



Lemonade Stand

BOARD GAME



PLAY 1-4
AGES 5-ADULT



30 MIN
AND UP



EASY
TO PLAY



Video Tutorial
[GoVentureGames.com](https://www.GoVentureGames.com)

INSTRUCTIONS

Gameplay Summary

You're an entrepreneur who has launched a LEMONADE STAND business. Sell LEMONADE to CUSTOMERS to earn MONEY. The player with the most MONEY wins!

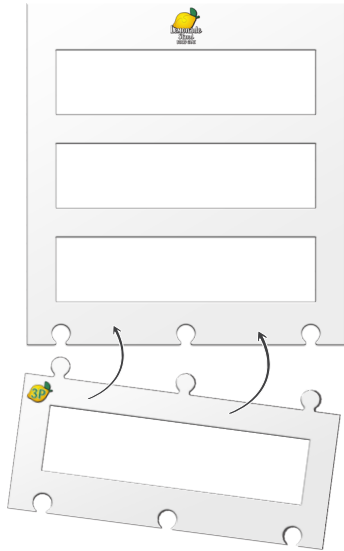


Video Tutorial
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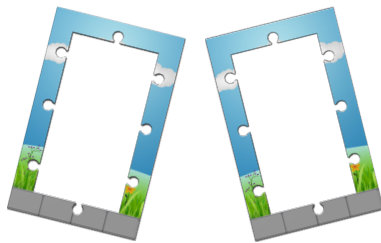


GAME SETUP

- Place the DAY FRAME in between the players. For a game with 3 players, attach the **3P** piece to the bottom of the frame. For a game with 4 players, attach the **3P** and **4P** pieces to the frame.



- Place one LEMONADE STAND FRAME next to each player.



- Organize LEMONADE STAND pieces into three stacks faceup and place between players.



- Place the POWERUP pieces next to the LEMONADE STAND pieces.



- Stack the 6 WEATHER pieces faceup and place them near the game box.



- Place the CUSTOMER pieces facedown in the game box.



- Players work together to assemble the GROCERY STORE and BANK. Place them near the DAY FRAME.

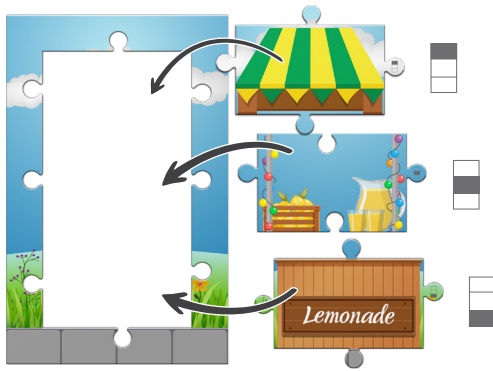
- Place all LEMONADE CUPS on the GROCERY STORE.



- Each player takes 10 of the \$1 MONEY. Stack and place the rest of the MONEY on the BANK.



Build Lemonade Stand



- Players roll the DIE to determine who plays first. Highest roll plays first then play moves clockwise. Repeat the DIE roll to break ties.
- Players take turns choosing a LEMONADE STAND piece to add to their FRAMES.
- Players pay \$1 MONEY to the BANK for each piece they use. The total cost for three pieces is \$3 MONEY
- For ADVANCED gameplay, players may each purchase one POWERUP for \$2.

Winning



The objective of the game is to sell LEMONADE to CUSTOMERS.



The game is played over one or more game days.



The player with the most MONEY at the end of the game wins!

Start The Day

- Any player may roll the DIE to determine the WEATHER.
- Place one or more WEATHER pieces in the DAY FRAME equal to the number on the DIE. Place the pieces in the top left spots.

Example — If the DIE roll is 3, place 3 WEATHER pieces.

- i** *HINT — More WEATHER pieces means bad weather with fewer CUSTOMERS.*

Powerups

Powerups give players special powers they can use whenever they roll the die to compete for a sale.



Roll the DIE twice and choose the highest result.



If the DIE roll is 1, 2, or 3, change it to 4.



Add 1 to your DIE roll.

Buy Lemonade Ingredients

- Players take turns buying LEMONADE CUPS from the GROCERY STORE. These include the ingredients used to make the LEMONADE — lemons, sugar, water, and the cup.
- Players place the purchased LEMONADE CUPS on their LEMONADE STANDS.

For **BASIC gameplay**, all players must buy:



4 REGULAR for a total of \$2 MONEY paid to the BANK.



2 FANCY at \$1 MONEY each for a total of \$2 MONEY paid to the BANK.

For **ADVANCED gameplay**:

- Each player may choose the number of REGULAR and FANCY to buy, but may not purchase more than 6 REGULAR and 3 FANCY.
- FANCY costs \$1 MONEY for one. REGULAR costs \$1 MONEY for two.
- Pay the MONEY to the BANK.
- i* Hint — When determining how many LEMONADE CUPS to buy, look at the DAY FRAME to see how many CUSTOMERS will be arriving on this day and divide by the number of players.

Make Sales

- The first player moves one CUSTOMER piece from the box and places it faceup on the next open space in the DAY FRAME.
- The LEMONADE CUP picture on the CUSTOMER piece shows the type of LEMONADE they want to buy — REGULAR or FANCY.



REGULAR



FANCY

- If the player has a matching LEMONADE CUP, they make a sale by placing the LEMONADE CUP on top of the CUSTOMER and saying “Ka-ching” or other happy sales phrase.
- If a player does not have a LEMONADE CUP that matches what a CUSTOMER wants, they cannot serve that CUSTOMER. That’s a missed sale and the player misses their turn! Other players may now compete to win this sale — see **Competing for a Sale**.
- When a sale is made, the player takes the MONEY from the BANK equal to \$1 for REGULAR or \$2 for FANCY.
- CUSTOMERS who are already served cannot be sold any more LEMONADE.

- The next player then attempts to sell LEMONADE to the next CUSTOMER by repeating the steps above. Players take turns making sales this way until the DAY FRAME is full.
- If a player draws a SPECIAL ORDER piece, all players may compete for the sale — see **Competing for a Sale**. Once the competition is completed, the player who drew the SPECIAL ORDER piece draws another CUSTOMER piece — because it is still their turn.



Competing For a Sale

- Players compete for a sale when a SPECIAL ORDER is drawn or if a player cannot serve a CUSTOMER.
- All players who have a LEMONADE CUP that matches what the CUSTOMER wants to buy may compete for the sale. Competing players each roll the DIE and the highest number wins the sale. Break ties by repeating this action. If a player has a POWERUP they may use it here to gain an advantage.
- If a player serves a CUSTOMER during another player's turn, they still take their own turn in the usual order. This means the same player could serve more than one CUSTOMER in a row.



End Of Day

- The day ends once the DAY FRAME is full. Players may decide to play for another day or end the game. If the game ends, jump to **Game Over**.
- Move all served LEMONADE CUPS to the GROCERY STORE. Unsold LEMONADE CUPS are now spoiled and must also be moved to the GROCERY STORE.
- Remove the WEATHER and CUSTOMERS from the DAY FRAME and set them aside. When there are no more CUSTOMER pieces remaining in the gamebox, the served CUSTOMERS can be returned to the gamebox facedown and shuffled.
- Players count their MONEY and share their totals with everyone. The player with the least amount of MONEY plays first the next day. Roll the DIE to break ties.

Next Day

- Repeat the gameplay from **Start The Day**.

Game Over

- Players decide when the game ends.
- The player with the most MONEY wins the game.
- Ties are OK in entrepreneurship — everyone can be a winner!

One-Player Game

For a one-player game, follow the same rules but with these changes:

- DAY FRAME — Do not attach the 3P and 4P pieces.
- SALES — Roll the DIE for every CUSTOMER piece. If you roll a 3, 4, 5, or 6, you make the sale. If you roll a 1 or 2, no sale!
- Try to make the most MONEY while having no LEMONADE CUPS spoil.

Contents

● Day Frame	3
● Lemonade Stand Frames	4
● Lemonade Stand Pieces	15
● Lemonade Cups Regular	24
● Lemonade Cups Fancy	12
● Powerups	6
● Customer Pieces	36
● Special Order Pieces	9
● Weather Pieces	6
● Bank Frame and Pieces	5
● Grocery Store Frame and Pieces	5
● \$1 Money	50
● \$5 Money	10
● Die	1
● Instructions Booklet	1

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