

# THE BEER GAME RULES

**PROPS** MAKE AVAILABLE; BEER MATS, WOODEN MATCHES, COINS, A BUCKET, A LAVATORY (AND ACCOMMODATION AT SHORT NOTICE!)

**BEER** EACH PLAYER HAS A PINT AND A HALF OF BEER. THE HALF IS THE "KILLER"- *NOT TO BE DRUNK UNTIL INSTRUCTED, THEN DRUNK IN ONE GO.* ALL OTHER DRINKS ARE TAKEN OUT OF THE PINT.

**PLAY** ALL PLAYERS SELECT A PLAYING PIECE. THERE ARE 4 "CROWN CAP" PIECES. USE THESE OR PRINTED PIECES, *OR BOTH.* YOU MUST START WITH A SIX. THIS DOES NOT COUNT FOR MOVEMENT SO THROW AGAIN FOR POSITION ON BOARD.

UPON STARTING, EACH PLAYER *DRINKS 2 "FINGERS" OF BEER, COLLECTS 1 "BOTTLE"* (REPEATED EVERY TIME YOU PASS "START") AND MOVES CLOCKWISE ROUND THE BOARD, FOLLOWING THE INSTRUCTIONS ON THE BOARD. YOU MUST START ON YOUR THIRD THROW. IF 6 IS NOT THROWN YOU MUST DRINK YOUR "KILLER" INSTEAD TO START.

**MOVING** WHEN INSTRUCTED TO MOVE FROM ONE SQUARE TO ANOTHER YOU MUST FOLLOW INSTRUCTIONS ON NEW SQUARE ON ARRIVAL.

IF, BY MOVING CLOCKWISE TO YOUR NEW DESTINATION, YOU PASS "START" - COLLECT 1 "BOTTLE" AND DRINK 2 "FINGERS". (THIS DOES NOT APPLY FOR "JAIL" OR "CLINIC")

**CARDS** SHUFFLE AND PLACE FACE DOWN AT START. CARDS HAVE 2 SECTIONS, "DOT" OR "TRIANGLE". ONLY RESPOND TO THE "DOT" SECTION OF THE CARD IF YOU ARE ON A "DOT" 'TAKE A CARD' SQUARE AND VICE VERSA.

*IMPORTANT* CARDS WITH A LARGE "Q" ON THE BACK ARE *QUESTION CARDS* AND MUST BE READ TO YOU BY AN OPPONENT.

**SIXES** REQUIRED TO START TO GET OUT OF JAIL, OFF THE WAGON, ETC. DO NOT COUNT FOR MOVEMENT, SO A FURTHER THROW IS REQUIRED. IF A 6 IS NOT THROWN BY THIRD THROW YOU MUST MOVE - *BY TAKING THE "KILLER" OPTION.*

**"CRAWLS"** *LEAVE FROM THE BAR, THE PUB & THE TAVERN.*

YOU *QUALIFY* BY THROWING A SIX OR A ONE (ON YOUR NEXT THROW AFTER LANDING ON THE SQUARE) *, THEN THROW AGAIN* FOR YOUR POSITION ON THE "CRAWL".

THE NUMBER ON EACH LEG OF THE CRAWL CORRESPONDS TO NUMBER OF "FINGERS" OF BEER THAT MUST BE DRUNK. "K" = "KILLER". *WHICH MUST BE DRUNK IN ONE.*

*CONTINUE* ON THE NEXT "CRAWL" IF, BY AN *EXACT THROW*, YOU LAND ON THE FINISH/START SQUARE AT THE END OF YOUR "CRAWL".

**"BOTTLES"** WHEN "BOTTLES" ARE REQUIRED TO BE GIVEN BACK, YOU CAN ONLY GIVE WHAT YOU HAVE. *YOU DO NOT OWE "BOTTLES" NOT GIVEN BACK*

**GOING FOR A PEE** YOU ARE ONLY ALLOWED TO GO FOR A PEE WHEN YOU LAND ON THE "PEE" SQUARE OR HAVE A "PEE" CARD, - *OR, YOU CAN GO ANYTIME PROVIDING THAT YOU DRINK YOUR "KILLER" FIRST.*

**WINNER** THE PERSON WHO COLLECTS 12 "BOTTLES" (2 "SIX PACKS") *OR, - WHO IS STILL ABLE TO STAND!* GAME CAN BE SHORTENED OR LENGTHENED TO TASTE BY ADJUSTING THE NUMBER OF BOTTLES / REQUIRED. 6 "BOTTLES" = 1 "SIX PACK"

**WARNING** THIS GAME SHOULD NOT BE PLAYED BY PERSONS UNDER 18 YEARS. NEVER DRINK MORE THAN YOUR PERSONAL LIMIT. DO NOT USE STRONG BEER AND NEVER EVER SUBSTITUTE BEER FOR WINE OR SPIRITS.

*IMPORTANT: NEVER DRINK AND DRIVE. ALWAYS TAKE A TAXI*