WELCOME TO THE CZECH PUB

PARTY BOARD GAME

GAME RULES

Willkommen in der

TSCHECHISCHEN KNEIPE

PARTY BRETTSPIEL

SPIELREGELN



CBG
CZECH BOARD GAMES

efko



SIT COMFORTABLY, CHOOSE YOURSELF A CHARACTER AND COLOR YOU WILL BE PLAYING, AND TAKE THE APPROPRIATE COASTER. THE REST OF THE GAME SHOULD BE SET UP AS SHOWN.

❶ On the **POINT TRACK** place your figure on 0 – it shows how much you managed to drink already.

❷ On the **DRUNKENNESS CHART** place your other figure on field -2 – it shows your drunkenness level (1-4). You need to try to avoid getting wasted during the game..

❸ Card count – here you can see how many cards you draw each turn depending on your drunkenness level.

❹ **MEDALS**, which you can get during the game. If you gain enough points you get an appropriate medal.

❺ **SHOT TOKENS** are for remembering how many different shots you drank during the game. You take one whenever you drink a particular shot type for the first time.

❻ You take the **ABSTINENCE TOKEN** if you don't drink any alcohol during your turn.

❼ **CLOSING TIME** card put aside for now.

❽ Shuffle cards and put them on the board as the **DRAW DECK**. There is also space for the **DISCARD PILE**.

Deal every player 7 cards. The one drunk the most already starts the game. If it's a tie, decide who goes first in a drunken brawl. When everyone gets back from the hospital, start the game!

© 2012 Czech Board Games • Author: Josef Koštíř • Development: Czech Board Games • Main Tester: Jakub Těšínský • Illustration: Prokop Smetana • Graphic: Karel N Moravec • Photo: Miroslav Maty Matoušek • Production: Efko, Czech Board Games team, Jakub Těšínský, Jan Vaněček, Zdeňka Gašparíková

***Special thanks to** (alphabetical order): Douglas Kaufman, Franz Josef Balkhausen, Jana Isabella Růžičková, Lamanai, Lomi, Radka Lomičková and many other people from Czech Board Games, who tested the game and helped develop it.*

BASICS OF THE GAME

In the game Czech Pub you assume the role of a local drunkard.

During the game you compete who drinks the most using **ORDER CARDS** and interfere with others using **ACTION CARDS**.

Both types of cards cost some **ACTION POINTS** (as indicated in left topmost corner). **ORDERS** gives you **POINTS** ◻ (value on the left) but also increase your **DRUNKENNESS** (value in the right top most corner), which makes the game a bit harder for you as the game progresses. Action cards causes some effect to take place.

Game ends when pub closes or if you are too drunk and bartender refuses to serve you.

ORDER CARD



ACTION CARD



◻ POINT SYMBOL DRUNKENNESS SYMBOL

GAME RULES

You take turns in clock-wise order until the game ends. During your turn you:

1. **Draw cards** up to your hand size, according to your drunkenness level.
2. **Play cards.** You play cards in front of you, each costs an amount of actions. **You get 3 actions.** Other players can play their **X CARDS**. If you play no cards you can discard any number of them.
3. **Turn resolution.** Count all ▭ and move your figure that many on point track. Count all 🍺, you gained this turn and roll for **DIGESTION**. If have no cards in front of you, that gives you 🍺, you are **abstaining**, which is explained later.
4. **Cleanup and draw cards**. Discard all cards in front of you to the discard pile and draw cards up to your hand size, according to your drunkenness level.

Next player takes turn.

1. PREPARATION (draw cards)

Draw cards up to your hand size, according to your drunkenness level (row in drunkenness chart). If you already have the indicated number of cards (or more) you don't draw or discard any.

EXAMPLE: Mojmír has 4 cards in his hand and he is has a drunkenness level of 2, so his hand size is 6. He draws 2 cards at the beginning of his turn.

2. LET'S DRINK (play cards)

During your turn you have 3 actions, with these actions you can make an order (order cards) or do something (action cards). But there are limits:

- **You can't order more than 3 beers and only one of them can be small.**
- **You can't order more than 1 shot.**

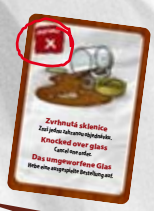
Action cards have an immediate effect when you play them. Order cards have an effect which takes place later.



1 + 2 + 0 + 0 = 3

X cards

In real Czech pubs it's customary for others to distract, interrupt annoy you - making it difficult to get your drinks ordered. They can do the same in this game by using X cards. These cards can be played **only** during someone else's turn.



Let me think a bit
*If you don't like the cards in your hand, you don't have to use them. Instead you can discard any number of them and draw up to your hand size. On these turns, you cannot perform any actions. This counts as **ABSTINENCE** (see later).*

3. DIGESTION (turn resolution)

Count all ▭ and 🍺 for everything you had this turn.

If you have enough points to gain a medal, take one now. You now have proof of just how cool you really are. Be advised that there are only limited number of higher medals.

Beers of all sizes

Beer is the most important card in the game. It gives you ▭ and 🍺 according to this table:





Number of beers	I	II	III	X	IX	IIX
Regular size only / Orders including small beer						
▭	1	3	6	0	2	5
🍺	0	1	3	0	0	1

Symbols used in Czech pubs: | regular beer, X small beer

This information can also be found on the beer cards If you drink a small beer, just refer to the information printed on that card.

*If there are more than 3 beers in front of you (usually as result of **MIX-UP**) you get 1 ▭ and 1 🍺 for every beer over three.*

Shots



All shots give you 5 ▭. 🍺 from shots depends on how many different types of alcohol you've had over the course of game, which is summed up in this table:

Number of different types of shots you've already had	1.	2.	3.	4.	5.
🍺	1	2	2	3	4

Whenever you drink a shot of which you don't have token yet, take one.

Tokens helps you remember what shots you already drank. You also get points for them at the end of the game, so don't get so drunk you lose them!

Non-alcoholic

Non-alcoholic orders are played like beers or shots, but they decrease your drunkenness.



Scoring

Move your figure on the point track for all ▭ you gained this turn.
To calculate drunkenness, see below.

Drunkenness

Drunkenness is somewhat more tricky. You have to determine if you are able to hold your alcohol or not. **First sum up total 🍺:**

total 🍺 = 🍺 from played cards + number on the drunkenness chart

The higher the **total**, the harder it will be to manage it. You have to throw equal or higher number on the dice.

1. **Dice is equal or higher than your total = you are ok.** Move your figure one space forward on the drunkenness chart.
2. **Dice is less than your total = you are not ok.** Move your figure 3 spaces forward on the drunkenness chart. If the difference is too high you move even more, according to the table below.
3. **You are abstaining.** If you don't gain any 🍺 during your turn, then you move only 1 space backwards, see abstinence.

How you manage your alcohol		Movement on drunkenness chart
OK		**+1**
Not OK	**(by 1-3)**	**+3**
Really not OK	**(by 4-6)**	**+4**
Complete and utter failure	**(by 7-9)**	**+5** (for every 3 points different, move 1 more)

*EXAMPLE: Karel is on space -1 on drunkenness chart and drinks 3 **BEERS** and **RUM** during his turn. **RUM** is his first shot so it's for 1 🍺, **BEERS** are for 3 🍺. So the total is 3. He throws 5 on a dice, that means he is ok and moves 1 space on the drunkenness chart. If he had thrown 1 or 2 he would move 3 spaces.*

Surely you noticed that each drunkenness level has a track of finite spaces. If you move beyond the edge of the track you are placed on the first space of the next level and you don't move any more this turn. Also you flip your coaster to the side with Pauza. When your coaster has Pauza revealed, other player's actions have no effect on you. When it's your turn you simply flip the coaster back to the character side, draw up to your hand size, and next player plays.

If you drink through all the drunkenness levels, you are too drunk to continue and are removed from the pub (the game).

Even if you are too drunk, your figure on the point track stays where it is and you can still win the game. Though you probably won't appreciate it until you sober up tomorrow.

4. CLEAN UP AND DRAW

Discard all cards in front of you to the discard pile and draw cards up to your hand size according to your drunkenness level (just like at the start of your turn).

Now it's the next players turn.

Abstinence



If have no card that gives you 🍺 in front of you during digestion, you are **abstaining**. Put the **abstinence** token in front of you. Use the side with only one stripe. Gain -1 ◘ and move 1 space backwards on the drunkenness chart, plus 1 more for each non-alcoholic order you had this turn.

Drunkenness values (the negative numbers) on non-alcoholic orders do not count during abstinence.

If you are **abstaining** again next turn, flip abstinence token to the side with 2 stripes and gain -3 ◘. Movement on the drunkenness chart is same as before.

If you are **abstaining** third time in a row, you are thrown out of the pub and you don't get to play anymore.

Making fun of the hard drinking guests and ordering tea all night - these guests are not welcome in just about any Czech pub.

Whenever you gain 🍺, then discard the **ABSTINENCE** token. Your transgressions will be overlooked...this time.

You can abstain as many times you like, but never three times in a row.

EXAMPLE: *Anička plays only **SHOTS, EVERYONE!**. That makes everyone else drink but not her. She takes an **ABSTINENCE** token, gains -1◘, and moves 1 space backwards on the drunkenness chart. She plays only **TEA** during her next turn, so she flips **ABSTINENCE** token, gains -4 ◘ and moves 2 spaces backwards on the drunkenness chart (1 for abstainning and 1 for **TEA**). If she doesn't gain any 🍺 on the next turn, she is thrown out of a pub.*

The skipped turn (during which you flip your coaster from **PAUZA**) is not counted toward abstinence.

Draw deck runs out

When the draw deck runs out, shuffle the discard pile and use it to replace the draw deck. Now it's time to put the **CLOSING TIME** card into the draw deck. In game of 3 players put the **CLOSING TIME** card into the first half of the draw deck, for 4 players, into second half. In game of 5 or 6 players wait until the draw deck runs out a second time, then for 5 players put it into first half and for 6 players into second half.

More people in the pub, the more money for the bartender. And more willing he is to stay open into the wee hours of the morning!

*You can modify length of the game by putting the **CLOSING TIME** card deeper or shallower into draw deck.*

End of the game

The game can end in two ways. Either the pub closes or everyone gets wasted.

- **Pub closing:** If you draw card Closing Time, reveal it immediately and place it in front of you. Everyone has last turn counting this one. After this, the bartender kicks you out of the pub.
- **Every on gets wasted:** If all but one player is wasted, the last player has one last turn and then he must guide his drunk friends home.

Who is the winner?

In addition to the points acquired during the game, you also get points for different shots you drank according to this table:

Number of different shots	1	2	3	4	5
◘	1	3	6	10	15

After this calculation, the one who has the most ◘ is the winner, best drunk, and overall coolest guy at the table. No one gives a thought to the pain he'll feel tomorrow.

CARD EXPLANATION

If you play the game for the first time, you don't have to read this. Look here if something is not clear or you already played the game and want some more advice.

ALCOHOLIC ORDERS

Beer



Normal beer cost no action because bartender will bring one after another even without calling, but ordering a small beer takes some effort.

Shots

There are five different shots served in the pub: **RUM**, **FERNET**, **BECHER**, **PEPERMINT** and **VODKA**.

In a game with 6 players, shot tokens can run out, if so replace them with another token, for example abstinence token.



It's easier to drink same shots for the whole stay in the pub, but you can't boast that much at the end of the game.

EXAMPLE: *Rudolf has all shot tokens apart from **PEPERMINT**. He orders **RUM**, which gives him 3 🍺. Next turn he drinks **PEPERMINT**, which gives him now 4 🍺. For the rest of the game all shots give him 4 🍺.*

Non-alcoholic orders



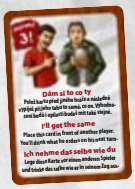
Cool dudes of course don't order such nonsense, but to be honest if you see double, you should think about slowing down a little bit.

ACTION CARDS

If you've ever been to a proper Czech pub, you probably don't need an explanation for effects of these cards, but here they are, just in case.

I'll get the same

You can't play any other cards on the turn when you play **I'LL GET THE SAME**, not even **GIVE ME EVERYTHING.** You don't do your Digestion phase. Instead you wait for the turn of the player you played **I'LL GET THE SAME** at and resolve your Digestion then counting the orders he played this turn. Both of you makes the roll separately.



EXAMPLE: *Example: George plays in front of Kůrka card **I'LL GET THE SAME**. Kůrka in his next turn plays 2 **BEERS**, **FERNET** and **FLATTERY**, which decides to use for **FERNET**. George flattered the waitress. Because it's an action card and not an order, he drinks only **FERNET** and two **BEERS**. Because he hasn't yet drunk **FERNET**, he takes it's token. Each of them then carries out their their Digestion phase separately.*

Flattery



Flattery gives you any shot but it's not an order, so you can play another shot on the same turn, also can't be cancelled or modified by cards **SHOT INTO A BEER**, **MIXED-UP** or **KNOCKED OVER GLASS**. Card counts as alcohol, so you don't abstain.

Shot into a beer



If you play **SHOT INTO A BEER** during your turn, you need to have **BEER** or **SMALL BEER** and one shot already played, then the **SHOT** doesn't count toward limit of one shot per turn. If the **BEER** disappears by cards like **KNOCKED OVER GLASS** or **MIXED-UP** then shot is discarded.

EXAMPLE: *Rudolf plays 3 **BEERS**, **FERNET**, **RUM** and **SHOT INTO A BEER**. That gives him in total 16 ◘. Because he hasn't drunk any shots yet, he takes both shot tokens and the shots give him 2 🍺 each, so in total 7 🍺.*

Let's do a shot and Shots everyone!



If one of those cards is played against you, you must do one of these:

- discard a shot
- discard a beer and lose 2 ◘
- discard small beer and lose 3 ◘
- lose 5 ◘

You don't get any ◘ nor 🍺 from discarded cards. If you discarded a shot that you don't have token for yet, gain one. If you have abstinence token in front of you and discarded some card, discard the token as well.