



PLAYERS: 2-6
TIME: 5-10 MIN

DESIGNER: STEFAN BRAKMAN
GAME TYPE: MATCHING, TAKE THAT

SETUP: Each player picks one or more colors, depending on player count, and takes the matching stock card(s).

2 player: 3 colors

3 player: 2 colors

4-6 player: 1 color each; any extras remain neutral

Randomly place all the drinks in a 6x6 square, with roughly 1 inch in between all drinks. Designate one edge of the grid as the bottom and place an empty crate.

OBJECTIVE: The goal of the game is to collect bottles by picking them from the square. Picking bottles will give you points, but be careful... some are worth negative points: All the bottles and stub **of your own color** are 1 point
 All the bottles and stub **of another color** are 0 points, but can cancel minus points. The small can is minus 1 point - requires one bottle or stub can to be cancelled out. The tall can is minus 2 points - requires two bottles or stub cans to be cancelled out.

GAME PLAY: The game is played in turns. Each turn a player first chooses three connecting drinks (either horizontally or vertically). Out of the three drinks you choose, two of them must match the color of a player (you or an opponent). You cannot choose three drinks of which a neutral color has the majority.

From those three drinks, you choose any two of them and give them to the player who had the color majority. You do not have to pick the two drinks of the same color. These drinks can be positive points or negative points, depending on the drinks taken.

Then shift all the drinks towards the crate first and then left, until there are no "gaps" in the square. Play passes to the player on the left.

GAME END AND SCORING: If there are no more drinks to pick, or no player is allowed to pick any more drinks, the game ends. Each player now counts the amount of points. The player with the most points wins the game!

Rulebook Editing: Travis D. Hill



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