

LEMONADE STAND

Collect fruits to make delicious lemonade. Completing pitchers of lemonade earns you points—the bigger they are, the more points you get. But the harder they are to fill. A drafting and collection game for new gamers.

MECHANICS

Drafting

Set collection

Pattern building

Family

First gamers



 **2-4**
PLAYERS

 **15-20**
MINUTES

 **6+**
AGE

DRAFTING

SET COLLECTION · FAMILY

HOW TO PLAY

1 Pick fruits or take pitcher

Pick all fruits of a kind from an orchard or take an available pitcher. If the orchard is empty, refill all orchards.

2 Mix lemonade

Add the fruits to your pitchers. You must fill the bottom row of a pitcher before adding the next fruits. But beware. If you don't have room for all the fruits you've picked, they turn into food waste and score negative points.

3 Score

When a pitcher is full, you score it. On your next turn, you can choose to take a new pitcher instead of picking fruits.

4 Game end

As you reveal new pitcher cards, a crow moves from orchard to orchard. The crow steals fruit (or, rather, you share with it) and makes the draft more unpredictable. When the crow leaves the final orchard, the game ends.

GAMEPLAY HIGHLIGHTS

My first drafting

The drafting is easy to learn and play, but still challenging.

Slightly unpredictable

The crow creates a bit of randomness and a few tactical decisions.

Mini puzzles

Figuring out how to best fill your pitchers is a small puzzle.

Mini expansion

A market introduces a bit more complexity to the game for "seasoned" gamers.

COMPONENTS 5 Orchards (cardboard tiles) · 1 Market tile (cardboard) · 50 Fruit tokens (wood, possibly screen printed) · 26 Pitcher cards · 1 Cloth bag

[RULES](#) · [VIDEO](#) · [P&P](#)



[binaryblaze-games.dk/
games/lemonade-stand](https://binaryblaze-games.dk/games/lemonade-stand)

Mads Brynnum brynnum@gmail.com

Jacob Engelbrecht j.engelbrecht@gmail.com



BINARY BLAZE
GAME DESIGN STUDIO