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Intro & Game Components

ON THE ROCKS

Welcome to **On The Rocks** Cocktail Lounge, where the city's best Mixologist expertly prepare cocktail drinks patrons are craving.

In this competitive bartending game, players complete drinks for money and additional tips but, beware of the mixologists removing and spilling ingredients from your drinks.

In this competitive game, players will select drinks to prepare over three rounds. Roll, draft, set collect, and optional take-that opportunities will help you earn tips to win the game.

Complete over 2-3 rounds of play until *Last Call* is made, the Mixologist who has the most income from drink sales and tips is the winner of the night. Cheers!

OBJECTIVE

The objective of *On The Rocks* is to gain the most income before the *Last Call* of the night. The Mixologist who has the highest combined drink and tip total, Wins!!!

COMPONENTS “Bar Essentials”

- 1 Rulebook
- 1 Coaster
- 1 Shaker Bag
- 2 Clear Ice Dice
- 3 Bonus Coins (values of \$1, \$3, \$5)
- 4 Player Boards
- 4 Player Guides
- 5 Jigger Bowls
- 12 Lemon Round Markers
- 15 Spill Cards
- 48 Tip Cards
 - 5- \$1 Shake it Up [Keep]
 - 5- \$3 Additional Ingredients [Keep]
 - 6- \$2 Feeling Tippy [Keep]
 - 5- \$3 Feeling Tippy [Keep]
 - 6- \$2 Premium [Keep]
 - 5- \$2 Shots, Shots [Pass/ Complaint]
 - 6- \$3 Weak Drink [Pass/ Complaint]
 - 5- \$1 Chumsy Bartender [Pass/ Complaint]
 - 5- \$2 Buy a Drink [Share]

- 60 Recipe Cards
 - 15- *Old Fashioned*
 - 15-*Hurricane*
 - 15-*Martini*
 - 15- *Highball*

- 75 Ingredient Marbles| 5 colors
 - 15 *yellow*
 - 15 *blue*
 - 15 *green*
 - 15 *red*
 - 15 *white*

- 11 *Special Ingredient Marbles*| 3 colors
 - 4 *black (spill marble)*
 - 4 *clear (wild marble)*
 - 3 *gold (clear with yellow cat-eye)*

(Note: look at page 23 for future changes on the gold and clear marble)

- 8 replacement marbles (*one of each color*)

GAME OVERVIEW

GAME SETUP "Prep" *2 Player setup shown in image below

BAR

MIXING AREA

ORDER AREA

1: Player Board
2: Lemon Round Markers

3: Coaster
4: Jigger Bowls
5: Shaker Bag (with Ingredient Marbles)
6: Draft Ingredient Marbles
7: Dice

8: Tip Cards
9: Spill Cards
10: Recipe Cards
11: Bonus Coins
12: Glass Name Tab

GAME SETUP "Prep" (Photo of setup is on page 4)

Bar |

1. Give each player a **Player Board** to place in front of them, allowing space below to place *Recipe Cards*.
2. Each player places 3 **Lemon Round Makers** to the top right above their Player Board.

Mixing Area |

3. Place the **Coaster** in the center of the *Mixing Area*.
4. Place the **Jigger Bowls** in a circle, surrounding the *Coaster*.
 - 2 player game: place 4 *Jigger Bowls*
 - 3 player game: place 5 *Jigger Bowls*
 - 4 player game: place 5 *Jigger Bowls*
5. Place **Shaker Bag** to the side of the *Mixing Area* and fill with **Ingredient Marblers**.
 - Place 3 **Gold Marbles** (Clear with yellow cat-eye) in the bag.
 - Place 4 **Wild Marbles** (Clear) in the bag.
 - Place 4 **Spill Marbles** (Black) in the bag.
 - Place all remaining color *Ingredient Marbles* in the Shaker Bag.
6. **Draft 3 Ingredient Marbles** for each **Jigger Bowl**.
 - Return any **Spill** (Black) or **Gold** (Yellow/clear cat eye) marbles back into the *Shaker Bag*.
7. Place the **Dice** next to the Shaker Bag.

Order Area |

On either end of the *Mixing Area* place the

- 8** Tip Cards, **9** Spill Cards, and **10** 4 Stacks of Recipe Cards
- Refer to page 18-21 for additional information on *Tip Cards*.
 - Refer to page 22 for additional information on *Spill Cards*.
 - Refer to page 8 for additional information on *Recipe Cards*.

11. Bonus Coins

- Place \$1, \$3, and \$5 Tip Coins near the *Recipe Cards*.
- Refer to Page 15 for *Bonus Coins* per player count.

Drink Orders |

12. All players will **Select 3 to 4 Recipe Cards** and place them at the bottom of their Player Board under the corresponding **Glass Name Tab**. Card is placed face up. *Draw one of each Cocktail Glass type*.
 - Example:
 - i. Player A, selects 3 cards: 1 Old Fashioned, 1 Martini, 1 Highball
 - ii. Player B, selects 4 cards: 1 Old Fashioned, 1 Martini, 1 Highball, 1 Hurricane

13. First Player

All players take turns rolling the Dice, highest rolled amount goes first. Game play continues clockwise.

14. Roll responsibly and enjoy *On The Rocks*. Cheers!!!

Player Board Overview




- A:** Glass Types
- B:** Glass Tabs
- C:** Extra Ingredients
- D:** Round Indicator
- E:** Completed Orders Tab
- F:** Tips Tab
- G:** Discarded Tips
- H:** Complaints Tab
- I:** *On The Rocks* Sign-Ingredient Organizer

**View of player board & components*

Player Board Overview *(Photo of player board is on page xxxx)*

The **Player Board** consists of the following:

- a. **Cocktail Glasses** | Old Fashioned, Hurricane, Martini, & Highball
 - i. *Ingredient Marbles* will be placed on the *Cocktail Glasses* on the *Player Board*, in correspondence with the ingredients on the *Recipe Cards*.
- b. **Glass Name Tab** | *Recipe Cards* will be placed face up, below the tab corresponding with the same color and *Cocktail Glass* type.
- c. **Round(s) Indicator** | *Lemon Rounds Markers* will be placed on the *Round(s) Shelf* when completing a full drink order. A full drink order consist of 3 to 4 *Recipe Cards*.
 - i. A player may move onto the next round, while other players are still completing their orders.
 - ii. First player to place 3 *Lemon Markers* shouts "**Last Call**," initiating the **End Game**.
 - iii. Refer to Page15 for *Last Call* explanation.
- d. **Extra Ingredients** | 3 *Extra Ingredients* can be placed on the shelf for future use.
 - i. When entering the beginning of your next round(s) indicated on the *Rounds Shelf*, **all** *Extra Ingredients* must be placed on your *Player Board* in any available spot matching a *Recipe*.
 - ii. Extra Ingredients can be used anytime during your turn.
 - iii. Extra Ingredients can be swapped out and replaced during your turn.
 - iv. Extra Ingredients are safe from all **Spill Cards**.
 - v. Extra Ingredients **cannot** be used for **Dice Manipulation**.
 - vi. **Gold Marbles cannot** be saved as an Extra Ingredient.
 - vii. **Wild Marbles can** be saved as an Extra Ingredient.
- e. **Completed Orders Tab** | Once all drink orders are completed, stack the completed *Recipe Cards* and place them face down by this tab. *Cards in this area are later used for final scoring*.
- f. **Tips Tab** | *Tips* are awarded after completion of a drink *Recipe Card*. Place the *Tip Card* face up by the *Tips Tab*. *Cards ability can **only** be used during the player's turn*.
- g. **Discarded Tips Tab** | When a *Tip Card's* ability has been used, it is then discarded into the *Discarded Tips* tab, face down. *Cards that are discarded **cannot** be counted for final scoring*.
- h. **Complaints Tab** | When a **Pass**  *Tip Card* is given to you, place it in the designated *Complaints Tab* area. *At the beginning of your turn, the effect of the complaint must be completed **first** before any actions are taken. Discarded **Pass/Complaint are not** be counted for final scoring*.
- i. **On The Rocks Sign** | Use this area to organize your *Ingredient Marbles* before placing them onto your *Player Board* or into the mixing area. *Extra Ingredients cannot be saved in this area*.

Recipe Card Overview



**View of recipe card.*

The **Recipe Card** consists of the following:

- Drink Value** | Point value of drink, used for final scoring.
- Glass Type** | Style of cocktail glass needed to complete the drink *Recipe*.
- Drink Name** | Name of cocktail drink.
- Recipe** | Follow the recipe to prepare your cocktail drink. Match the *Ingredient Marbles* to complete your order(s).
- Glass Type** | Style of cocktail glass needed to complete the drink *Recipe*.

Game Play

Game Length:

On The Rocks has two play lengths: **Short game** (2 Rounds) or **Full game** (3 Rounds).

Game Play:

On your turn these are the actions you must complete:

Complaints, Roll, Draft, Mix, Select & Place, Save, Resolve, Tip Cards, End Turn

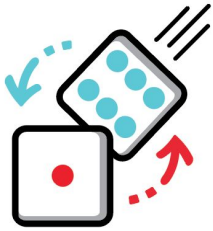
1: COMPLAINTS



- If you did not receive a Complaint Card (*Pass Card*), then continue to Action 2: *Roll*
- If a *Pass/ Complaint Card* was given to you by another player, resolve the actions of the card first, before continuing to Action 2: *Roll*.
- Once a *Complaint Card* is completed, place the card face down in your *Discarded Tips* tab.



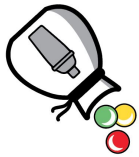
2: ROLL



- Roll both dice.
- **(Optional) Dice Manipulation**
A player may manipulate the dice roll by discarding one (1) *Ingredient Marble* per Die from any *Cocktail Glass* on their *Player Board*.
 - 1 becomes 6
 - 2 becomes 5
 - 3 becomes 4
 - 6 becomes 1
 - 5 becomes 2
 - 4 becomes 3

Extra Ingredients cannot be used for Dice Manipulation.

3: DRAFT

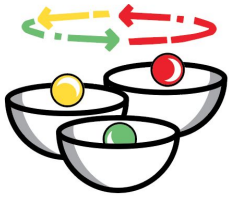


- The amount shown on the Dice indicates how many *Ingredient Marbles* will be drafted from the *Shaker Bag*.

Use the “On the Rocks” sign to organize your *Ingredient Marbles* before placing them onto your *Player Board*.

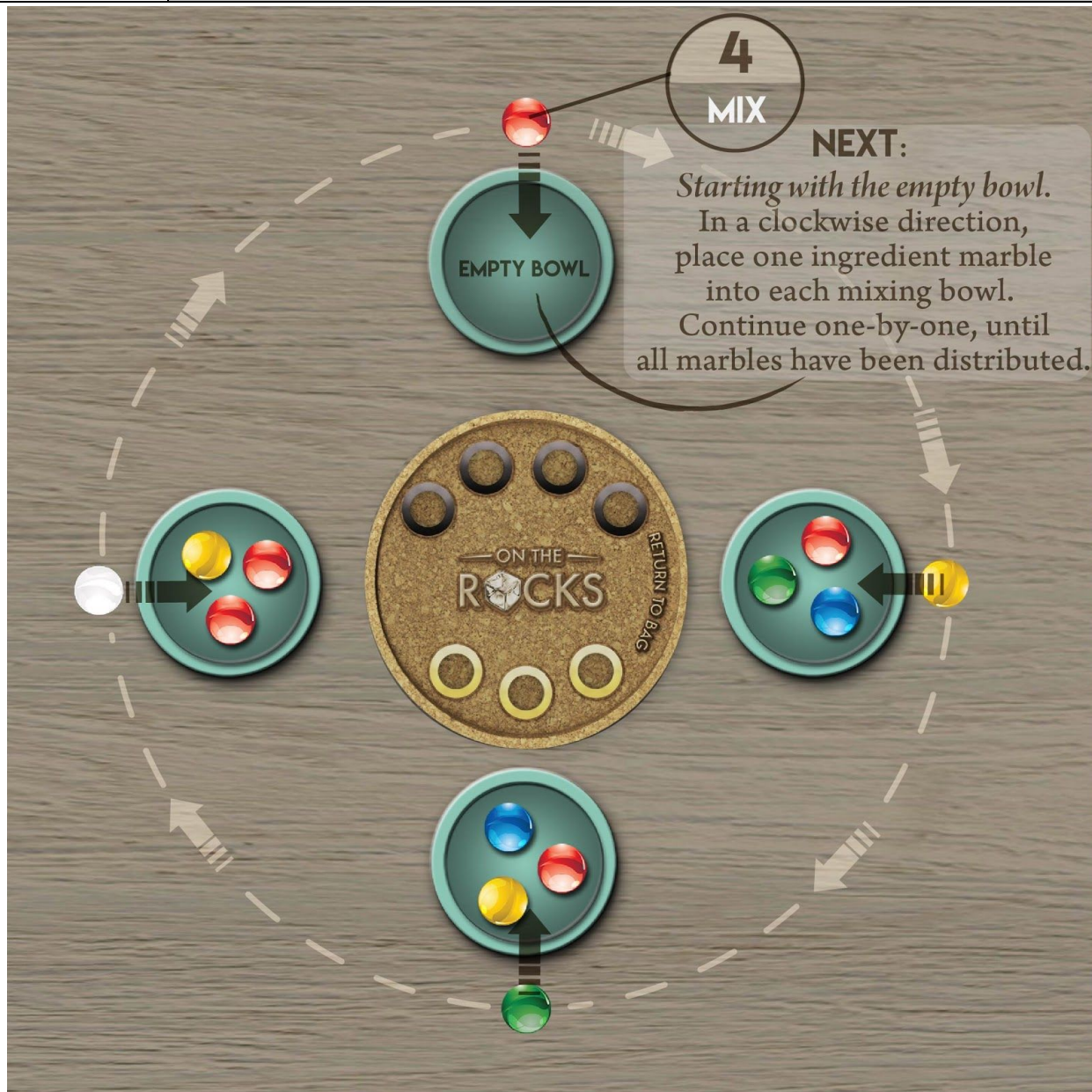


4: MIX

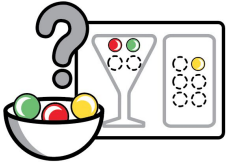


- **First player only:** First player begins the game by placing *Ingredient Marbles* starting with **any** *Jigger Bowl* of their choice, one-by-one, in a clockwise order. Continue until all *Ingredients* have been distributed.
- Thereafter, all players will begin with the ***Jigger Bowl emptied*** by the *previous* player. Placing one *Ingredient Marble* of their choice into each bowl. Continue one-by-one, until all *Ingredients* have been distributed. Including ***Spill*** (black), ***Gold*** (cat-eye), and ***Wild Marbles*** (clear).

Pay attention to which Ingredient(s) you place in each Jigger Bowl. A little strategy can go a long way to collect the best Ingredients or slow down an opponent.

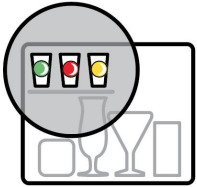


5: SELECT & PLACE



- **Select** one *Jigger Bowl* of your choice and **place** *Ingredient Marbles* onto your player board corresponding with the *Recipe Cards*.
- **Return** the empty *Jigger Bowl* (from where it was taken from) back to the mixing area.

6: SAVE



- If there are any remaining *Ingredient Marbles* from the selected *Jigger Bowl*, the player can then save any 3 *Ingredient Marbles* of their choice to be placed onto the *Extra Ingredients* shelf.
- Any unused *Ingredients* must be returned to the *Shaker Bag*.



7: RESOLVE

(3 Steps to complete in Resolve Stage, *If applicable*)

- **Gold Marble:**
 - If the selected *Jigger Bowl* contains a *Gold Marble(s)*, resolve its effect by selecting 2 *Ingredients* of *your choice* from the *Shaker Bag* and placing them directly onto your *Player Board* anytime during your turn.
 - Once all actions have been completed for the *Gold Marble(s)*, place them directly onto the **Coaster**.
 - When all 3 Gold Marbles are drafted, return them **all** to the *Shaker Bag*.
 - Refer to page 17 for additional information on *Special Marbles*.
- **Spill Marble (Black):**
 - If selected, the player will complete their **full** turn first. *Then*, select the top card from the *Spill Deck* and complete its effects.
 - Once all actions have been completed for the *Spill Marble(s)*, place them directly onto the **Coaster**.
 - When all four (4) *Spill Marbles* are drafted, return them all to the *Shaker Bag*.
 - Refer to page xxxx for additional information on *Special Marbles*.
- **When Completing a Recipe Card:**
 - When a *Recipe Card* is completed, flip the *Recipe Card* face down in place, keeping the card under the *Glass Name* tab until the **full** drink order has been completed.
 - Return all *Ingredient Marbles* from the completed drinks(s) to the *Shaker Bag*.
 - **Note:** If that player has just completed a *Recipe*, but also has a *Spill Card* to resolve, then the drink is **not** safe from the Spill that turn.
 - All other previous completed drinks are protected from the spill marble.
 - **Collect a Tip:** For **each** *Recipe Card* completed, collect a *Tip* card and place the card face up in the *Tips* Tab.
 - Refer to page 17 for additional information on *Special Marbles*.
- **Complete a Drink Order?**
 - Resolve completed *Drink Orders* at the **END** of your turn.

8: TIP CARDS



- Player decides to use any of their *Tip Cards* ability.

Keep  , **Pass**  , **or Share** 

- Refer to page 18-21 for additional information on *Tip Cards*.
- Any *Tip Card* awarded during your turn **can** be used for its ability.
- *Tip Cards* can **only** be played during your turn.

Think ahead on how you can affect the game.

9: END TURN



END TURN

- Pass *Dice* and *Shaker Bag* to the next player in a clockwise order.
- **Completed a Drink Order?** You will need to select a new order. Refer to page 14 *When Completing an Order*.

When Completing an Order |

1. Collect all *completed Recipes* and place them face down by the **Completed Orders Tab**.
2. Place a **Lemon Marker** on the **Rounds Indicator** shelf representing the *Order Round* completed.
3. The player will take the next order, selecting 3 to 4 **Recipe cards** and placing them face up in the corresponding **Drink Tab**.
4. From your **Extra Ingredients** shelf, **add** any *Extra Ingredients* to your *Player Board*, following the *Recipe Card*.
5. Add any remaining **unused Ingredients** from the selected **Jigger Bowl** onto your player board.
6. **Add** any **remaining** *Ingredients* to the **Extra Ingredients shelf**.
7. **Return** any **remaining** *Ingredients* to **Shaker Bag**.
8. **Return** the empty *Jigger Bowl* (from where it was taken from) back to the mixing area.

Last Call & Scoring

Last Call |

- First player to place **3 Lemon Round Markers**, calls “**Last Call**” triggering the **End Game**. Once triggered, all other players will have **one final turn** to complete any remaining drink **Recipes**.
- First player receives the First Player **Bonus Coin**, and so on.
- Refer to page 15 for additional information on *Bonus Coin*.

Bonus Coins |

Bonus points are awarded at the End game. First player(s) to complete 3 full orders receive the bonus. (*2 full orders in a short game*).

2 Player Game	<p>\$3 Bonus Coin: First to complete all 3 <i>Drink Orders</i> and calls “Last Call” will receive the bonus.</p>
3 Player Game	<p>\$3 Bonus Coin:: First to complete all 3 <i>Drink Orders</i> and calls “Last Call” will receive the bonus..</p> <p>\$1 Bonus Coin: Second to complete all orders or the most completed drinks of the remaining players.</p>
4 Player Game	<p>\$5 Bonus Coin: First to complete all 3 <i>Drink Orders</i> and calls “Last Call” will receive the bonus.</p> <p>\$3 Bonus Coin:: Second to complete all orders or the most completed drinks of the remaining players.</p> <p>\$1 Bonus Coin: Third to complete all orders or the most completed drinks of the remaining players.</p>



Scoring | “Counting Tips”

The player with the highest score from completed drink *Recipe Cards*, *Tips* earned, and *Bonus Coins* awarded is the winner of *On The Rocks*.

Points to add/ deduct:




- Players add up all completed **Recipe Cards** in the **Completed Orders** Tab.
- Players add up all active **Tip Cards** that have not been discarded.
- Players add up **Bonus Coins** (if awarded)
- Subtract -\$2 for each **incomplete Recipe Card** from the final score.
 - **Example:** “*Last Call*” has just been called, triggering each player to take one last turn to complete their final drink *Recipe Order*. After counting your completed *Recipe* and unused *Tip cards*, your total score is \$95. Unfortunately, you are one *Ingredient* away from completing your \$5 *Martini Recipe*. Instead of deducting the value of the drink from your final score, which is \$5, you would only deduct -\$2 for each incomplete drink *Recipe*. So your final end score would be \$93.

In the case of a tie:

In the case of a tie, the player with the most completed drink *Recipes* wins.

Component Guide

SPECIAL MARBLE OVERVIEW (3 kinds)

 Gold Marble	<p>Gold Marble (Clear with yellow cat eye)</p> <ul style="list-style-type: none"> ○ There are only 3 <i>Gold Marbles</i> in the game. ○ When selecting a <i>Jigger Bowl</i> containing a <i>Gold Marble(s)</i>, the player selects 2 <i>Ingredient Marbles</i> of their choice from the <i>Shaker Bag</i> and places them directly onto their <i>Player Board</i> at any point during their current turn. ○ In some cases, you may have selected a <i>Jigger Bowl</i> containing more than one <i>Gold Marble</i>. The player select 2 <i>Ingredient Marbles</i> of their choice for each <i>Gold Marble</i>. ○ <i>Gold Marbles</i> cannot be saved as an <i>Extra Ingredient</i>. ○ <i>Gold Marbles</i> cannot be used to select another <i>Gold Marble</i> from the <i>Shaker Bag</i>.
 Spill Marble	<p>Spill Marble (Black)</p> <ul style="list-style-type: none"> ○ There are only 4 <i>Spill Marbles</i> in the game. ○ When a <i>Jigger Bowl</i> is selected containing a <i>Spill Marble(s)</i>, the player will complete their full turn first. <i>Then</i>, select the top card from the <i>Spill Deck</i> and complete its effects. <i>Spill Marbles</i> must be resolved during your current turn, the <i>Resolve Action</i> phase. <i>Refer to Page xxxx for Resolve Action</i>. ○ In some cases, you may have selected a <i>Jigger Bowl</i> containing more than one <i>Spill Marble</i>. You must resolve each <i>Spill Marble</i>. Resolve a spill by selecting a <i>Spill Card</i> and completing its effect.
 Wild Marble	<p>Wild Marble (Clear)</p> <ul style="list-style-type: none"> ○ There are only 4 <i>Wild Marbles</i> in the game. ○ <i>Wild Marbles</i> can be placed as any color ingredient. ○ <i>Wild Marbles</i> are not safe from <i>Spills</i>. Once placed, the <i>Wild Marble</i> will represent that color ingredient during any <i>Spills</i> events.

Coaster Overview



Coaster : for *Spill* and *Gold Marbles*

- Place both **Spill** (black) and **Gold** (cat-eye) Marbles in their designated color area: black circle for *Spill Marbles* and gold circle for *Gold Marbles*.
- Once all actions have been completed for the *Spill and Gold Marble(s)*, players will then place them on the *Coaster*.
- Once all 4 slots of the *Coaster* have been filled with *Spill Marbles*, return them **all** to the *Shaker Bag*.
- Once all 3 slots of the *Coaster* have been filled with *Gold Marbles*, return them **all** to the *Shaker Bag*.
- You **do not** have to wait for both the *Spill* and *Gold Marble* slots to be filled in order to return them to the Bag.

Tip Card Overview






Tip Card consists of the following:



- Tip Value** | Point Value of *Tip*.
- Tip Type** | 9 type of *Tip Cards*. Abilities that can have an effect on the game.
- Tip Ability/ Effect** | Card ability and/or effect.
- Share/Keep/ Pass** | Indicates who the card is applied too.



Tip Cards Descriptions |

- All *Tip Cards* can **only** be played during your turn.
- **Pass Tip** Card given to **another** player, will then take place on the receiving players turn first.
- A player is able to use as many *Tip Cards* as they wish during their turn, with the **exception** of the **Feeling Tippy Tip Cards** which does have limitations.
- *Tip Cards* can be saved for points for final scoring or discarded to use its ability/ effect.
- If a *Tip card* action/effect is used, place the card face down in the **Discarded Tips** tab.
Discarded Tips Cards can not be used for final scoring.






	<p>Keep</p> <ul style="list-style-type: none"> • Card is kept by player. • Cards ability is to help the current player gather more ingredients or re-draft ingredients
	<p>Pass/ Complaint</p> <ul style="list-style-type: none"> • Card can be given to another player. • Cards effect is to slow down an opponent, spilling drinks along the way. • To give the pass card to an opponent, this action must be done during your current turn. • If you received a pass card, complete its effect at the beginning of your current turn only.
	<p>Share</p> <ul style="list-style-type: none"> • Card is shared between <i>you</i> and <i>another player</i> of your choice. • Cards ability helps the current player and an opponent. • Cards effect must be completed by both players once the card is <i>Shared</i>.

TIP CARD	Steps to complete if selecting a card:	ICON
	<p>Buy a Drink Share</p> <ol style="list-style-type: none"> 1. Card is shared between <i>you</i> and <i>another player</i> of your choice. 2. First player selects 3 ingredients at random, then passes the <i>Shaker Bag</i> to the other player of choice. 3. Next, the <i>other player</i> then selects one <i>Ingredient</i> at random. 4. Both players, place the <i>Ingredient(s)</i> directly onto their player board. 5. If the <i>Ingredient(s)</i> have no use or spot on the player board, return them to the <i>Shaker Bag</i>. 	

	<p>Shake it Up Keep</p> <ol style="list-style-type: none"> 1. Card is kept by player. 2. Allows a player to redraft <i>Ingredients</i> including Spill marble from selected bowl. 3. Return all <i>Ingredients</i> to the <i>Shaker Bag</i> and redraft the same amount of <i>Ingredients</i> that were in the bowl. 4. If used, discard and place face down in the <i>Discarded Tips Tab</i>. 	
	<p>Premium Keep</p> <ol style="list-style-type: none"> 1. Card is kept by player. 2. Player can select one (1) <i>Ingredient</i> marble of their choice from the <i>Shaker Bag</i> and place the <i>Ingredient</i> directly onto their <i>Player Board</i>. 3. If used, discard and place face down in the <i>Discarded Tips Tab</i>. 	
	<p>Feeling Tipsy \$2 Keep</p> <ol style="list-style-type: none"> 1. Card is kept by player. 2. Allows a player to draft 2 ingredients at random. 3. Player is only allowed to play 2 <i>Feeling Tipsy Cards</i> at a time on a turn. [\$2 or \$3] 4. Spill and Gold marbles can be drafted. 5. If used, discard and place face down in the <i>Discarded Tips Tab</i>. 	
	<p>Feeling Tipsy \$3 Keep</p> <ol style="list-style-type: none"> 1. Card is kept by player. 2. Allows a player to draft 3 ingredients at random. 3. Player is only allowed to play 2 <i>Feeling Tipsy Cards</i> 4. Spill and Gold marbles can be drafted. 5. If used place face down in <i>Discarded Tips tab</i>. 	

	<p>Additional Ingredients Keep</p> <ol style="list-style-type: none"> 1. Card is kept by player. 2. Player rolls 1 Die 3. Amount on die 1 thru 6 shows the amount to be drafted 4. Dice manipulation cannot be used on <i>Additional Ingredients</i> 5. Place face down in Discarded Tips 	
	<p>Clumsy Bartender Pass/ Complaint</p> <ol style="list-style-type: none"> 1. Card can be given to another player. 2. Action will take place at the start of the other player's turn. 3. Player must select the top card from the spill deck. 4. Complete spill action 5. Return card to original player to be placed face down in Discarded Tips 	
	<p>Shots! Shots! Pass/ Complaint</p> <ol style="list-style-type: none"> 1. Card can be given to another player. 2. Action takes place when player selects the jigger bowls of their choice. 3. Player must only select 2 ingredients from the jigger bowls 4. Return any remaining ingredients to the shaker bag. 5. Return card to original player to be placed face down in Discarded Tips 	
	<p>Weak Drink Pass/ Complaint</p> <ol style="list-style-type: none"> 1. Card can be given to another player. 2. Player selects a player to give this card to. 3. Player removes any 3 ingredients from that player's board. 4. Return the 3 ingredients to the shaker bag. 5. Return card to original player to be placed face down in Discarded Tips 	

Spill Cards Descriptions |

SPILL CARD	Steps to complete if selecting a card:
	<p>Spill All</p> <ol style="list-style-type: none"> Remove all of that color type from any one drink <ol style="list-style-type: none"> Blue, White, Red, Green or Yellow All removed ingredients are to be placed into shaker bag. If there are no ingredients to be removed, return spill card to the bottom face up.
	<p>Make it a Double</p> <ol style="list-style-type: none"> Remove two of that color ingredient from the player board <ol style="list-style-type: none"> Blue, White, Red, Green or Yellow All removed ingredients are returned to shaker bag. If there are no ingredients to be removed, return spill card to the bottom face up.
	<p>Top Shelf</p> <ol style="list-style-type: none"> Select one Drink and remove the two top most ingredients. <ol style="list-style-type: none"> Example: If the Highball had 2 ingredients on row 2 and the Martina had 1 in Row 1, then you will remove the 2 from the Highball. Removed ingredients are returned to shaker bag. Return card face up to bottom of Spill deck.
	<p>Wild</p> <ol style="list-style-type: none"> Remove 1 ingredient on each drink Removed ingredients are returned to shaker bag. Return card face up to bottom of Spill deck.
	<p>Remove One, Two or Three</p> <ol style="list-style-type: none"> Remove one, two or three ingredients from any one drink. Removed ingredients are returned to shaker bag. Return card face up to bottom of Spill deck.

Credits & Acknowledgements

Credits & Acknowledgements |

Game Designer

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Graphic Design & Illustration

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Michael Pittre

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Female Character Art

Manny Trembley

Thank You |

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FUTURE UPDATES | “*Note to Playtesters*”

As we continue to finalize *On The Rocks*, there will be a few things that will be changed in the final version that are not updated in the prototype, future changes are noted below:

1. **Gold Marble:** Marble is currently a “clear and yellow cat eye” marble, but will be changed to solid gold.
2. **Wild Marble:** Marble is currently “clear” but will be looking to add a multicolor marble in replacement.

INFORMATION | “*About Pentree Games*”

“*On The Rocks*” is by Michael & Christina Pittre of Pentree Games, from Philadelphia, Pennsylvania.

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