



Our Other games here!



Lots of us love soda!

But we need to drink it in moderation. Try not to exceed a maximum sugar intake of 13 grams!

Don't fall for your opponents' bluffs, for some soda cards aren't the drinks they appear to be.



Face down: bluff

Only you know the face-up value of your card. Don't tell the other players.

Rules

3-5 players - 20 mins - ages 8+

Components

- 42 soda cards
- 10 ice cube cards
- 1 scales card
- 1 player aid card

Goal of the game

To be the player with the highest final score at the end of the game!

Setup

1. Shuffle the soda cards and deal 3 face down to each player. You can look at your own cards, but do not show them to your opponents.
2. Place the remaining cards face down in the middle of the table to form the draw pile.
3. Shuffle the ice cube cards and deal 2 face down to each player. You can look at these but don't show them to your opponents. Put the remaining ice cube cards back into the box without looking at them.
4. Place the scales card either side up in the middle of the table. This card indicates the order of play for the first round.

How to play

Whoever last drank soda starts the game. On your turn, draw 1 card from the draw pile and add it to your hand.

Then play 1 soda card from your hand and place it either face up or face down in front of you:



Face up: use ability

You must declare the face-up value of your card and immediately use its ability, if it has one. Abilities are displayed at the top of the card.

It's now the next player's turn. The order of play must follow the direction of the scales.

On your turn, before you draw a card, you can shout "Too much sugar!"

All players reveal the cards they've played face down. Now count the total value of all the cards played by all players.

There are 2 possible outcomes:

- Total value of all cards played is more than 13:
 - the player who last played a card loses the round
 - the player who shouted "Too much sugar!" wins the round.
- Total value of all cards played is 13 or less:
 - the player who shouted "Too much sugar!" loses the round.
 - the player who last played a card wins the round.

In both cases:

- The player who lost the round doesn't earn any cards.
- Every other player earns the cards that they played in front of them that round.
- The winner of the round chooses 1 additional card from those in front of the losing player. The winner adds that card to the others they've earned.

Place any cards you've earned into your own face-up pile in front of you. At the end of the game, each card is worth the value printed on its face-up side

The player who lost the round now flips over the scales card, reversing the order of play. They then choose the player who will start the new round.

Ice cube cards

On your turn, when you play a soda card, you can also play an ice cube card face down from your hand. Ice cube cards count toward the total value at the end of the round.

You cannot play an ice cube card instead of a soda card, and you can only play each ice cube card once per game.

You can play 2 ice cube cards on the same turn. At the end of a round, remove any ice cube cards that have been played from the game.

Card abilities

Ice cube card abilities are displayed in the top corners on the face-up side of the card.



Without showing other players, look at 1 face-down soda or ice cube card on the table



Remove 1 card in your hand from the game, and draw 1 new card



Swap 1 face-up or face-down card on the table with 1 card from your hand. Place the card from your hand face down



Look at the top 3 cards of the draw pile and return them to the top in any order



Reveal 1 face-down card on the table so that all players can see it. Then remove this card from the game



When the next player draws, they must draw 2 cards and play 2 soda cards, instead of just 1

End of the game

When the draw pile is empty, continue to play without drawing cards.

The game ends when:

- a player shouts "Too much sugar!". All players reveal their cards. Calculate the total value of all cards played, and follow the normal rules for the 2 possible outcomes at the end of a round.

- no one shouts "Too much sugar!", and a player cannot play a card because they have no more soda cards in their hand. In this case, no one earns any cards for that round.

At the end of the game, add up the total face-up value of all the cards you've earned to calculate your final score.

Note: ice cube cards don't count toward your final score.

The player with the highest final score is the winner!

In case of a tie, the player who has earned the most soda cards is the winner.

If there's still a tie, the player with the fewest cards with a face-up value of 5 is the winner.



Do you have any questions about the rules or our products?

Click here !

Azao Games



ENGLISH TRANSLATION AND PROOFREADING:
Alexander Caves and Naomi Long
for the Geeky Pen