

The Rule Book.

Introduction:

Welcome to Bubble Tea, a strategy game where players have to compete for collecting the best combination of bubbles and special cards to create the ultimate bubble tea! Through a mix of luck and strategy, players will have to spin to collect cards, use the special abilities, and pop or protect bubbles to become the master of bubble tea creation.

STORY/LORE:

Bubble Tea: The Ultimate Brew-Off!

Deep in the heart of Taipei, where bubble tea was first invented, lies a famous little café known as The Pearl Parlour. This café has a secret—every year, it hosts the Bubble Tea Brew-Off, a high-stakes competition where aspiring bubble tea masters from around the world gather to prove their skills. The goal? To craft the most delicious and perfectly balanced bubble tea using the finest bubbles, the smoothest tea, and a touch of strategy.

But competition is fierce! With unpredictable ingredients and sneaky rival tactics, only the cleverest and luckiest will rise to the

top. Do you have what it takes to become the next Bubble Tea Champion?

Player Count:

- The game is designed for **3 to 4 players**.

Game Objective:

The objective of Bubble Tea is to be the first player to:

- Fill all four of your Bubble Card spaces.
- Obtain a Tea Card.
- Declare "BUBBLE TEA!"

The player with the highest-scoring Bubble Tea combination at the end of the game wins!

Game Components:

1. Board Layout:

- The board is square-shaped with each player having their designated space for cards. Each player's side of the board contains **two rows of 4 card spaces**.

- **Upper Row:** Holds up to 4 Bubble Cards.
- **Lower Row:** Holds up to 4 Special Cards.
- In the center of the board is a **spinner** that players use to collect cards on their turn.

2. Spinner:

- The spinner contains various card slots representing different Bubble and Special Cards. Players spin the spinner to determine which card they collect on their turn.

3. Cards Overview:

The game has two main card types:

- **Bubble Cards:** These are placed in the upper row of your card space.
- **Special Cards:** These are placed in the lower row and provide unique effects to manipulate the game.

Card Types:

1. Bubble Cards:

- Bubble Cards have levels ranging from **1 to 5**. Players place these cards in their upper row of card spaces. A bubble card of level 6 or higher automatically pops and is discarded.
- **Spinner Availability:** Only Bubble Cards of levels 1 to 3 can be drawn from the spinner.

2. Special Cards:

- Special Cards provide unique abilities and can influence the state of the game by helping or hindering other players. Each Special Card is placed in the lower row of the player's card space.

Special Cards Include:

1. **Bubble Blower:** Increase the size/level of any bubble by 1. It can be used on any player, including yourself.
2. **Bubble Merger:** Combine two bubbles into one with a level equal to their combined total.
3. **Bubble Dart:** Pop any bubble or frozen bubble on the board.
4. **Bubble Freezer:** Protect one of your bubbles by freezing it, making it immune to one pop.
5. **Wild Card:** This can be used as any special card of your choice.
6. **Tea Card:** Use this card for ending the game.

Game Setup:

1. **Choose a Side:** Each player selects one side of the board with two rows of card spaces.
2. **Spinner Placement:** Place the spinner in the center of the board. It contains a mix of Bubble Cards (levels 1-3) and Special Cards.
3. **First Player:** Choose the first player randomly. The game proceeds in a clockwise direction from the chosen player.

Gameplay:

1. Turn Structure:

Each player's turn follows these steps:

1. **Spin the Spinner:** Spin to collect either a Bubble or Special Card based on where the spinner lands.
2. **Action Phase:** The player can perform one of the following actions:

- Play a Bubble Card into their upper row.
 - Play a Special Card to use its ability.
3. **End of Turn:** The turn ends, and the next player spins the spinner.

2. Special Card Effects

- **Bubble Blower:**

- Choose any Bubble Card on the board (yours or an opponent's).
- Increase the level of the chosen bubble by 1.
- If a bubble's level goes above 5, it pops and is removed from the game.

- **Bubble Merger:**

- Choose two of your own Bubble Cards on the board.
- Combine them into a single bubble. The new bubble's level is the sum of the levels of the two merged bubbles.
- Remove the two original bubbles from the board, creating an empty space.
- If the new bubble's level exceeds 5, it pops and is removed from the game.

- **Bubble Dart:**

- Choose any Bubble Card on the board (yours or an opponent's).
- That bubble is "popped." Remove it from the game.

- **Bubble Freezer:**

- Place the Bubble Freezer on any Bubble Card on the board (yours or an opponent's).
- This bubble is now protected from one pop attempt (either from a Bubble Dart or a matching-level pop).
- After the Bubble Freezer blocks a pop, it is discarded.

- **Wild Card:**

- Exchange the Wild Card for any one Bubble Card (Levels 1-5) from the draw pile, or any Special Card from its draw pile.
- You may also attempt to trade the Wild Card with another player for a card of their choice. This trade only happens if both players agree.

3. Card Management:

- Each player has a total of **8 card spaces** (4 Bubble spaces and 4 Special spaces).
- If a player draws more than 4 cards for either row, they must discard or use one of their cards before the end of their turn.
- Players may also **refuse to take a Special Card** if they don't want it.

4. Rules:

- You can only use 1 special card at once per round.

- You can pop bubble of opponents by either using same level bubble card of your own one and opponent's one or using dart card.
- If there is no card available during the spin phase, your turn will be skipped.

5. Bubble Card Rules:

- **Leveling Up:** Bubble Cards have levels ranging from 1 to 5. A bubble that reaches level 6 or higher pops and is removed from the game.
- **Matching Level Pop:** A Bubble Card can pop another Bubble Card (yours or an opponent's) of the *same level* at any time, even outside of your turn. This can be used as many times as wanted without any restrictions.
 - If one of your bubbles is popped by an opponent using this method, you may immediately pop their matching-level bubble in retaliation (if you have one). You are not required to do so.
 - Matching Level Pops do not trigger Special Card effects (like Bubble Freezer).

Winning the Game:

- The game ends when a player declares “BUBBLE TEA.” At this point, no further actions can affect that player's cards.

- **Best Collection Wins:** The player with the best combination of Bubble Cards and Special Cards is declared the winner, creating the finest Bubble Tea.

Optional Variations:

1. Team Mode:

- Players can form teams of two. Teammates share card spaces and can exchange cards between turns. Winning conditions remain the same, but both teammates must declare "BUBBLE TEA" to win as a team.

2. Time Limit Variant:

- For a faster-paced game, set a **time limit** (e.g., 30 minutes). When the time expires, the player with the most bubbles and best combination of Special Cards is declared the winner.