player), 6 bottles, 7 bottles, 8 bottles, 9 bottles

6 players: 3 bottles (start player), 4 bottles, 5 bottles, 6 bottles, 7 bottles, 8 bottles

Each player then receives the following yen:

3 players: 1,500 JPY

4 players: 1,000 JPY

5 players: 700 JPY

6 players: 500 JPY

Shuffle together all stock cards. Randomly deal two to each player. The player chooses one, keeping it face down, and discards the other. The discarded cards and remaining unused cards are then shuffled and placed as a draw pile. Players then take turns in clockwise order, starting from the player with the least number of bottles.

GAMEPLAY: On the active player's turn, all non-active players choose and give one drink from in front of them to the active player. For 3 players, they will give two bottles instead. Then, the active player reveals their card, and counts the bottles given to them that match the card. The active player pays 100 yen per matched bottle to the bank. The active player then discards their card, and draws a new one. Play continues to the left.

*If the draw pile runs out, shuffle the discard pile to make a new one.

GAME END: When one player has no yen remaining, the game ends immediately.

The winner is the player with the most money. If there is a tie, the winner is the player with the least bottles.

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