

Bobatopia! – Game Rules

Objective: The goal of this game is to end the game with the most points.

Ingredient Card Types:

Tea Bases	green tea, black tea, milk
Flavors	strawberry, peach, taro
Toppings	tapioca, ice

Set Up:

- Shuffle all cards and hand out 7 to each player.
 - If an “immediate” action card is received, player must shuffle it back into the deck and draw a replacement card.
- Place the rest of the deck in the center face down.
- Take the top card and turn it over face up next to the pile – this will start the discard pile.
 - If this is an action card, shuffle it back into the deck and draw a new card.

Play:

On a turn, a player can make up to two actions from the following list:

- draw two cards from the draw pile
- draw one card from the ingredient discard pile
- play an action card (action cards must be discarded in a separate discard pile that cannot be drawn from)
- lay down a drink (this may only be done once per turn)

At the end of their turn, the player must discard one ingredient card onto the discard pile.

Note that a player cannot have more than 12 cards at the end of their turn. If they do, they must discard 5 cards.

Laying Down a Drink:

- When a player lays down a drink, they must take all the ingredients they wish to put into that one drink and lay the cards in a stack face-down in front of them.
- Once played, a drink cannot have any cards added or taken away.

- Other players are not allowed to see the ingredients in the drink or count the number of cards played.
- The value of the drink is determined using the drink score guide.
 - Note that every drink must include a tapioca card and that adding ice to any drink doubles its value.

Action Cards:

- Draw 2: player must immediately draw two cards from the draw pile. This does not count towards one of the players two actions.
- Steal a Card: player can steal a card from any player by choosing one at random.
- Block a Steal: if another player attempts to steal a card, the player can block the action with this card and the steal is nullified. The stealer cannot steal from anyone else and their action is over.
- “Close” Another Player’s Shop: player can place this in front of another player to skip their next turn.
- “Drink” Someone’s Drink: player can steal another player’s drink (that has already been played) and place the entire drink face-up and the bottom of the ingredient discard pile.

Ending the Game:

- When a player reaches three drinks, they can choose to end the game OR they can continue the game
- If the player chooses to end the game, the round finishes and drinks are revealed
- The player with the most points according to the score guide wins!

Score Guide:

2 Point Drinks:

- black tea + milk
- green tea + milk

3 Point Drinks:

- strawberry + black tea
- strawberry + green tea
- peach + black tea
- peach + green tea

- taro +milk

4 Point Drinks:

- strawberry + black tea + milk
- taro + black tea + milk
- taro + green tea + milk

All drinks must include tapioca. Adding ice to any drink doubles its score.

V.2:

everyone gets a drink card with a list of different types of drinks, first person to get all their drinks wins

Drink Combos:

black+milk = 2pts

strawberry+green+milk = 4pts

green+milk = 2pts

strawberry+black+milk = 4pts

peach+green = 3pts

peach+black = 3pts

strawberry+green = 3pts

strawberry+black = 3pts

ALL DRINKS MUST HAVE TAPIOCA

ICE IN ANY DRINK = x2