



Welcome to BARDIG Bite-Size, a mini version of the pocket-sized party game for anyone, everywhere.

Simply scan this QR code for information on how to prepare your cards and how to play:



Alaedin



Witch Hunt

Choose a monster or villain (eg: witch).
All other players explain why they're NOT that monster or villain, and then all players vote on worst explanation.
Player(s) with most votes loses Drinks equal to number of votes against them, and 1 Sober point.

Brewid



Summon Drunken Spirit

Invent an action (eg: a single clap).
Next player copies that action and adds their own and so on.
Whoever makes a mistake loses Drinks equal to number of actions added and 1 Sober point.

Weissard



Spell of Allegiance

State something about yourself (eg: you're left handed).
If the statement applies to any player, including yourself, they must raise their hand.
Whoever is in the minority, or everyone in case of a tie, lose(s) Drinks equal to hands raised and 1 Sober point.

Whisking



Royal Decree

Select two players who must dance for your favor.
Worst dancer, decided by you, loses 1 Drink and 1 Sober point.

Drmonk



Blessed Artifact

Choose an object in the room which is 'blessed'.
All other players must then touch that object.
Last to touch that object loses 1 Drink and 1 Sober point.

Level	I	Let's get started!	Level
	II	Keep it up!	
	III	You mean business!	
	IV	Almost there!	
	V	You've won!	

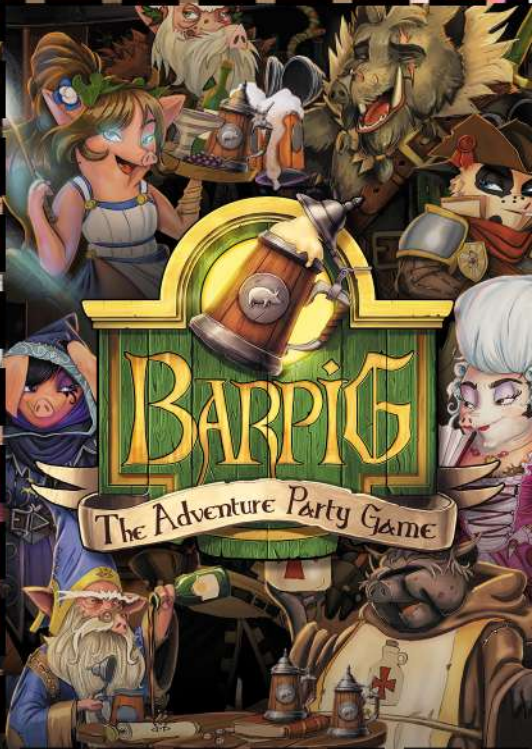
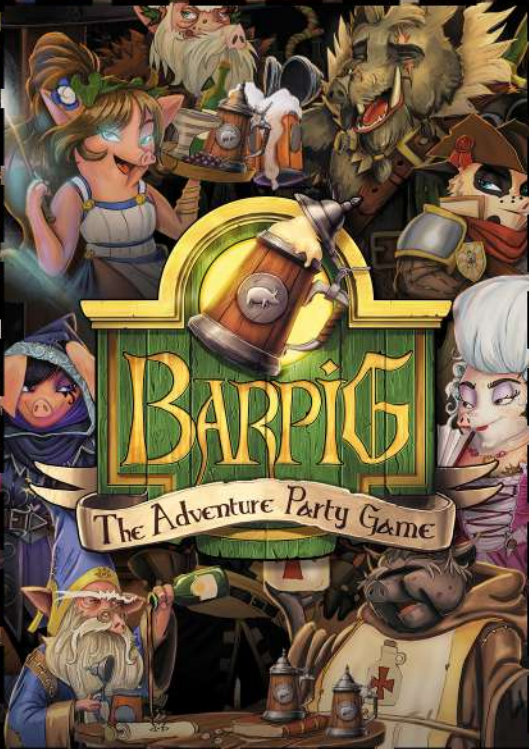
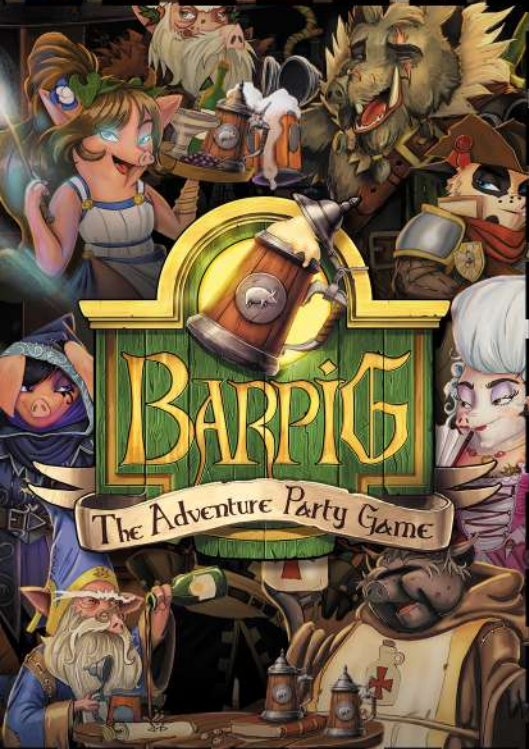
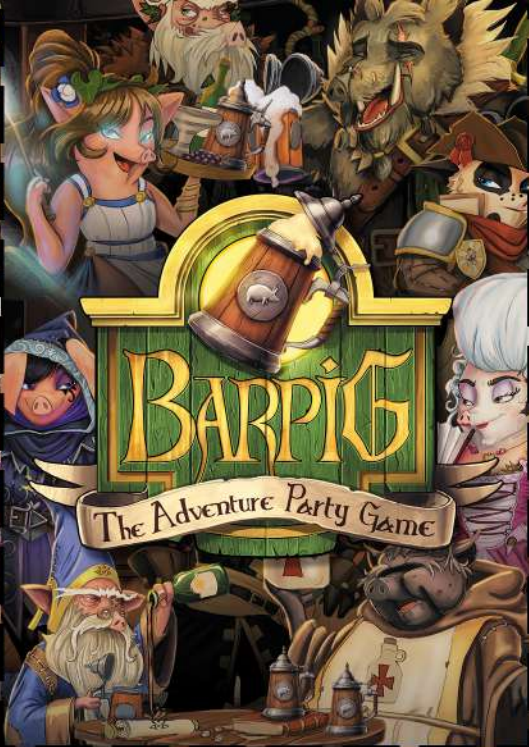
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Blackout Drunk	Sober Points				
1. Discard all Items	-4	-3	-2	-1	
2. Discard your Character					
3. Take a new Character Card from the Character Card pile					
4. Bar tab remains the same					
5. Restart at Level I					
6. Restore all your Sober points					
	Blackout Drunk	Serious Buzz	Tipsy	Light Headed	
Thank you for visiting and ride home safely					
*** BARDIG Tavern ***					

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Sober Points

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*** Drinks Remaining ***

10
9
8
7
6
5
4
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1
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*** Recharge ***



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Snake Eyes



Choose the outcome of any dice immediately after it is rolled



Reflective Shield Of Childish Insult



Deflect any Drinks and/or Sober points you would lose to another player of your choice



Mainty hand of Disapproval



Cancels effect of an Item or Character challenge
 — Or —
 Skip one turn during a turn-based challenge



Snake Eyes



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2

Reflective Shield Of Childish Insult



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Time to go home!



!THIS CARD APPLIES IMMEDIATELY!
Lose your Character.
Take a new Character not in play at random
Keep your Level, Drinks, and Sober points
Then discard this card.
This now ends your market round

3

Mysteriously Discarded Half Eaten Kebab



Restore one Sober point

3

Cloak of Douchebaggery



When a player levels up, steal their turn:
You get their level up, and use your
Character card Challenge instead

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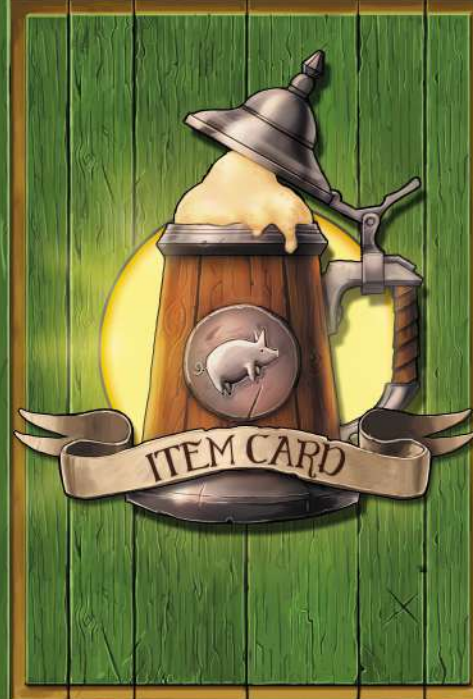
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