

CLOSING TIME: LAST CALL



RULEBOOK

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What's in the Box

- 2 decks of 62 cards each (124 cards total)
- 5 x Quick Recognition Cards (reference cards)

What are “Suits”?

Each Suit represents a different type of drinking glass.

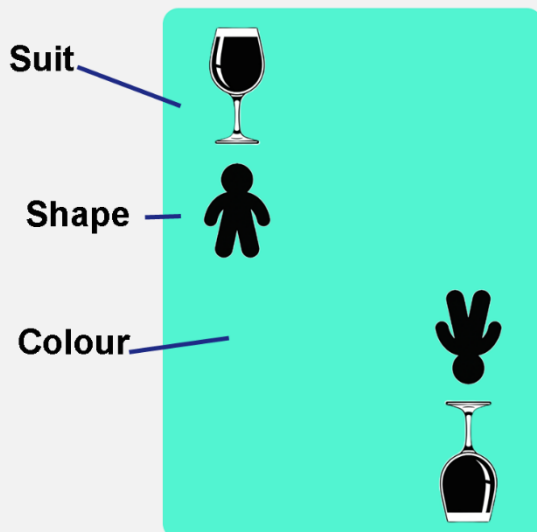
Closing Time: Last Call Suit Icons

- Wine Glass
- Whiskey Rocks Glass
- Cocktail Glass
- Neat Glass
- Beer Glass



Anatomy of a Card

Each standard card is printed with a Colour, a Suit, and a Shape.



How to Play Closing Time: Last Call

A matching game for 2-8 players using both decks

Object of the Game

Be the first player to discard all cards from your hand.

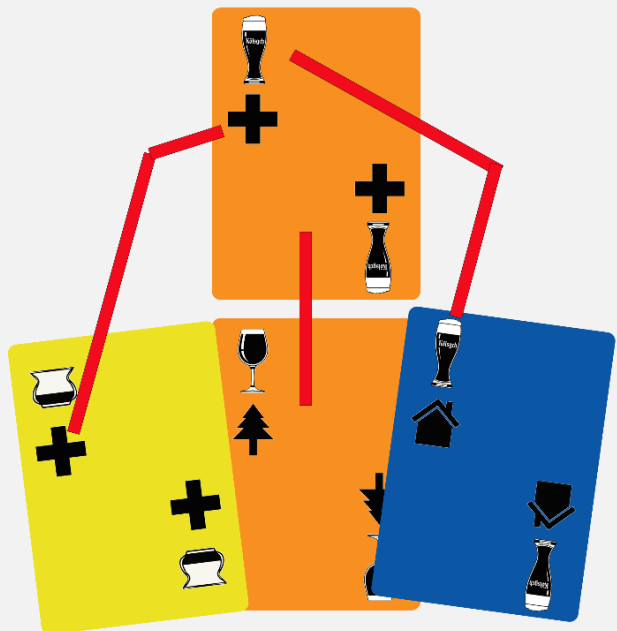
What Makes Cards Match

Cards can be played if they match the top card of the discard pile in ANY of these ways:

1. **Same Suit** (glass type)
2. Same Colour
3. Same Shape

There are 5 Suits, 10 Shapes and 10 Colours

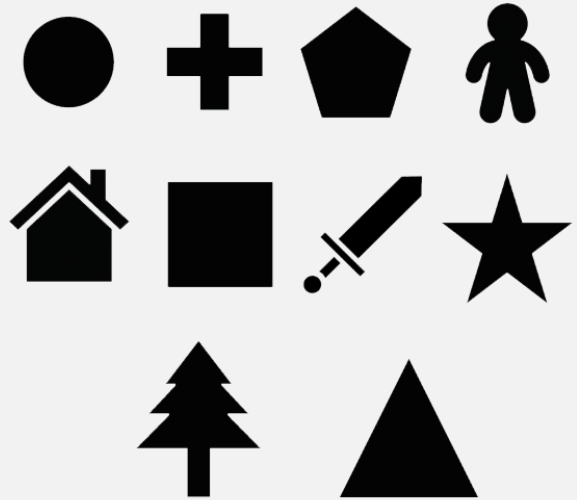
The example here shows three different ways to match a card.



The Ten Shapes

Most cards have one of these shapes located beneath the glass:

- Circle, Cross, Pentagram, Meeple, House, Square, Sword, Star, Tree, Triangle



Setup

1. **Determine first player:**
Youngest player starts.
2. Shuffle both decks together.
3. **Deal 7 cards** to each player.
4. **Create a discard pile:** Place one card face-up. If the card is a Wild or Sidestep card, flip another card until a Glass Suit is displayed.
5. **Remaining cards:** Form the draw pile.
6. **Quick Recognition** cards can be placed around the table to help players reference Suit names.

Quick Start

Deal 7 Cards per player.

Flip the top card from the draw pile.

Youngest player starts the first game.

Basic Play

On your turn:

1. Play a matching card from your hand, or
2. **Draw one card** from the draw pile
3. If you draw from the draw pile, you *may* **not** play a card in the same turn. Drawing a card from the draw pile instantly ends your turn.
4. Play continues clockwise (unless altered by a card effect.)
5. If the draw pile runs out, keep the last card played but shuffle the rest of the discard pile to make a new draw pile.

Last Call Declaration

When you play your second-to-last card, you **must** announce "LAST CALL" **before the card touches the table/discard pile**.

Failure to do so means you draw 2 penalty cards when caught (or when you own up to it, because you're really a good person under that crusty, disgruntled exterior).

If a player's second last card touches the table before they complete the call of "**Last Call!**", they must draw 2 cards.

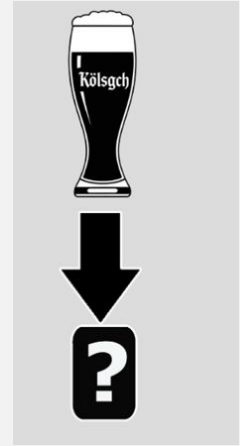
Winning

First player to discard all cards wins the round!

Special Event Cards

Switch It Up

- Can be played on matching Suit or another Switch it Up card only.
- Allows you to declare any new Suit – In this example image, Beer can be changed to any other Suit
- **Note:** These cards have no Shape or Colour, so they are harder for the next player to match



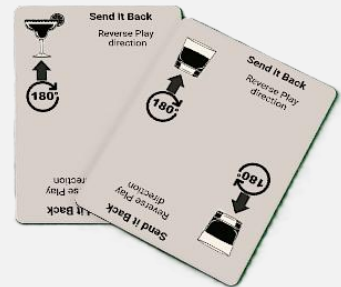
Take That

- Must be played on matching Suit
- Next player draws 1 card and loses their turn
- **Stacking rule:** If next player has a Take That card, they can play it on top of any other Take That, making the following player draw 2 cards and lose their turn
- Continues until someone cannot play Take That



About Face

- Reverses direction of play.
- Must match the Glass type of the previous card.
- Effect persists until another *About Face* is played.
- The Suit type displayed on the **most recent** *About Face* card is the “current” Suit.
- Note that the card has no Colour or Shape to match, making these cards more difficult to follow.



Cheers

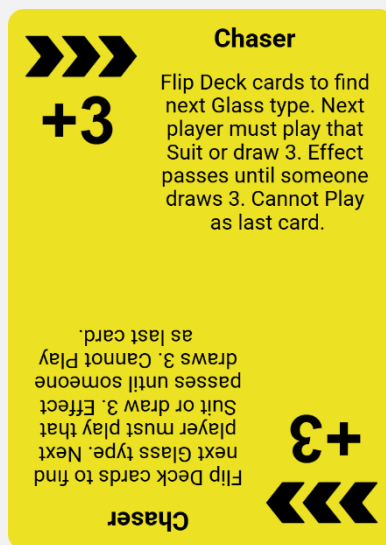
- Next player must take a sip of their drink OR draw 2 cards
- If drink is empty or absent, must draw 2 cards anyway. Don't be caught without a drink. The last drops of an empty drink do not count as a sip. In the case of an argument, the player who posts a bottle of Scotch to the game developer is deemed correct.
- Next card played must be Wild or red-coloured. This can be a handy way to hold up a player as they near their Last Call.



Chaser

The **Chaser** card introduces a multi-player chain event where players are forced to match a randomly determined Glass Type or suffer a penalty, drawing 3 cards.

- Can only be played on a matching Colour card (Yellow).
- **Activates the Event:** When played, immediately flip the top card of the draw pile face-up. This card's **Suit** (Glass Type) is the **Chaser Suit**.
- Handling Non-Suit Flips:
 - If the flipped card does not have a Suit (e.g. Cheers card or other Event cards), the player must simply continue to flip cards from the draw pile until a card with a Suit is revealed. The Suit of this card becomes the **Chaser Suit**.
- **Chain Reaction:** Starting with the player *next* in turn order, they **must** play a card matching the **Chaser Suit**.
 - If they **can** play the Chaser Suit, the event passes to the next player, who must now play a card of the **Chaser Suit**.
 - If they **cannot** play the Chaser Suit, they must **draw 3 cards** and their turn ends.

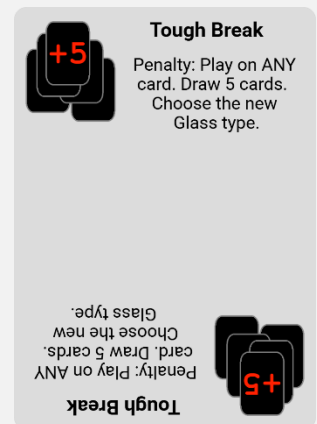


- If a *Take That!* card is played, the player affected skips their turn as normal. This does not end the *Chaser* event.
- **Event Conclusion:** The Chaser event immediately ends when a player is forced to draw three cards. Normal play resumes with the player immediately after the player who drew the cards.

If another player is close to winning, changing the colour to yellow could bring on the *Chaser* card... a move that could delay the winning

Tough Break

- Can be played on any card
- Declare the new Suit
- **Penalty** for the Player playing this card:
Draw 5 cards immediately
- Tip: Sometimes it's worth the penalty to get rid of this card or to change the Glass type when someone is on Last Call



My Shout

- **SIDESTEP CARD:** Can only be played on your turn. May be played whether you have a matching card or not. This card may NOT be played as your final card. i.e. the My Shout card is not permitted to be played as the winning card.
- Place sideways above the discard pile.
- Must announce "MY SHOUT" before the card touches the playing surface or discard pile or draw 3 cards as penalty.
- All other players immediately draw 1 card, unless the person playing the card did not announce "My Shout" in time.
- In public venues, the "My Shout" call must be audible from 20 meters away or the 3-card penalty applies. A Fun alternative is to change 'My Shout' to *"Drinks all 'round"* and see what happens.



Pass the Bottle

- Can be played on *any* card.
- Declare the new Suit (before cards are passed).
- All players immediately pass 1 card in the current direction of play.
- Cannot be played as a player's last card.



Pass The Bottle

Wild card: play on ANY card and decide what the new Glass type will be. ALL players THEN pass one card to the next Player in the direction of current play. Cannot play as last card.



Pass The Bottle

Wild card: play on ANY card and decide what the new Glass type will be. ALL players THEN pass one card to the next Player in the direction of current play. Cannot play as last card.

Let's Get Wild

- Wild Card
- Can be played on any card.
- Declare the new Suit when played.
- Note that no Shape or Colour is declared, making this a more difficult card to follow.
- Some say that winning with *Let's Get Wild* as your last card is a move unworthy of celebrating. We say have a drink and get over it.



Let's Get Wild

Wild card: play on any card and decide what the new Glass type will be.



Let's Get Wild

Wild card: play on any card and decide what the new Glass type will be.

Tell me your Woes

- **Sidestep Card** When played, all players holding *Tough Break* cards must immediately play them and draw 5 cards each.
- Flip top card of draw pile to determine new Suit. Continue to flip until a new Suit (Glass type) is displayed.
- Play continues with the next player as normal.



Sidestep Cards

- *My Shout* cards are placed sideways *above* the discard pile when played.
- Cannot be matched by other players.
- Next player must match the card on the main discard pile.

Quick Reference

Closing Time: Last Call

- Deal 7 cards to each player to start.
- Match: Suit, Colour, or Shape.
- Some special cards can stack for bigger effects.
- Sidestep cards placed sideways above the discard pile.
- Must call "LAST CALL" with one card remaining.

Tip: It helps new players if you call the three matching characteristics as each card is played. "Wine, Triangle, Light Blue" will help new players train their eyes to watch for all three matches.

Designer's Note

Remember, the best games happen when friends or family gather around a table with bad food, good drinks, and even better company. Play responsibly, drink responsibly and laugh frequently.

Disputes are best settled by the two disputers bidding on the cost of a bottle of liquor that they will buy the loser as a consolation and appeasement prize. Alternatively, disputers could choose to both hold their breath. The first person to breathe (or pass out) loses. Not applicable to children or people who have no sense of humour and take things literally. Those people are arbitrarily deemed to have lost the dispute.

Cheers to good games and great friends!

For questions, clarifications, or to share your epic game stories, visit friendswithbeverages.com.au



CLOSING TIME: LAST CALL



Wine Glass



Neat Glass



Beer Glass



Cocktail Glass



Rocks Glass

