Sweet Nose

🇺🇸 🇬🇧 **Rulebook**

3-5 | **10+** | **30**

Sweet Nose was a lazy man. Eating sweets was his hobby. One day, his wife couldn't tolerate his laziness anymore. She asked him to find a job in the city. There were many sweet vendors along the road. He spent almost every coin on buying these sweets. Sweet Nose decided to go home and ask his wife for more money. On his way home, a missing pig from his neighbor gave him a great opportunity to earn coins. He found the missing pig by smelling. His neighbor was very happy and gave Sweet Nose a lot of coins as reward. Everyone believed Sweet Nose was reliable. More and more people came to Sweet Nose for help. He became a very famous man in the whole kingdom and he made a lot of money. One day, a splendid palanquin sent by the emperor drove up to the house. The emperor had lost his jade seal, and it's a significant symbol of the emperor's reign. The emperor wanted Sweet Nose to find the jade seal. He found the jade seal with his nose again.

The emperor was very satisfied and decided to reward him. Sweet Nose didn't want money or land. All he wanted was a chance to taste the cuisines of the royal palace. Sweet Nose ate a variety of sweets in the palace. But it was not enough for him. Because legend had it that the sweets of the palace of heaven were much more delicious than in the mortal world. He climbed up through a ladder that was made up of thousands of shrimp's antennas. After a few days of climbing, Sweet Nose finally arrived at the gate of heaven. Unfortunately, the god of thunder was there. The god of thunder noticed Sweet Nose, and said: 'Heaven is forbidden for mortals, you should't be here! Die!' A tremendous thunder instantly hit Sweet Nose. He died immediately and fell from the sky to the ground. Crushed into powder. People believed that the powder of Sweet Nose transformed into ants, and that's why ants love sweets.

Sweet Nose

Assemble the stand up and the thunder god.

Front **Back**

Components Overview

A	Store Area	**B**	Market Area
C	Scoring Ladder	**D**	Player Area

Components

01	45 Sweet tokens	**02**	5 Round markers	**03**	1 Game board
04	5 Player boards	**05**	25 Sweetness markers	**06**	10 Store tiles
07	5 Plate tiles	**08**	5 Bowl tiles	**09**	5 Player markers
10	1 Thunder god	**11**	1 Plastic stand up	**12**	1 Sweets bag

Preparation

1. Place the game board in the middle of the table.

2. Give each player a set of sweetness markers (same shape), a player board, a round marker, a plate tile and a bowl tile.

3. Place all player markers on the bottom of the scoring ladder.

4. Place the store tiles face up on the store area according to the sweet points of the different store tiles.

5. According to the number of players, set up the sweet tokens:

3 players: remove 4 sweet tokens of each kind. Put the rest of the sweet tokens into the bag. Each player draws out 8 sweet tokens and places them on their plate. Take out the last sweet token and place it on the market. Draw 2 sweet tokens from those removed, and place them on the market.

4 players: remove 2 sweet tokens of each kind. Put the rest of the sweet tokens into the bag. Each player draws out 8 sweet tokens and places them on their plate. Place the rest of the sweet tokens from the bag on the market.

5 players: remove 1 sweet token of each kind. Put the rest of the sweet tokens into the bag. Each player draws out 8 sweet tokens and places them on their plate. Draw 2 sweet tokens from those removed, and place them on the market.

Note: there are always 3 sweet tokens in the market.

6. The player who ate a sweet most recently will be the start player. The start player takes the thunder god and puts it in front himself as start player marker.

Overview

1. Each game lasts 3 rounds. Each round has 3 phases: Set up, Exchange and Use Store, Count Sweet Points. After counting sweet points, all players will reset the game, and start a new round.

Set up ▸ **Exchange Sweets** + **Use Store** ▸ **Count Sweetness**

2. At the end of the counting sweet points phase of the 3rd round, the game ends immediately.

Phase 1: Set up

1. According to the sweet tokens on the plate, secretly set up the sweetness markers.

2. If you think you will end up with many sweets of one kind, make sure you assign it a low sweetness, and vice versa. Otherwise, you're actively trying to lose.

3. Keep the side with numbers facing towards you so other players cannot see them.

Phase 2: Exchange Sweets and Use Store

This phase will be played in clockwise order. Starting with the start player, players take turns choosing an action. A player can exchange sweets then use the store, or use the store and then exchange sweets. When a player runs out of sweets on his plate, the phase ends immediately.

Exchange Sweets

A player can do 1 of the following actions:

A. Exchange 1 sweet with an opponent:
Take a sweet token from the opponent's *plate*, and place it on your *bowl*. Take a sweet token from your *plate* tile, and place it on the opponent's *bowl*.

A Player Area

B Player Area

B. Exchange 1 sweet with the market:
Take a sweet token from your *plate* , and place it on the market. Take a sweet token from the market, and place it on your *plate*.

Market　Player Area

Note: You cannot exchange the same type of sweet.

Use Store

1. In the 1st round, players will not have a store, they are gained during reset.

2. After using the store, place the store back to the corresponding space.

Phase 3: Count Sweetness

1. All players reveal their sweetness markers without changing the order.

2. For each sweet, count the number of tokens you have, multiply this number with its sweetness marker. Add them all together, these are your sweet points(SPs).

Important: If your sweet tokens match the sweet tokens in the market, add them to your sweetness marker before multiplying. See the example.

3. All players move their round markers to record the SPs of the current round.

4. All players move their player markers to record the total SPs they have.

Important: After counting the SPs, move the round marker to remember your SPs of the current round. (In the case below, move the round marker to the space of 34.)

Example

Sweets					
Sweetness marker	三 Three	五 Five	一 One	二 Two	四 Four
Market					
Subtotal	1 X(3+1)	3 X(5+2)	1 X 1	2 X 2	1 X 4
SUM	4 + 21 + 1 + 4 + 4 = **34** SPs				

Reset

1. All players put the sweets they have back on their plate.

2. Return any store that is still in a player's hand to the corresponding spaces.

3. Starting with the player with the highest total SPs and in decending order, each player chooses a store tile depending on the amount of SPs they have in the current round:

31+: 1 from all store tiles.

26+: 1 from the store tiles except for '31+' tiles.

22+: 1 from the store tiles except for '26+' and '31+' tiles.

19+: 1 from the store tiles except for '22+', '26+' and '31+' tiles.

17+: 1 from the '17+' tiles.

4. The player with less than 17 SPs will not have a store tile for the next round.

5. If there are no proper tiles available, players will not have a store tile for the next round.

6. If there is a tie, the player whose turn is earlier in the next round can choose a store tile first.

7. The player with the highest total SPs takes the thunder god and will be the next round's start player.

End of the Game

At the end of the 3 rounds, the player with the least SPs wins the game. If there is a tie, both tied players share the victory.

Variation I: To the Sky

Keep playing the game until one of the players reaches 100 SPs.
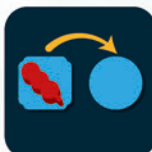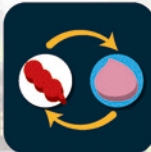
Variation II: Shopkeeper

If you are familiar with the basic rules, you can adapt this rule before starting the game:

Bid for the store tile

1. Begin with the start player, in clockwise order, a player may either move the player marker forward or pass.

2. When moving the marker, a player is not allowed to move the marker to the same space as another player marker.

3. When every player has passed, the auction ends. The player with the highest bid can choose 1 from all store tiles. The player with the second highest bid can choose 1 of the store tiles except '31+' tiles, and so on.

4. If a player decides to place no bid at all, they will not have a store tile for the 1st round.

Stores

Front   Back

Level

Store Type

Function

Role

Requirement

Place a sweet from your plate to your bowl.

Exchange a sweet with an opponent. The sweets should be the same color.

Place a sweet from your bowl to your plate .

Exchange a sweet with the market. You can put the sweet to your bowl.

Choose an opponent, place a sweet from his bowl to his plate.

Exchange a sweet between your bowl and an opponent's bowl.

Exchange a sweet between your bowl and plate.

Exchange 2 sweets between your plate and an opponent's plate.

When counting SPs, ignore the sweets in the market.

In phase 2, you can switch 2 of your sweetness markers.

Sweet Nose

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