PUNCH BOWL

When life gives you giant fruits, make giant punch.

No one knows when the giant fruits started growing, but everyone agrees they make a legendary punch. Become the head of one of four factions—orange, lemon, grape, or strawberry—and lead a band of rollicking revelers to victory.

Compete with the other factions to bring the most desired ingredients to three massive punch bowls before they are served. Fish out your opponents' fruits, add droves of your own, and introduce special ingredients to tip the balance. When a punch is served, the winner adds some of it to their cup, along with coveted ice cubes for different bonuses.

Can you outmaneuver your opponents to win eternal glory and an overflowing cup of punch?

1-5 14+ 30-45'

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COMPONENTS



4 supply boards
Store your fruits and revel cards



3 punches
Compete to add the best fruits to the three punches on the table.



68 fruit gems
17 oranges, 17 lemons,
17 Strawberries, and 17 grapes



1 serving die
For advancing punches



4 seltzers
For seltzer bonuses



20 ice cubes
For other bonuses



1 orchard
A shared stock of fruits



48 revel cards
4 decks of 12 cards each



18 recipes
Shows the characteristics of a punch



3 ladles
Shows that a punch is ready to serve



4 cups
Fill your cup to win!



6 Gold Rings
Marks special ingredients

GAMEPLAY OVERVIEW

Punch Bowl is played in a series of rounds. Each round, you will draw three revel cards from your deck and choose one to play, one to save for later, and one to remove from the game entirely. Cards can add fruits to the three punches and manipulate them in various ways. Steal fruits from other players, trade with the orchard, or change the special ingredient to make certain fruits worth more. When a punch gets served, whoever has the highest value of fruit there gets to add fruits to their cup, gaining points. Plus, earn seltzer and ice cubes for achieving various bonuses. But make sure to use up all of your fruits, as any left rotting in your supply at the end of the game will be worth negative points.

OBJECTIVE

The player with the most overflowing cup of punch—the highest total of fruits, ice cubes, and seltzer in their cup—wins the game! See scoring details on p. 11.



IMPORTANT TERM

Quadrant: Your quadrant is the triangular section of the punch that matches your faction. When adding fruit, add it to your quadrant unless stated otherwise. Example: In the image right, the lemon player's quadrant is outlined in blue.

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SET UP

1. Place the three **punches** in the center of the table, within reach of all players. Each punch should be aligned in the same way, so that the fruits are facing the same direction. *Example (above): The lemon quadrant on each board is on the upper left.*
2. Shuffle the **recipes** and deal one card face up next to each punch. Place the remaining cards face down in a deck to the side, with space for a discard pile next to it.
3. Set the **ice cubes**, **ladles**, and **gold rings** aside in separate piles.
4. Place the **orchard** to the side of the punches and place **fruit** in the orchard according to the chart below:

# of players	# of fruit
2-3 players	4 of each type of fruit (16 fruits total)
4 players	5 of each type of fruit (20 fruits total)

5. Place one **cup** and one **supply** board in front of each player. Place the remaining back in the box.
6. Give each player a deck of 12 **revel cards** that matches the fruit quadrant that is facing them. This is their faction. Each player shuffles their revel cards and places them in a deck face down on the "revel" space of their supply. *Example (above): If you are sitting on the bottom right side of the table with the orange quadrant of each punch facing you, you play as the orange faction. Every card in your deck depicts an orange on the back.* Remove the spirit deck (see p. 12 for solo mode).
7. Give each player three of each type of fruit and one **seltzer**. Each player adds their fruits to the matching spaces on their supply, and places their seltzer in the upper right corner. Return any remaining fruits or seltzers to the box.
8. When you finish setting up your supply, raise your cup in a toast! The first player to do this takes the serving die and becomes the first player.

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PLAY

Each round has three steps: **Select your cards, take action,** and **advance a punch.**

SELECT YOUR CARDS

All players simultaneously do the following:

1. **Draw the top three cards of your revel deck.** If your deck is empty, shuffle the cards in your Rest pile to form a new deck. *Always draw all cards remaining in the revel deck before forming a new deck.*
2. Choose one card to **PLAY**, one to **REST**, and one to **TRASH**.

   PLAY: Keep this card in your hand to play it this round.

   REST: Save this card for later in the game. Place it face up on the Rest space next to your revel deck. Cards placed here will be reshuffled later to reform your revel deck once it has depleted.

   TRASH: Place this card face down to the side of your supply board. It is now removed from your deck for the rest of the game.



Example (above): The player decides to play TANDEM, , rest FISH OUT, and trash BOTTOMS UP. On their turn, they play TANDEM and the place it face up on top of FISH OUT. Once the revel deck is depleted, TANDEM and FISH OUT will be shuffled with other cards to form a new revel deck.

3. Wait until all players are holding one card in their hand to proceed to the next step.

TAKE ACTION

Starting with the first player and taking turns in clockwise order, **play your selected card**. You must take the actions in order from top to bottom. Then, discard your card face up on your Rest pile.

Once all players have played their card, proceed to the next step.

ADVANCE A PUNCH

The first player rolls the serving die

If you are the first player, **roll the serving die**. Advance the punch corresponding to the symbol shown on the die OR roll again. If you choose to roll again, you must advance the punch shown on the second roll. You may not roll a third time.

Advance the punch

If the punch does not have a ladle, place a ladle on the punch (see punch image right). The ladle indicates that this punch is one step closer to serving. If there is a ladle icon on the recipe for that punch (see card image right), immediately take the action below the icon.



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If the punch already has a ladle, immediately serve the punch. This is when the punch is scored. See **serving a punch** on p. 8.

Pass first player

The first player now passes the serving die to the player to their left, who starts the next round as the first player.

Rounds proceed in this way until the Game End (see p. 10) is triggered.

COMPETE OVER PUNCH

REVEL CARDS

Revel cards allow you to add fruits from your supply to the three punches in center. Always add your fruit to the quadrant that matches your faction (your faction is the fruit type shown on the back of your deck). **With revel cards you can also remove opponents' fruits, serve punches, trade fruits with the orchard, and much more.** Every player starts the game with an identical deck, but—by trashing cards each turn—will curate a unique selection of cards over the course of the game. All actions on revel cards are required unless they say "optional." You must take the actions in order from top to bottom.



Pro Tip: Check the number at the top of the card for a quick reference of how many fruits the card will let you add to punches if you take it's full action (e. g., Hotpotch let's you add 3 fruits).

Example: HOTCHPOTCH
The card on the right allows you to add up to three fruits from your supply to three different punches (one to each punch). The grape player uses this card to add a fruit to each punch (see below). As the grape player, they must add their fruits to the grape quadrant of each punch.



Example: TANDEM
The card on the right allows you to add two fruits from your supply to one or two punches of your choice. The orange player uses this card to add two lemons to a punch (see right). They then choose not to add a fruit from the orchard to their supply, since this is an optional action.





RECIPES

Each punch has a recipe that includes (**1**) the maximum number of fruits you could earn if you win the punch (see p. 8), (**2**) the name of the punch, and (**3**) a star, ladle, or serve icon. If it has a star ☆ icon, the punch has a unique attribute. For example, SUGAR MAMMOTH (left) doesn't get a ladle and serves the first time it is rolled. If it has a ladle or serve icon, take the corresponding action on the card when the ladle is added (ladle icon) or the punch is served (serve icon). Recipes may also include a recipe bonus (**4**) or special ingredient (see below).

You can also earn an ice cube (+) as a reward on some recipe cards. Add it to your cup.

Example (right): When the punch is served, any player (not just the winner of the punch) with exactly one fruit in their quadrant of the punch adds one ice cube directly to their cup.



SPECIAL INGREDIENTS

In order to win a punch, you must have the most valuable assortment of fruits in your quadrant when it serves. **All fruits in a punch have a value of one unless they are a special ingredient. Special ingredients have a value of two.**

Some punches start with a set special ingredient indicated on their recipe. These recipes show a large fruit with a gold ring around it. In the example on the right, strawberry is the special ingredient for LIQUID MIDNIGHT. Any strawberries added to this punch have a value of two.



Setting special ingredients

If there is no fruit shown at the top of the recipe (see MYSTIC ELEPHANT on the left), the punch does not have a set special ingredient. **The first fruit added to this punch will become a special ingredient.** Place a gold ring around the fruit to indicate that it is a special ingredient. Now, all fruits matching that fruit type in that punch have a value of two.

Example (right): The strawberry player adds a grape to the punch. Because there is no set special ingredient on the recipe (MYSTIC ELEPHANT) or an existing special ingredient in this punch, grape becomes a special ingredient. The strawberry player places a gold ring around the grape to signify that grape is a special ingredient. If grape remains as a special ingredient when this punch is served, each grape in all quadrants will have a value of two.



Adding special ingredients

Most punches have only one special ingredient, but you can add a new special ingredient to any punch with BLEND. This may lead to multiple special ingredients in one punch.



Pro Tip: If all six gold rings are currently around fruits in punches and you add a new special ingredient, steal a gold ring from the punch of your choice and add it to your special ingredient. Stealing the ring removes the special ingredient distinction from that fruit.

Changing special ingredients

Certain revel cards allow you to change the special ingredient, which can drastically alter your fortunes in a punch.

Removing or moving a special ingredient: If you remove or move a fruit with a gold ring around it, remove the gold ring. That fruit type is no longer the special ingredient. If there is no other special ingredient in the punch (gold rings in the punch or on the recipe), **the next fruit added** becomes a special ingredient and gets a gold ring, even if there are already other fruits in the punch.

Swapping a fruit: If a card allows you to swap a special ingredient with another fruit, the gold ring remains, but the special ingredient is changed to the swapped fruit.

Example 1 - Removing a special ingredient (right):
The grape player plays FISH OUT and adds the orange to their quadrant. They then remove the lemon from the lemon player's quadrant. They place it in the lemon player's supply. They also remove the gold ring. Lemon no longer counts as a special ingredient in this punch. Because this punch no longer has a special ingredient, the next fruit added will become the new special ingredient. This could happen on any player's turn.



Example 2 - Moving a special ingredient between punches (below):



Punch 1
The grape player plays a Blend card and adds an orange as a third special ingredient to Punch 1. They then move their opponent's lemon to a different punch.

Punch 2
If it is moved to Punch 2, it becomes a special ingredient because there are no existing special ingredients in this punch.

Punch 3
If it moved to Punch 3, it would not be added as a special ingredient because this punch already has one. The same would be true if Punch 3 had a recipe with a set special ingredient on the card.

Example 3 - Swapping a special ingredient (right): *The lemon player plays DISPERSE and adds two fruits - a grape to punch 1 and an orange to punch 2. They then swap the lemon in punch 1 with a grape from the orchard. Now, grape is the special ingredient in Punch 1.*



Punch 1 *Punch 2*

SERVING A PUNCH

A punch can be served when you advance it or when certain revel cards are played. When a punch is served, take the following actions:

1. If there is a serve icon ( ) on the recipe for that punch (see image right), take the action on the recipe. If this leads to a tie, all tied players gain the reward.
2. Score the punch to see who won 1st and 2nd place (see below).
3. Give fruit rewards to winner(s) to add to their cup according to the recipe (see below).
4. Award the faction bonus and seltzers if necessary (see p. 10).
5. Move any remaining fruits from the punch to the orchard.
6. Clear the punch and start a new one: Remove the ladle if there is one, discard the recipe and then replace it with a new one from the draw pile.



SCORING THE PUNCH

Any fruits in this punch (in all quadrants) that match the special ingredients (either through gold rings in the punch or as indicated on the recipe) are worth two, while all other fruits are worth one. **The player with the highest value of fruits in their quadrant wins the punch!**



Example (right):

The grape player has a value of 8. *Orange is the special ingredient, so three oranges in their quadrant are worth 2 each for a total of 6, while the grape and lemon in their quadrant are worth 1 each.*

The lemon player has a value of 6. *The two oranges in their quadrant are worth a total of 4, while the strawberry and lemon in their quadrant are worth 1 each.*

The strawberry player has a value of 3 *with one orange and one strawberry.*

The orange player has a value of 0 *with no fruits in the punch.*

The grape player wins the punch. The lemon player is second place.

ADD THE AWARDS TO YOUR CUP

The winner of the punch takes UP TO the number of fruits shown at the top of the recipe from their quadrant and adds them to their cup. If they have fewer fruits in their quadrant than the number on the recipe, they take all fruits in their quadrant. *Do not take more fruit than the number on the recipe. Never take fruits from other players' quadrants!*

Please note: All fruits in your cup are worth 1 point at the end of the game. The special ingredient distinction only matters when calculating who wins each punch. It does not affect the value of fruits in your cup.

Example (right): With this recipe, the winner takes 2 fruits from their quadrant. If there is only one fruit in their quadrant, they take 1. If there are 4 fruits in their quadrant, they take 2 of their choice.



Second place: In a 3-5 player game, the player who has the second highest value takes one fruit from their quadrant and adds it to their cup, regardless of how many fruits are in their quadrant.

Ties: Ties are friendly. If multiple players tie for first, they each get to add the full rewards to their cup from their quadrant, and second place does not receive any fruit. If there is no tie for first place but multiple players tie for second, they each receive one fruit.

Pro Tip: Each fruit in your cup at the end of the game is worth the same amount. However, consider that fruits added to your cup will be removed from the game and will affect the availability of fruits in the orchard. You can use this to corner the market on varieties of fruit, and give yourself an advantage over your opponents.

Pro Tip #2: Even if there is a tie, one player might end up with more fruit to add to their cup. This may happen if one player used more special ingredients than another player. For example, if orange is the special ingredient and Mike has 2 oranges and Grace has 4 grapes, they are tied. If the recipe is worth up to 4 fruits, Mike gets only 2 fruits and Grace gets 4. Remember, all fruits are worth one point each in your cup at the end of the game. Poor Mike!

BONUSES AND ICE CUBES

Earn ice cubes for achieving **recipe bonuses** and **faction bonuses.**



RECIPE BONUS

Certain recipes have a bonus for a specific combination of fruit. The first player to have that combination of fruit in their quadrant of the punch earns the recipe bonus. If you achieve the bonus, immediately add two ice cubes to your cup. Then, slide the card underneath the punch so that just the bonus is hidden. No one else can receive that bonus.

Example (right): This recipe bonus goes to the first player who has two grapes and two lemons in their quadrant.



Some recipe bonuses do not indicate specific fruits, but rather combinations of matching fruits.

Example (right): You can win this recipe bonus by being the first player to have any two pairs of different fruits (e.g. two strawberries and two lemons) in your quadrant.



Example (left): SILVER MAJESTY
The grape player adds a grape to their quadrant and now has two grapes and two lemons in their quadrant. They have achieved the recipe bonus (see SILVER MAJESTY *above) and immediately add two ice cubes to their cup. They then slide SILVER MAJESTY underneath the punch so that the bonus is no longer showing. The rest of the card is still in effect.*

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FACTION BONUS

Each time you win a punch with a special ingredient that matches your faction (grape, orange, lemon, strawberry) you immediately receive an ice cube to add to your cup as a reward. Second place winners do not get a faction bonus.

Example (right): When this punch is served, both players tie for first place. They both receive the award on the recipe, and the lemon player also wins the faction bonus of one ice cube that they add to their cup. This is because they won a punch where lemon is a special ingredient.



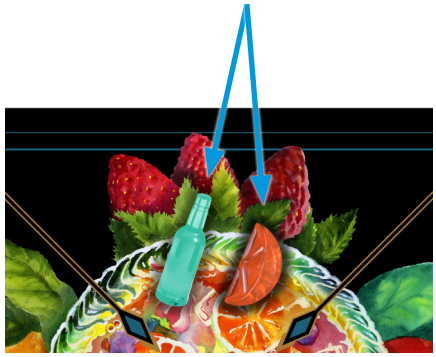
SELTZER

Any time you take an action that lets you add a fruit to a punch, you can add the seltzer from your supply in place of that fruit. Seltzers do not add to the total value of fruits in your quadrant. Instead, they offer a bonus reward for the winner of the punch. In this way, adding a seltzer is like placing a bet that you will win that particular punch.



If there are seltzers in the punch when it is served, the winner of that punch takes all seltzers in the punch and adds them to their cup, regardless of whose quadrant they came from. Seltzers in your cup are each worth two points at the end of the game.

Example (right): The strawberry player plays DOUBLE DOWN to add two fruits to a punch. They add one orange and one seltzer in place of a second fruit to the punch.



Seltzer cannot be targeted by any actions. Once it is placed in a punch it cannot be moved, swapped, or removed until it is taken by the winner of the punch.

Ties: If there is a tie for a punch, the seltzer goes to the tied winner whose quadrant contains the seltzer. If the seltzer is not in the quadrant of one of the tied winners, the seltzer gets removed from the game.

At the end of the game, you will lose two points if your seltzer is still in your supply.

GAME END

The end of the game can be triggered in two ways:

1. **If any player has no fruit or seltzer left in their supply after Round End**, the game ends. Proceed to End Game Scoring.
2. **If you cannot draw three cards at the beginning of the round** because there are not three cards left in your revel Deck (**including those in your Rest pile**), the game immediately ends. Proceed to End Game Scoring.

END GAME SCORING

When the game ends, take the following steps:

1. Immediately serve all three Punches (even if they don't have a ladle) and score them. Take

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all actions under Serving a Punch, including resolving any serve actions on the recipe. Do not resolve ladle actions.

2. Raise your glass and cheers the other players!
3. Count everything in your cup. Fruits and ice cubes are worth 1 point each, and seltzers are worth 2 points each.
4. Add one point for every type of fruit you have depleted from your supply.
5. Subtract one point for every fruit you have left in your supply (it's rotten!). Subtract two points if you still have your seltzer (it exploded!).

The player with the most points wins! If there is a tie, the player with the fewest combined total of fruits and seltzers left in their supply wins the game. If two players tie with the same number of remaining fruits and seltzers, they share a joint victory!



Example: The grape player (above) has one grape and two oranges left in their supply. They receive 2 points (one for depleting strawberries, and one for depleting lemons) but subtract three points (one for each remaining fruit).

The orange player (not pictured) has managed to use all the fruits in their supply by the end of the game and will receive four points, one for each type of fruit depleted. Because they don't have any fruits left, they don't subtract any points.

FIVE PLAYERS

If you have the five player expansion, you can add a fifth player to your game. Playing with five players is the same, with the following changes:

ADDED COMPONENTS

- For the fifth player: 12 revel cards, 12 fruit gems (3 of each type), 1 cup, 1 seltzer, and 1 player supply board
- For the punches: 3 circle cards
- For the orchard: 1 additional fruit of each type



12 Revel Cards



3 Circle Cards

SETUP

- Give the fifth player all the same components as the other players. For their revel deck, give them the 12 cards with the gold rings on the back (see above).
- Place 1 circle card in the center of each punch. These are the fifth player's quadrants.
- Place 6 of each type of fruit in the orchard.
- The fifth player can sit anywhere and, like all other players, takes their turn when it comes up in clockwise order.

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PLAY

- As the fifth player, you do not have a fruit faction. When you add fruits to your quadrant, place them on top of the circle card in the center of each punch.
- To earn the faction bonus (see p. 10), you must win a punch with two or more different special ingredients. This could be special ingredients set by the recipe and/or by players with gold rings.

Example (right): When this punch is served, the fifth player is the winner. They also wins the faction bonus of one ice cube that they add to their cup. This is because they won a punch with two special ingredients (orange and grape).



SOLO MODE

In solo mode, you battle against the spirits of the punch and try to score the most points during their reign. Each level presents additional challenges that you must face along the way.



SETUP

Set up the game for two players with the following changes:

- Add 6 of each type of fruit to the spirit's supply instead of 3. You still need only 3 of each type in your supply.
- The spirit doesn't get a revel deck. Shuffle the spirit deck and place it on the revel space of their supply.
- Choose which quadrant of the punch will belong to the spirit.
- The spirit does not get a seltzer.

PLAY

Your turn is the same as the multiplayer game, except that you are the first player every round. You will take a turn for the spirit. Take the following steps in order each round:

1. **Select your cards and take action**, just like in the multiplayer game (see p. 4).
2. **The spirit takes an action** (see below for details).
3. **Advance a punch**, just like in the multiplayer game. Since you are always the first player, you always roll to advance the punch at the end of each round, and can choose to re-roll if you don't like your first roll.

THE SPIRIT TAKES ACTION

To take action as the spirit, draw the top card from the spirit deck and take all actions on the card, in order, from top to bottom. When taking actions on the spirit card, follow these rules:

- When taking actions, **the spirit** follows all the same rules as any player of the game.
- **When the spirit adds a fruit to** [illegible] **the fruit from the spirit's supply and add it to the**

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spirit's quadrant in the punch. You choose what type of fruit the spirit adds and which punch to add the fruit to, unless otherwise indicated on the card (see next page).

- **"Special ingredient fruits" are fruits that match the current special ingredient in the punch you are adding to.** If the spirit doesn't have any fruits left in their supply that match the special ingredient in the punch, add a different fruit of your choice. As usual, if there isn't a special ingredient in the punch, the first fruit added becomes the special ingredient.
- **Take the actions on the card to the best of your ability.** For example, if the card says to add a fruit to a punch the spirit is losing, but the spirit isn't losing any punches, then add a fruit to any punch.

REWARDS

In solo mode, ties are not friendly. When a punch is served, calculate the winner just like in the multiplayer game, **except that the spirit wins all ties.** If the spirit is the winner of the punch, add fruits directly to their cup.

The spirits do not take part in ladle actions, but they can earn ice cubes during serve actions, and for recipe bonuses. Again, the spirit wins all ties.

Spirits can also earn the faction bonus of one ice cube when they win a punch that has **your faction as the special ingredient** (just like you do). *For example, if you are playing as the orange player, either winner of a punch with orange as a special ingredient would get to add an ice cube to their cup.*

If the spirit wins the serve action, recipe bonus, or faction bonus, add the ice cube(s) directly to their cup.

Pro Tip: By exhausting certain fruit types in the spirit's supply, you can limit their ability to add special ingredient fruits and give yourself an edge.

Example (right): When SCARE TACTICS is played, roll the serving die. Add two fruits from the spirit's supply to the spirit's quadrant of the punch indicated on the die. One fruit must match the special ingredient in that punch, the other doesn't have to. If the punch doesn't have a special ingredient yet, set a special ingredient with the first fruit you add as the spirit. If the punch has a special ingredient but the spirit doesn't have that fruit type, you can add a different fruit in place of the special ingredient fruit.

Then, move two fruits from your quadrant in a punch you are winning to your quadrant in a different punch. If you are not currently winning any punches (remember, tied punches are punches that the spirit is winning), you still must move two fruits, but they can be from any punch.



GAME END

When you or the spirit runs out of fruit, or you can't draw three cards at the start of your turn, the game ends, just like in the multiplayer game. Serve all punches and calculate your score as normal, with the following changes:

- **The spirit does not subtract or add points for fruits left in the supply or fruit types depleted.** However, you still do.
- **Subtract the spirit's points from your total to calculate your final score.** For example, if the spirit got 3 points and you got 14, your final score would be 11.
- **To win the game, you need a score of 10 or more.** If you win, try to beat your final score or try another level (see next page).

SOLO MODE LEVELS

Solo Mode is broken into 5 levels, each with increasing difficulty. Each spirit card shows a challenge in the bottom right. If this challenge corresponds with your level, take the action below. These are accumulative, so in Level 4 you will face all challenges that are revealed.




You may not re-roll the serving die when advancing a punch this round.


Roll the serving die. The spirit adds one fruit to the indicated punch.


At the start of the next round, draw 2 cards instead of 3. Choose one to play and one to trash. Do not rest a card this round.


You must remove a fruit from your quadrant in a punch you are winning and place it back in your supply.

	INTRO LEVEL	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
CHALLENGES	*You may ignore all challenges.*				

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