

4 Pints

16+ 2-4 20'

STICKS

INTRO

In 4 Pints, you will visit a typical English pub for a nice pint of beer. Each turn, one of you will go to the bar, where four pints await you. To buy them, you must first scratch your pockets looking for a few pounds but you must be careful to control your drunkenness level and avoid elbowing and slipping. The walk to the bar can be quite an adventure!

COMPONENTS

48 cards.



SETUP

- 1. Game area:** deal a £1 card to each player. They put it face up in their game areas.
- Shuffle the Beer and Purchase card decks separately.
- 3. Bar:** leave the deck of Beer cards on the table. Reveal the first 4 pints and place them face up in a row next to the deck. For **2-player games**, remove 6 random cards from the deck before revealing the cards on the bar. For **3-player games**, remove 3 cards.
- 4. Purchase Zone:** leave the Purchase deck in the center of the table, within reach of all players.
- Pick a **first player at random**, who receives the Keg card and places it in their game zone.

HOW TO PLAY

A game lasts as many rounds as the number of players. Starting with the first player, each round, players play consecutive turns until the deck of Beer cards is exhausted and all players have played the same number of turns. **Your turn has 2 steps:**

1. Reveal Purchase cards: you must reveal Purchase cards one by one from the deck and place them at the center of the table. **You must draw at least 1 card** and you can draw as many as you want until you collect enough money to buy a pint you like from the bar, or until you decide to pass. Each time you draw a card, add its value to your total if it is a Money card, and apply its effect if it is an Event card.



Event
"Elbowing" 3 pounds



2. Buy 1 pint or pass: you can only buy **1 Beer per turn** and you must pay its full price with the Money cards accumulated during your turn at the center of the table and/or your game area. When you buy a pint, place the card upright (unspilled) in your game area, in full view of the other players. If you don't want to buy anything or don't want to risk it with the Purchase cards, **you may pass** and end your turn.

Spill 1 pint: if the effect of any card tells you to spill a pint, your own or someone else's, rotate the card horizontally so that it is now worth only 1 point; if the target person has no beers (you or someone else), ignore this effect. If you have to spill a pint and they are all already spilled, choose 1 spilled pint and discard it. In other words, spilling a pint 2 times completely eliminates it for the rest of the round.



Once you have bought a pint, passed, or lost the turn due to a card's effect, if there are unused Money cards, **you can save** one in your game area for future turns of the current round; if you already have one saved, **discard it before saving the new one**. Discard the remaining Purchase cards from the center of the table and place them in a discard pile. The player seated to your left is the next to go to the Bar and play their turn.

If you bought a Beer during your turn, refill the gap in the Bar with a card from the Beer deck so that there are four of them available, if there are any left. **When the Beer Deck runs out**, continue playing without replenishing the Bar until it is the first player's turn, ending the round immediately (the first player does not play again). If at any time the Purchase card deck is exhausted, shuffle the discard pile and form a new deck.

END OF THE ROUND

At the end of the round, each player counts their points and **writes down the results on a sheet of paper**. Collect all cards on the table, deal a £1 card to each player and shuffle both decks of cards separately. Then, pass the first player card (Keg) to the person seated to your left and start a new round.

END OF THE GAME

Once you have played as many rounds as the number of players, add up the scores. **Whoever has the most points wins.** In the event of a tie, the winner is the player who has achieved the highest score in a round.

CARDS



Money: they are used to buy pints at the bar, there are £1, £2, £3 and £5 cards.



Elbowing: spill 1 pint of an opponent of your choice and keep playing. You can choose which pint to spill.



Slip: spill 1 pint from your game area, at your choice. Keep playing.



Drunk: if you draw one of these cards, save it in your game area. Each time you save one, apply the effect according to how many you have:

- **1 card:** discard 1 Money card of your choice from the center of the table or your game area; if no Money cards are revealed, you lose nothing.
- **2 cards:** spill 1 beer of your choice from your game area.
- **3 cards:** discard all Money cards from the center of the table and your game area, and end your turn immediately.

At the beginning of each of your turns, **DISCARD** 1 Drunk card.



Happy Hour: starting with whoever drew this card, everyone can buy their next pint at half price (rounded down). Leave this card in front of the player who drew it, as a reminder. Once it's their turn again, discard the Happy Hour.

Published by Gen X Games S.L. All rights reserved.
C/ Severo Ochoa 15, nave 14, 28521 Rivas Vaciamadrid, Madrid.

Game Designer: Raúl Fernández

Graphic Design: WAH! Studio

Artwork: Marta Pombo

Rule Drafting: Buster Lehn

