

# HOW TO PLAY

**2-3 players:** around 30 cards

**4-6 players:** around 44 cards

**OBJECT:** Get rid of all of your cards by using the different attributes of the beer (year, bitterness, and alcohol) to trump your opponents and force them to pick up more cards.

**START:** Deal two cards face down to each player. Put the rest of the deck face down – this is the **draw pile**. All players look at their cards. The person with the lowest alcohol starts by playing that card face up in the centre, then drawing a new one. The next player clockwise now has to beat the card by playing an equal or higher alcohol on top of it, then drawing a new one. The played cards in the centre become the **session pile**.

Play continues until someone is unable to beat a card, at which point that person must pick up the entire session pile. They stop drawing new cards now until they are back to having fewer than two cards in their hand at the end of a turn.

The next player starts a new session with a card of their choice and decides which attribute is now in play – alcohol, bitterness, or year. Alcohol and bitterness must be equal to or HIGHER than the previous card. Year must be equal to or OLDER than the previous card.

**FINISH:** Once the draw pile is gone, the first player to get rid of all their cards wins.

## HOW TO PLAY FASTER

**SILVER CARDS:** Shiny silver cards not only beat any other card, but when you play a silver card, you can also choose any of the attributes on the card to continue the session.

Example: Player 1 plays a card with a bitterness of 100. None of Player 2's cards can beat that, but she has a silver. It only has bitterness 23, but as it is a silver she can still play it. She can choose to stick with bitterness or change the attribute in play to alcohol or year.

**HOPS:** Some of the cards feature hops, which can be used to clear a session pile, removing all the cards in it for the rest of the game. The pile can only be cleared when three or more cards with the same hop are played (either by one person or by multiple players, one after another). The cards are put to one side and the player who cleared them starts a new session.

Example: Alcohol is the attribute in play. Player 1 plays alcohol 7. The beer features Cascade and Chinook hops. Player 2 plays alcohol 10. This beer features Amarillo and Cascade. If Player 3 has one or more cards featuring a Cascade hop, she can play them now to make three Cascade hops in a row – regardless of the cards' alcohol value. Alternatively, if she has two cards featuring Amarillo hops, she can play both together to make three Amarillo hops in a row and clear the session pile. By doing either of these, the cards are cleared for the rest of the round and Player 3 gets to start a new session.

**INTERRUPT:** Regardless of whose turn it is, any player can interrupt with cards of the same value as the attribute in play BEFORE the next player takes their turn. When someone interrupts, it does NOT change the order of play – the next player still takes their turn as normal. You may NOT interrupt with an attribute that is not in play. You CAN interrupt before you take your turn, as long as you clearly state you are interrupting.

Example: Year is the attribute in play. Player 1 plays a card with year 2016. Player 3 quickly interrupts with four 2016 cards. Player 2 then takes his go, playing 2000. Player 4 tries to interrupt a 2016 card, but it is too late. Tough luck Player 4, be faster next time. It's Player 3's go, she tells everyone she is interrupting with 2000, then plays her turn – 1981.

## FAQ

Q: What if an attribute is not listed on the card?

A: That card cannot be used in a round where that attribute is in play.

Q: If you can beat the attribute in play, do you have to play?

A: Yes. No pretending to have rubbish cards.

Q: What happens when 2 people have the same lowest alcohol at the start of the game?

A: First person to play it starts the game.

Q: How do I make every game different?

A: Easy! Get lots of cards (there are over 250 to collect), shuffle all of them together before each round, then discard any excess cards for that round. Will there be any silver cards in this round? What will the highest and lowest attributes be? Nobody will know.