

SABOBATAGE

THE BOBA CARD GAME

GAME INSTRUCTIONS

2-5
PLAYERS

110
CARDS



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HOW TO PLAY
Video Online

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Version 2.1

HOW TO PLAY SABOBATAGE

You're a **BOBA SHOP OWNER**
and your goal is to be the best shop
in town by completing

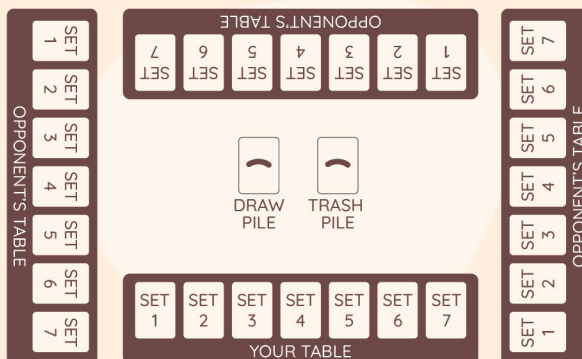
5 DRINK SETS!



RECOMMENDED

2-4 PLAYERS - Complete 5 drink sets
5-7 PLAYERS - Complete 4 drink sets
Shorter Game - Complete 3-4 drink sets

1 THE SETUP



7 SLOTS PER PLAYER:

Each player can have up to 7 drink sets in progress at any given time.

Here's an example of how to stack your ingredients. Names of cards must be visible.



TRASH PILE:

When the draw pile is empty, shuffle the cards in the trash pile and place them face-down in the draw pile. Then, continue playing.

TO START:

Each player starts with **5 cards** in their hand. Choose a player to start. For example, the last person to drink boba goes first.



2 THE GAMEPLAY

Each player has a draw then action phase on every turn.

DRAW PHASE:

Draw
2 cards on
your turn.



SPECIAL DRAW PHASE:

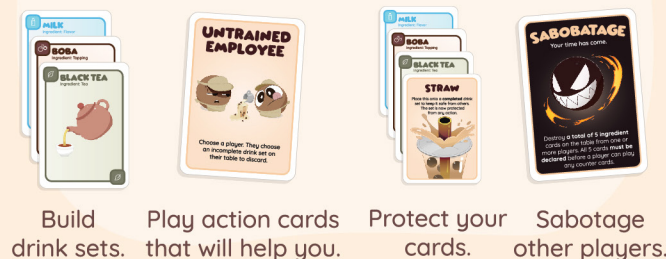
If, at the start of your turn, you have 2 or more completed drink sets, draw **3 cards** on your turn.



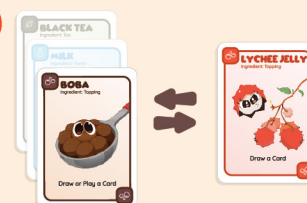
ACTION PHASE:

Play up to **3 cards** on your turn unless otherwise stated on certain cards. You don't have to play all 3 cards. You may also skip your turn.

During your turn, you may:



You **MAY NOT** switch ingredients around on your table.



At the end of your turn, you cannot have **more than 7 cards** in your hands. If you do, you must trash the cards in your hand until you have 7 remaining.



3 TYPES OF CARDS

INGREDIENT CARDS: These are Teas, Flavors, and Toppings. You will need one type of each to complete a drink set. You may play any ingredient card to start a drink set. You can't switch ingredients between drinks.



TEAS

Green and Black Tea are universal bases.



FLAVORS

Flavor indicates if your drink is fruity or milk based. Flavors need to be compatible with their toppings. See Drink Compatibility.



TOPPINGS

These friendly characters have special effects when you play them, so pay close attention.

Whenever a topping card is played or moved to another table, the special effects on the card can be used.



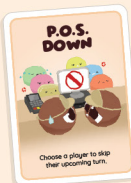
Draw **OR** play another card when you place boba on your drink set.



Draw another card when you place any topping on your drink set.

ACTION CARDS: There are a variety of action cards that will help you as a player. Playing action cards in response to other players does not count as a turn.

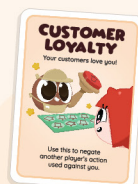
Below are **frequently asked questions** regarding some action cards. Follow the instructions on the card; reference below for more clarification if needed.



Point of Sales system is down. Place this in front of a player's table to indicate that they must skip their next turn. When it's their turn, they can toss it into the trash.



Place a Straw on a completed set to protect it from all actions. This card can not be tossed nor stolen once played.



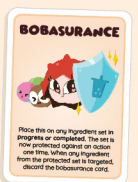
Customer Loyalty card is a counter card. It can only be played when an action is used against you. It does not count as a turn. You can use Customer Loyalty to counter Customer Loyalty and it does not count as an extra card during your turn.



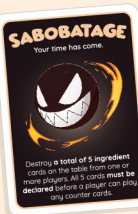
If a player uses Customer Loyalty against you to prevent you stealing a random card from their hand, you are not allowed to draw a card from the deck.



If you have no space on your table to fill a drink set or start a new one out of your 7 sets in progress, toss the stolen teas into the trash pile.



- Place on top of any ingredient set in progress. For example, you can put this on top of one ingredient card to protect it first.
- Bobasurance can not be used as a counter card, it only protects when stacked on an ingredient set.
- If protecting an incomplete set, and the Untrained Employee card was used, the Bobasurance would protect the cards and be discarded in its place.



If, for example, Player A plays Sabobatage, they must first declare which ingredients they're trashing from each player. If you play Customer Loyalty, it saves all of your targeted ingredients, but it does not stop the card from affecting other people.

CARD BREAKDOWN:

- | | |
|-------------------|----------------------|
| 8 Boba | 2 Sabobatage |
| 3 Aloe | 2 Lactose Intolerant |
| 3 Lychee Jelly | 5 5-Star Review |
| 3 Pudding | 3 Bobasurance |
| 3 Red Bean | 5 Customer Loyalty |
| 4 Taro | 2 Health Inspector |
| 6 Milk | 3 BOGO |
| 6 Oat Milk | 2 POS Down |
| 11 Black Tea | 3 Straw |
| 11 Green Tea | 3 Sugar and Ice |
| 4 Passion Fruit | 3 Tea Party |
| 4 Peach | 2 Untrained Employee |
| 4 Honey Lemon | 2 Recycle |
| 3 Wild Ingredient | |

4 THE DRINK SETS



3 ingredients
(Tea + Flavor + Topping)
make up 1 complete
drink set



Special drink
Milk + Taro = 1 drink set

Wild Ingredient can be played as any normal ingredient. It cannot be a special ingredient like Taro.



- You do not need to declare what the Wild Ingredient is.
- You can start, add, and complete a drink set with the Wild Ingredient.
- You may use the Wild Ingredient card as any ingredient at any given time. For example, if a player has Boba + Wild + Tea and Boba is stolen, the player can play either a Milk or another topping to complete the drink set.

5 DRINK COMPATIBILITY



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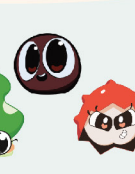


Flavors: Milk, Oat Milk

Toppings: Pudding, Boba, Red Bean



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Flavors: Passion Fruit, Peach, Honey Lemon

Toppings: Aloe, Boba, Lychee Jelly

*Teas are required to build a drink set.

Use the **Menu Reference Card** during gameplay for assistance.