

Game setup

1. Each player takes a Level Card and a Bar Tab, and a random Character Card.
2. Put the Level Card face up on the table, then put the Bar Tab face up on top of the Level Card, and finally put the Character Card on top of the Bar Tab, so that the character description is visible.
3. Slide the Character Card down to reveal '10', and the Bar Tab down to reveal 'Level 1.'
4. Put remaining Character Cards in a pile face down on the table.

Using the Bar Tab

During the game, slide the Character Card up and down on the Bar Tab as you lose / gain **drink points**.

Using the Level Card

Slide the Bar Tab with Character Card to track...

↓ Your Current Level by sliding the bar tab down.

← Your Sober points by sliding the bar tab left

At **-4 sober points** your character “**blacks out.**”

You start over as explained on the level card



Item Cards

!!! Players should keep their items secret !!!

Each player starts with one item card picked at random. Place the remaining items in the middle of the table, face down. This is the 'market.'

Items can be played at any time, and overrule each other logically in the order they're played. When an item is played it must be discarded in a pile next to the market. If the market runs out shuffle and reuse the discard pile.

Gameplay (Read before play)

→The first player to reach level 5 wins←

1. Challenge Round

All players roll dice. Whoever rolls the highest...

1. Gains up 1 level (sliding bar tab down),
2. Reads out their character card aloud,
3. Character power gets played,
4. Deals **drink** and **sober** points* accordingly

Player who last leveled up skips rolling next round

2. Market Round

Once per Market Round, All players may either...

→ **Buy extra items**

Clearly say that you are "Buying". Take an item from the market and pay for it by losing **drink points** from your Bar Tab equal to the item's drink value:



This is the item's drink value, ie: 3

! If you don't have enough **Drink Points** on your Bar Tab to buy the item, you must discard it

! There is a hand limit of 6 items per player.

→ **Recharge Drink Points from the market**

Clearly say that you are "recharging", and discard the top item card from the market face up.

Add the drink value of that item to your Bar Tab

3 Player Games Rules Addition

For 3 player games, whoever loses a sober point also loses their character and takes a new one not in play at random