

# WHISKEY TIMES



# Rules

# Whiskey Times - Famous Still

---

## Introduction

Welcome to the strangest whiskey tasting in history. Your guests are very dead, very opinionated, and very thirsty. They've arrived from across the centuries to sample your finest pours — and judge you accordingly.

Historical accuracy? None.

Respect for the dead? Mostly.

Fun? Absolutely.

Your goal is simple:

Create the perfect drinks for your deceased guests using the whiskey, glassware, and ingredients you gather during the game. Serve wisely, plan ahead, and time your moves — because only one host will achieve eternal whiskey glory.

## Game Overview

**Players:** 2-5

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

**Time:** 45 minutes (once you get the hang of it)

**The Game:** You're hosting an intimate whiskey tasting for some discerning historical guests. Each guest has specific preferences, and your reputation depends on serving their perfect drink... or a close substitute. Race for the win with substandard drinks and you might find yourself outclassed by other players... but wait for the perfect pour and you might be pipped at the post. Tough decisions, but these are, after all, *Whiskey Times*.

**Goal:** Serve all your guests and ensure at least one of them receives their Perfect Drink. Once any player finishes serving all their guests and has at least one Perfect Drink, the final round begins.

Highest total score wins.

# Components



## Guest Deck (75 Guest Cards total, 10 removed randomly each game)

Each guest card shows:

- Guest name & portrait
- **Perfect Drink:** Preferred whiskey + exact ingredients
- **Substitute Score:** Points awarded if the Preferred Whiskey is substituted for another from the same Region (lower score)
- **Gift Points:** Victory Tokens earned if dismissed via a whiskey gift
- **Guest Market Rotation and Cancellation Icons:** Used with Event Cards or when a new guest rotates from the Guest Deck
- Possible **Drinking Companion**

## Whiskey Bottle Deck (60 cards)

Regions Represented:

- Scotland: Speyside (12), Highlands (10), Islay (8), Lowlands (6), Campbeltown (4)
- Ireland: (10)
- USA: Bourbon (8), Tennessee (4), Rye (4)

## Resource Deck (116 cards)

**Glassware (4 types)** - Glencairn, Rocks Glass, Copita, Highball.

**Mixers & Accoutrements (7 types)** - Water Drippers (Pipettes), Ice, Soda Water, Ginger Ale, Lime, Cola, Whiskey Stones.

### Flavour Profile Cards (7 types, 8 Cards)

- Description of manufacturing methods affecting flavours - Single Malt, Non-Chill-Filtered, Peated, Single Pot Still, Maple Sugar Filtered, Premium Expression.
- These add points only if played while a guest drink is completed and only if the profile matches the Whiskey Bottle used in the completion of that drink. Points for these cards are printed on the Flavour Profile Cards and are added to the drink value at the end of the game. NOTE that these points differ depending on how many different

Flavour Profile cards are attached to a recipe. The more Flavour Profile Cards on the same recipe, the bigger the score value. By adding one to four of these cards to an appropriate drink, 2-25 points can be added to the value of that drink (points are indicated in a table at the top right of each flavour profile card).



### Event Cards (20 cards)

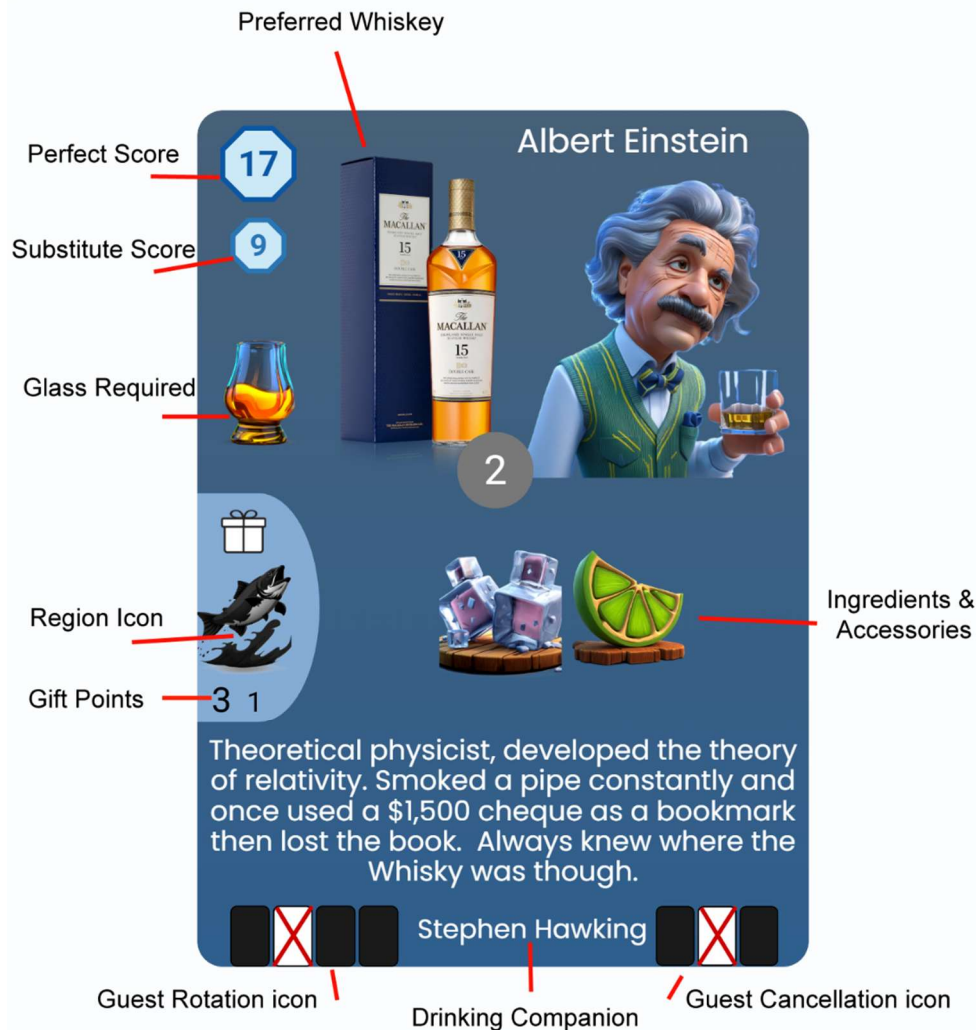
- Half are beneficial, half are...well, fun if it doesn't happen to you. Red = Bad, Green = Good.

### Victory Tokens (40 wooden Tokens)

- Earned by gifting whiskey

## Guest Card Examples

- Drink Completion Points: Two values for the completion points. These are awarded for the Perfect Drink (the larger number) or for a Substitute (the smaller number)
- Preferred Whiskey: The bottle of Whiskey preferred by the Guest. *Required* to receive the Perfect Score for a completed drink.  
Note: each Whiskey Card has a number in the top right corner - The Whiskey image on the Guest card has the same number at the bottom right corner of the image. If the numbers match, the Whiskey is correct.
- Ingredients and Accessories: Required to complete the Drink recipe.

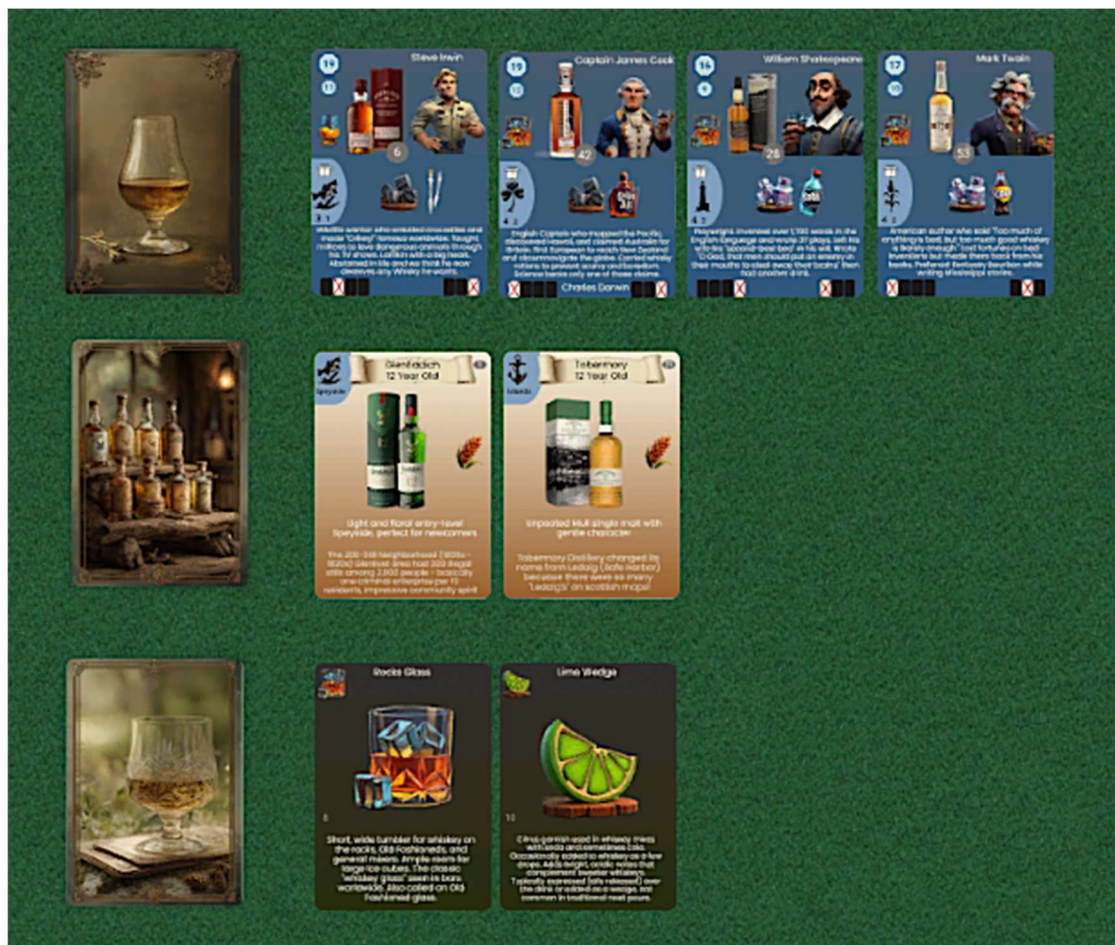


- Glass Required: The type of Glass required to complete the Drink.
- Regional Icon: Indicates the Guest's favoured Region. The drink recipe may be completed using *any* whiskey from that indicated Region, earning the Substitute Score points.
- Drinking Companion: SOME cards have a Drinking Companion indicated between the Card swap icons along the bottom edge of the card. These provide opportunities for Bonus Points.



# Setup

1. Shuffle the **Guest Deck**. Remove 10 random cards.
2. Shuffle the **Whiskey Deck** and **Resource Deck**.
3. Create Markets:
  - a. **Guest Market:** 4 face-up Guests
  - b. **Whiskey Market:** 2 face-up Whiskeys
  - c. **Resource Market:** 2 face-up Resources



4. **Each player receives:**
  - a. 3 Guests (2 face-up, 1 face-down)
  - b. 6 Resource Cards
  - c. 2 Whiskey Cards

If any Red Events are drawn during setup, set them aside and draw replacements. Shuffle them back afterward.



5. **Hand Limit:** Maximum 10 cards in hand at the end of your turn

---

**Each Player Starts with:**  
**6 Resource Cards**  
**2 Whiskey Cards**  
**3 Guests**

## Turn Structure

Play proceeds clockwise.

On your turn, complete the following **three phases** in order:

---

### Phase 1: Draw (2 Draw Points)

You have **2 points** to spend.

Draw options

| Action                           | Cost     | Source                               |
|----------------------------------|----------|--------------------------------------|
| Take a Whiskey                   | 2 Points | Whiskey Bottle Market <i>or</i> Deck |
| Take a Glass / Mixer / Accessory | 1 Point  | Resource Market <i>or</i> Deck       |
| Take an Event Card (Green)       | 2 Points | Resource Market                      |

#### Market Refill:

When you take a Market card, immediately replace it with the top card of that deck.

#### ⚠ Event Cards During Draw

- **Red Events** trigger instantly when revealed.
  - If revealed while refilling a Market, they affect the Player who caused the Refill.
  - If drawn directly from a Deck, they are resolved immediately and still consume one of your Draw Points.
- **Green Events** never trigger when drawn. They go directly to a Player's hand if drawn from the deck or, if flipped to Refill or Refresh the Market, they simply enter the Market as selectable cards.
- **Cascade Protection:** Red Events cannot cause further Red Events to trigger as a result of the Red Event card drawn — While resolving a Red Event, *discard* any newly drawn Red Events which are revealed and continue as if the discarded Red Event card had not been revealed.



## Phase 2: Actions

You may take **any or all** of these Actions in any order. Each action may be taken multiple times in a Turn:

### A. Swap a Guest

You may **swap** (i.e. **replace**) one of your Guests.

- Guest Swap Cost: Discard any 2 Whiskey Bottles.
- You may take a replacement Guest:
  - From the **Guest Market**, or
  - Blind from the **Guest Deck** (you may immediately reject it and send it to the Market using its rotation icon).

| Whiskeys Used                            | Guest Market Effect  |
|--|--|
| <b>2 Whiskeys from same Region</b>       | Replace all 4 cards in the Guest Market                                      |
| <b>2 Whiskeys From different Regions</b> | Replace <i>only the Guest you took</i> with the top card from the Guest Deck |

A Guest Market change of any kind *immediately* triggers a **Market Rotation**

### B. Gift Whiskey

Dismiss one of your Guests by giving them a whiskey they accept, either their Preferred Whiskey or a substitute from the Region indicated on the Guest card.

1. Choose one of your Guests and give them an *acceptable* Whiskey Bottle.
2. Score Victory Tokens:
  - Whiskey matches their **preferred bottle** = **higher** Gift Points.
  - Whiskey matches only their **Region** = **lower** Gift Points.
3. Discard the Whiskey card and the Guest card.
4. Choose a replacement Guest by either method below (Player's choice):
  - **Random Draw**: Take a new Guest from the Deck (no Market Rotation), or
  - **Market Selection**: Take the Guest indicated by the **Rotation Icon** on the discarded Guest, then **Refill** the empty slot with a new card from the Deck. *This immediately triggers a **Market Rotation***

*Some Guests may be too difficult to serve. By giving a Guest a Gift you are buying them off with a nice bottle and a handshake and then giving them a refresher course in how lovely your front door looks from the outside.*

## C. Serve a Drink

Complete a recipe using cards from your hand.

- Match the Guest's **Whiskey**, **Glass**, and all required **ingredients**.
- Discard used cards to their appropriate discard piles.

| Result           | Requirements  | Score        |
|------------------|---|--------------|
| Perfect Drink    | Exact whiskey glass, and all listed ingredients                 | Full points  |
| Substitute Drink | Whiskey from <i>same Region</i> + correct glass and ingredients | Lower points |

Turn the completed Guest **sideways** (Perfect) or **upside down** (Substitute) to indicate completion.

---

## Phase 3: End Turn

### 1. Hand Limit:

Discard down to 10 cards.

### 2. Face-Down Guests:

Only revealed when served, discarded, or swapped. When discarded or swapped, place these cards face up on the Guest Discard pile. If the Guest drink recipe is *completed*, turn the card sideways or upside down as appropriate to indicate scoring, and turn the card face up.

## Turn Summary (Quick Reference)

| Phase              | What You Do   | Notes   |
|--------------------|---|---|
| <b>1. Draw</b>     | Spend 2 Draw Points to take Whiskey or Resources                              | Red Events trigger when revealed. Refill Markets after each draw. |
| <b>2. Actions</b>  | Swap Guests, Gift Whiskey, or Serve Drinks                                    | Any order   |
| <b>3. End Turn</b> | Rotate Resource Market if Guest Market changed, discard to 10, resolve Events |   |

---



# Market Rotation

When any Guest in the Guest Market *changes*, a Market Rotation is triggered.

1. Finalise the Guest movement/replacement
2. Discard the Whiskey Bottle card furthest from the deck.
3. Discard the Resource Card furthest from the deck.
4. Slide the remaining Market cards to the positions furthest from their decks
5. Draw new cards to replace the empty position in each of the two Markets



# Game End & Victory Conditions

## Game Ends when:

- A Player completes all of their guests' drinks, AND
- At least 1 guest has received their **Perfect Drink**,  
**OR**
- The Whiskey Bottle Deck runs out.

When the Game End is triggered, the Player triggering the Game End completes their Turn and all other Players have ONE further turn.

## Victory Conditions

- Once the game ends, *all Players* add their total scores. The Player with the **highest score total wins** regardless of whether the player has finished all of their drink recipes or has a Perfect drink completed.

## No Perfect Drink

- If a Player completes all of their Guest Drinks and *no Perfect Drink has been poured*, play continues. The Player with the completed drinks will need to swap out one of their Guests with a new Guest and complete a perfect drink *if they want to end the game*. There is no rule against completing 3 imperfect drinks, but a Player cannot END the game this way.
- If another Player ends the game, all Players still count their points.
- To re-iterate, a player does not need to be able to end the game to win. Highest points after the game end Wins.
- If ALL Players complete all of their drinks and NO Player has a Perfect Drink, the game ends regardless and the highest score wins.

## Scoring Tiebreakers (if multiple Players achieve victory):

1. The winner is the Player with the greatest number of perfect drinks served. If tied,
  2. The Player with the highest total guest satisfaction points (i.e. the raw numbers shown on the Guest Cards, excluding any other cards or tokens). If tied,
  3. The Player with the most Victory Tokens from gifts. If still tied,
  4. The Player who most recently attended a Distillery Tour. If still tied,
  5. The Player who agrees to buy the other tied Player(s) the more expensive bottle of whiskey (pay to win, but nobody is disappointed).
-



## Calculating Victory Points

Victory points are allocated from

1. The Recipe Completion Points (Perfect Pour or Substitute Whiskeys)
2. Victory tokens earned by “Gifting” Whiskeys to Guests
3. Bonus Points from Blue or Green cards underneath the Guest where the Guest’s recipe has been completed
4. Drinking Companions points



| Source of Points                   | When Scored | Notes                               |
|------------------------------------|-------------|-------------------------------------|
| <b>Served Guest (Perfect)</b>      | End of Game | Full points                         |
| <b>Served Guest (Substitute)</b>   | End of Game | Lower points                        |
| <b>Gifted Whiskey</b>              | Immediately | Victory Tokens                      |
| <b>Bonus (Drinking Companions)</b> | End of Game | +5 points                           |
| <b>Flavour Profile Bonus</b>       | End of Game | Varies with Qty per completed drink |

## Drinking Companions

Some cards have a Drinking Companion indicated between the Card swap icons along the bottom edge of the card. If the drinking companion is an Individual’s name and if BOTH drinking companions are Guests of the Player, with completed drinks, the Player is awarded 5 bonus points at the end of the game.

Some Drinking Companion sections describe *multiple* companions (e.g. “any American President”). In these cases, 5 points are awarded *per Guest* that meets the Drinking Companion criteria.

# Clarifications

## Market Mechanics

- **Resource Market:** Always 2 cards face-up, refilled when taken
- **Whiskey Bottle Market:** Always 2 cards face-up, refilled when taken
- **Guest Market:** Always 4 guests face-up, refreshed based on Player actions
- **Cascade Rule:** ANY Guest Market change triggers Resource Market Rotation

## Guest Rotation Icons - Events

There are two guest rotation icons on a Guest card. The bottom left has 4 card images and the bottom right has three. The red 'X' on one of the cards represents the card that this card affects and this is context dependent. For clarity, the left most icon represents the card *closest* to the Guest Deck or the leftmost Guest in front of the Player. In the case of a Red Event Card forcing a guest replacement, the new guest is flipped over and the icon is used to determine the guest in front of you that is *replaced by the new card*. This is done by consulting the 3-card icon. This context differs to the Gifting of a Whiskey that eliminates one of your guests. In this case the eliminated guest's 4-card icon is used to determine the guest from the Guest Market that a Player *may* choose to take to replace the eliminated (gifted) guest.

---

## Optional Variants

### Extended Play

- Increase guests from 3 to 4 per Player. 2 are Face Up and 2 are Face Down. In this variant, an Event that replaces a Player's Guest uses the 4-card icon on the new Guest card (since the Player has four Guests that could be replaced).

### Caught!

- No Hand Limit. When ANY Red Event card is drawn from the deck and turned (for any reason), Players with *more than* 10 cards in their hand must *immediately* discard down to 6 cards.

### Trading

- Allow whiskey-for-whiskey trades between Players
- When ANY Guest Drink is completed, Players may immediately enter a trade phase. Trading may **ONLY** occur between the Player who just finished a recipe and any other player. Trading must be limited to 'Whiskey for Whiskey' or 'Resource for Resource'. Trades do not need to be 1 for 1, but resource cards cannot be traded for Whiskey Bottle cards and vice versa.

## Stacking the Market

For a faster paced and VERY different game.

- The Resource market Starts the game with ONE card. Each turn, another Market position is added until the number of Market cards is equal to the number of Players plus 1.
- Whenever a Guest is changed, all cards from the Resource Market are discarded and one new card is drawn as the new Resource Market.
- Red and Green Event cards are always discarded after actioning.
- All other Resource Card Discards must be played on one of the Resource Market slots, stacking the new card on top of the existing card as determined by the discarding Player. No Player discards directly to the Resource Discard pile, rather they must choose which Resource Market card on top of which they will place their discard.
- Players may *take* from the Resource Market as normal, always taking the top card of whichever Resource Market slot they choose. In this way, a Player may effectively “dig down” to a card they desire or require.
- Additional (important) rule: *When drawing a Guest card from the Guest Deck, a Player may NOT reject the new guest.* The new Guest card must replace one of the Guests in front of the Player.

Strategy in this variant typically involves deliberate changes to the Guest Market to clear away the Resource Market to block other Players. The inability to “reject” a guest drawn from the Guest Deck makes this a much riskier action, since a Player may end up with a Guest they do not want.

---

*Note: A great deal of angst went into the decision to spell Whiskey with the “e”. The game contains Whiskeys from Ireland, Scotland and the U.S. and since two markets spell Whiskey with the “e”, we went with greater numbers. We still believe fervently in the purity of “Whisky” and we love our Scotch, so forgive us our transgressions if you would have decided the other way. If you don’t know what the difference is... we envy you that you still have so much to discover about the wonderful history of this golden drop! Go forth and discover!*

A Friends with Beverages game by 6 Hat Games

Rules Manual Version: 7.0

