



MATCHBOX COLLECTION
ACHIEVEMENT BOOSTER RULES

COMBO BEVERAGE

BY SIMONA GRECO / MARCO RAVA

During setup, shuffle 3 combo cards and reveal 1.

The Combo card contains an additional rule for both players, to reactivate a previously used coupon.

At the beginning of their turn, players can discard the 5 requested beverage cards to reactivate their coupon, that will immediately be available to be used.



3 Combo cards



Example: By discarding 1 Hot Drink, 2 Jelly Bubbles, and 2 Chill Jars, the player will be able to reactivate a used coupon.

NEW PLAYER AID CARDS

During setup, put the base game Player Aid back in the box and each player takes one of the new Player Aid cards.



2 New Player Aid cards



The use of Beverage cards will change as follows:



HOT DRINKS

Look at the 3 topmost Food cards of the deck, replace them back to the deck in any order of your preference.



CHILL JARS

Move the Pick token back or forth of one position, then proceed with your turn.



JELLY BUBBLES

Reserve any Food card of the grid placing the Solo token on top of it, with the arrow pointing towards the player who placed it. In a future turn, if you need to pick a card from the column where your reserved card is, you are forced to take it. If the other player uses 3 Jelly Bubbles and the Solo token is already reserving a card, the token can be moved.



www.thundergryph.com

Thundergryph SLU, Avda. República Argentina, 24 - 2º,
41011 Sevilla, España - support@thundergryph.com

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