IT'S BOBA TIME

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A Multiplayer Strategy Board Game
Target Audience: 8+
Rating: E
Ship Date: TBD

March 2022

Story and Gameplay

During the pandemic, many milk tea shops have encountered difficulties in operation. Boba Time is one of them. The growing supply shortage and increasing competition are also becoming a bigger problem. That is why the Chief Executive Officer of the company decided to reward the best bobarista to become the manager of the store. So now, all the bobaristas in the store are trying to reach the expectation of the CEO of creating drinks at least 200 points in order to get this promotion.

In *It's Boba Time*, the player is a bobarista competing with other bobaristas to gather ingredients to make the drinks that are valued the most.

The gameplay is separated in 3 phases:

- Beginning:
  Start the game by having each player choose a Character/Icon to represent them. This is then placed on the starting point located on the board. Shuffle each deck of cards (6 decks for ingredients + 1 deck for chance cards + 1 deck for lottery cards = 8 decks in total).

- Middle:
  Players take turns to roll the dice, and draw from the deck depending on where they land on the board. After a player collects all the ingredients and brews a drink, that drink will be locked on the menu. During the game, players might face challenges wherein they could not collect the ingredients they want. In some instances, they do not have enough money to buy certain ingredients. This is when the unfair trading of the game will happen.

- Ending:
  The game ends when the one player brews drinks worth at least 200 points.

Each gameplay lasts for 30 to 90 minutes.

Game Flow

In *It's Boba Time*, players make drinks by continuously buying ingredients and collecting them. Each completed drink corresponds to a certain number of points shown in the menu. The first player to create drinks worth at least 200 points wins the game.

The game is divided into three stages: selection, collection and competition. At different stages, players will encounter different choices to decide their own strategy.

The first is the selection stage. Players need to select the product they want to make in the menu. Different drinks can get different scores. One drink can be selected by multiple players at the same time but only one can successfully create the drink because once a player creates the drink it is crossed off from the menu board. Because everyone wants to get a high score, some drinks with high score value will be in-demand, but the ingredients will also be harder to get. Players need to think of some strategies and make a trade-off in order to balance the demand and value of drinks.

The second is collection. As the number of dice throws increases, the amount of collected ingredients will also increase. However the probability of throwing dice is random, and the game is played by multiple people. This means that some specific ingredients may not be easy for players to collect. Players can trade according to the ingredients they already collected to derive the competition mechanism.

The third stage is competition.The competition in the game refers to many aspects. The "auction"(see below for details on page 6) will happen when the player cannot repay the interest to the bank three times in a row. After the bank took all the ingredients from the bankrupt player, all of the player's ingredients will be traded twice based on the sum of the price of the ingredients and the loan amount owed by the player to the bank.
Players still in the game can openly increase the price and bid on the ingredients. The highest bidder owns the ingredients.

The second competition is monopoly. The game designers set up a monopoly mechanism, which means When a player is the first to make the drink and collect all the shareable ingredients in the drink from the market, the player is determined as the drink monopoly. After the monopoly, the player makes a successful finished drink. When the final points are settled, the drink will get points x 2

Character(s) and Controls

At the start of the game, each player will choose a milk tea or character token. Each token will correspond to a character that would represent them in the game. The player's choice of character at the beginning of the game will give them a special advantage. To determine who gets to choose their character first, each player has to roll the dice. The player with the highest number rolled chooses first, then the second highest chooses next, and so on. The character the player chooses at the start of the game will be their character for the whole game, so they have to choose wisely and think which character can give them the most advantage.

Part Timer

Get 1 lottery card every time they pass the go grid

- Bobarista 1: Part-timer
    - Special Advantage: Get 1 lottery card every time they pass the go grid.
    - Story: You are a student and a part-time bobarista. You are balancing your academics and work. Despite that, you are happy-go-lucky.


Veteran

Get 1 ingredient of choice(special ingredient not included) every time they pass the go grid

- Bobarista 2: Veteran Bobarista
    - Special Advantage: Get 1 ingredient of choice(special ingredient not included) every time they pass the go grid

- o Story: You have been working as a boba barista for 15 years. You know almost everything about making boba drinks.

New Hire

Get 1 chance card every time
they pass the go grid
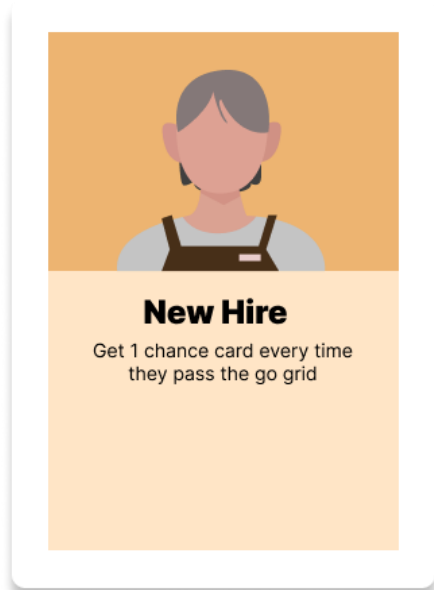
- Barista 3: New Hire
  - o Special Advantage: Get a chance card every time they pass the go grid
  - o Story: You are a recent hire. You have only been working in the shop for a month but you are willing to learn and be better.

CEO's Fave

Receive extra $10 when they start and $5 every time they pass the go grid
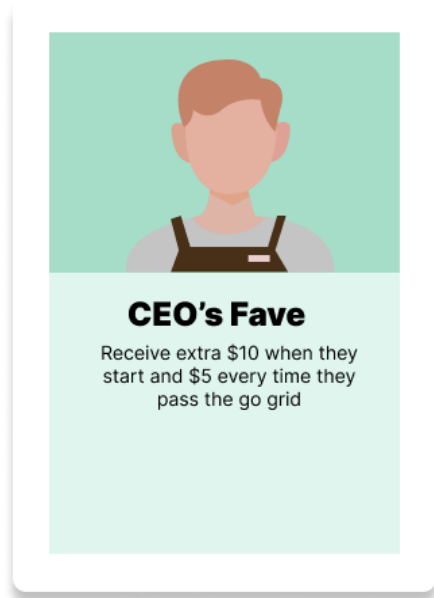
- Barista 4: CEO's Fave
    - Special Advantage: Receive extra $5 when they start and $5 every time they pass the go grid
    - Story: You are the CEO's favorite because of your charming personality.

Main Gameplay Concepts and Platform Specific Features

It's Boba Time! is a multiplayer strategy-type board game. Players make corresponding drinks by continuously collecting raw materials, and they obtain points by completing the drinks. The first player to obtain at least 200 pts will be declared the winner.

The main reference objects of the game are Monopoly and Sushi Go.

The game is designed for 2 to 4 players. Each player will be allocated an equal amount of capital at the beginning. The player determines the number of grids they need to move forward by throwing the dice, unless there is a special instruction on the game board, moving forward is the only direction.

One of the goals of all players is to collect all the ingredients of the beverage they choose, the more ingredients the better. But the names and serving size of ingredients that can be collected on the board change depending on the location on the board. This creates competition between players. However, during the course of the game, the players will encounter different prompts or different opportunities. Opportunity still refers to the "chance" card in the Monopoly game, which may be a card that helps players win, such as getting a certain share of an ingredient for free or discounted price. Either delaying the player's victory, revealing the materials they need/collecting/currently missing, or being forced to return the money/materials they already have back to the system.

Other game mechanics that are easily triggered during the game are bankruptcy and system auctions, or malicious bidding for raw materials.

When a game player does not do a good job of asset management, they can choose to loan from the system. The interest on the loan is determined by the total loan amount (the payback total buy off the loan = original loan amount +20% interest on everytime they pass the "go" start point).

If the player's income still fails to pay the interest on time after 3 consecutive rounds, the player is considered "bankrupt".

After the player goes bankrupt, all supplies will be liquidated. Liquidation means that the materials will be withdrawn by the system for public auction, which is the only open and fair bidding method for other players.

If no player is filed for bankruptcy, players will need to conduct offline transactions. But the amount is entirely determined by the buyer and the seller.

Game World

The game setting takes place in Boba Time Tea Shop where the player will have to compete with other bobaristas to become the next manager of the store. The tea shop is represented by the game board.

Flow of the Player in Navigating the world:

Choose a token/character -> roll a dice to determine their movement -> move the token according to the number determined by the dice.

Interface

- **Game board:** Players can move on the gameboard using the character of their choice

Board game layout — "IT'S BOBA TIME"

Top edge (left to right):

| LOTTERY | $15 SERVING SIZE 3 | $15 SERVING SIZE 3 | $15 SERVING SIZE 3 | $15 SERVING SIZE 3 | $15 SERVING SIZE 3 | $15 SERVING SIZE 3 | $30 SERVING SIZE 3 | $15 SERVING SIZE 3 | EARN $15 | CHANCE |

Left edge (top to bottom):
- $10 SERVING SIZE 2
- $10 SERVING SIZE 2
- $10 SERVING SIZE 2
- $10 SERVING SIZE 2
- $20 SERVING SIZE 2
- $10 SERVING SIZE 2
- $30 SERVING SIZE 2
- $10 SERVING SIZE 2
- $10 SERVING SIZE 2

Right edge (top to bottom):
- SERVING SIZE N $5 * N
- SERVING SIZE N $5 * N
- SERVING SIZE N $5 * N
- SERVING SIZE N $5 * N
- SERVING SIZE N $10 * N
- SERVING SIZE N $5 * N
- SERVING SIZE N $5 * N
- SERVING SIZE N $5 * N
- SERVING SIZE N $15 * N

Center: LOTTERY — CHANCE

Bottom edge (left to right):

| CHANCE | SERVING SIZE 1 $10 | SERVING SIZE 1 $5 | SERVING SIZE 1 $5 | SERVING SIZE 1 $5 | SERVING SIZE 1 $10 | SERVING SIZE 1 $5 | SERVING SIZE 1 $5 | SERVING SIZE 1 $5 | SERVING SIZE 1 $5 | COLLECT AS YOU PASS GO |

- **Dice**: Players roll a 6-sided dice to move on the game board.

- **Tokens/Character**: Players use characters to represent them and move around on the game board.

- **Cards:**

Chance   Players can get an advantage to protect themselves or sabotage other players

Lottery   Players have chances to earn more extra income from the lottery cards.

| Ingredient cards | After a player lands on a grid, check the color of the grid. If the player decides to buy the ingredient, pay and draw card/cards corresponding to the color/category.
There are 6 categories in total, and different categories are separated by different colors. |

SPECIAL INGREDIENT

SYRUP

TOPPING

JAM

TEA

POWDER

- **Chance Cards**

Move to the next topping grid	**Steal one ingredient card from another player** (choose one from the upside-down cards on their hands)	**Draw a free jam from the ingredient cards** (whenever they're still available)	**Draw a free tea from the ingredient cards** (whenever they're still available)	**Advance to go and collect $35 bonus**
Give one of your ingredient cards to the player on your right-hand side (they'll pick one from the upside-down cards on your hands)	**Stay in your current grid for one turn**	**Say no when another player wants to steal your ingredient cards** (This card can be kept until needed)	**Say no when another player wants to buy your ingredient cards with a discounted price** (This card can be kept until needed)	**You won't get the $35 bonus when you pass the starting point**

- **Lottery Cards**

Give $5 to every player	**Pay tax for $10**	**Buy one portion of any syrup, jam, tea, or powder from any player for a discounted price of $1**	**Receive income tax refund for $15**	**Earn $5 from each player**
Win a lottery for $20	**Oops! Nothing's on this card** Your choice to pay $10 to draw another lottery card	**Buy one portion of any topping from any player for a discounted price of $5**	**Advance to go and collect $35 bonus**	**Pay rent for $15**

- **Ingredient Cards**

| Creama | Ice Cream | Pudding | Boba | Lychee Jelly | Aloe Vera |

| Black Tea | Green Tea | Oolong Tea | Water | Mango Jam | Strawberry Jam | Passion Fruit Jam | Grapefruit Jam | Orange Jam |

| Taro Powder | Coffee Powder | Thai Tea Powder | Matcha Powder | Creamer | Brown Sugar | Fructose | Honey |

- **Money:** Players can use money to buy the ingredients or trade with other players.

| 50 | 20 | 10 | 5 | 1 |
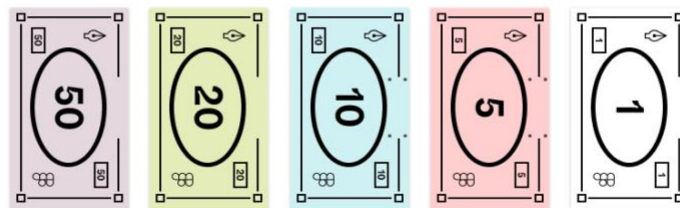
- **Menu:** The menu contains all drinks and prices corresponding to the drinks.

IT'S
BOBA TIME

menu

MILK TEA $50

MILK TEA WITH BOBA

THAI MILK TEA WITH BOBA

TARO MILK TEA WITH PUDDING

MATCHA MILK TEA WITH PUDDING

COFFEE MILK TEA WITH PUDDING

MANGO MILK TEA WITH BOBA $60

BREW TEA $40

BLACK TEA WITH LYCHEE JELLY

GREEN TEA WITH LYCHEE JELLY

OOLONG TEA WITH ALOE VERA

HONEY TEA WITH ALOE VERA

FRUIT TEA $50

ORANGE TEA WITH ALOE VERA

MANGO TEA WITH LYCHEE JELLY

GRAPEFRUIT TEA WITH ALOE VERA

STRAWBERRY TEA WITH LYCHEE JELLY

PASSION FRUIT TEA WITH ALOE VERA

SPECIALTY $70

GRAPEFRUIT CREAMA
WITH ALOE VERA

COFFEE CREAMA
WITH PUDDING

TARO ICE BLENDED
WITH PUDDING AND CREAMA

THAI ICE BLENDED
WITH BOBA AND ICE CREAM

MATCHA ICE BLENDED
WITH BOBA AND ICE CREAM

STRAWBERRY ICE BLENDED
WITH LYCHEE JELLY AND ICE CREAM

- **Recipe:** The recipe contains the formulas of all drinks on the menu.

Milk Tea

1. Black Milk Tea w/ Boba =

   Green Milk Tea w/ Boba =

   Oolong Milk Tea w/ Boba =

2. Thai Milk Tea w/ Boba =

3. Taro Milk Tea w/ Pudding =

4. Matcha Milk Tea w/ Pudding =

5. Coffee Milk Tea w/ Pudding =

6. Mango Milk Tea =

Brew Tea

7. Black Tea w/ Lychee Jelly =

8. Green Tea w/ Lychee Jelly =

9. Oolong Tea w/ Aloe Vera =

10. Honey Tea w/ Aloe Vera =

Fruit Tea

11. Strawberry Tea w/ Lychee Jelly =

12. Mango Tea w/ Lychee Jelly =

13. Grapefruit Tea w/ Aloe Vera =

14. Orange Tea w/ Aloe Vera =

15. Passionfruit Tea w/ Aloe Vera =

Specialty

16. Grapefruit Creama w/ Aloe Vera =

17. Coffee Creama w/ Pudding =

18. Taro Ice Blended w/ Pudding and Creama =

19. Thai Ice Blended w/ Boba and Ice Cream =

20. Matcha Ice Blended w/ Boba and Ice Cream =

21. Starberry Ice Blended w/ Lychee Jelly and Ice Cream =

Milk Tea

1. Black Milk Tea w/ Boba =

   Green Milk Tea w/ Boba =

   Oolong Milk Tea w/ Boba =

2. Thai Milk Tea w/ Boba =

3. Taro Milk Tea w/ Pudding =

4. Matcha Milk Tea w/ Pudding =

5. Coffee Milk Tea w/ Pudding =

6. Mango Milk Tea =

Brew Tea

7. Black Tea w/ Lychee Jelly =

8. Green Tea w/ Lychee Jelly =

9. Oolong Tea w/ Aloe Vera =

10. Honey Tea w/ Aloe Vera =

Fruit Tea

11. Strawberry Tea w/ Lychee Jelly =

12. Mango Tea w/ Lychee Jelly =

13. Grapefruit Tea w/ Aloe Vera =

14. Orange Tea w/ Aloe Vera =

15. Passionfruit Tea w/ Aloe Vera =

Specialty

16. Grapefruit Creama w/ Aloe Vera =

17. Coffee Creama w/ Pudding =

18. Taro Ice Blended w/ Pudding and Creama =

19. Thai Ice Blended w/ Boba and Ice Cream =

20. Matcha Ice Blended w/ Boba and Ice Cream =

21. Starberry Ice Blended w/ Lychee Jelly and Ice Cream =

- **Mobile app - BAR**: Players can keep track of what drink they are making by putting together the recipe formula in the app.

It's Boba Time

Assets
Management

Assets Management helps you track
your spending, set your goals and
helps you to win the game.

Let's get started →

Create account

Nec nihil affert partiendo ne, quo no iisque
etiam tacimates sed conceptam.

Name

Email

Password

☑ I agree with our **Terms** and **Conditions**

Create account

Already have an account? **Sign In**

Login

Welcome back,
Sign in to continue etiam tacimates sed ad

Email

Password   **Forgot password?**

Sign In

Don't have an account? **Create account**

$175.00
BobaTime Dollar

··· **Send**

Daily spending　　　See all

150

100

50

1st Round　　2nd Round　　3rd Round

Recent transactions　　See all

Player 1 just purchased　　$22.00
2 Servings of Greentea, 3 left

Player 2 just purchased　　$39.00
1 serving od boda
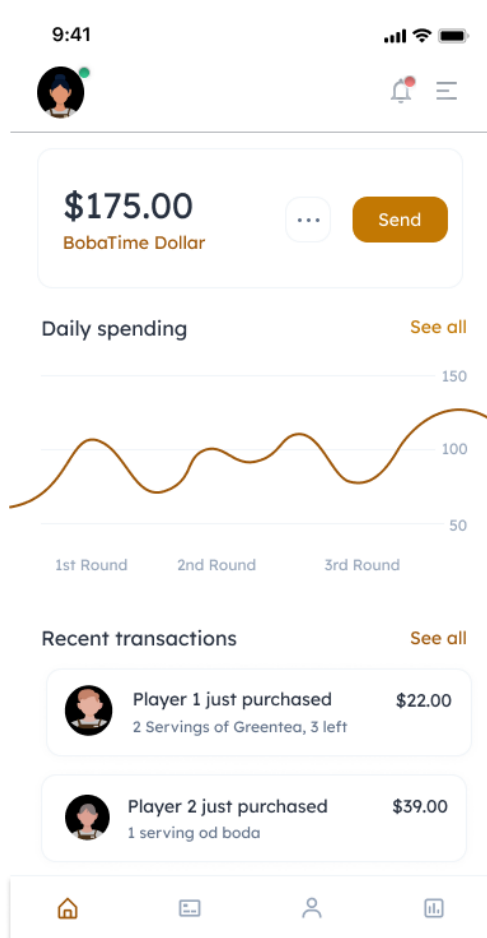
Inventory List
Servings

$135.00　　total Spend

SOLD　Mango Jam/$ 5.00 EA　　Sold out

Starberry Jam/$ 5.00 EA　　3 Serv.

Passionfruit Jam /$ 5.00 EA　　4 Serv.

Grapefruit Jam /$ 5.00 EA　　6 Serv.

Orange Jam /$ 5.00 EA　　8 Serv.

JAM
3 Serv. left

POWDER
15 Serv. left

TEA
9 Serv. left

TO
17 ꜱ
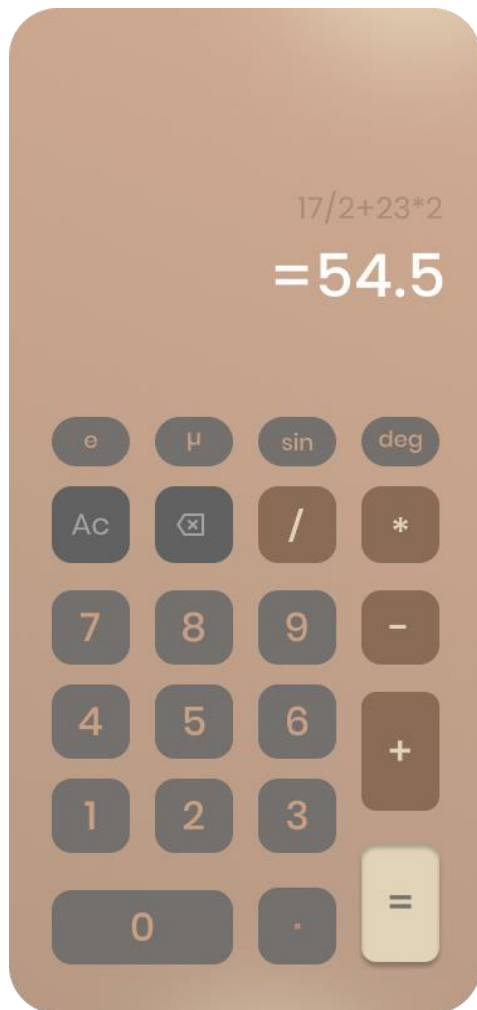
Mechanics and Power-ups

1. Summary:

Players receive a recipe card containing all the drinks in the shop. There is no limit to the number of drinks that the player can make, but each drink can only be made once. When one player creates a drink, that drink is crossed out from the menu, and other players cannot make the same drink anymore. Each drink has a different corresponding point. Drinks that require more ingredients and special ingredients are worth more points. Players take turns in rolling the dice to collect ingredients on the game board. The game ends when one player makes drinks worth at least a total amount of 200 dollars.

2. Game Setup:

Set up the game board, the dice, the money, the menu, the recipe and put each type of the card separately facing down.

3. How to Start:

Start the game by giving all players the menu with recipes and having each player choose a Token/Character to represent them. The character they chose gives them a

special advantage (check Characters & Controls section). This is then placed on the starting point located on the board. To determine the order of play, each player rolls the dice. The player who rolls the highest number plays first and the order of play goes in a clockwise direction.

4. First Turn:

At the start of the first turn, each player receives 100 dollars (except for the CEO's fave who starts with 110 dollars). This is their starting capital to buy the ingredients that they need. Every player should get a recipe menu, and there is no limit to the number of drinks that the player can make, but it has to be kept privately. The system will cross out a beverage, which means the beverages will be blocked if the player is the first to make the drink and has a monopoly on any ingredients in the drink. Then the drink will be locked by the system, so that other players can no longer make the drink.

5. Each Turn:

Player starts the turn by rolling the dice. The number rolled on the dice determines the number of steps the player will move their token around the board. The movement of the token is only forward. There are several possibilities: they land on an ingredient grid, a chance grid, or a lottery grid. Once they land on the grid, the player on their left shuffles the deck of cards and lets the player draw from the deck. For example, if the player lands on the purple grid, which corresponds to the special ingredients pile. the person on their left will shuffle the pile for you and you draw one card from there. and now you can review the card, and decide if you want to buy the ingredient or not. The same thing If the player lands on the chance grid or the lottery grid.

Trade ingredients:
- Players trade their ingredients with other players through a barter system. Player determines how much they want to trade in exchange. The only condition is that both parties agree to the trade.
  - e.g. 4 green tea for 1 boba
- Players trade their ingredients for money/ sell their ingredients for the amount they specify.
- Players purchased the ingredients with original listed price with the system
- Players trade their own ingredients off market by customized price
- Players take loans from the system
- Players having competition on auctions after one of the player declared as bankruptcy
- Sell ingredient to other player (Player determines amount of money they want in return)
- Trade an ingredient with another player

When the player lands into a slot that they don't have enough money to buy, they can skip.

6. Other details:

In this board game, all the ingredients will appear in the form of grids. Only when the player rolls the dice and shakes the grid, can they know what the ingredients are in the grid. However, the frequency and quantity of the ingredients are not fixed.

In the initial stage, everyone's start-up capital is fixed.

The system will randomly display 10 to 15 drink menus for everyone to choose, but the selected menu is confidential. Only you know, other players don't.

Everyone starts to roll the dice and decide on the type and quantity of ingredients to buy.

Only when the game is sold out or a player monopolizes a single ingredient, the system will prompt all players that the ingredient has been sold out. At this time, everyone needs offline transactions, there are many possibilities, but there will be no fairness in this game.

There are some shortcuts in the middle, but they are all chance cards drawn randomly. Such as viewing your friend's menu, or viewing the number of items your friend has, etc.

In the final scoring, only the number of drinks that can be made by the ingredients in the menu will be counted, and any excess materials will be discarded.

7. Enemies and Bosses:

This game does not apply to the concept of Enemies and BOSS, because we are not a game of leveling, although there will be difficulties in the batch mobile phone, but these can be avoided to some extent.

If I say the hardest point in this game, I would say that it is the fastest speed to the most collected ingredients for the least price.

To achieve a monopoly as much as possible, to have a certain objective amount of cash in hand as much as possible, and to be ready to compete with the opponent for the quantity of ingredients at the same time,

Keeping your drink menu choices secret is the best solution to this game.

8. Cutscenes, Bonus Materials, and Comps

At the beginning of the game, each player will have a capital of 75 dollars to buy the ingredients. Everytime the players pass the starting point, they can buy a lottery ticket. With the lottery, the players can have a chance to collect money or buy rare ingredients from the other players, get free ingredients from the market, or give other players a fee.
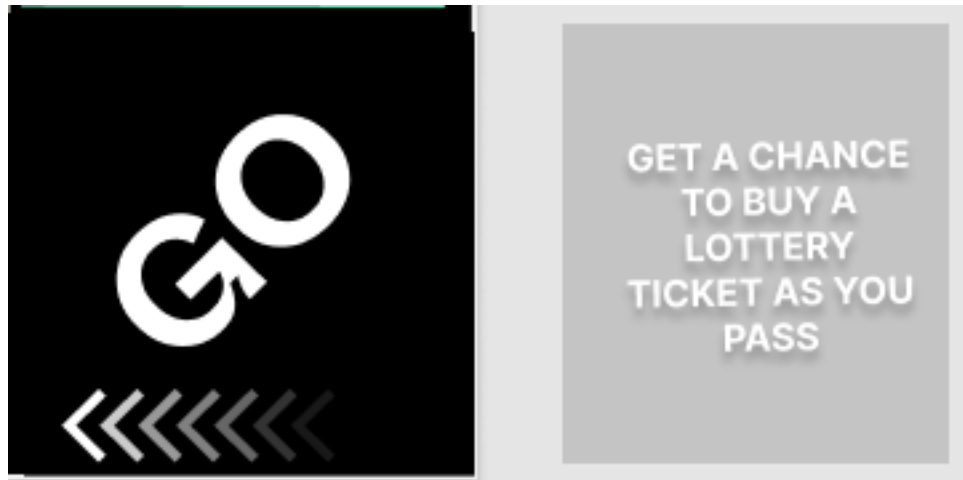
Starting point image

9. Competitions:

The Boba Card game is a fast-paced tabletop card game where each player is their own boba shop owner. Each player is pitted against each other to strategically make 5 complete drink sets on their table. But within the deck are cards filled with mischievous action cards that help you steal or best yet, sabotage the other players. (https://sabobatage.com/pages/how-to-play)

Players reach for various types of sushi to score points before all of the good stuff is gone. Each game consists of 3 rounds where each player picks a card before passing the rest of their hand to the person next to them. At the end of the game, the player who grabbed the most valuable rolls and dishes wins.(https://www.wikihow.com/Play-Sushi-Go)

Monopoly is a multi-player economics-themed board game. In the game, players roll two dice to move around the game board, buying and trading properties, and developing them with houses and hotels. Players collect rent from their opponents, with the goal being to drive them into bankruptcy. Money can also be gained or lost through Chance and Community Chest cards, and tax squares. Players receive a stipend every time they pass "Go", and can end up in jail, from which they cannot move until they have met one of three conditions. The game has numerous house rules, and hundreds of different editions exist, as well as many spin-offs and related media.
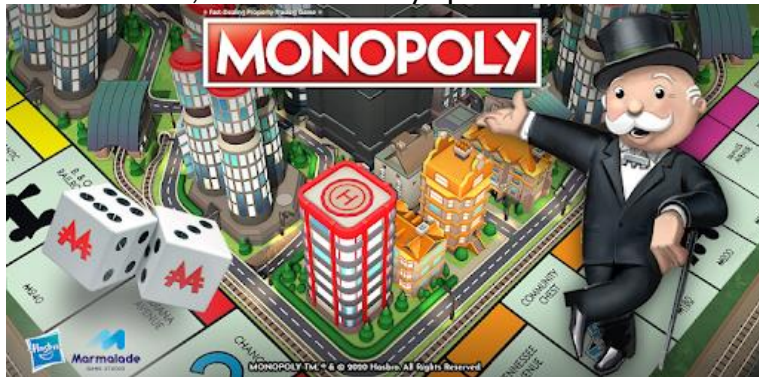
10.   Mockups

10-1: Packaging:

10-2: Grid and related:

https://www.figma.com/file/R0LNk70hO2hB05jXG7e5JS/Main-board?node-id=128%3A1754
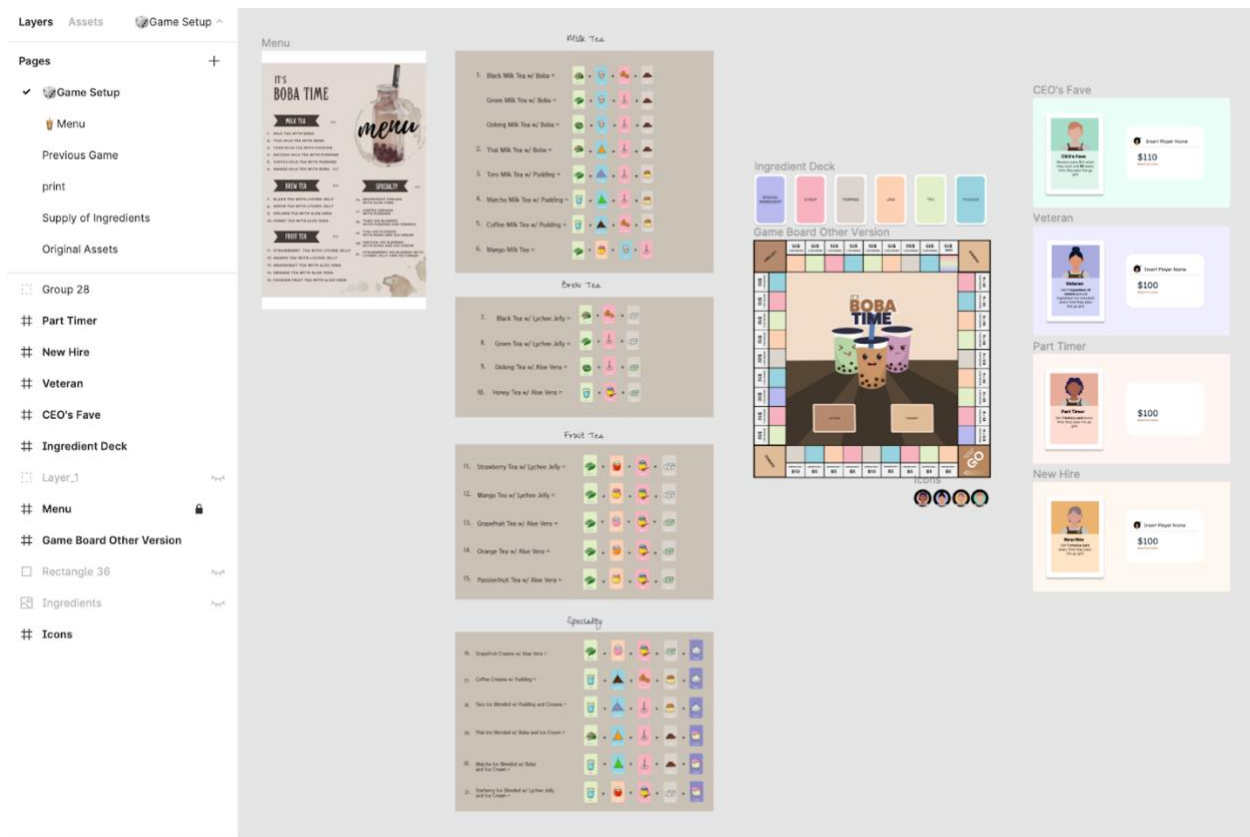
10-3: Instruction book:

https://www.figma.com/file/XdPqgeC8vmXrnTuK9GVoOU/Book-Template-with-Fuzzy-Friends-Illustrations-(Community)?node-id=0%3A1

https://issuu.com/juliadee_/docs/booklet

10-4: APP Mock-up:

https://www.figma.com/file/pzQLuwlSvxwZl06rdw42yL/Game-App-Mockup?node-id=0%3A1
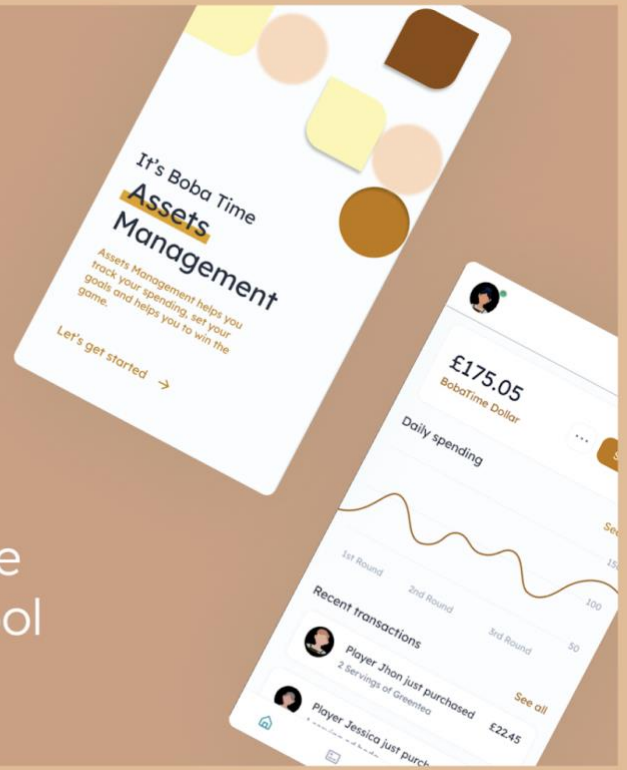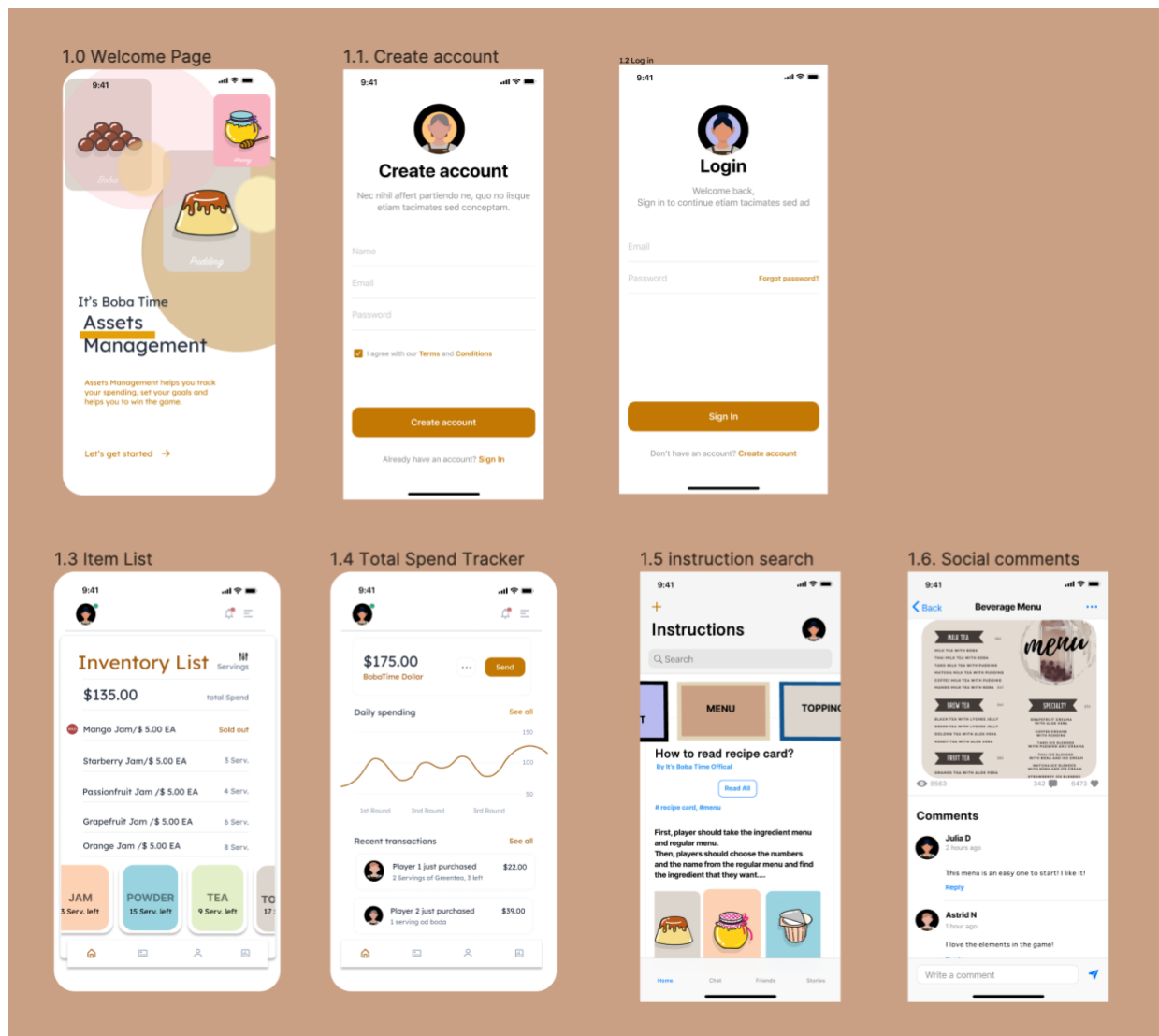
11.Game Design Process Documentation

11-1: Ideation Phase, brainstroming

11-2: Started from a lovely idea.

11-3: Using the concept to match with the market

11-4: We did some brainstorming and idea collecting, to collect the elements and fundamental concepts of the project.

11-5: Confirm the primary game set-ups as the 1st draft

11-6: Package mockup is done

11-7: Grid, primary and secondary version is done

11-8: App Mock-up, calculation function is done

11-9: App Mock-up, function adding

11-10: Card, lottery and Chance card 1st version done
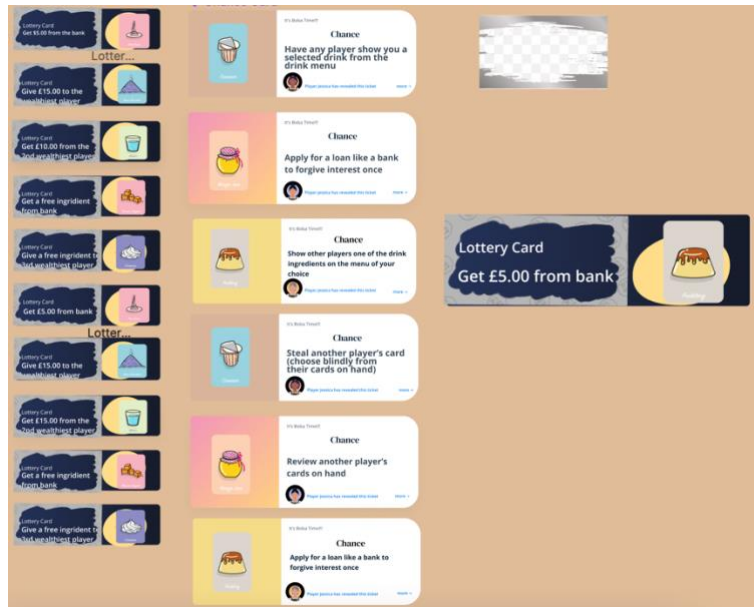
11-11: Character Creation done
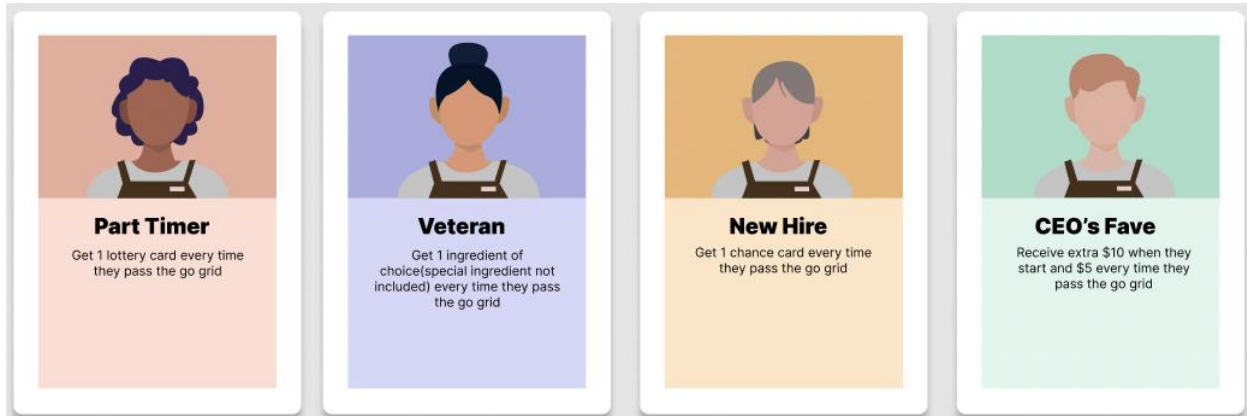
11-12: Since the "fundamental elements" are done, My target since then is to switch from "creating" to "improving"

11-13: Creating the Wireframe

11-14: Bring the questions to the wireframe, to refine the gameplay rules

11-15: Grid 3 versions (final)

Top row (left to right):
LOTTERY | EARN $15 | SERVING SIZE 3 $15 | SERVING SIZE 3 $30 | SERVING SIZE 3 $15 | SERVING SIZE 3 $15 | SERVING SIZE 3 $15 | SERVING SIZE 3 $15 | SERVING SIZE 3 $15 | SERVING SIZE 3 $15 | CHANCE

Left column (top to bottom):
SERVING SIZE 2 $10 | SERVING SIZE 2 $10 | SERVING SIZE 2 $10 | SERVING SIZE 2 $10 | SERVING SIZE 2 $20 | SERVING SIZE 2 $10 | SERVING SIZE 2 $30 | SERVING SIZE 2 $10 | SERVING SIZE 2 $10

Right column (top to bottom):
SERVING SIZE N $5 * N | SERVING SIZE N $5 * N | SERVING SIZE N $5 * N | SERVING SIZE N $5 * N | SERVING SIZE N $10 * N | SERVING SIZE N $5 * N | SERVING SIZE N $5 * N | SERVING SIZE N $5 * N | SERVING SIZE N $15 * N

Bottom row (left to right):
CHANCE | SERVING SIZE 1 $10 | SERVING SIZE 1 $5 | SERVING SIZE 1 $5 | SERVING SIZE 1 $5 | SERVING SIZE 1 $10 | SERVING SIZE 1 $5 | SERVING SIZE 1 $5 | SERVING SIZE 1 $5 | SERVING SIZE 1 $5 | GO COLLECT AS YOU PASS

Center: IT'S BOBA TIME
LOTTERY
CHANCE

This is the final version of the gameboard, compared to the ones before, we redesigned the game board to match the overall boba theme!

11-16: Character properties, Redone
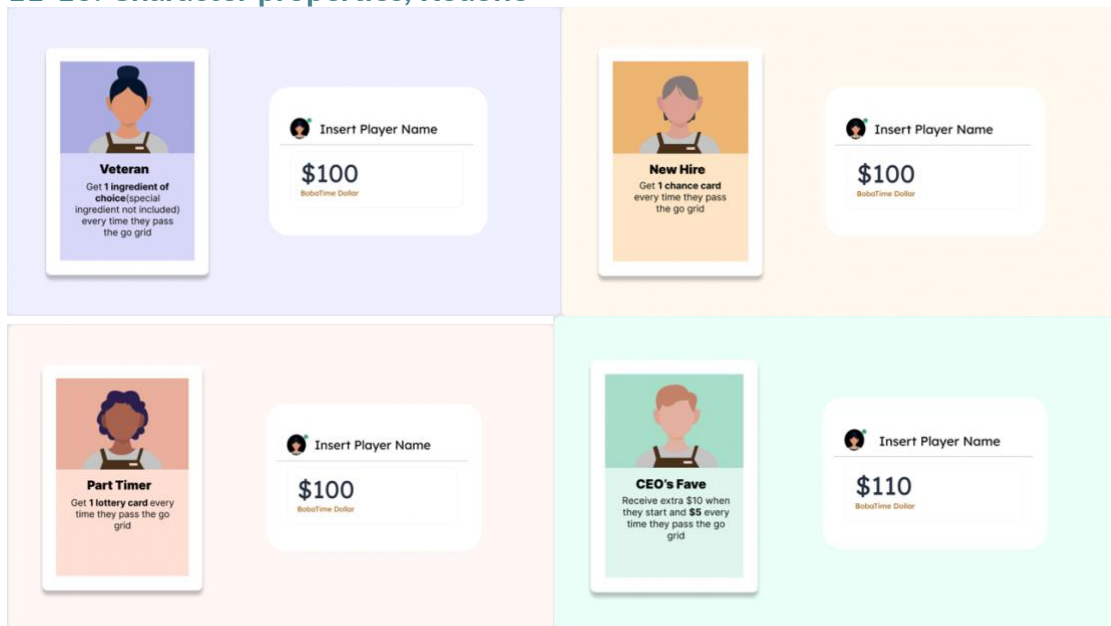
These are the final versions of the character I created. Originally, the Part Timer's special skill was to take another turn after passing the go grid, but we thought this skill was weaker compared to other's skills. For example, If the Part Timer takes another turn and lands on the tea grid, she still needs to pay for it. However, veterans can just get it for free. That was why we decided to change it to get a lottery card every time after passing the go grid. We thought this way could make the skill for each character more equal.

12. Test the game
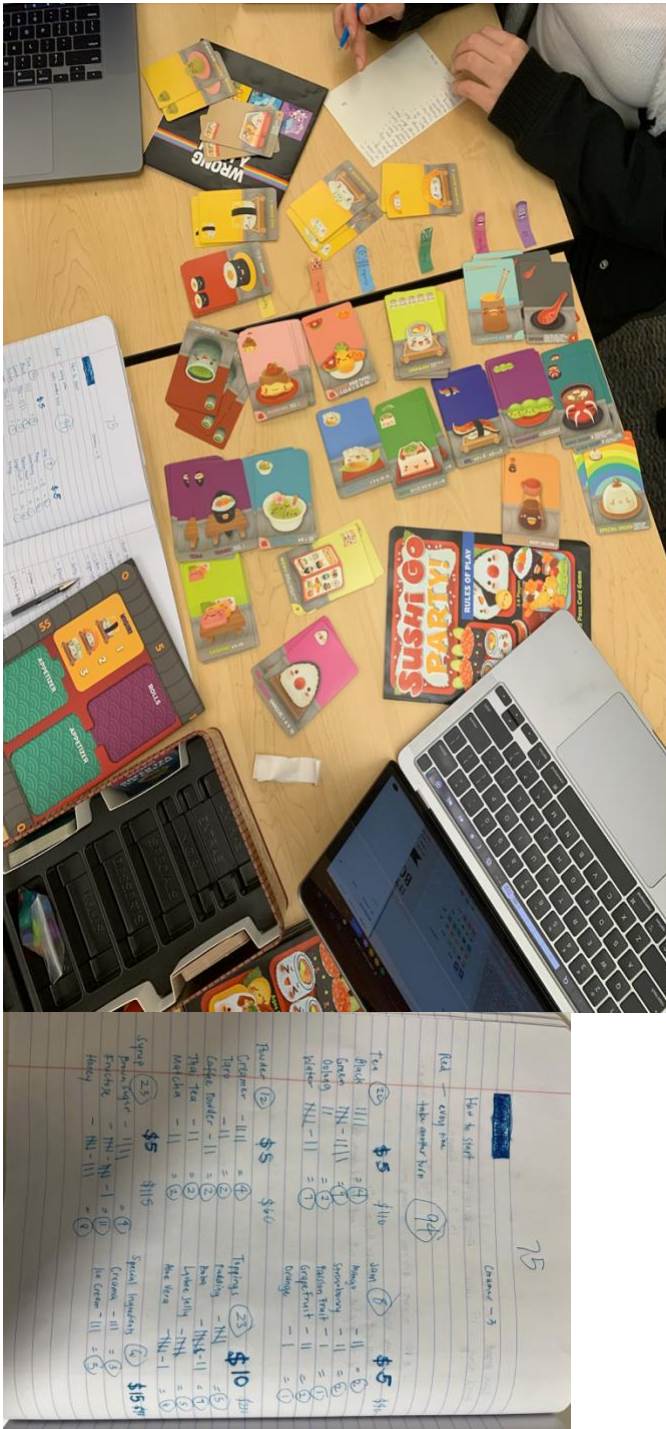
I use Sushi Go's cards to represent different ingredients and test out the game. The main goal of game testing is to identify and discover defects and bugs in the game and ensure the game is bug-free. Testing the game is very helpful! We find a lot of details to polish.

13.   Instruction book mock-up creation

I came up with the instruction book to make the game easier to understand for the players. Choosing between a physical and a digital instruction book was hard, but we all agreed to make a physical book. The book will be no bigger than the product's box and printed in color.

Table of contents

The Grid

Here is main grid for the game.
Players place the character in the "GO" (start point)
The number of steps the player moves needs to be the same as the number of points thrown by the dice.
The game can only go forward unless specifically instructed

The Dice

Roll it first.
Follow the points and move forward. The pattern means point 1.
Wish you good luck.

The Menu

Here are examples of all beverages that can be crafted from raw materials. And arranged according to the size of the numbers, the serial number is the same as the number in the ingredient list, so it is convenient for everyone to correspond and find.

IT'S BOBA TIME

menu

MILK TEA   50pts

1. MILK TEA WITH BOBA
2. THAI MILK TEA WITH BOBA
3. TARO MILK TEA WITH PUDDING
4. MATCHA MILK TEA WITH PUDDING
5. COFFEE MILK TEA WITH PUDDING
6. MANGO MILK TEA

BREW TEA   40pts

7. BLACK TEA WITH LYCHEE JELLY
8. GREEN TEA WITH LYCHEE JELLY
9. OOLONG TEA WITH ALOE VERA
10. HONEY TEA WITH ALOE VERA

SPECIALTY   70pts

16. GRAPEFRUIT CREAMA WITH ALOE VERA
17. COFFEE CREAMA WITH PUDDING
18. TARO ICE BLENDED WITH PUDDING AND CREAMA
19. THAI ICE BLENDED WITH BOBA AND ICE CREAM
20. MATCHA ICE BLENDED WITH BOBA AND ICE CREAM
21. STRAWBERRY ICE BLENDED WITH LYCHEE JELLY AND ICE CREAM

FRUIT TEA   50pts

11. STRAWBERRY TEA WITH LYCHEE JELLY
12. MANGO TEA WITH LYCHEE JELLY
13. GRAPEFRUIT TEA WITH ALOE VERA
14. ORANGE TEA WITH ALOE VERA
15. PASSION FRUIT TEA WITH ALOE VERA

Character Card

Each character has different properties which may take effects on the final result by different "buff". The order of character selection is determined according to the size of the player's throwing points.

CEO's Fave
Receive extra $10 when they start and $5 every time they pass the go grid.

Insert Player Name
$110

Veteran
Get 1 **ingredient** of choice and a random ingredient not included every time they pass the go grid.

Insert Player Name
$100

Part Timer
Get 1 history card every time they pass the go grid.

Insert Player Name
$100

New Hire
Get 1 chance card every time they pass the go grid.

Insert Player Name
$100

Category Card

The classification here is to divide all the ingredients into 6 categories, and the types of cards drawn correspond to the colors on the grid. As each player draws cards, they are randomly sorted by the next player in a clockwise order.
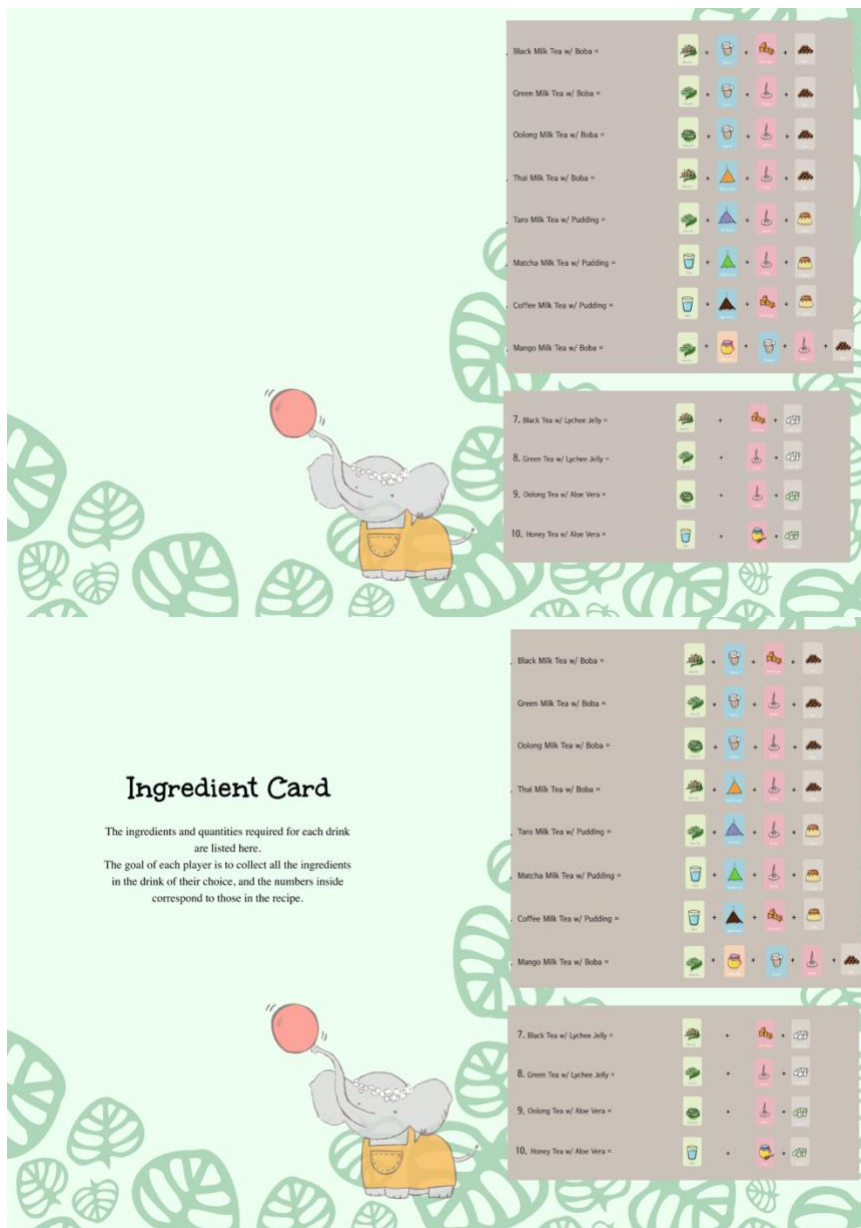
TEA	JAM	POWDER
SPECIAL INGREDIENT	SYRUP	TOPPING

Ingredient Card

The ingredients and quantities required for each drink
are listed here.
The goal of each player is to collect all the ingredients
in the drink of their choice, and the numbers inside
correspond to those in the recipe.

14. Presentation and video editing