



# Soda Jerk

Mix matching flavors to make the cards in your hand worth more — or sour the batch for everyone else!

## COMPONENTS

- A** 5 Tap Cards (*double-sided*)
- B** 45 Flavor Cards (*5 flavors, 9 cards each*)
- C** 4 Player Aids
- D** 1 Scorepad
- E** 2 Switcheroo Cards (*2-player only, not pictured*)

## OVERVIEW

Each round, players take turns placing and revealing **flavor cards** below the 5 taps. Placing a **matching** flavor below a tap increases the point value of all cards of that flavor, while placing any **other** flavor reduces it.

At the end of each round, players score all cards left in their **hand**, based on the final value of each flavor. After **3** rounds, highest score wins!

## PLAYING A ROUND

Starting with the first player, players take turns in clockwise order until the end of the round. On your turn, you must do **1** of the following:

- A Place** a flavor card facedown below a tap
- B Flip** a facedown flavor card faceup

## SETUP

- 1** Give each player a player aid.
- 2** Lay out the tap cards in a row with the **A** side up. See “Advanced Play” for using **B** sides.
- 3** Shuffle the flavor cards and deal each player a **starting hand** with the number of cards listed right. Set aside the leftover cards facedown.

- 4** Whoever most recently sipped a drink is **first player**.

| Players       | 2*       | 3        | 4        |
|---------------|----------|----------|----------|
| Starting Hand | 13 cards | 13 cards | 10 cards |

\*See “2-Player Variant” for additional setup.

### A PLACING A FLAVOR

Place any card in your hand facedown below a tap of your choice.



Example: Player 1 places a Strawberry 2 below the Blueberries tap, secretly reducing the value of Blueberries by 2.

### B FLIPPING A FLAVOR

Choose a facedown card below any tap and flip it faceup. The card stays faceup for the rest of the round.



Example: Player 2 flips the top card at the Blueberries tap. All players now know that Blueberries’ value is increased by 1. Only Player 1 knows the current total is -1!

**Important:** During each player’s **first turn** of the round, they must place a card below a tap that doesn’t have any cards.

## END OF ROUND

The round ends immediately when **any** of these 3 conditions are met:

- A** Any player has **3 cards** left in hand at the start of their turn.



*Example: You have placed all but 3 of your cards. The round ends at the start of your turn.*

- B** All players choose to **flip** a card consecutively.



*Example: Both other players flipped a card on their turn. If you also flip a card, the round ends.*

- C** All cards at all taps are **faceup**.



*Example: There is only 1 facedown card left. If you flip it, the round ends.*

## ROUND SCORING

When the round ends, reveal all facedown cards below all taps. Determine the **final value** at each tap by adding up all matching flavor cards and subtracting all non-matching flavor cards.

Each player then reveals and scores their hand. Each card is worth points equal to the final value at the matching tap (regardless of the number on the card). Your score may be negative.

Record all scores on the scorepad. If you haven't played 3 rounds, shuffle all flavor cards, then deal and play a new round. The player with the **lowest** total score is first player (in a tie, decide randomly).

## GAME END

After **3** rounds, the player with the highest total score wins! In a tie, victory is shared.

## SCORING EXAMPLE

| Value: | Value: | Value: | Value: | Value: |
|--------|--------|--------|--------|--------|
| -2     | 0      | +2     | 0      | +3     |
|        |        |        |        |        |
| 1      | 1      | 2      | 2      | 1      |
| 1      | 2      |        | 3      | 2      |
| 1      | 1      |        | 1      | 2      |
| 1      |        |        |        |        |

Your hand:



**TOTAL SCORE: 6**

## 2-PLAYER VARIANT

Remove any **1** tap card and all **9** matching flavor cards from the game. At the start of each round, each player adds a **Switcheroo** card to their hand.



Each Switcheroo at a tap changes its **final value** from positive to negative or vice versa (e.g. if a tap's value is +2, it becomes -2).

Two Switcheroos at the same tap cancel out. Switcheroos are worth no points if kept in hand.

## ADVANCED PLAY (B SIDES)

Advanced play adds unique special effects on all tap cards. All taps start on the **A** side as normal. Once a tap flips to the **B** side, its effect is active for the rest of the game.

- Setup:** Flip **1** random tap to the B side.
- Start of Round 2:** Flip **2** more random taps to the B side.
- Start of Round 3:** Flip all remaining taps to the B side.



## CREDITS

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