

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 characters "Blacks out". You will start over as explained on the Level Card

Item Cards

!!! Players should keep their items secret until played !!!

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' If your starting item is a "Time to go home!", swap it for another item.

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 the game!

1. Challenge Round ←

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

1. Gains 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

Players 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.

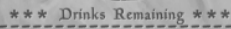
! There is a hand limit of 6 Items per player.

→ 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.

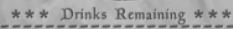
If a player takes a "Time to go home" card, this always applies when buying or recharging. After the market round, play continues into the next challenge round

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.



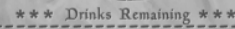
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*** Recharge ***



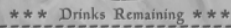
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*** Recharge ***



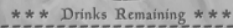
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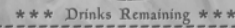
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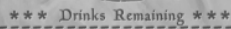
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*** Recharge ***



O

*** Recharge ***



0

*** Recharge ***

Blackout Drunk	Sober	Poison
1. Discard all items	← 4	3
2. Discard your character	←	2
3. Take a new character card from the character card pile.	Blackout Drunk	Serious Buzz
4. Bartab remains the same		Tipsy
5. Restart at Level I	↑	
Thank you for visiting and ride home safely		
*** BARPig Tavern ***		





Level

I

II

III

IV

V

Let's get started!

Keep it up!

You mean Business!

Almost there!

You've won!

Blackout Drunk

Sober Points

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2. Discard your character

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4. Bartab remains the same

5. Restart at Level I

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-3

-2

-1

Blackout Drunk

Serious Buzz

Tipsy

Light headed

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*** BARPiG Tavern ***

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Barbeerian




Siege the Castle

Announce a type of structure (e.g. a castle).

All other players point to an object in the room they would use to attack that structure and explain how.

Worst choice, decided by you, loses 1 Drink 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.

Orrmonk



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.

Glassassin



Blind Backstabbing

All players close their eyes and point to another player(s) using both hands.

Player(s) (ties included!) with most points against them lose(s) Drinks equal to number of fingers pointed at them and 1 Sober point.



Qalealedin



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.

Qintcess



Bestow Love

Choose a player who must charm you.

If charmed, you toast! Nothing is lost, everyone is happy!

If not charmed, that player is "royally" rejected, and loses 2 Drinks and 1 Sober point.

Qourceror



Nex of Animality

Choose an animal which all other players must imitate.

Worst imitation, decided by you, loses 1 Drink and 1 Sober point.

Qumrauder



Steel hands

All other players place one hand above the table, touching each other at the fingertips.

Countdown from 3, then all other players try to slap each other's hand.

First hand(s) to get slapped lose(s) 1 Drink and 1 Sober point.

Qeissard



Spell of Allegiance

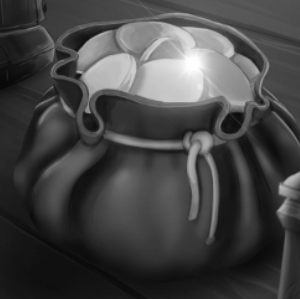
State something about yourself (eg: you're left handed).

If the statement applies to any player (including yourself) they must raise their hand.

Whoever is in the minority, or in case of a tie, lose Drinks equal to hands raised and 1 Sober point.



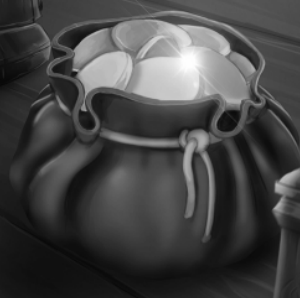
Big Brown Bag of Referee Bribes



Force a reroll of any dice immediately after it is rolled



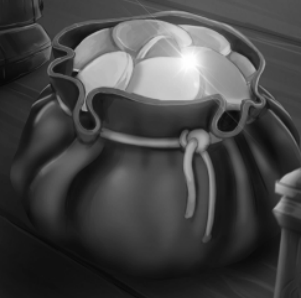
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Buyer's Guide to Drunken Haggling



Discard this item with another item valued 3 or higher to gain 1 level



2 Buyer's Guide to Drunken Haggling




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1 Cliché Lightning Strike




Before a player uses a power, force that player to temporarily take a new character card not in play at random, and use that new character's power once

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3 Cloak of Douchebaggery



Steal a player's turn
You get their level up and use your character's power instead

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2 Wainy Hand of Disapproval



Cancels effect of a power or item
Or
Skip one turn during a group activity

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3 Mysteriously Discarded Half Eaten Kebab



Restore one sober point

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4 Obnoxious Drunken Goblin



Choose a player
That player must discard all items and lose number of drinks equal to the total value of the lost items

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2 Reflective Shield Of
Childish Insult



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

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4 Slender Glove of
Swift Swiping



Steal an item immediately as it is played and put it in your hand. The stolen item's effect is thereby cancelled.

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4 Snake Eyes



Choose the outcome of any dice immediately after it is rolled

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Choose the outcome of any dice immediately after it is rolled



4 Snake Eyes



Choose the outcome of any dice immediately after it is rolled

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

Time to go home!



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3 Unknown Elixir of Bar-top Spills



Choose one item from the discard pile and play it immediately

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