

 2-8 PLAYERS

 15-20 MINUTES

 108 CARDS



Introduction

Four pints, please is a card game for 2 to 8 players which takes you to a typical English pub where you would like to have some beers. Each turn, one of you is going to walk to the counter, where four delicious pints are waiting for you. But, in order to buy them, you'll have to dig into your pockets to find some pounds. Maybe you're lucky and find the cash you need, but you'll have to be careful: control your level of drunkenness and your craving for a smoke. Also, try not to slip, not to drop anything and not to give in to the temptation of buying some peanuts or pistachios. The way to the counter can be an adventurous journey! If you manage to avoid all the dangers and succeed at spilling some of your friends' pints on top of everything, you'll score points for your pints. **The first player to get to 12 points wins the game!**

Card types

Beer cards



Buying cards



Beer cards (orange back): There are 5 kinds of beers and one barrel card. Each type of beer has a price in pounds (grey) and a number of points (golden or red). The backs of the cards are orange and there is a total amount of 31, including a customizable card. Remove that last one from the game if you haven't decided what to do with it.

Buying cards (brown back): These are the cards you'll use to play your turn. They represent the events on your way to the counter, your cravings and whatever you find in your pockets. During your turn, you can reveal as many buying cards as you want. There are money cards you can use to buy pints, but there are also some cards which can make you lose your turn or spend money. The more cards you reveal, the bigger the risk! The backs of the cards are brown and there is a total amount of 79, including a customizable card. As with the blank beer card, remove it from the game if you haven't decided what to do with it.

Playing area and set-up

Shuffle both card decks separately (beer cards and buying cards). Place them on the table face down to create two playing areas: **the counter** and the **playing area**. Reveal the first 4 beer cards and place them next to the beer deck in a row. This will be the counter, and it will always display 4 pints. The buying area is the center of the table. This is where players will place the revealed buying cards every turn.

Also, each player will have an individual area, where they will place their bought and spilled pints.



Montaje de
partida para 4
jugadores

⇒ Aim of the game ⇒

Be the first one to reach 12 points!

⇒ Turn sequence ⇒

The player who had the least beers today is the starting player. If you still haven't drunken any, choose the starting player randomly. During your turn, reveal cards from the buying deck one by one and place them on the playing area. You can reveal as many cards as you want from the buying deck to buy more expensive and valuable pints. You can buy only one beer per turn (exceptions are described in the Cards explanation section), and overpaid pounds are lost. You can either buy the cheapest pint, or continue revealing cards until you have enough money to buy a more expensive one. But be careful: If you push your luck too much, you might reveal cards that make you lose your pints or even an already scored pint.

A turn always ends with the player either buying a pint or losing the turn.

Once you've bought a pint or lost your turn, you discard all the cards in the playing area into the discard pile, even your spare money. If you have bought one (or more) pints, you fill up the counter with new face up beer cards: there are always four available. The player at your left is the next one who has to go to the counter.

⇒ End of the game ⇒

Once a player has reached **12 or more points in their individual area** (take the negative points of spilled pints into account!), that player wins automatically. You've had the most delicious pints!

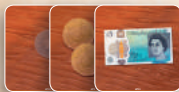
Additional rules

- If one of the drawing decks runs out of cards, just shuffle the corresponding discard pile and place it face down to create a new deck.
- If you have to fill up the counter, but both the beer deck and discard piles are empty, the game ends immediately. The player with the most points wins automatically. If there is a draw, the player with the most valuable pints wins.

Card explanations



BARREL (BEER CARD): If you reveal this cards filling up the counter, discard all the remaining pint cards from the counter and put the barrel card back into the game box (it only applies once). Fill up the counter with new beer cards.



POUNDS: Use them to buy pints from the counter. You have 1, 2, 3 and 5 pounds cards. The penny card is worth almost nothing. You can get nothing for it, except for the laughs of your friends.



CREDIT CARD: Use it to buy any pint you like ignoring the pints' price. But remember: you can only buy one pint each turn! If you also revealed the Happy Hour or the On me! card, you can buy two pints ignoring their costs. In the unlikely case of revealing all 3 cards in the same turn (Credit card, Happy Hour and On me!), ignore Happy Hour. If you also have the Wallet and enough pounds to buy the obligatory pint(s), you can decide to save the Credit card for your next turn.



DRUNK: One or two cards trigger no effects. If you reveal your third Drunk card, your turn ends immediately. Be more careful!



ON ME!: You decide to buy a beer for one of your friends, so this turn you have to buy two pints. You have to gather the necessary money and buy them at the same time. After buying them, you decide who gets the pint that was on you. In a **two-player game**, you buy two pints, keep one for yourself and discard the second one. On me! cards are not accumulative: if you reveal more than one, ignore all but one.



WALLET: It allows you to save the unspent money cards for your next turn. You can't decide to freeze and keep the revealed money, you can only save the money you haven't spent after buying a pint or losing your turn. You can also save the Credit card if you haven't used it. You can't split Pounds (buying cards), so you lose any left over money. You can keep unused money even if you lost your turn and didn't buy anything. If you keep money for your next turn, you will have to spend it right away. The Wallet only saves your money for one turn. Also, you will have to reveal at least one card from the buying cards deck when you start your turn with the wallet! If you lose your turn now, you lose the wallet and everything that was inside it.



HAPPY HOUR: It allows you to buy a second pint if you have enough money to do so. The second pint is not obligatory, but if you buy it, you'll get the cheaper one for half the price (rounded down). You are not allowed to buy one and keep on playing, you have to buy both at the same time. Also, Happy Hour cards **are not accumulative**: if you reveal both, ignore one of them. If you reveal Happy Hour and On Me! on the same turn, ignore Happy Hour. You can never buy more than 2 pints during a turn.



ST PATRICK'S: You play another turn after this one. Discard the St Patrick's card at the end of your first turn along with the other cards.



ELBOW A PINT: Discard one pint in another player's individual area. You can choose the player and the pint. You don't lose your turn. You can keep on playing!



SPILLED PINT: Place this card into your individual area immediately. This card deducts 1 point from your final score. You can have more than 1 Spilled pint: you are so clumsy that the negative points are accumulating! You are not allowed to discard a Lager (1 point) and a Spilled pint (-1 point) together "because they even each other out". There is another way to get rid of your Spilled pint cards!



MOP: Discard all your Spilled pint cards in your individual area. You don't discard other player's Spilled pints. If you reveal new Spilled pints after the Mop, you do not discard them: you have place them into your individual area immediately as usual. Sorry, you will have to get a new Mop to get rid of those!



SMOKE: Your turn ends immediately. You are dying for a smoke and leave the bar for a while!



SLIP: Lose one of your own pints at choice. Your turn ends immediately. The biggest threat in a crowded bar is the slippery floor!



PISTACHIOS: You lose 2 of your gathered pounds. But they are so yummy!



PEANUTS: You lose 1 of your gathered pounds. So addictive!



CUSTOMIZABLE CARDS: Create your own cards, make up your own rules!

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