

With Friends Like These & Last Call

Official Rules Manual

Two games, one deck system. Endless fun.

What's in the Box

2 identical decks of 62 cards each (124 cards total)

Each deck contains:

- 5 Suits of 12 cards each (60 cards)
- 2 Bar Cards (wild cards)

The Five Suits

Each suit represents a different type of drinking glass. The images and Suits differ to make it a little easier to differentiate depending on the game being played (Last Call or With Friends Like These):

Last Call

- Wine Glass
- Whiskey Rocks Glass
- Cocktail Glass
- Copita Glass
- Beer Glass



With Friends Like These

- **Wine Glass** (Wine suit)
- **Whiskey Rocks Glass** (Whiskey Rocks suit)
- **Highball Glass** (Highball Gin suit)
- **Cocktail Glass** (Liqueur/Cocktail suit)
- **Beer Glass** (Beer suit)



Cards in Each Suit

- **Numbers 1-11:** Regular playing cards
- **Mixer Card:** Special trump card (acts as 12 or 13 - see 'Mixer Card Explained')
- **Bar Card:** 2 per deck

Anatomy of a Card

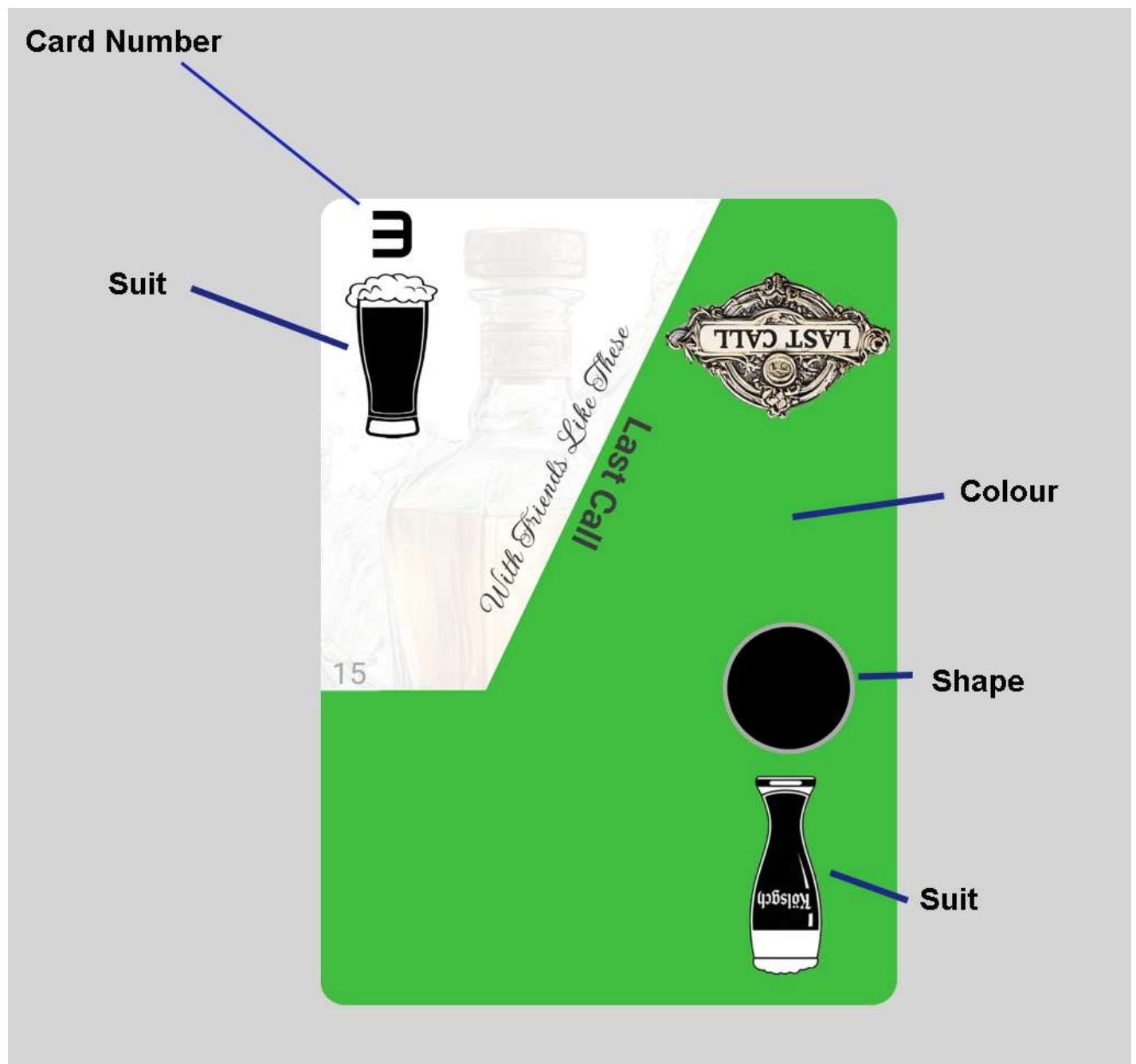
Each card is printed to allow for the playing of TWO games, Last Call and With Friends Like These. By rotating the card 180°, either game can be played.

Game 1: With Friends Like These

A trick-taking game for 3-6 players using ONE deck

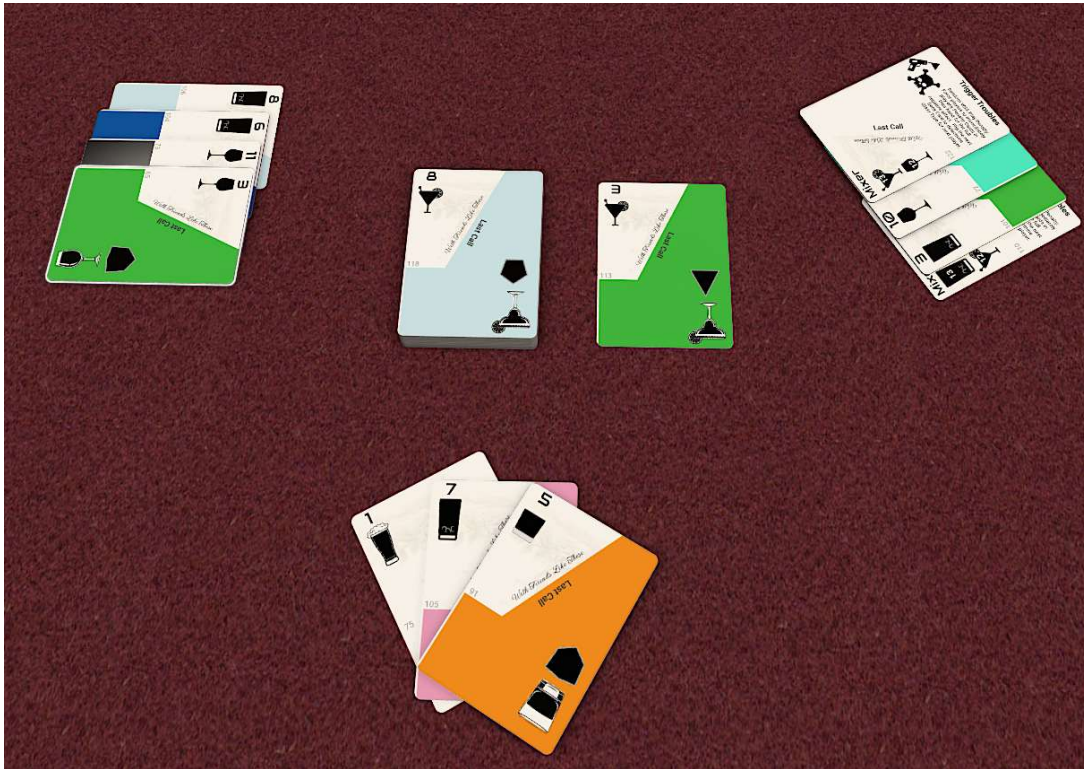
Object of the Game

Win exactly the number of tricks you bid to score points. The player with the most points after all rounds wins.



Setup

1. **Determine first dealer:** Oldest player deals first
2. **Deal cards:** Start with 3 cards per player
3. **Set trump suit:** Flip the top card of the remaining deck - its suit becomes the **Trump** suit for this hand.
4. **Special trump rule:** If a Bar Card is flipped, the round is played with "No Trumps" (all suits are equal)



Understanding Trump Cards

Trump cards always beat non-trump cards, regardless of the card number. Think of trump as the "boss suit" for that round.

Trump Card Hierarchy (highest to lowest):

1. **Bar Cards** (both equal - second one played wins if both appear)
2. **Trump Suit Mixer** (primary mixer of trump suit - the #13 card for that suit)
3. **Secondary Trump Mixer** (mixer whose lower image matches trump and is marked as the #12 card for that suit)
4. **Trump 11, 10, 9...** down to Trump 1

The Mixer Card Explained

Each Mixer shows two glass images - one large (primary) and one small (secondary).

When trump suit matches the top image (i.e. the 13 image):

- This Mixer card is 3rd highest trump card (the two Bar Cards are higher)

When trump suit matches the lower image (i.e. the 12 image):

- This Mixer card is 4th highest trump card

When neither image matches trump:

- Mixer acts as highest card of its own suit (like a "13"). In this case, the LOWER image is NOT USED.



A Mixer Card is only a Dual Card if one of the images matches the Trumps Suit for that Hand.

Example: with the card above:

- if Trumps are Beer Glasses, then this is the 12 of Beers, or the 4th highest Trump card.
- If Trumps are Copita glasses, this card is not a Trump card for that hand and is ONLY the '13 of Wine'. It is the highest Wine card, but it is beaten by ANY Trump card.

Bidding Phase

Starting with the player left of the dealer, each player bids how many tricks they expect to win.

Critical Rule: The final bidder cannot make a bid that would allow everyone to succeed. The total of all bids must NOT equal the number of cards dealt.

Example: In a 4-player, 5-card round, if the first three players bid 2, 1, and 1, the final player cannot bid 1 (as $2+1+1+1=5$). They must bid 0 or 2 or higher.

Playing Tricks

1. **Lead player** plays any card
2. **Following players** **MUST** follow suit if possible
3. **Cannot follow suit?** Play any card (including trump)
4. **Highest trump wins**, or highest card of the led suit if no trump is played
5. **Winner plays the First card of the next trick** (known as *Leading* the next trick)

Bar Cards

There are two Bar Cards. These represent the pinnacle of the game, the place where all glasses aspire to reach, the height of power and the place you might want to wander over to right now for a top-up.

Bar Cards are the highest Trump card, beating every other card. The Bar Card can only be played as a Trump card, so if a non-trump card is 'led', you **MUST** follow suit if you can. The catch is that there are **TWO** Bar Cards in the game. It is inevitable that both will be in play in some hands. It is always the **Second** Bar Card played which is considered the highest. Nothing in life is quite as satisfying as watching your 'Friend' play a Bar Card thinking they have won the trick and then you play your Bar Card on theirs.

Scoring

- **Bid exactly met:** 10 points + number of tricks won (bid zero => 10 + 0 pts)
- **Bid not met (Failed):** 0 points

Example: Bid 3, won 3 tricks = 13 points. Bid 3, won 2 tricks = 0 points.

Game Progression

Round sequence: each round, the number of cards dealt to each player increases until you reach 10, then it decreases back down to the final round at 3 cards. i.e. 3 cards → 4 cards → 5 cards... → 10 cards → 9 cards → 8 cards... → 3 cards

After each round, the deal passes clockwise and bidding starts with the new dealer's left neighbour.

With Friends Like These - Variants

Double Deck Chaos

For experienced players who enjoy pure unpredictability - Players 2-8

Setup: Use BOTH decks (4 Bar Cards total, double everything else)

Key Changes:

- **Card hierarchy:** Each identical Card played *beats* the previous one (eg the 1st Bar Card beats all other cards, 2nd Bar Card beats the 1st, 3rd beats the 2nd, 4th beats the 3rd).
- **Double trump power:** Twice as many trump cards in the game.
- **Maximum chaos:** Perfect for groups who find regular play too predictable
- In the case of Identical Cards being played, the Later card is always Higher than the card played earlier. Eg if a 10 of Beers is winning and the last player plays a second 10 of Beers, the last player beats the earlier player with the identical card.

Recommended for 4-8 players

Wingman

The ultimate test of strategy, memory, and friendship: 2-5 Players

The Challenge: Bid on your cards, then pass them to your "wingman" to play while you play someone else's hand.

Setup & Rotation:

- **Round 1:** Pass to player on your left
- **Round 2:** Pass to player two seats left
- **Round 3:** Pass to player three seats left
- **Continue pattern** until you are your own wingman (play your own cards)

Dual Scoring System: You can earn points from TWO sources each round:

1. **Playing your *assigned* hand:** Win the exact tricks the original bidder declared = 10 + tricks won

2. **Your Wingman succeeding:** If your wingman wins exactly what you bid for them = 10 + tricks bid

Example: You bid 3 tricks and pass your hand to Sarah. You receive Mike's hand (he bid 2).

- If you win exactly 2 tricks playing Mike's hand: **12 points**
- If Sarah wins exactly 3 tricks with your hand: **13 points**
- **Potential total: 25 points** (compared to normal maximum of ~10-20)

The Wingman Challenge:

- **Help your wingman** succeed with the hand you passed
- **Win with the hand** tha has been given to you
- **Sabotage everyone else** without being obvious about it. Or be obvious and gloat loudly. You do you, we won't judge.

Strategic Complexity:

- Bid conservatively if your wingman is inexperienced
- Bid aggressively if you trust your wingman completely
- Remember who has whose original hand
- Balance helping your wingman vs. winning your assigned hand

Recommended only for experienced players with excellent memories and great senses of humor. Not for the faint of heart! For a real test, play Double-Deck Wingman with 4-8 players!

Game 2: Last Call

A matching game for 2-8 players using BOTH decks

Object of the Game

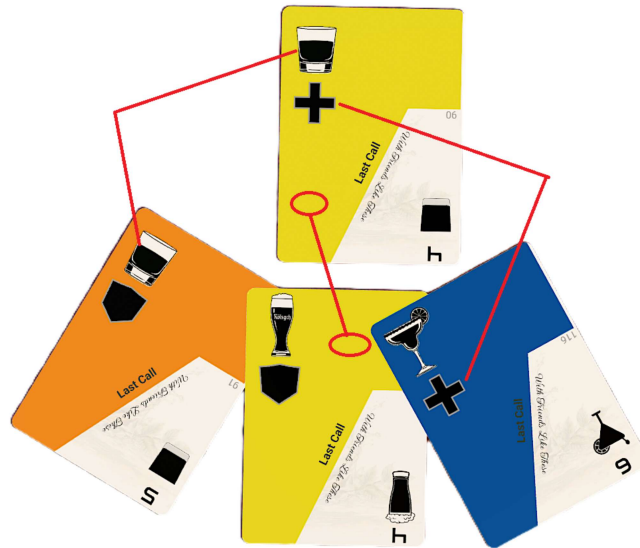
Be the first player to discard all cards from your hand.

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



Example showing three different ways to match a card.

Setup

1. **Determine first player:** Youngest player starts
2. **Deal 7 cards** to each player
3. **Create a discard pile:** Place one card face-up
4. **Remaining cards:** Form the draw pile

Basic Play

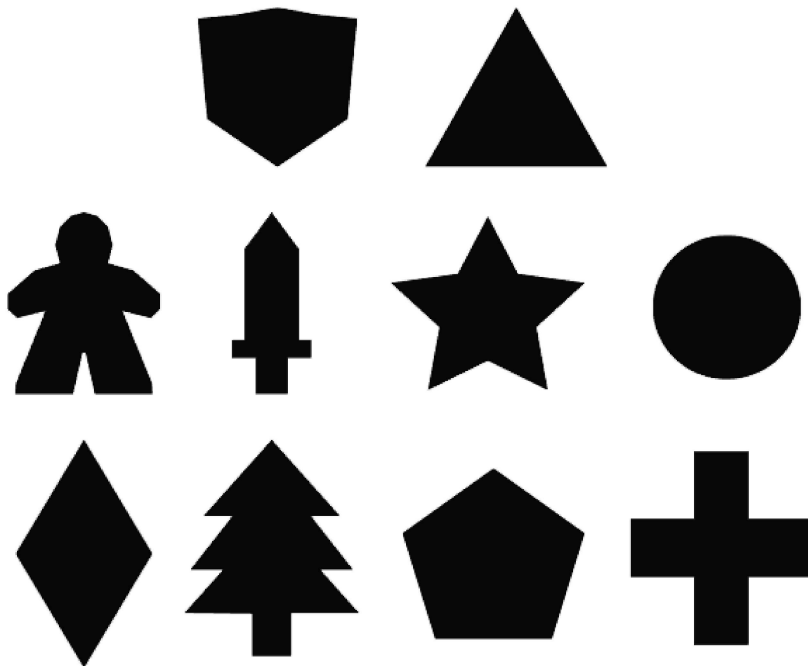
On your turn:

1. **Play a matching card** from your hand, OR
2. **Draw one card** from the draw pile
3. **If you can play the drawn card**, you may do so immediately

The Ten Shapes

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

- Circle, Diamond, Cross, Shield, Tree, Meeple, Triangle, Pentagram, Star, Sword



Special Event Cards

Switch It Up (Some 1 cards)

- Can be played on matching suit
- Allows you to declare any new suit
- **Note:** These cards have no shape, so they're harder to match

About Face (Some 1 cards)

- **SIDESTEP CARD:** Reverses direction of play
- Placed sideways above discard pile
-
- Effect persists until another About Face is played



About Face card placed sideways above discard pile

Take That (Most 2 cards)

- 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

Cheers (One 2 card)

- 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.

My Shout (One Mixer card)

- **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 discard pile
- Must announce "MY SHOUT" **before the card touches table or draw 3 cards as penalty**
- All other players immediately draw 1 card
- In public venues, "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.

Let's Get Wild (3 Mixer cards)

- Can be played on any card
- Declare the new suit

Pass the Bottle (3 Mixer cards)

- Can be played on any card
- Declare the new suit (before cards are passed)
- All players immediately pass 1 card in current direction of play

Tough Break (4 Bar Cards)

- 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*

Trigger Troubles (2 Mixer cards)

- 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
- You continue as if you just played that flipped card

Special Rules

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.

Sidestep Cards

- *About Face* and *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
- Each new sidestep card replaces the previous one

Winning

First player to discard all cards wins the round!

Quick Reference

With Friends Like These

- Trump beats non-trump always (no, we're NOT talking about the Politician)
- Bar Cards highest, then Mixers, then numbers 11 down to 1
- Bid and win the exact number to score: 10 + the number of tricks won
- Final bidder cannot make total bids = number of cards dealt - i.e. total bids cannot equal number of dealt cards

Last Call

- Match: Suit, Colour, or Shape
- Special cards stack for bigger effects
- Sidestep cards placed sideways above pile
- Must call "LAST CALL" with one card remaining

Designer's Note

Remember, the best games happen when friends gather around a table with good drinks and even better company. Play responsibly, drink responsibly, and may your bids always be perfect and your matches always work out.

Cheers to good games and great friends!

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