



DESIGNER: JORDAN DRAPER

GAME TYPE: ECONOMIC, INVESTMENT, BETTING

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Bidding Phase: All yen is open information, except for during the bidding phase. During this phase players take a secret amount of yen into a fist, and have a blind bid. Players who don't win the bid keep their yen. If any players tie for the highest bid, they will take all of their yen back to their supply, and then engage a new bid again with the other tied player(s). This continues until there is a winner. The highest bidder then pays their entire bid to the bank, and may purchase up to two stocks. Stocks are the drinks on top of the color stock cards. If the winning bidder chooses to purchase stock(s), they pay the amount of yen on the stock card to the bank, and take a drink of that color, placing it in front of them. You may only purchase two different colors if purchasing two stocks. **If any stocks are purchased, place 100 yen from the bank onto their stock color card.**

Bets are placed starting with the player who won the blind bid for the round, and continue clockwise. Next the blind bid winner will choose two drinks from the stock supply (drinks on top of the stock color cards), and drop them into the opening in the upside down vending machine. The drinks chosen **must be two different colors**, and exactly two drinks will be chosen. The player will then slowly lift up the vending machine to reveal the outcome. *If any drinks become stuck in the vending machine and have not landed somewhere when revealed, they will be dumped out of the vending machine and returned to their original stock card with no outcome.

Any drinks that landed in the crate, regardless of if they were in a slot or not, will be added to the two empty crates in front of the vending machine. Then place 100 yen from the bank onto their color stock card. Any drinks that landed outside of the crate are simply returned to their color stock card.

Selling Phase: Now all players have the opportunity, starting with the blind bid winner of the round and going clockwise, to sell any stocks they wish back to the corresponding stock color card. The amount paid for these drink stocks is simply the amount of yen currently on that stock card. The amount is paid from the bank. There is no limit to the number of stocks that can be sold.

GAME END: After the selling phase, check for one of the two endgame conditions: Either all 12 slots of the two crates in front of the vending machine have been filled, or two stock color cards no longer have drinks on them. If either of these conditions has been met, continue to Endgame Scoring. If neither of them have been met, start again with the bidding phase and repeat through the three phases once more.

Endgame Scoring: Once the game has ended, all players will sell their stocks at the value of yen on the corresponding color stock card. They will return their drinks sold to the card and take yen from the bank as they do so. Then add all of your yen together, and the player with the most yen is the winner!



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