



JASMINE TEA



PLAYERS: 2-6

TIME: 25-35 MIN

DESIGNER: JORDAN DRAPER

GAME TYPE: ECONOMIC, INVESTMENT, BETTING

In Jasmine Tea you will bet and invest in drinks. The winner is the player with the most yen at game end!

SETUP: Place all 12 stock cards face up in the center of the play area. Place all drinks in a pile next to the vending machine, and give each player 2,000 yen. The game takes place over a set number of rounds (5 rounds for 2 players, 4 rounds for 3-4 players, 3 rounds for 5-6 players). Have a blind bid to determine the starting player, only the winner pays their bid to the bank. In a tie, the highest bidders take their yen back and re-bid against each other.

GAMEPLAY: On your turn, you may perform 1 of 3 actions:

- Purchase any stock card from the center that does not contain a bet.
- Place a bet onto any stock card(s).
- Purchase a drink(s) that will be set aside to be dropped into the vending machine at the end of the round.

After the starting player (determined randomly the first round) takes an action, play passes to their left and continues until all players have taken a total of 3 actions for the round. After all players take 3 turns, the round ends. During the final round of the game, each player only has 2 turns instead of 3.

PURCHASE A STOCK: Pay 500 yen to the bank and take one stock card from the center. The stock card cannot have a bet placed on it.

NOT A VALID CHOICE FOR STOCK PURCHASE SINCE A BID HAS BEEN PLACED



Take the purchased stock card and place it in front of you. It is now your stock until the end of the game.

PLACE A BET: You may bet up to 200 yen on any drink shape or color stock card. For each stock card you have purchased, you may bet 200 yen more. So if you own 2 stock cards, you could bet up to 600 yen. (200 to start + 200 x 2 stock cards).

You are allowed to spread your bet across any number of stocks, as long as the total amount used to bet with does not exceed your limit. Make certain to place all of your bets in the same location on each card to designate which bets are yours. Also, if you wish to bet on a stock card that another player owns, that player will receive your initial bet at the end of the round regardless of if you are paid out or not from the bank.

PLACE ALL YOUR BETS IN THE SAME POSITION ON EVERY CARD YOU BET ON.



PURCHASE A DRINK: You may purchase up to 3 drinks from the supply. These will be dropped in the vending machine at the end of the round. The total price increases for each drink you purchase on your turn: 1 drink for 100 yen, 2 drinks for 400 yen, 3 drinks for 900 yen. Keep these drinks in the center for everyone to see.

ROUND END: At the end of the round, the player with the least yen drops all drinks purchased during the round into the vending machine at once. Check to see if the drinks that come out match bets on stock cards. So if you bet on the 'stub can', as long as at least one stub can comes out of any color, you receive a one-time payout.

If you bet on mint, only a mint drink of any shape has to come out to receive the payout. The payout for a fulfilled bet is 3:1 from the bank. Players whose bets are fulfilled only receive one payout per stock card. If you bet on blue and 4 blue drinks come out, you only receive one payout for that stock card.

After payouts, return all initial bets to the bank. If the bet was on your stock card, you keep the money. (Note: If the bet on your stock card was your bet, that money must return to the bank instead). Return all drinks that came out of the vending machine that round to the box (they are out of the game and cannot be purchased again). The player with the least yen begins the next round.

GAME END: When all rounds have completed (remember there are only 2 turns per player on the last round), remove the drinks discarded to the box. All player-owned stock cards grant an additional payout of 200 yen per drink from the box that matches an attribute. Example: You own the blue stock card and there are 2 blue drinks from the box. You receive a 400 yen payout. The player with the most yen is the winner!

Rulebook Editing: Travis D. Hill



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