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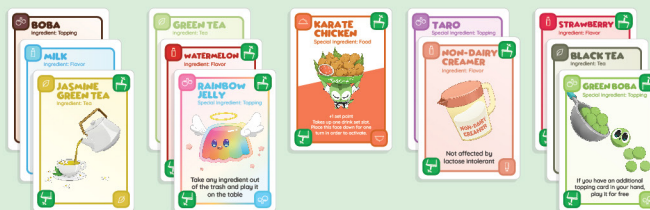
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Tastea

EXPANSION PACK

You are a **FRANCHISE OWNER OF A
TASTEA SHOP** and your goal is to be
the top franchisee by completing

5 DRINK SETS!



RECOMMENDED

2-4 PLAYERS - Complete 5 drink sets**5-7 PLAYERS** - Complete 4 drink sets

Shorter Game - Complete 3-4 drink sets

The Tastea Expansion Pack introduces new mechanics: Employee Cards. The game adopts both food mechanics from our Matcha expansion pack, while blending with the original game. You **can integrate** Matcha expansion cards to this expansion with the Base Game if you'd like.

If you have not played Matcha Expansion, here's an introduction to the Food Prep Mechanic. If you're familiar with Matcha gameplay, move to the next section, THE SETUP, for new rules and instructions.

PREP TABLE RULES:

- Place only Ingredient Cards face down: Tea, Flavor, Topping, or Food.
- Placing a card face down **counts** towards your 3 actions.
- You may only have up to 3 facedown cards at any time.
- On your turn, you can reveal facedown cards at anytime (before, during, after your draw, and in between action phases) by flipping it over. Flipping a facedown card **does not count** as an action.
- When you reveal a facedown card, move it to any drinkset slot on the table.
- Utilize the ability of the card such as Lychee (draw 1) or Green Boba (play +1 topping card). This means you can stack actions on top of actions.
- If you have bobasurance on a facedown card and you flip it, both cards go onto the same drink set slot.

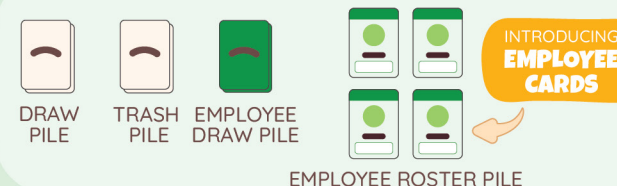
NEW!

1 THE SETUP

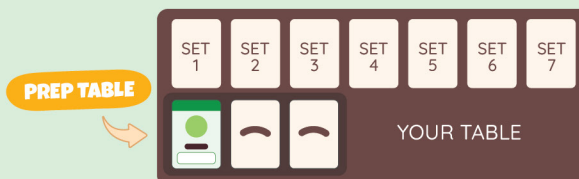
At the start of the game, reveal a minimum of 3 employee cards. For every additional player after 3, reveal 1 and place them into the middle to the 'roster pile'.

4-PLAYER GAME - 4 employee cards
2 & 3-PLAYER GAME - 3 employee cards

When an employee is taken from the roster pile, flip a new one to take its place so there's always X number of employees available to all players.

CENTER OF THE TABLE

Now that you're familiar with Prep Table Rules, this space has expanded into the Kitchen and Breakroom! Your facedown ingredient cards and faceup Employee cards will now share this 3 slot space moving forward.

**EMPLOYEE CARDS RULE:**

- You can recruit only 1 employee per turn (even with hiring action cards).
- You can only have a maximum of 3 employee cards on your table.
- You can recruit employees for your opponents (bad employees), they sit on their table.
- You can use the ability of all your employees anytime on your turn unless their ability states 'when', for example before or after turns of phases.
- When an employee is fired, they go to the bottom of the employee draw pile.
- Hiring an employee through 'costs' does not count towards your action.
- Using their abilities does not count towards your standard 3 actions.
- Using action cards like the Recruitment and Hired/Fired Cards will cost a normal action when hiring an employee.
- **Random Hire** - during your turn you can sacrifice a total of 3 cards from your table and hand to draw an employee card from the top of the employee draw pile.

2 THE GAMEPLAY

The original rules apply. Please refer to the base game manual for full instructions. Separate employee cards (green backs) and shuffle the rest of cards (milk tea backs) into the base game. Set up the pile as indicated in step 1 and you're ready to play.

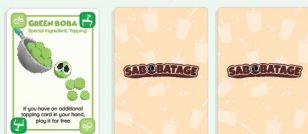
DRAW PHASE:

Draw 2 cards on your turn or 3 with the special draw phase.



NEW! PREP TABLE PHASE:

Flip a facedown card anytime on your turn, move it to the top of your table to a set and utilize its ability if any. This can be at the beginning, during, or end of your draw or action phases.



ACTION PHASE:

Play up to 3 cards on your turn unless otherwise stated on certain cards. You can play ingredients facedown as one of your turns. You can also reveal facedown cards and it will not count towards your turn.

NEW! EMPLOYEE PHASE:

Hire an employee anytime on your turn, unless you are using specific action cards to hire such as Recruitment or Hired/Fired, wait until your action phase. By hiring an employee, you can use their ability immediately unless stated otherwise. Once hired, follow your employee's ability instructions on when to use them.

Refer to prep table and employee rules.

Employee cards have a cost - you can pay with ingredient and action cards from your hand and cards already on your table. Employees go straight to your Prep Table Area. Cards used to hire an employee goes into the trash.

COST INDICATOR



COST TO HIRE DEFINITION:

Action Cards - can be same or different action cards

Ingredient Cards - can be same or different ingredient cards

Unique Action Cards - different action cards, no duplicates

Unique Ingredient Cards - different ingredient types (topping, tea, flavor and/or food), no duplicates

Unique Cards - different action cards and/or any ingredient cards, no duplicates

NEW!

3 TYPES OF CARDS

Distinguish this expansion pack by the new symbol found on the top right corner of the cards.



Introducing EMPLOYEE CARDS

These cards are to enhance your gameplay and workforce by having special passive abilities on every turn! Unlock endless combinations with employee abilities and cards available to you. Make strategic choices like building the team, building drinks, or slowing your opponents down with bad hires.



Introducing SAUCE CARDS

Part of Tasted's real menu, sauce cards are tasty defense cards to help protect your yummy foods.



FOOD CARDS

Karate Chicken and Butthead's Fries are the newest items we've added to the menu. These special cards have an equivalent value to one complete drink set aka "+1 set point".



TEAS FLAVORS TOPPINGS FOOD

The above ingredients are still the same. Food cards were introduced in the Matcha expansion, rules below. This expansion has new flavors, toppings, and more special ingredient cards with awesome abilities. With Tasted's menu - Sauce cards are now key in protecting your foods.

SPECIAL INGREDIENTS: Just like Taro, new special ingredient cards have their own unique abilities. They could be an active ability or a passive ability, or have certain conditions. So, please read the cards and pay close attention.



Example, special ingredient cards have much stronger abilities than normal ingredient cards.



Example, Karate Chicken is a passive special ingredient that gives you one complete set.

4 FAQ

Below are frequently asked questions regarding old and new cards as they relate to the expansion pack. Follow the instructions on the card and reference below for more clarification if needed.



The player playing this card gets to pick which and where cards go during the rotation. If a person does not have any cards to rotate or are protected and cannot move, the person next to receive

does not get a card. Continue to the next player to rotate their card to the next player's table. Bobasurance can be moved, but into the trash if that's the only card protecting a set. The cards that are moving have to be compatible with where it's being placed. Foods can be drifted. If a sauce is drifted and the next player over does not have a special ingredient food, the sauce gets tossed.



Black cards = Sabobatatage, Boba Buster, Monstrositea and any future dark background destruction card.



X means any number. For example, you discard 4 cards from your hand, you will then draw 4 + 1 cards.



Food cards can be protected by Bobasurance while on the prep table. Bobasurance will move with the cards if revealed face up. Food cards cannot be protected by Straws.



Sauce Cards are similar to a bobasurance but as an ingredient card, meaning if the special food is targeted, this will take its place for the entire turn. Sauce cards are vulnerable to cards that

target ingredient cards. They can also be used for costs to hire employee cards. Sauces can only be played when there's a special ingredient food card on the table. You can put a bobasurance on top of a sauce card. Sauce Cards can be prepped but not required.



Can be used as an employee cost card as 1 ingredient card. Wild ingredient can be used as fruit or milk with Fruit and Milk Specialist employees. Wild Ingredient can be used as a sauce card. When stolen, it does not retain it's type and can be used as another ingredient.



If you are playing 1v1 - the odd number is 1 and the card will go into the trash. For 4 players, you're taking 3 cards, toss 2 and keep 1.



You can also reactivate Special Ingredient Card's such as Popping Boba or Rainbow Jelly. You cannot reactivate passive abilities like Food Card Abilities.



You can only take the ingredient card at the top of the trash, so time your activation of your Janitor's ability.



Just like Sabobatatage, the player must declare all ingredients they are trashing from each player before anyone can play a counter card. A maximum of 4 cards is tossed.