







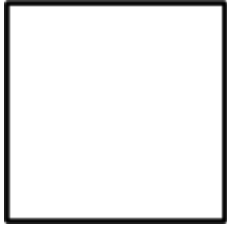
Meta-Meta

It remains for the missing sodalord to show them who's their daddy.

- Before starting the game, do not shuffle the cards labelled  and . Simply stack them up into two piles with the smallest numbered card on top.
- There are four players in this game, each starts with €3,000 on the GO space. They sit around the board, each facing his corresponding side of the board. No soda shops are owned by anyone at this point.
- The players take turns to roll the two standard dices, starting with the oldest player and proceeding counter-clockwise to the youngest player. Once the dices are rolled, the player must move the number of spaces equal to the sum of the two dices (with the exception below).
- If a player rolls doubles, he must roll again after making his move. If he rolls three doubles in a row, he proceeds immediately to jail without making his third move.
- Landing on or passing the GO space during one's move automatically and instantly gives the player €200. If one of the  or  cards tell the player to advance to GO or pass through GO in either direction (with the exception of going to jail) after passing GO once, he may collect an additional €200.
- If a player is placed in jail for any reason, he may not pass through GO and collect €200.
- When a player is in jail, he can get out of jail (and move the rolled number of spaces) if and only if he rolls a double. (The double rule applies when he rolls this double.) If he fails to get a double for three turns in a row, after his third roll he automatically pays a €100 fine and move according to his last roll. A player receives or pays money as usual while in jail.
- Once a player lands on a soda shop, if it is not bought, he has to buy it from the Bank with the top price shown. Otherwise, he pays the player who owns the shop the amount of Management Fee (MF) shown on the bottom (with the exception below).
- Once the same player owns all three soda shops in the same color group, the MF for each property automatically doubles.
- If the player lands on a  or  space, draw a corresponding card and follow the directions on the card. (When a card says "move" only, move forward/counterclockwise.)
- If a stack is depleted, restack the cards in the same way as the beginning of the game.
- One cannot purchase any improvement on any soda shop to raise its MF, nor can he mortgage it for any price for cash. No trade of any sort may occur between players.
- A player is bankrupt if his amount of cash is less than what he owes. If he owes this cash to another player, he gives all his soda shops and remaining cash to that player and leaves the game. If he owes this cash to the Bank, he gives all his assets back to the Bank and all his soda shops become un-owned again.
- The last player remaining wins the game.

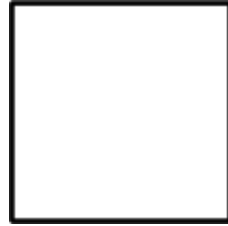
Player 1	Player 2	Player 3	Player 4
2/2, 6/3	1/4	4/2	5/6
1/6	4/4, 5/5, 2/1	2/3	4/5
3/3, 6/6, 6/5	4/6	5/5, 5/6	4/1
6/4	2/2, 2/1	1/2	3/3, 3/1
3/3	5/4	(J) 2/6	5/2
(J) 3/3, 6/2	3/5	(J) 1/1, 2/4	4/4, 4/4, 5/4
3/2	3/6	3/5	2/6, 5/6
4/4, 1/6	5/5, 5/5, 4/5	6/3	3/5
6/2	1/5	5/5, 1/1, 2/3	1/2
5/3	1/1, 2/1	2/3	3/3, 5/5, 2/4
(J) 2/4	5/3	1/1, 1/3	5/5, 1/2
(J) 1/6	6/6, 4/1	3/3, 5/5, 2/2	2/1
(J) 4/5	1/2	5/6	3/3, 6/6, 1/4
2/2, 6/6, 1/6	6/5	6/6, 4/6	6/4
3/4	4/4, 6/3	4/4, 5/5, 3/2	6/6, 1/5
1/5	(J) 5/5, 3/3, 4/5	4/3	1/4
1/1, 3/2	4/4, 4/1	2/5	3/5
4/4, 3/3, 3/5	6/6, 4/4, 6/4	6/6, 2/6	1/1, 1/2
4/4, 3/4	2/2, 2/2	5/4, 4/4, 1/3	3/6
1/6	(J) 5/3	5/6	1/1, 6/6, 3/1
(J) 2/2, 5/5, 4/6	(J) 2/5	3/3, 4/4 [B]	(J) 4/4, 2/5
5/5, 3/3, 3/6	(J) 3/3, 5/3		4/6
6/6, 5/5, 4/4	2/3		5/4
2/5	5/6		3/3, 2/3 [B]
3/3, 4/4, 5/5	6/6, 6/6, 3/5		
(J) 1/2	(J) 4/4, 5/5, 5/6		
(J) 3/4	2/2, 4/4, 2/1 [B]		

1



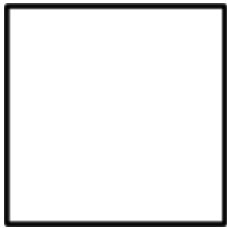
Advance to GO and collect ₺200.

2



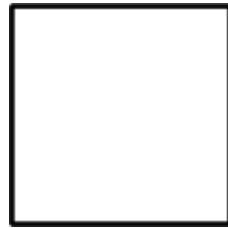
You need to file a tax return form. Pay an income tax of ₺200.

3



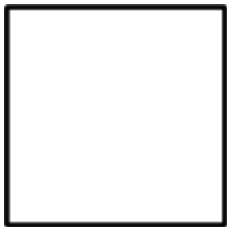
Move back to the previous soda shop with the indicated letter.

4



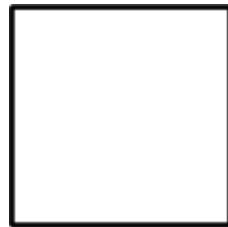
You accidentally dropped your spare tire on the road. Go back 2 spaces.

5

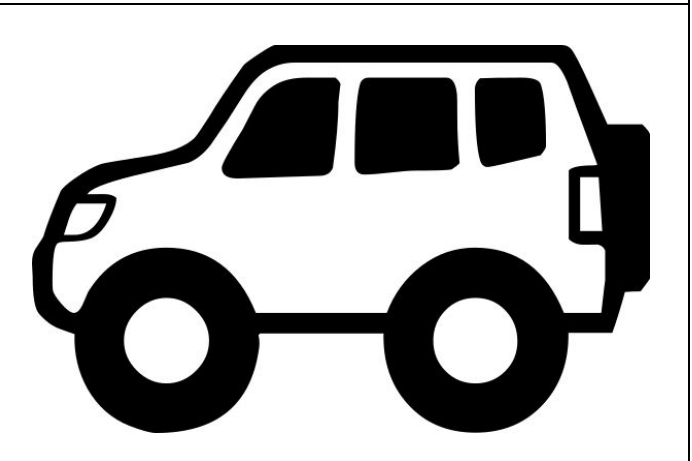
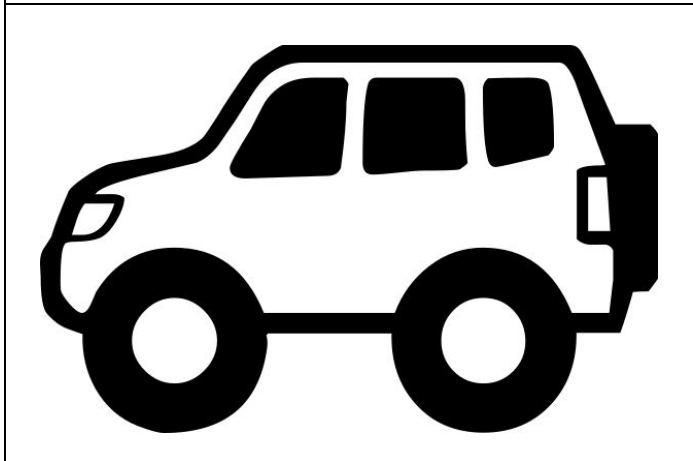
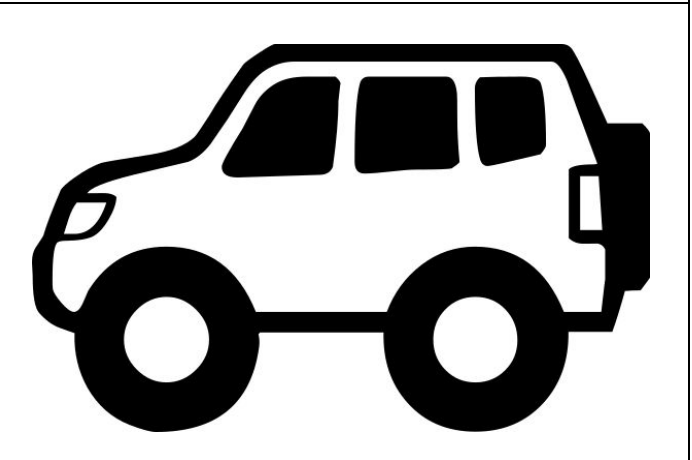
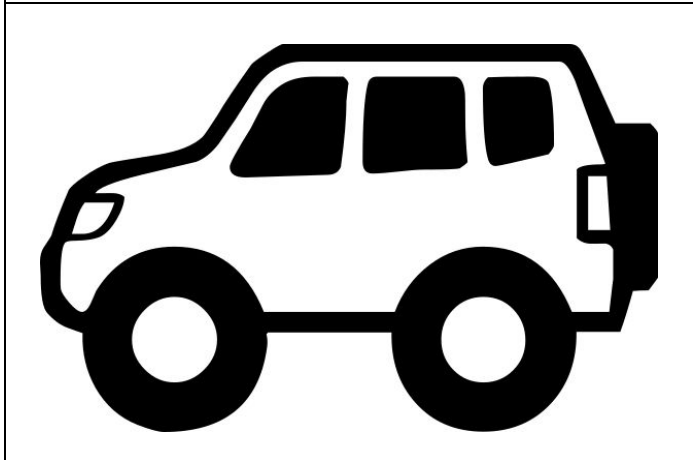
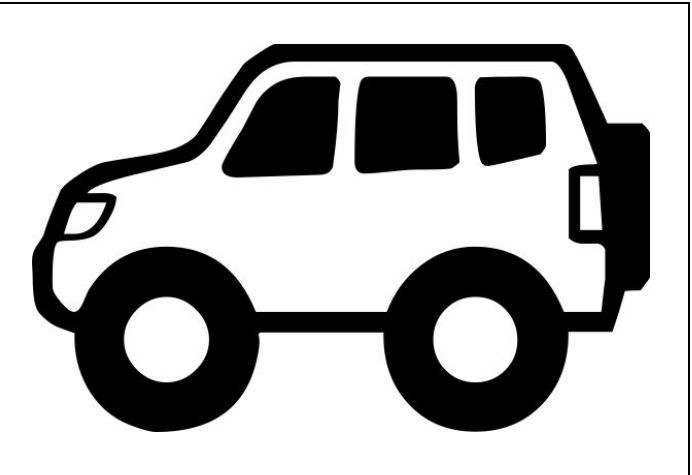
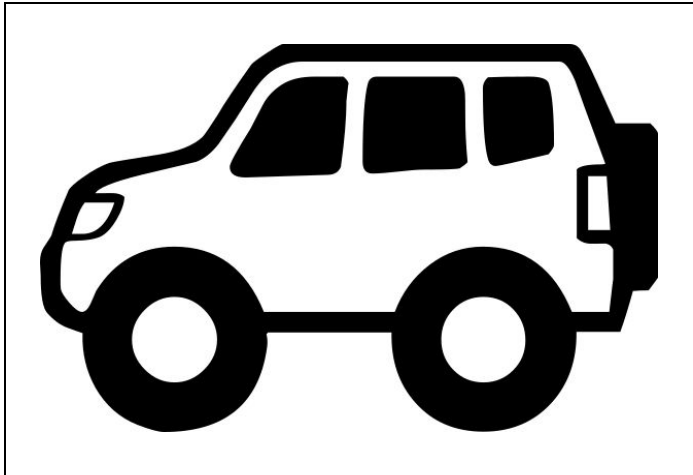


Go to jail immediately. Do not pass through GO or collect ₺200.

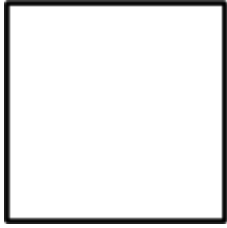
6



Move forward to the next soda shop with the indicated letter.

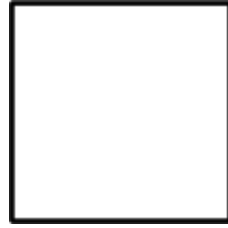


7



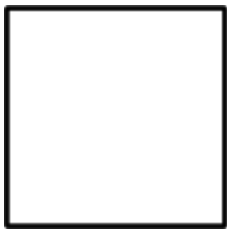
Pay a Luxury Tax of ¢100 for your jeep stereo upgrade.

8



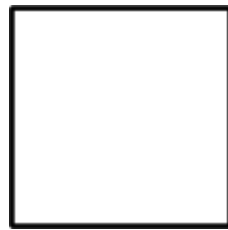
Move back to the previous soda shop with the indicated letter.

9



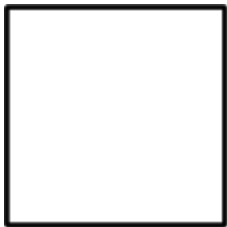
Move forward to the next soda shop with the indicated letter that is currently not owned by anyone. If it does not exist, do not move.

10



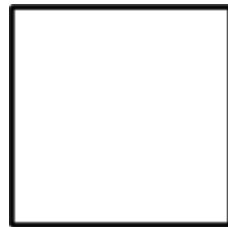
You are caught adding toxic substances to your soda. Pay a ¢150 fine and go to jail. Do not pass through GO or collect ¢200.

11

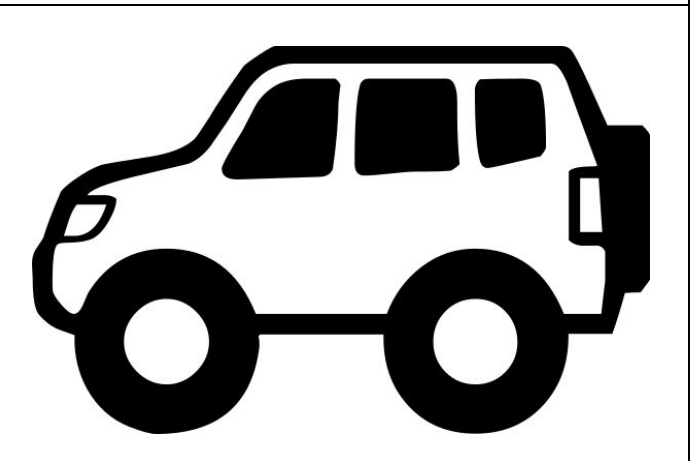
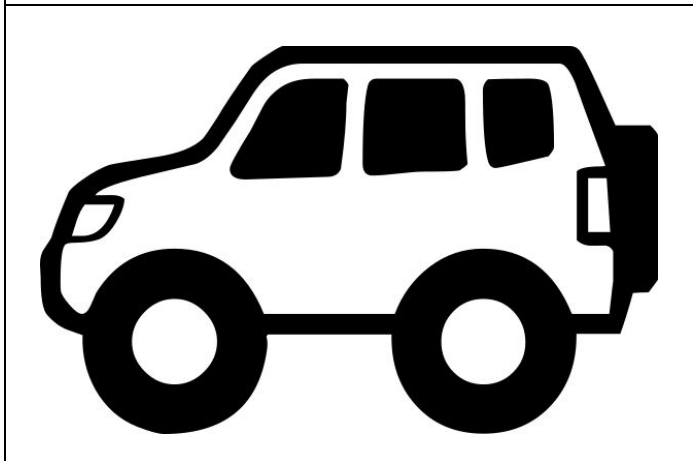
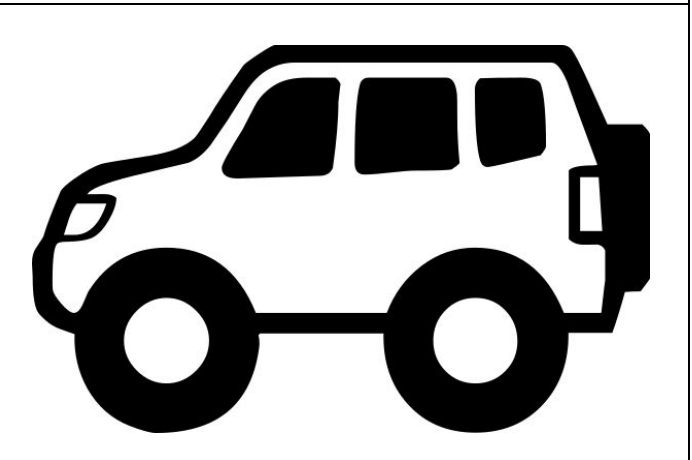
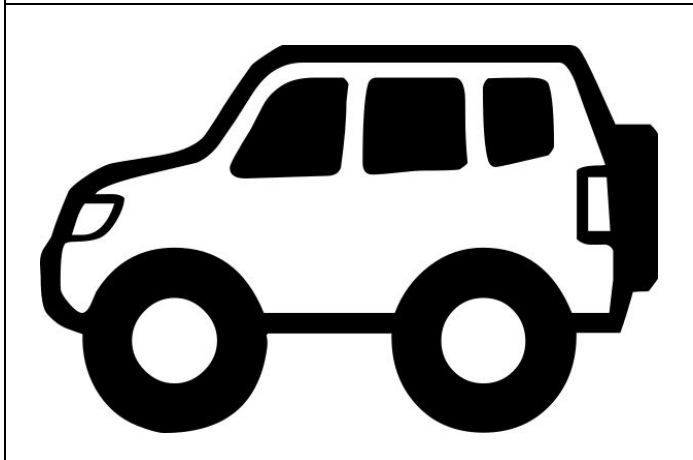
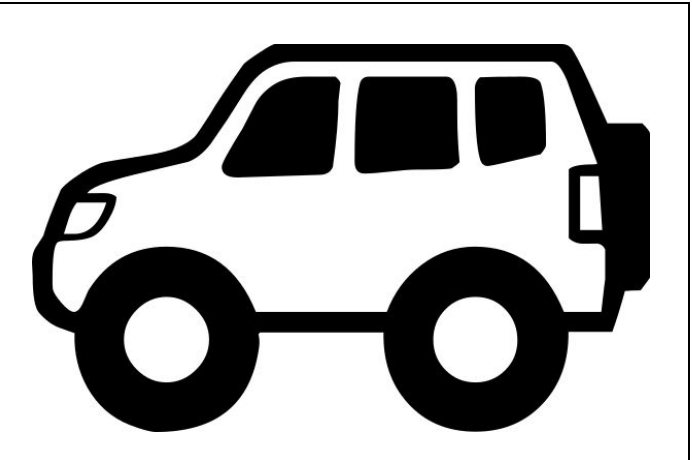
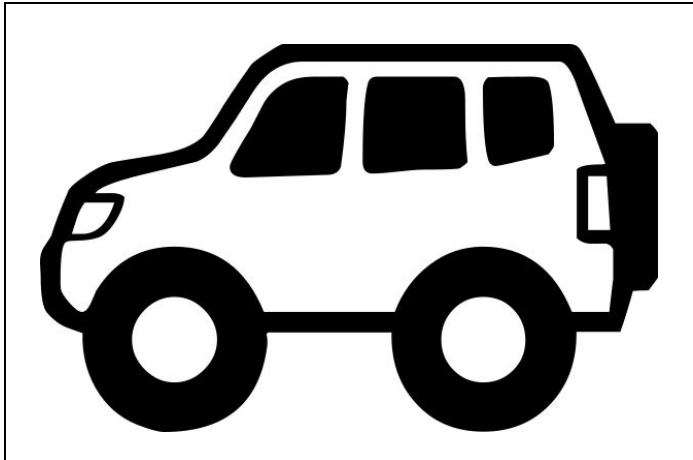


Move back to the previous soda shop with the indicated letter.

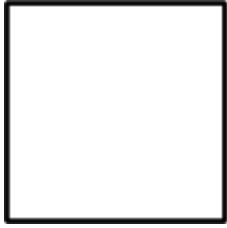
12



You won the jackpot of a scratch card lottery. Collect ¢150.

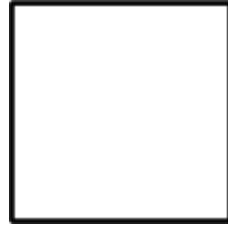


1



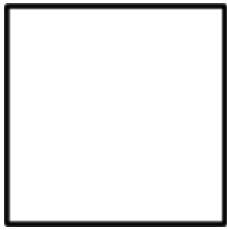
You are opening a new soda shop next to your competitors. Pay ¢50 to each other player.

2



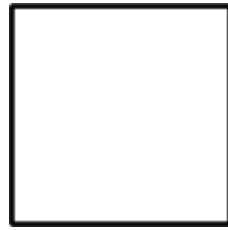
Move back to the previous soda shop with the indicated letter. If the shop is owned by someone else, you should buy it from him directly instead of paying Management Fee.

3



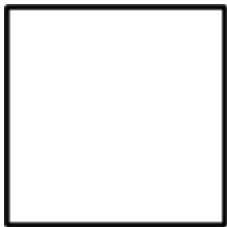
You hoodwinked your insurance provider to pay for your next soda shop purchase or Management Fee payment.

4



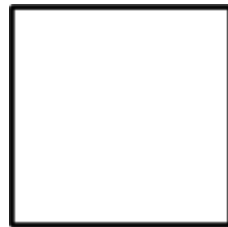
Move forward to the next soda shop with the indicated letter.

5



A sandstorm hit the desert. Pay ¢100 recovery cost per soda shop you own with the indicated letter.

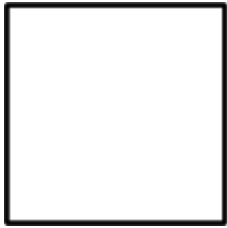
6



If your previous roll is not a double, roll again and move accordingly. Your previous roll does not count towards the double streak.

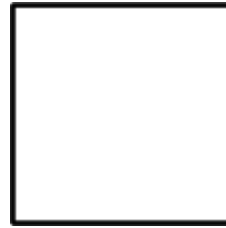


7



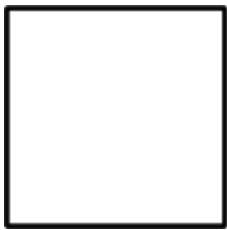
You are very thirsty. Move forward to the next soda shop with indicated letter. If you need to pay Management Fee, you need to pay triple the amount needed originally.

8



It is your founding anniversary. Collect €50 from each other player.

9



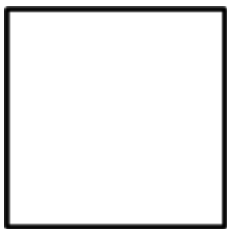
Move to the closest soda shop with the indicated letter (either forwards or backwards, whichever requires moving a smaller number of spaces).

10



The soda price soared due to patent disputes. All Management Fees double until the end of your next turn.

11



You managed to bribe the police officer. The next time you are asked to go to jail, you will stay at your current space instead of going to jail. Your turn ends immediately if that happens.

12



Move forward to Free Parking space.

