

Rules.

The game crafting beer mats for lovers of good beer. In the game teams compete magical characters who are strong, but not on the battlefield, and in the tavern for a drink.

Description. Friends having fun at the inn "Boozy Troll". This time they decided to share with each other their favorite beers. Necromancer brought Brain-beer own making. Genie made a brewery in her lamp, and now gladly shows off her bitter ales. Witch-Hunter brought from the dungeon a few bottles imperial stout. Who will win in the inn's up to you!

Age: 18+

Number of players: 2, 4 (need an extra set)

Components:

- 14 beer mats characters
- 1 beer mat «Barman»
- 2 tokens "beer mug"
- 5 coins "Boozy Troll"
- 2 tokens "Reserve"

The goal - to collect more mugs of beer than your opponent. Players take turns beer mat spread on the table, trying to turn the enemy's beer mat. If at the end of the course one of the players from the field lined beer mats 3x3, the game ends. Players count the points and determine the winner. For every mug of beer at the bottom left icon on beer mat in his team, the player gets points.

Beer mat has two sides, on which the images are identical, except for the background (swords or axes). Before the game, the opponents choose background team for which to play. The player always puts his background beer mats up.

Background swords



Background axes



The player always puts beer mat "bottom" of the character to itself. Player can not turn the character.

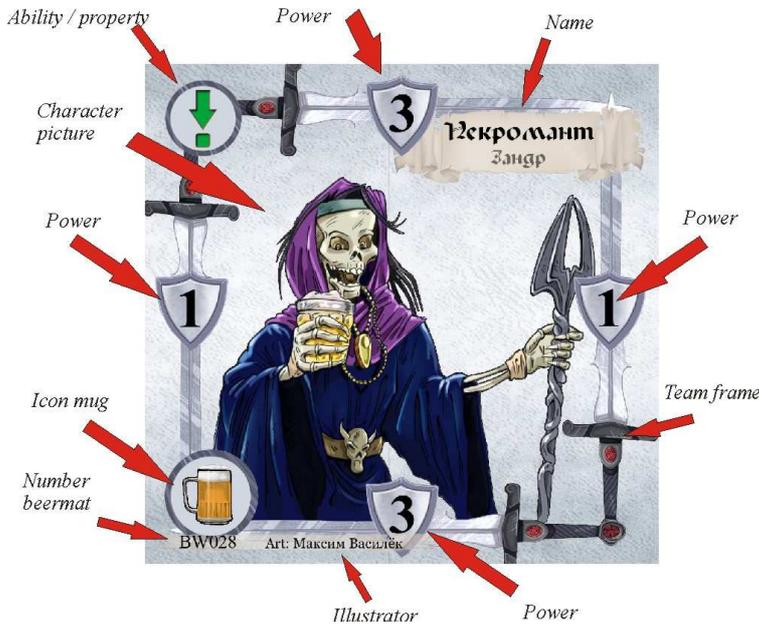
player 1



player 2



Elements beermat:



Name – character name.

Icon mug – shows the number and type of mugs that bring character when scoring.

Power – the figure that shows the power of the character on each side of the beermat.

Arrow - in some characters on one side instead of the number of force arrow pointing direction. The arrow during the game equals "0" in strength. When you spread the character with the arrow, you can move the entire row to 1 birdekel in the direction of the arrow, the character can only push the row. After the row is shifted, a comparison of forces. If, as a result of a row shift, any character went beyond the 3x3 field, it appears on the opposite side of the field. The characters can't be pushed toward the barman.

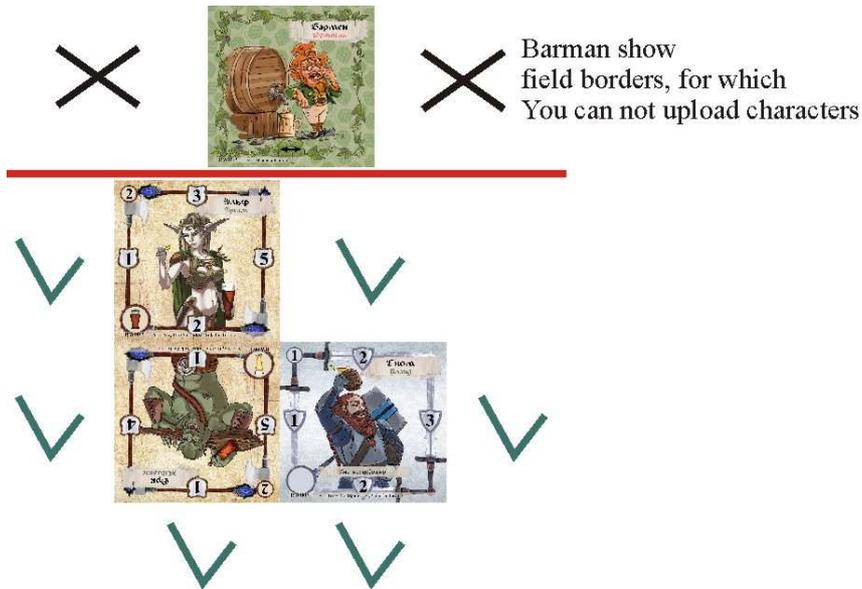
Ability / property – character can use a unique ability / property (complex rules).

Token «Beer mug». Each player has a token with a picture of a glass of beer. Once in his turn, a player can put this token on any beermat. While on the beer mats is a glass token, the power of the character increases, on each side of it gets +1. On 1 beermat can put only 1 token. Token moves to a comparison of powers characters. Each player moves his team token. If beermat is flipped, token remains on him.



Barman. The joint character of the game. Each player at the end of the turn can move the barman for one of 4 sides of the playing field. Barman indicates the end of the field, between the barman and contiguous character runs the line, outside which it is impossible to lay out characters. Barman limits the all playing field and not limits place on the field. The characters can't be pushed toward the barman.

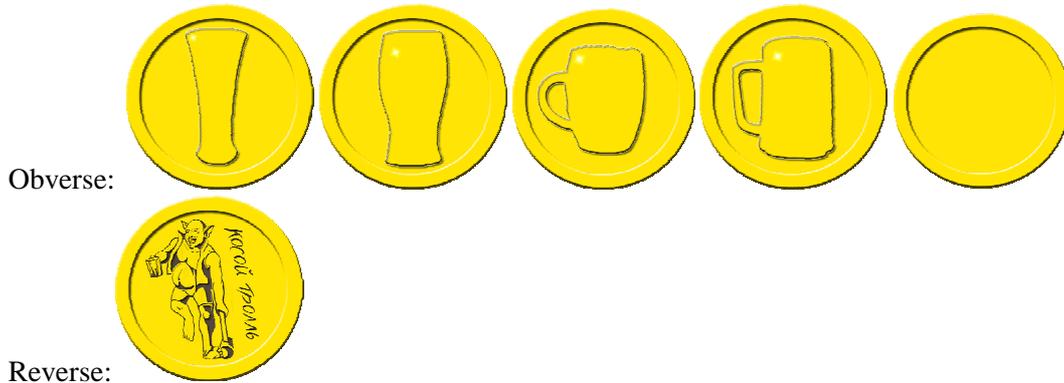
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The playing field. Players alternately laying beer mats, creating a square playing field. The field can not be greater than 3 beer mats in a row (horizontal or vertical). Exception beermat "Barman" who is always outside the field.

Cellar. Area outside the playing field, where there are the beer mats, tokens and coins removed from the game.

Coin "Boozy Troll". The coin is the obverse, with or without a mug of it, and reverse, the same for all coins.



Active / passive character. The character is laid out player in their turn on the field is active and can flip other characters. Character, laid out on the field in the preceding turns, is passive and can not flip other characters.

Getting Ready to Play.

1. Players determine the team for which will be played (swords or axes);
2. Beermat "Barman" is laid out in the center of the table;
3. Beer mats are mixed into one deck and dealt to players at random to 6 beer mats,
4. Remaining beer mats move in the cellar;
5. Players lay out in front of the characters;
6. Each player takes one token "beer mug" (all players take different mugs);
7. Other coin and token move in the cellar.

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Playing the game.

Either way you act out who goes first.

Procedure player in his turn:

1. Put one beermat to the "bottom to yourself." If any beer mats lay on field, beer mat shall, at least on one side in contact with other beer mats (diagonal is impossible);
2. Use (or not) the ability of the character (complex rules);
3. Put or move your token "beer mug" on any beermat;
4. Compare the power character is laid out on the sides in contact with the enemy characters. Flip the opponents to your team, whose power is less than your character;
5. Move barman on either side of the field;
6. Check the conditions of the end of the game;
7. Pass the turn to the enemy.

End of the game:

- If the end of the turn the player collected a 3x3 field;
- If at the beginning of the turn the player has no character.

Scoring:

Each player counts the image on mugs beer mats with the background of the team. For each image mug on the beermat, the player gets 1 point.

If the symbol of a few mugs, each of them brings 1 point.

Complex rules.

Ready to Play.

1. Each player takes 1 coin "Boozy Troll", without showing it to the enemy, and watch received. Mug on a coin (or lack thereof) indicates the type of characters for which the player will receive an additional victory points, the other coins are sent to the cellar;
2. Players spread all beer mats in front of him and in turn recruit a team of 6 beer mats, beer mats remaining folded in in the cellar. The player selects the second character begins first.
3. Each player takes a token "**Reserve**";
Next, look paragraph 4 of the normal rules.

End of the game and scoring. (addition)

Players receive 1 additional point for each character, who turned out in their team, with the type of mugs listed on the coin "Boozy Troll". If there is no image on the coin mugs, the player gets points for the characters without mugs.

Ability:

The player can activate(or not) the characters' ability.

Instant - is announced at the beginning of the turn and used in this turn after putting some character with those ability (do not use on the barman):



– after comparing the characters power, turn 1 beermat by 90 or 180 degrees, beer mat are not flipped.



– after comparing the characters power, the enemy moves 1 beermat with hands to the cellar.



– after comparing the characters power, take in hand 1 beermat from the cellar.



– before comparing characters power, flip the adjacent character, then move laid character to the cellar.

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● – before comparing characters power, move any token on field to this character or to the cellar.



■ – instead comparing the characters power, remove 1 beermat from the field to the cellar.



– after comparing the characters power, swap any two beer mats on the field, except this character (if character  has another beer mat on top, they move together).



– after comparing the characters power, replace this character to the character from the cellar (new character don't use ability).

Property:

It is activated automatically when putting some character and is permanent.



- on top of this character, you can put another beer mat (instead of putting some characters by the usual rules, as a separate turn, the field is not yet formed) if this character in your team. Other

characters are flip beer mat only top. Beer mat on top  is subject to all rules as conventional beer mats.

Token "Reserve"

On his turn, each player may put in place a character token "Reserve" (according to the rules of putting some beer mats). Token indicates that this place is a player, and in his turn, a player can put in place of the token, his character. Token can not be captured, moved or removed from the field opponent (except for abilities and properties). If the field is not empty seats in addition to "reserve" tokens, all reserves are removed from the field in the cellar.

A game for 4 people (Steam for a couple)

Players are located on 2 or 4 sides of the field. Each player has their own beer mats and tokens "beer mug", which can only move it. Players on the same team can not communicate beer mats. Realize in the field comes from one team to another, but following the order of the players. Players collect field 4x4. The game uses one barman.

Game two sets together (you can mix a variety of sets).

Players collect field 4x4. The game uses one barman. At the beginning of the game players are gaining a team of 10 characters.

Have a good game!