

Blend Off!



Blend it Like Becca—a small-town smoothie shop sensation!

It's been a slow night. Becca the shop owner, Kevin the runner boy, and the Master Mixers—including you!—have started closing up shop. One minute before close, the door swings open. Outside, you see parked school buses and a line of people all the way to the street corner! The high school girls' volleyball tournament has just gotten out, and everyone is craving a smoothie for the ride home. Becca cuts a deal: whoever blends the most smoothies tonight gets free smoothies for a month!

The Blend Off! has begun, and only one can win. There's just one problem: Kevin. Skittish at best on normal days, he flies into a frenzy, grabbing fruit for you from the fridge at random. Take the fruit Kevin brings, complete the orders Becca calls back, and blend your way to victory!

Overview

Blend Off! is a game of speed and skill for two to four players. There are no turns; everyone plays at the same time in a race for the finish.

Master Mixers roll their die to collect fruit to fill orders from the deck. When their fruit matches an order, a Master Mixer blends it and claims the order for gold stars. The player with the most gold stars at the end of the game is the winner.



Components

- 1 Rulebook
- 4 Fruit Dice
- 41 Fruit Tokens
 - 8 Banana
 - 8 Strawberry
 - 8 Mango
 - 8 Orange
 - 8 Blueberry
 - 1 Durian

- 8 Blender Cards
- 2 Rules/Spill Cards
- 37 Order Cards
 - 1 Purple
 - 4 Orange
 - 8 Blue
 - 8 Yellow
 - 8 Red
 - 8 Green



The Cast

Becca - The Deck - A tough taskmaster who keeps you on your toes.

Kevin - The Dice - Each player has one die, representing Kevin. By rolling the die, you send Kevin to the fridge for fruit.

The Master Mixers - The Players - Each player is an experienced smoothie maker, with two blenders at the ready and a thirst for free drinks!

Setup

1. Give players one fruit die and two Blender cards in their chosen player color to place faceup in front of themselves.
2. Place the durian token and fruit tokens of each type equal to the number of players plus two in the center of the table. Return the rest to the box.
3. Create the Becca deck: use all of the orange cards plus all cards that match the colors of the players' Blender cards.

For example, in a 2-player game between red and blue, the deck is composed of all of the orange, red, and blue cards.

4. Shuffle the deck and check the bottom card. If it is a Special Order, cut the deck until the bottom card is a standard Order. Show the bottom card to all players and then place the deck facedown near the fruit tokens.
5. Create the first set of Orders from the deck by turning as many cards faceup on the table as there are players, plus one. For Special Order cards, follow the rules given in the "Additional Rules" section.

For example, in a 3-player game, four Orders will be available at the start of the game.

You are ready to begin on a count of "**Ready, Set, Blend!**"

Gameplay

There are no turns in Blend Off! Everyone plays at the same time. The actions each player may take at any time are: **Collect**, **Dump**, **Blend**, and **Blunder**.



Collect - Roll your die to get fruit. On each roll, you may collect one fruit token that matches the faceup side of the die and place it in one of your Blenders, or you may ignore the result and reroll. The purple question mark is a wild. When it is rolled, take one fruit token of your choice, but not the durian.

Dump - You may dump the fruit out of one of your Blenders. Because the fruit is already mixed together, you may not dump just one or two ingredients: you must dump the whole Blender either into the center of the table or into your other Blender, combining their ingredients.

Blend - When the fruit in one of your Blenders exactly matches the recipe on one of the faceup Orders, call out "Blend!" A purple question mark in a recipe may be fulfilled by any fruit other than the durian. Once you call out "Blend!" you have laid claim to the Order. Nobody can steal it from you or ruin your recipe with the durian (see below).

Blending consists of 3 steps: Take the Card, Replace the Card, and Return the Fruit.

Take the Card - Grab the Order card and place it next to you. Check that you made the smoothie correctly. If you didn't, put the card back. If two or more players are going after the same Order and they shout "Blend!" at the same time, the Order goes to the first player to touch the Order card.

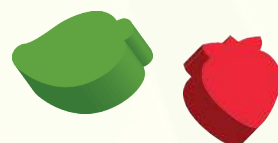
Replace the Card - Have Becca call back the next Order: turn the next card from the deck faceup. For Special Order cards, follow the rules given in the "Additional Rules" section.

Return the Fruit - Return the fruit tokens from your Blender to the center of the table.

Blunder - While Blending, if a player botches any of the three steps, it is a "Blender Blunder!"

Examples include blending with extra or wrong ingredients, forgetting to replace the card with a new Order, not drawing again after drawing a Special Order, or keeping blended fruit instead of returning it to the center of the table.

When this happens, any player may point to the error and call "Blunder!" The player who made the error must immediately correct their mistake and sit out of the game until another player calls "Blend!" While sitting out, they may call "Blunder!" on other players. If all players have blundered and are sitting out, then all players start playing again on the count of "Ready, Set, Blend!"



Additional Rules

SPECIAL ORDERS

Some of the cards in the deck are "Special Orders" that modify the recipes and star values of standard Orders:



Add – This adds the fruit shown to the recipe for the Order.

Hold the... – This removes the fruit the arrow is pointing to from the Order.

When a Special Order card is drawn from the deck, place it on the table faceup and draw the next Order card. Place it on top of the Special Order so that the bottom portion of the Special Order card, which shows the modification, is showing.

If a second Special Order is drawn, keep stacking the cards until a standard Order is drawn. It is possible to have the same kind of fruit added to and held from an Order.

THE DURIAN



This pungent Asian fruit is known for its overpowering smell and taste. Some people love it, but it does not mix well with other fruits. Becca made a durian smoothie once as a prank, and now customers order it on a dare. So, there is always a little bit of durian in stock.

When all of a particular fruit is used up and a player rolls that fruit, Kevin will get confused and bring them the durian. The player may add the durian to another player's Blender if the target is not taking the Blend action. The target must dump their Blender with the durian into the fruit pile in the center of the table.

Game End

The game ends when all Orders have been filled and the Becca deck is empty. Each player counts the gold stars on their completed Order and Special Order cards. The player with the most stars is the winner! In the event of a tie, both players win.

Advanced Rules

"ENDURANCE" CHALLENGE

To take the Endurance Challenge, add the purple Order card to the Becca deck during Setup. When drawn, set it faceup next to the deck as an extra, additional Order, and draw again. The purple Order card is never modified by Special Orders. To claim it, the player must receive the durian from Kevin and place it in one of their OWN empty Blenders. The first player to do this claims the purple Order for a whopping 4 stars! When the purple Order is claimed, it is not replaced with a new Order.

SPILLS

Spill cards are an optional handicap you may use when playing with younger children or the loser of the previous game. During Setup, distribute a Spill card to one or two players. The holder of a Spill card may shout "Spill!" once during a game to force all other players who are not doing Blend actions to dump both of their Blenders to the center of the table. The Spill card is then flipped facedown to show it was used.

Credits

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Variants

THE RACE!

"The Race!" is a speed game without the cutthroat competition. Players have their own fruit tokens and Order cards. Spill cards, the durian token, and the Endurance Challenge are not used, but players may still call "Blunder!" on one another.

Setup – Give each player one fruit die, two of each type of fruit, and all eight of the cards that match their Blenders' color. Place the two Special Orders of the player's color on the table faceup in front of the player. Shuffle the remaining six Order cards and deal them faceup in front of the player, with the first two placed on top of the Special Orders. Make sure any Order card with the "Add" Special Order does not require three of the same fruit. If it does, move the Special Order card to any other Order.

Place the four orange Order cards faceup in the center of the table to form the "Final Orders." Pair "Tropical Lightning" with "Add Blueberry."

Gameplay – Players may use only their own fruit. Players race to complete their own Orders. When Blending, a player turns the completed Order facedown and removes their fruit from the Blender. When a player has turned all of their Orders facedown, they shout "Final Order!" and race to complete one of the orange Order cards in the center of the table. The player who claims "Sweet Nirvana" earns first place. Second place is awarded to the player who completes "Tropical Lightning + Add Blueberry," and third place is awarded to the player who claims "Surprise Me."

Game End – The game ends when all players but one have completed a Final Order.

Blend Off! Jr.

Blend Off! Jr. is recommended when playing with younger children. The speed element is removed, the game is turn-based, and there are no Blunders, Spills, or Endurance Challenge.

Setup – The deck is smaller:

- For 2 players, use all cards of one player color and all orange cards except "Surprise Me."
- For 3 players, use all cards of one player color, four cards of a second player color (three randomly-selected Orders and the "Hold the..." Special Order), and all orange cards.
- For 4 players, use all of the cards of two player colors and all orange cards.

Setup the fruit dice, fruit tokens, durian token, Blender cards, and the first set of Orders as usual. You may choose to play without the durian; instead, put two extra tokens of each fruit type in the center.

Gameplay Differences – The youngest player goes first. A turn begins by rolling all four dice. Then the player may set aside dice they want to keep and re-roll the remaining dice once. For every pair of matching dice, the player collects one of that fruit type. Wilds may be paired with any fruit, or a pair of wilds may be used to collect a fruit of the player's choice. It is possible to collect up to two fruit in a turn.

After rolling, the player may take any or all of the Collect / Dump / Blend actions as many times and in whatever order they choose. For example, the player may dump before collecting their fruit or blend between collecting two fruits.

Then, the player to the left takes a turn.

Game End – The game ends when all Orders have been filled and the Becca deck is empty. The player with the most stars is the winner! In the event of a tie, both players win.