



Reiner Knizia

SODA SMUGGLERS



RULEBOOK

LAWMAKERS are cracking down on soda, and tight regulation has made way for lucrative smuggling. One bottle per person is the new law—thus bribes, suitcase inspections, and arrests are on the agenda. Only one will emerge the Soda Kingpin!

COMPONENTS

Watch the How To Play video here:



80 Bottle Cap Tokens



32x 1, 20x 3, 12x 5, 8x 10,
5x 20, 3x 30

7 Border Guard Action Tokens



[2 Accept Bribe,
2 Inspect Suitcase, 3 Arrest]



36 Suitcase Cards



x12

x12



x7



x5

8 Event Cards (optional)



OBJECTIVE

Each round, one player takes the role of a border guard while the other players act as travelers. The border guard tries to confiscate as many soda bottles as possible while the travelers attempt to sneak bottles across the border or trick the border guard into unduly arresting them. Whoever has the most bottle caps at the end of the game wins!

GAME SETUP

Keep all the bottle cap tokens within reach as a general stock. Each player starts with two 1's, one 3, and one 5 for a total value of 10 bottle caps. Players keep their bottle caps visible in front of them and may make change at any time during the game.

The number of players determines the number of border guard action tokens used in the game (remaining action tokens are returned to the box).

Players	Accept Bribe	Inspect Suitcase	Arrest
3-4	1	1	1
5	1	1	2
6	1	2	2
7	2	2	2
8	2	2	3

PLAY

The game is played over multiple rounds. The player who most recently drank a soda becomes the border guard for the first round. With each subsequent round the role of border guard passes in a clockwise direction to the next player.

Each round is played as follows:

- 1 The border guard displays the action tokens in front of them.
- 2 The border guard shuffles the suitcase cards and distributes a hand of 5 cards to each of the other players (the travelers). The remaining suitcase cards are placed as a facedown deck in the middle.
- 3 The travelers select their luggage and offer a bribe:
 - i. Each traveler places 2 suitcase cards facedown in front of themselves—this is their luggage.
 - ii. Furthermore, each traveler places 1 card facedown in front of their luggage—this is their bribe. Discard the 2 remaining cards facedown onto the deck in the middle.
 - iii. When all travelers are ready, they simultaneously flip their bribes faceup.



Amanda



Nick



Cami



- 4 The border guard now uses the action tokens. They do not have to use all of the tokens, but they must use them one at a time in this order:



i. ACCEPT BRIBES



The border guard may accept 1 bribe per accept bribe token. They select a traveler by placing an accept bribe token in front of that traveler. The traveler must pay the border guard **their own** bottle caps equal to the number of bottles depicted on their bribe (faceup card). The traveler is now waved through. They reveal their luggage (2 facedown cards) and gain bottle caps **from the stock** equal to the number of bottles depicted on these 2 cards. All of the cards of this traveler are then discarded facedown onto the deck in the middle.



Cami hands over a bribe of 2 bottle caps to the border guard and is then waved through. Cami reveals her luggage (containing a total of 5 bottles) and receives 5 bottle caps from the stock. She then discards her cards.



ii. INSPECT SUITCASES



The border guard may place an inspect suitcase token next to any traveler's facedown suitcase. That traveler must now reveal the contents of that suitcase by flipping the card faceup.

***The border guard may only inspect 1 suitcase per player; each inspect suitcase token must involve a different player.**

iii. MAKE ARRESTS



The border guard may arrest 1 traveler per arrest token. They place an arrest token next to any traveler (whether that traveler has been inspected or not). That traveler must now reveal the contents of both their suitcases. There are 2 possible outcomes:



A. If the traveler has a total of 2 or more bottles in their luggage, they have been caught smuggling. The bottles are confiscated from the luggage (not the bribe) and the border guard receives the corresponding number of bottle caps **from the stock**.

B. If the traveler has 1 or no bottles in their luggage, they were unduly arrested. The border guard must wholeheartedly apologize and hand over **2 of their own** bottle caps to the traveler. If the traveler has 1 bottle in their luggage, they also receive 1 bottle cap **from the stock**.

All the cards of the arrested players are then discarded facedown onto the deck in the middle.



After searching the left suitcase (finding 1 bottle), the border guard decides to make an arrest. But the second suitcase is empty—the arrest is wrong! The traveler receives an apology and 2 bottle caps from the border guard and 1 bottle cap from the stock.



5 After the border guard has used all the action tokens they want to use, they must wave the remaining travelers through. These travelers reveal the contents of their luggage and receive bottle caps **from the stock** equal to the number of bottles depicted on their 2 luggage cards.

***Bribes are never included when determining the number of bottles in a traveler's luggage.**

6 All the cards are discarded face down onto the deck in the middle. The role of the border guard passes clockwise to the next player, and a new round starts.



GAME END

After each player has been the border guard twice in a 3-4 player game or once in a 5-8 player game, the game ends. The player with the highest total value of bottle caps wins! In case of a tie, all tied players share the victory.

OPTIONAL EVENT CARDS

Shuffle the 8 event cards facedown at the start of the game. At the start of each round, the border guard reveals the top event card which is valid for this round. At the end of the round, the event card is discarded.

Event Card FAQ

Birthday: *What happens if a border guard arrests a traveler with 2 bottles or fewer?* The traveler is unduly arrested. The border guard hands over 2 of their own bottle caps to that traveler as usual; the traveler also receives bottle caps from the stock equal to the number of bottles depicted on their 2 cards as usual.

Holiday Season: *Are travelers still only allowed to bring up to 1 bottle across the border within all their luggage?* Correct! Any more counts as smuggling.

Sniffer Dog: *What if the sniffer dog is used on a traveler whose suitcases contain equal numbers of bottles?* The traveler does not reveal this fact but simply decides which suitcase to reveal.



CREDITS

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