

Friends with Beverages



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How to Play

Game Overview

Players: 2-5

Ages: 21+ (USA) 18+ (AU, UK, Europe)

Time: 40-60 minutes (3 guests),
60-80 minutes (4 guests)



The Game: Each player is hosting a get-together with friends. Each guest comes from a different region of the world, and our classy players have decided to surprise each guest with a Liqueur from their home country. In order to produce these special drinks, Players must gather the ingredients and the equipment to faithfully replicate the Guest's national drink. The guest list, however, is somewhat "flexible", presenting a challenge to each Player as they try to arrange the right ingredients and equipment to match the changing guest list.

Goal: Complete 3 international liqueur recipes to end the game (4 in advanced variant). The Player with the most points from completed recipes wins!

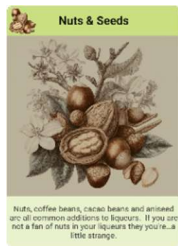
Components

- **80 International Guest Cards:**

Each shows a country flag, fictional liqueur recipe and fictional image of the bottle, required resources (4-6 cards) and equipment (3-5 types), point value, and a short piece of trivia about the Guest's home country (often highlighting UNESCO listed sites). Each card has 4 icons in the bottom left corner and 3 icons in the bottom right corner for game mechanics.



- **Resource Cards:** A mix of **Ingredient Cards** (Consumed during the making of drink recipes) and **Equipment Cards**, reusable tools needed for recipes. The number of each type of Ingredient/Equipment in the deck is marked non the card so players can compare rarity.



- **Interrupt Cards:** Cards that create strategic disruption when drawn.
- **Event Cards:** Cards that provide opportunities or neutral effects and are typically played at the Player's time of choosing.

- **Round & Turn Token:** Tracks turn order and triggers Market and Guest deck refresh mechanics.

Game Setup

1. **Shuffle Decks:** Shuffle the **Resource Deck**. The Resource Deck combines Ingredients, Equipment, Interrupt and Event cards. Shuffle the International Recipe cards referred to as the **Guest Deck**.
2. **Remove** the top 10 cards from the Guest Deck and put them back in the box until the next game.
3. Deal Guest Cards:
 - Each player receives 3 Guest cards (their "invited friends") - If playing the Advanced Rules, Players may determine (as a group) whether to play 3 Guest of 4 Guest cards (for a longer game but more strategic variant).
 - Place 4 Guest cards face-up in the centre of the playing table as the **Guest Market**. The Guest Market represents a pool of alternative "friends" that can be invited.

SETUP

- Shuffle
- Remove 10 Guests
- 3 Guests per player
- 4 Guest in Market
- 6 resource cards/player
- 2 in resource Market
- Shuffle black Interrupt cards back into Resource Deck
- Place Round & Turn Tokens in front of Starting Player

4. Deal Starting Resources:

- Each player receives 6 Resource cards.
- Draw 2 cards from the Resource Deck and place them face up in the centre of the table as the **Resource Market**.
- Any Interrupt Card dealt in the initial hand or in the Resource Market setup are held aside until all Player hands and Resource Market cards are either Equipment, Event or Ingredient cards. Any Interrupt Cards (recognisable by their Black headers at the top of the card) held aside are then shuffled back into the Resource Deck before play commences.

5. **Place the Guest Deck** in the centre of the table and flip over 4 Guest Cards beside the Deck. These four cards are the **Guest Market**.

6. Place the **Resource Deck** below the Guest deck and flip two Resource Cards and place them beside the Resource Deck. These cards are the **Resource Market**. If any Black Interrupt cards are flipped, replace them and shuffle them back in to the Deck. If Playing Advanced Rules, leave room for the Second-Hand Market.

7. **Determine First Player:** The player who brought a bottle of alcohol to this event starts and receives the Round Token. In the case of multiple players bringing suitable drinks, the player with the largest nose (who

brought a bottle) starts the game and receives the Round Token and the Turn Marker.



Base Game Rules

Base Game Player Turn Structure

Each turn consists of **five phases** that must be completed in order:

Phase 1: Draw

Players have 2 "draw points" each turn.

For cards in the Recourse Market, it costs 1 Draw point to take an Ingredient card and 2 Draw points to take an Equipment card.

Taking a "blind" card from the Resource Deck only ever costs 1 Draw Point.

Players therefore have the following options:

- **Draw Two Cards from Resource Deck:** Take the top two cards and add to hand. A card drawn blind from the Resource deck costs only 1 Draw Point.
- **Take Two Ingredient Cards from Resource Market:** Take any face-up Ingredient card, replace it with the top card of Resource Deck, then take another Ingredient card from the Resource Market and replace it with the top card of Resource Deck
- **Take One Equipment Card or Event Card from Resource Market:** Take any face-up Equipment or Event card and then replace the card with the top card from the Resource Deck (this is your entire turn)
- **Combined Draw:** Take one card from the Resource Deck AND one Ingredient card from the Resource Market (replace the market card with the top card of Resource Deck)

IMPORTANT: If you take an Equipment or Event card from the Resource Market, that is your entire turn - you cannot take additional cards. If you take an Ingredient card from the market and the replacement

BASE GAME

- Draw (2 draw pts)
- Ingredients cost 1 Draw pt
- Equipment cost 2 Draw pt
- From Deck cost 1 Draw pt

Swap Guests

- 2 identical Ingredients = swap 1 Guest
- 2 identical Equipment = swap 1 guest, replace guest Market

Install Equipment

- Immediate Install in Base Game

Complete Recipe

card is an Equipment card, you cannot take that Equipment card as part of the same turn.

CRITICAL: If you draw an Interrupt card, it triggers immediately (see Interrupt/Event Resolution below). Interrupt cards are never added to your hand. If a Player takes a Market Card and an interrupt card replaces the market card, the interrupt card acts as if it was Drawn by that same Player. The Interrupt is resolved immediately and the top card of the Resource Deck is then used to fill the vacant Resource Market position.

Phase 2: Swap Guest

You MAY swap one of your Guest cards for an alternate Guest using these options:

- **Market Swap:** Discard 2 identical Resource cards → Replace any of your Guest cards with any Guest from the market → Replace the market Guest with top card of Guest Deck
- **Market Swap (Equipment):** Discard 2 identical Equipment cards → Replace any of your Guest cards with any Guest from the market or draw a Guest card from the Guest deck → Refresh entire Guest Market (all 4 positions replaced) → Both equipment cards go to second-hand market, displacing any existing Equipment card there (player chooses which stays, other goes to discard pile)

- **Deck Swap:** Discard 2 identical Ingredient cards. Either:
 - Replace any of your Guest cards with any Guest from the market. Your original guest goes to the Guest Discard pile and a new Guest card is drawn to fill the empty space in the Guest Market, OR
 - Draw top card of Guest Deck. You can accept this guest and replace one of your existing guests (your old Guest goes to Guest Discard and a new Guest from deck replaces empty market slot) or you can reject the new guest (rejected Guest uses the 4-card icon system at the bottom left of the Guest card to replace a Guest Market card)

A Player MAY swap out guests as many times as they have cards to do so.

Special Rule: If *Cultural Exchange* Interrupt is active, swapping Guests costs only 1 Resource or Equipment card (any type) instead of 2 identical cards.

Phase 3: Install Equipment Cards

All cards gained in any round are gained to your Hand, including any Equipment cards "purchased" from the market.

Shed Capacity Management: Each player has limited equipment storage (2-4 pieces, testing determined). When Shed reaches capacity, a player must choose

which equipment Discard before they can install new equipment.

Equipment Cards MAY now be "installed" in a Player's **Shed**. Installing a piece of equipment is done by playing an equipment card from the Hand onto the Table in front of the Player. **Equipment is immediately available for use in recipes this turn.**

Equipment cannot be shared between players.

Phase 4: Complete a Drink

Check if you can complete any Guest recipes. You *MAY* complete one or more recipes.

To Complete a Recipe:

1. **Check Resources:** Must have all required Resource cards in hand
2. **Check Equipment:** All required Equipment types must be installed within the Player's Shed (tabled, in front of the Player)
3. **Pay Costs:** Place required Resource cards in the Resource Discard Pile in any order desired
4. **Mark Complete:** Turn Guest card sideways
5. **Equipment Ownership:** Equipment cards remain where they are (they are not consumed and CANNOT be shared between players)

6. **Market Refresh:** Refresh the Resource Market after all recipe completions for that player's turn are finished

Point Scoring: Points are only awarded at game end, not when completing recipes.

Phase 5: Hand Limit (Mandatory if over limit)

Players must discard to 8 cards at end of turn. Player selects which cards to discard and may choose the order. The last card discarded will be on top of the discard pile. Equipment in hand counts toward limit, tabled equipment does not.

Base Game Equipment Rules

- Equipment works immediately when played to the table. Equipment is owned by the player and cannot be shared.
- **Equipment Discard Rule:** When a player discards equipment (through hand limit or effects), it goes to discard pile (basic rules), unless explicitly stated otherwise by a card effect.
- **Duplicate Equipment Rule:** Players may not install equipment of a type they already own (active or installing). Duplicate equipment is immediately discarded using the Equipment Discard Rule above.

Player Turn End

A player indicates that their *Turn* has finished by passing the *Turn Token* to the next player.

Round Marker and Turn Token System:

The Game has two Tokens, a **Round Token** and a **Turn Token**. The Starting Player begins with the Round Token and the Turn Token in front of them. As each player finishes their turn, pass the Turn token to the next player. When the Turn Token returns to the same position as the Round Token, the player passes BOTH tokens at the end of their turn. This is called Passing the Round.

When the Round Token is Passed:

- Resource Market Refresh: replace ALL Resource Market cards with new cards from the Resource Deck
- Guest Market: Draw a new Guest from the Deck. Using the 4 card indicators on the bottom of the New Guest, replace the indicated Guest in the Guest Market.



The example above shows that the 4th Guest (farthest from Deck) would be replaced.

It is important to track round movement in order to ensure that the Resource Market does not stagnate.

For the sake of clarity, any Interrupt card revealed during this process effects the player who is **receiving** the Round Marker.

The *order* of moving the Market cards onto the discard pile is that the **card closest to the Resource Deck is the first card onto the discard pile**. This order is important when playing the Advanced Rules.

Advanced Rules - Optional Enhanced Gameplay

When players are ready for additional strategic depth, these optional rules can be added Singularly or All Together as players prefer. Advanced Rules introduce **three major systems**: Enhanced Equipment Management, the Three-Market System, and 4-Guest Variant.

Advanced Game Player Turn Structure

When using advanced rules, each turn consists of **six phases** that must be completed in order:

Phase 1: Draw

Unchanged from Base Rules

Phase 2: Swap Guest

Equipment Discarded Goes to the Second-Hand Market (see below)

- **Market Swap using Ingredient Card**: Unchanged from Base Rules

ADVANCED GAME

- Rules as per Base game with the following exceptions

Swap Guests

- Discarded Equipment Cards go to Second Hand Market

Install Equipment

- Install cannot be used on the same round

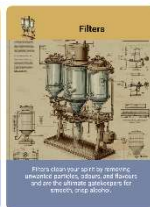
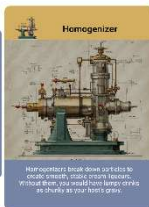
Any Discarded Equipment goes to the Second-Hand Market, displacing any prior card and sending it to the Discard Pile

- Market Swap (Equipment):** Discard 2 identical Equipment cards → Replace any of your Guest cards with any Guest from the market → Refresh entire Guest Market (all 4 positions replaced) → **Both equipment cards go to second-hand market (player chooses which stays, other goes to discard pile)**

Phase 3: Equipment Management

Installing Equipment: Equipment acquired goes to hand first, then requires **installation**. Installing equipment is done by playing an equipment card from Hand onto the Table in front of the Player **placed SIDEWAYS**. Equipment that is "being installed" is NOT available for creating drinks in the same round.

INSTALLING



Trading Equipment: You may trade equipment from your Shed to the **Second-Hand Equipment Market**. Place the equipment card in the second-hand market spot and

displace any equipment card currently occupying that spot (displaced card goes to discard pile).

Shed Capacity Management: Each player has limited equipment storage (2-4 pieces, testing determined). When a shed reaches capacity, player must choose which equipment to **cycle to second-hand market** before they can install new equipment.

Phase 4: Complete a Drink

A player may not use equipment that is “being installed”

Point Scoring: Unchanged from Base Game

Phase 5: Hand Limit

Players must discard to 8 cards at end of turn.

Player selects which cards to discard and may choose the order. The last card discarded will be on top of the discard pile.

Equipment discarded through hand limit **goes to the second-hand market**, displacing any existing equipment to the discard pile.

Phase 6: End Player Turn

- Turn any Equipment cards in front of you (in your "shed") from sideways to their normal orientation. Equipment that was "being installed" is now installed and ready to craft drinks in future rounds.
- Check for game end condition.

Round Token Movement: At the end of each full round (when all players have taken their Player Turn), the Round Token moves clockwise (to the left) to the next player. When the Round Token moves, use the Guest Market Management system to replace one Guest card and the Resource Market.

Game End & Victory Conditions

Game End:

1. When any player completes their 3rd recipe (4th in advanced variant), finish the current Round so all players have equal turns. The game has then Finished.
2. The game also finishes if the Guest Deck runs out.

Winner: Player with the most points from completed recipes.

Tiebreaker: If tied, player with most completed recipes wins. If still tied, player with the biggest nose wins (hey, they have a big nose, they need a break).

Key Game Mechanics:

Second Hand Market – ADVANCED RULES

The Second-Hand Equipment Market helps to speed up the game and creates some interesting tactical decisions. In this Advanced Rule, ANY Discarded Equipment goes to a special Market position called the Second-Hand Market.

Setup:

- When setting up the game, IF an Equipment Card is turned over as part of the Resource Market, move the Equipment Card to the Second-Hand Market slot and continue to fill the Resource Market.
- If setting up the Resource market does NOT reveal an Equipment Card, the Second-Hand Equipment Market starts the game EMPTY.

Discarding Equipment Cards

- ANY Equipment Card discarded for ANY reason must go to the Second-Hand Market (unless specifically declared otherwise on an Interrupt or Event card).
- The Second-Hand Market can only ever contain ONE piece of Equipment.

- As a new piece of Equipment enters the Second-Hand Market, the old Equipment is moved to the Discard Pile.
- If multiple pieces of equipment are discarded, the discarding player chooses the order in which they are discarded.

Trading with the Second-Hand Market

- No player may Draw from the second-hand market
- The **ONLY** way to obtain a card from the second-hand market is to trade. The Player must place an Equipment Card from their Shed or Hand into the second-hand market and thus Swap or Trade for the Equipment.
- Equipment taken from the second-hand market *always* goes into a player's Hand.

To be clear, the Second-Hand Market slot is either filled by a *single* card or empty (does not build up). The Second-Hand Market is never “refreshed” when the Resource Market is refreshed.

Second-Hand Market Key Mechanics

- Can only contain **ONE** card
- May start the game Empty or With a piece of Equipment
- ANY discarded Equipment card must go to the second-hand market.
- A new card displaces previous cards in the second-hand market.
- Displaced cards go to the Discard Pile.
- Can only be taken by swapping with another Equipment card

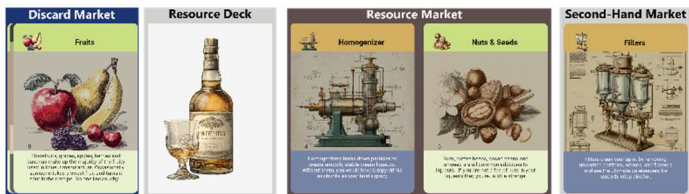
Discard Deck as 3rd Market – ADVANCED RULES

In this Advanced Rule, the Discard Pile for the Resource Cards becomes an additional “Market” from which players can take cards.

Drawing from this market is *exactly the same* as drawing from the Resource Market except that a Player cannot draw an Interrupt Card or an Event Card. If this rule is combined with the Second-Hand market, the game has 2 Resource Market cards, a Discard card and potentially a second-hand market card as shown in the image below.

4-Guest Variant

ADVANCED RULES - ADDITIONAL MARKETS



Players can choose to play with 4 guests instead of 3 for a longer, more complex game. Use the 4-icon system in the bottom right corner of Guest cards for this variant in cases where Guests are replaced by an Interrupt card.

Guest Deck Rejection System Explained

When using Guest Deck Swap and choosing to reject a Guest *drawn from the Guest Deck*:

1. The *rejected* Guest will now *replace* a Guest in the Guest Market
2. Look at the appropriate icon system on the rejected Guest card (4 cards icons, printed in the bottom Left corner of the Guest Card)
3. The crossed-out icon indicates which Guest Market position this card replaces
4. Place the displaced market Guest in Guest Discard pile (the second from the Deck in the example image below)
5. Place the *rejected* Guest in that market position



Interrupt and Event Resolution

When an Interrupt or Event card is drawn, it must be resolved immediately before continuing the turn.

Interrupts and Events cannot be held in hand.

Interrupt Cards

- **Cultural Exchange:** *Persistent Effect* - Guest swapping costs 1 Resource (any type) instead of 2 identical. Place this card below the Guest Market cards as a visual reminder. The effect ends immediately when NEXT Interrupt card is drawn. *Advanced Effect:* The player drawing this card MAY look at the top 3 cards of the Guest Deck and rearrange them.
- **Equipment Recall:** Flip Resource Deck cards, placing each flipped card aside until an Equipment card is found (IGNORE any other Interrupt/Event card that is flipped during Equipment Recall as these cards are not drawn). All players return 1 of that Equipment type from table/hand to the discard pile or, if they have no Equipment Card of that type, discard 1 random card from their Hand. The Equipment Recall card is placed such that it is the top card on the Discard Deck. The Resource Deck is then immediately shuffled, including the flipped cards that were placed aside, and the game continues as normal. *Advanced Effect:* Players with 2+ completed recipes lose an additional 1 card from their hand.
- **Festival Rush:** All players draw a Resource card from the Deck. Each player MAY then complete a recipe immediately using one less Ingredient or one less piece of equipment. *Advanced Effect:* One piece of the Equipment used to complete the recipe is

destroyed – this card is discarded (i.e. not sent to the second-hand market. Nobody wants your broken junk.)

- **Guest Cancellation:** The Player who drew this must cancel 1 Guest (determined by flipping the next card on the Guest Deck and using the 3-icon (or 4-icon if playing the 4-guest variant game) randomization present on the bottom of each Guest Card to determine which Guest has cancelled). Discard the cancelled Guest (any completed drink is thus wasted). The Flipped Guest Card becomes the Player's new Guest. *Advanced Effect:* Resource compensation for cancelled player; the player who drew this interrupt discards two cards from their hand and draws 2 cards from the Resource Deck. If the Player has one or no cards to discard, they draw only as many cards as they discarded.
- **Market Volatility:** The Resource Market is immediately Refreshed. Adv Rule: All Players draw on Resource card from the Deck for every Guest in front of them with a completed Liqueur Recipe.
- **Supply Chain Hiccup:** All players discard 1 RANDOM card from their hand, then draw 1 card from the Resource Deck.
- **Terrible Friend:** The player drawing this card must Borrow (and forget to return) a piece of equipment from another player. Borrow first from the player with the Round Token. If the player drawing the Interrupt is

the player with the Round Token, they “borrow” a piece of equipment from the player to their left. The “borrowed” equipment is chosen by the recipient and is added to their hand.

- **Terrible Traffic:** ALL players must cancel 1 Guest each (randomized by 3-icon system, each player turns the next card on the Guest Deck in turn order). *Advanced Effect:* The Player with highest completed recipe points is immune. There is no immunity to any player if tied.
- **We Only Get One Shot:** All players take one piece of equipment from the shed of the player to their right (equipment goes to second-hand market using standard displacement rules). **Immunity:** Any player who takes a shot of any liqueur is immune to this theft. **Designated Driver Immunity:** Designated drivers are immune if there is a bottle of any liqueur named on any visible Guest card within the house/bar/office where the game is being played. This means anywhere that a player could reasonably access a bottle without trespassing on somebody else's property or having to jump in the car and drive to the nearest bottle shop. *No Advanced Effect*

Event Categories

- **Abundance (3):** This card acts as any Resource type (wild card). Add to hand normally.
- **Equipment Exhibition:** All players MAY trade any Two pieces of Equipment from their Hand/Shed for any One piece of equipment in the Discard Pile. "traded" cards are added to the Discard pile. Commence with the Player drawing this card and proceed clockwise until All players have traded or passed.
- **Lucky Find:** Player drawing this card may go through the discard deck and add any one piece of Equipment into their Hand without disturbing the order of the discard pile. This card can be played at any time during the Player's turn.

Strategy Notes

This game rewards flexible planning over rigid strategy. Interrupts are designed to disrupt careful planning more than random play, encouraging adaptation and opportunistic completion. Resource investment in Guests carries risk of cancellation, creating tension between early investment and waiting for security.

The 4-icon randomization system ensures Interrupts feel unpredictable but fair, removing any perception of targeted player attacks.

Icon Randomization System

Guest Cancellation/Terrible Traffic (3-Guest Game):

Draw the top card from GUEST Deck and check its bottom right 3-icon system. The crossed-out icon (1-3) indicates which Guest position is affected. The icon to the Left always indicates the Guest CLOSEST to the Guest Deck.

Guest Cancellation/Terrible Traffic (4-Guest Game):

Draw the top card from GUEST Deck and check its bottom left 4-icon system. The crossed-out icon (1-4) indicates which Guest position is affected.

Guest Market Replacement: Always uses the 4-icon system (bottom left) regardless of game variant to determine which Guest Market position (1-4) to replace.

Guest Deck Rejection: Always uses the 4-icon system (bottom left) regardless of game variant to determine which Guest Market position (1-4) A rejected Guest will displace.



Edge Cases and Clarifications

1. **Interrupt/Event During Draw:** If Interrupt/Event drawn, resolve immediately, then continue with remaining turn phases
2. **Interrupt/Event Card flipped to replace Market card taken by Player:** The Interrupt/Event card applies as if drawn by the Player who created the vacant Market spot.
3. **Multiple Completions:** Players may complete multiple recipes in single turn if possible
4. **Forced Discards:** When forced to discard cards you don't have, no penalty occurs
5. **Equipment use for multiple recipes:** Equipment can be used to produce multiple recipes by a player in the same turn
6. **Market Emptying:** If Resource Market becomes empty due to Interrupts, replenish immediately from Resource Deck
7. **Persistent Effect Conflicts:** New persistent effects replace existing ones
8. **Advanced Rules Integration:** Individual advanced rule modules can be added independently
9. **Shed Overflow:** When Shed reaches capacity, player must choose which equipment to cycle to market before they can install new equipment

- 10. **Installation Restriction:** Cannot use equipment same turn it was acquired (advanced rules only)
 - 11. **Market Displacement:** When new equipment enters second-hand market, old equipment goes to discard pile if not being traded 1 for 1
 - 12. **Equipment Discard Routing:** Equipment discarded by players goes to second-hand market (advanced) or discard pile (basic), unless card explicitly states "to discard pile"
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Trading: Trading is an Optional Inclusion to the game. Trades can only be made with the Player with the Round Marker and only immediately after the Player receives the Round Marker and before they draw cards.

Equipment: Equipment trading can only be done from Hands (not from installed equipment in the Shed). Equipment trades can only be one for one.

Resources: Resource trading can only be done on a one for one basis.

Trading Limit: A Player may trade no more than 2 cards per Round.