

AYERS: 2-6

TIME: 15-30 MIN

DESIGNER: JORDAN DRAPER

GAME TYPE: ECONOMIC, INVESTMENT, BETTING

SETUP: 1 - Place an empty crate at the top of the table, then turn the vending machine upside down and place it on top of the crate. 2 - Place two empty crates in front of the vending machine, then place three crates in a row down the center of the table. 3 - Pick two drink colors, take all of those drinks, and arrange these in the order of the diagram below: 1st drinks not in slots with 100 yen above, 2nd drinks around crate with 200 yen above, and 3rd drinks in slots with 300 yen above. 4 - Give each player 1,000 yen, and have them pick an ad sign. 5 - Place all remaining drinks in the four other colors in the box lid, and have each player randomly pull a drink from it, placing it in front of them. 6 - Place the four color stock cards matching the drinks in the box lid on the table, with 1x 100 yen coin on each. Take the drinks out of the box lid and place them on top of their matching color stock card. 7 - Place the rest of the yen in a pile as the bank.



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. Betting Phase: During the betting phase, all players may place a bet on one of the three categories on the table: Drinks landing perfectly in slot, drinks landing outside of the crate,

or drinks landing in the crate but not in slot. To place a bet, put your vending ad next to the bet type you wish to make, and place either 1 or 2 100 yen coins on your ad. If you place a single 100 yen coin, you are betting at least a single drink will meet this condition after dropped in the vending machine, and if you place two 100 yen coins, you are betting both of the drinks dropped in will end up in your bet position.



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 bets that were correct will pay out from the bank based on their bet type (the amount to be paid out per 100 yen is indicated by the yen above the bet type). Any incorrect bets will be paid to the bank.



their bid to the bank. 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 maching. 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.

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.

Selling Phase: Now all players have the opportunity, starting with the blind bid winner of

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!

Rulebook Editing: Travis D. Hill

