


THIS STORY REALLY HAPPENED... BOTH TO THE CREATORS BEHIND THIS GAME, AND ALSO TO THE NUMEROUS NIGHT OWLS WHO DECIDED THAT THE CITY WOULD BE THEIRS THAT EVENING. AND THEY SET OFF AS A GROUP ON A PUB CRAWL. DURING THIS JOURNEY THEY BECAME RATHER LOST AND DISORIENTATED. IN THE END, THE WINNER OF THE EVENING WAS THE ONE WHO MANAGED TO GET HOME TO BED. THIS GAME MERELY SERVES AS A REMINDER OF LONG-FORGOTTEN EVENTS. A STROLL THROUGH STREETS OF HIDDEN MEMORIES. BEFORE SETTING OFF, WE RECOMMEND CRACKING OPEN A CAN OF BEER. BECAUSE THE RING PULL IS A PERFECT FIGURE FOR THE GAME. AND A LIGHTER MOOD IS GREAT TOO.

DRINK IN MODERATION.



## BRIEF OVERVIEW OF THE RULES

-  MOVEMENT - FIELD PATTERN = MOVE TO A GLASS OF BOOZE OF CORRESPONDING PATTERN.
-  ONE CUP CAN ONLY HAVE ONE FIGURE. WHEN A FIGURE MOVES TO A PREVIOUSLY OCCUPIED GLASS OF BOOZE, THE PREVIOUS FIGURE IS SENT BACK TO THE NEAREST SAME GLASS WITH ALCOHOL.
-  = THE BEST PUB - JOKER - SO ANY GLASS WITH ALCOHOL.
-  = FAST FOOD - THE FIGURE GOES ABOVE THE OUTLINE OF THE CIRCLE WITH GLASSES, UNLESS THE PLAYER THROWS THE SAME TYPE OF ALCOHOL THAT THE FIGURE IS ABOVE.
-  = HOUSE PARTY - EXCHANGE FIGURE POSITIONS - YOURS AND ANOTHER PLAYER'S.
-  IF THE ROLLER FALLS BETWEEN TWO OR MORE PATTERNS, THE PLAYER CHOOSES WHICH PATTERN HE OR SHE WANTS.
-  FAST FOOD HAS PRIORITY OVER HOUSE PARTY, PUB, AND PATTERNS.
-  TWO AND THREE PLAYERS EACH HAVE TWO FIGURES. FOUR, FIVE AND SIX PLAYERS EACH HAVE ONE FIGURE.
-  THE WINNING ROLL MUST LAND ON ANY STREET.

## GOAL OF THE GAME

TO WIN, YOU HAVE TO BE THE **FIRST** TO GO **AROUND** A CIRCLE WITH GLASSES OF ALCOHOL WITH ALL YOUR FIGURES AND CROSS THE **FINISH LINE**.



## PREPARATION

A THOUSAND-MILE JOURNEY BEGINS WITH A FIRST STEP. AND THAT'S THE **PREPARATION**.

(AND IF YOU'RE 18+, YOUR PREP CAN ALSO RESEMBLE THE BOTTOM PICTURE.)



FIRST YOU NEED SOMETHING TO ROLL (LET'S JUST CALL IT A 'ROLLER'). MAYBE A LITTLE STONE, CRUMPLED UP FOIL, OR WHATEVER YOU HAVE HANDY. WHATEVER YOU CHOOSE, MAKE SURE IT HAS AN IRREGULAR SHAPE. THE ROLLER PLAYS A KEY ROLE IN MOVEMENT DURING THE GAME, SO CHOOSE ONE THAT ROLLS ABSOLUTELY **HAPHAZARDLY**.



(KEEP TRACK OF THE CRAZIEST THINGS YOU USE AS A ROLLER.)

AND, OF COURSE, THE ROLLER'S **SIZE** IS ALSO KEY. CHECK THE RIGHT SIZE BY USING THE **DEDICATED BOX** ON THE T-SHIRT. YOU CAN FIND THE SQUARE ON THE MAP - IT'S A SQUARE WITH A BEER STATUE. THE ROLLER MUST **FIT INSIDE THE SQUARE**.

SPACE TO MEASURE THE ROLLER



COLOUR MARKING



THE SECOND STEP IS TO **PREPARE THE FIGURES**.

GIVE FREE REIN TO YOUR IMAGINATION AND IMPROVISATION SKILLS. BE SURE YOU CAN EASILY TELL YOUR FIGURES APART, SO THAT IT'S CLEAR WHICH FIGURE BELONGS TO WHICH PLAYER. AFTER ALL, YOU AND YOUR FIGURE ARE ONE.

FIGURE SIZES SHOULD BE GOOD FOR THE PROGRESS BOXES ON THE PLAYING AREA. OPTIMALLY, ABOUT THE SIZE OF AN OPENER OF A SOFT DRINK CAN OR A PISTACHIO SHELL.



USE YOUR IMAGINATION TO CREATE A REALLY GREAT FIGURE THAT DOES YOU PROUD. AND THEN, ACCORDING TO YOUR POSSIBILITIES AND IMAGINATION, MAKE CHARACTERS THAT WILL ACCURATELY REPRESENT YOU.

**PLEASE NOTE!** WHEN TWO OR THREE ARE PLAYING, EACH PLAYER HAS TWO FIGURES. IF YOU CAN'T GET WHAT YOU NEED (YOU'RE IN THE MIDDLE OF A DESERT OR OCEAN), THEN YOU CAN PRETTY MUCH PLAY THIS GAME WITH ANYTHING (A BOTTLE TOP, PIECE OF SHELL, COIN...). AND IF YOU COME UP WITH SOMETHING REALLY ORIGINAL, SEND US A PHOTO!

THE THIRD STEP IS TO **PREPARE THE PLAYING AREA.** PLACE THE T-SHIRT WITH THE GAME ON A FLAT SURFACE (DRY GROUND, CUT GRASS, MAT, ETC.). IF YOU PLACE THE T-SHIRT FACE DOWN, THE GAME ENDS IMMEDIATELY AND EVERYONE LOSES. 😞 IF THE IMAGE IS ON TOP, YOU CAN CONTINUE PREPARING. THE FINAL STEP BEFORE STARTING THE GAME IS TO PLACE THE FIGURES NEXT TO THE START/FINISH FIELD OUTSIDE THE PLAYING AREA.

AND THAT'S IT.

**THE GAME CAN BEGIN.**



## RULES IN MORE DETAIL

MOVING THROUGH THE GAME IS VERY EASY. IT ALL DEPENDS ON THE PATTERNS YOU MANAGE TO THROW.



IF YOU THROW, FOR EXAMPLE, A PATTERN FILLED WITH GLASSES OF MIXED DRINKS, YOU MOVE THE FIGURE TO THE NEXT MIXED DRINK, EVEN IF YOUR FIGURE IS STILL OUT OF THE GAME.



IF ANOTHER FIGURE IS ALREADY ON THAT CORRESPONDING SQUARE, SEND THAT FIGURE BACK TO THE NEAREST ALCOHOL FIELD AS IT WAS ON. IF THERE ISN'T THIS TYPE OF ALCOHOL BETWEEN THE FIGURE AND START, THEN THE FIGURE EXITS PLAY (NEXT TO THE START FIELD).

WHAT IF THE ROLLER FALLS IN THE PATTERN RANGE BETWEEN TWO OR THREE PATTERNS? THEN THE PLAYER WHO THREW THE ROLLER CHOOSES FROM THE PATTERNS THAT THE ROLLER TOUCHES, AND MOVES TO THE DRINK OF THAT PATTERN.

**EXAMPLE:** YOU THROW A ROLLER AND IT OVERLAPS THE BEER, HARD LIQUOR AND WINE PATTERN. YOU CAN CHOOSE THE DRINK THAT MOVES YOU FURTHEST OR IS OTHERWISE ADVANTAGEOUS - FOR EXAMPLE, A DOUBLE JUMP.



**UNIVERSAL PUB** (THREE HOUSES ON THE MAP THAT HAVE ALL THE DRINKS) IT'S THE BEST PLACE TO DRINK BECAUSE THEY HAVE THE BEST TYPES OF ALCOHOL. IF YOU GET LOST ON YOUR WAY THERE, YOU GET A JOKER AND CAN CHOOSE ANY ALCOHOL.



**FAST FOOD** THERE'S A BOX WITH AN ICON OF A BURGER WITH FRIES. ( ) THE IDEAL FOOD WHEN YOU'VE HAD A FEW SHORTS AND BEERS INSIDE YOU. IF ANY PART OF THE ROLLER FALLS ON THE FOOD BUILDING, YOU MUST PLAY IT. (YOU CANNOT THEN CHOOSE ANOTHER PATTERN, AND IT TAKES PRECEDENCE OVER A JOKER OR EXCHANGE.) THE PLAYER, WHO IS STUFFING HIMSELF/HERSELF AT FAST FOOD, PLACES HIS/HER FIGURE ABOVE THE COLOURED EDGE OF THE CIRCLE (ABOVE THE ALCOHOL HE/SHE WAS JUST STANDING OVER).



YOU'LL THEN SKIP A TURN UNTIL YOU ROLL THE SAME PATTERN AS THE SQUARE YOU'RE STUFFING YOURSELF AT, OR UNTIL YOU REACH A SQUARE WITH A UNIVERSAL PUB (IN OUR EXAMPLE, THE BEER PATTERN REPRESENTS BEER).

**HOUSE PARTY** (HOUSE ON MAP WITH PLASTIC CUP AND BEER ICON) (🍻🍷)  
 IT'S A PARTY THAT YOU'VE CHANCED UPON. YOU'LL MEET SO MANY STRANGERS THERE THAT YOU'LL LOSE TRACK OF WHO IS WHO. AND THAT MEANS ONLY ONE THING. YOU CAN CHOOSE WHICH PLAYER TO EXCHANGE POSITIONS WITH.  
**PLEASE NOTE! THIS IS A MUST.**

YOU MUST EXCHANGE PLACES, EVEN IF THAT'S NOT SO GREAT FOR YOU.  
 YOU DON'T EXCHANGE WITH A PLAYER WHO DOESN'T HAVE A FIGURE ON THE PLAYING AREA YET, OR IS STUFFING HIMSELF/HERSELF AT FAST FOOD.



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🎲 IF THE ALCOHOL FIELD YOU'RE STANDING ON IS DOUBLED, YOU CAN IMMEDIATELY THROW AGAIN (A DOUBLE JUMP).

BUT THIS DOESN'T APPLY IF SOMEONE THROWS YOU THERE OR YOU LEAVE FAST FOOD.

WITH TWO AND THREE PLAYERS, THE PLAYER STARTS WITH THE FIGURE THAT HE/SHE PREFERS. BUT THE PLAYER MUST REACH THE FINISH WITH BOTH FIGURES.

(IF YOU PLAY WITH MULTIPLE FIGURES, YOU MUST CROSS THE FINISH LINE WITH ALL OF THEM.)

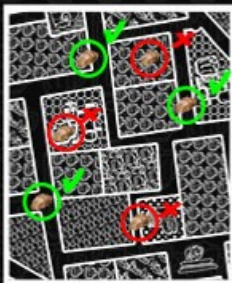
**FUNDAMENTAL RULE - THERE CAN NEVER BE TWO FIGURES ON ONE SQUARE.**

WHEN ALL THE FIGURES ARE ON THE FAST FOOD SQUARE, THE GAME DOES NOT END - THEY SIMPLY MOVE ON TO LEAVE THIS SQUARE.

## END OF THE GAME

THE GAME IS WON BY THE PLAYER WHO IS ON THE **LAST SQUARE** BEFORE THE FINISH (THE BED ICON) AND THROWS **THE ROLLER** SO THAT ANY PART MAKES CONTACT WITH ANY **STREET**.

IT MEANS HE/SHE HAS MANAGED TO GET OUT OF THE PUB AND IS GOING HOME TO BED.



## SPECIAL SITUATIONS

- ☞ IF A FIGURE IS STUFFING ITSELF AT FAST FOOD AND THE OTHER PLAYER REACHES THE ALCOHOL SPACE BELOW IT, IT CAN STAY THERE UNTIL THE FIGURE AT FAST FOOD RETURNS TO THE GAME. IF IT'S ALSO THERE WHEN IT RETURNS, THEN THE FIGURE ON THE ALCOHOL SPACE WILL GO BACKWARDS TO THE NEAREST SPACE OF THE SAME ALCOHOL. IF THE FIGURE THAT'S ON THE ALCOHOL SPACE BELOW THE FAST FOOD FIGURE ALSO REACHES THE FAST FOOD SPACE, IT WILL MOVE THE FIGURE THAT WAS AT THE FAST FOOD ABOVE TO THE NEAREST SPACE WITH THE SAME ALCOHOL. (IT'S THE SAME AS THE CLASSIC DISCARD, ONLY THE FIGURE REMAINS AT FAST FOOD.)
- ☞ IF A PLAYER HAS TWO FIGURES IN THE GAME, HE/SHE ALWAYS CHOOSES WHICH TO MOVE. HE/SHE CAN PLAY EACH ROUND WITH THE SAME FIGURE. BUT IT STILL HOLDS THAT HE/SHE CAN ONLY WIN WHEN THEY HAVE ALL THE FIGURES AT THE FINISH.
- ☞ IF THE ROLLER LANDS ON AN ALCOHOL SQUARE, IT IS COUNTED AS IF IT HAD LANDED ON THE CORRESPONDING PATTERN, AND THE PLAYER CAN MOVE HIS/HER FIGURE TO THE NEAREST ALCOHOL OF THE SAME TYPE.
- ☞ IF THE ROLLER LANDS OUTSIDE THE AREA, THE NEXT PLAYER GOES (IT IS NOT THROWN AGAIN).
- ☞ IF A ROLLER, BECAUSE OF ITS SHAPE, SOMEHOW INTERFERES WITH ANOTHER PATTERN BUT IS NOT ACTUALLY ON IT (SOME PART **HANGS OVER A PATTERN** IN THE AIR), THIS PATTERN CANNOT BE CHOSEN.
- ☞ THE PLAYER MUST ALSO DISCARD HIS/HER OWN FIGURE IF HIS/HER NEXT FIGURE SHOULD BE PLACED ON THE SAME SQUARE.



## ADVANCED RULES

STEP UP THE GAME'S CHALLENGE BY MAKING IT HARDER TO PLAY. HERE ARE SOME TIPS TO MODIFY THE RULES.

- ☞ ONLY THE PLAYER WHOSE ROLLER LANDS ON THE UNIVERSAL PUB FIELD CAN WIN THE GAME.
- ☞ IF ALL THE FIGURES ARE AT FAST FOOD, THEY ALL MUST AUTOMATICALLY START OVER.
- ☞ IF YOU THROW A ROLLER SO IT OVERLAPS SEVERAL PATTERNS, YOU HAVE TO CHOOSE THE PATTERN NEAREST YOUR FIGURE.
- ☞ USING ANOTHER STRICT RULE? TELL US ABOUT IT BY EMAIL. (EMAIL ADDRESS ON THE LAST PAGE.)



## GAME CATEGORISATION

AGE: 18-99

TYPE: LUCK-BASED GAME WITH SOME SKILL

TIME: 15-45 MINUTES

NUMBER OF PLAYERS: 2-6 OPTIMAL, MORE POSSIBLE

FIGURES: 5-7 SMALL OBJECTS

DIFFICULTY OF GAME: VERY EASY



### ANOTHER GAMES ON T-SHIRTS:



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