

WHISKEY TIMES



Game 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: 1-5

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

Time: 30-45 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

Whiskey Decanter/Bottle Deck (60 cards)

Regions Represented:

- Scotland: Speyside (8), Highlands (8), Islands (6), Islay (7), Lowlands (5), Campbeltown (4)
- Ireland: (9)
- USA: Bourbon (6), Tennessee (4), Rye (3)

Resource Deck (116 cards)

Glassware (2 types) - Glencairn, Rocks Glass.

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

Flavour Profile Cards (7 types, 8 Cards)

- These add points only *if played as 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 (Perfect Score) or for a Substitute (Substitute Score).

- Preferred Whiskey: Copyright lives, even in the afterlife, so rather than drinking their favourite Whiskeys poured from the original bottle, your fussy guests demand thematic decanters! The Preferred Whiskey is the decanter filled with your Guest's favourite Whiskey and this Whiskey is *Required* in order to receive the Perfect Score for a completed drink.



Note that each Whiskey Card has a number in the top right corner to aid in recognition - The Whiskey image on the Guest card has the same number at the top right corner of the image. If the numbers match, the Whiskey is correct.

- Glass, Ingredients and Accessories: Required to complete the Drink recipe.
- 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.

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

Turn Structure

Play proceeds clockwise.

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

Phase 1: Draw (2 Draw Points)

ALWAYS Draw as your first action. Unused Draw Points are lost.

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 unless directed differently. They go directly to a Player's hand if drawn 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
2 Whiskeys - same Region	Replace all 4 cards in the Guest Market
2 Whiskeys - different Regions	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, and all listed ingredients	Full points
Substitute Drink	Whiskey from <i>same Region</i> + correct 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
1. Draw	Spend 2 Draw Points to take Whiskey or Resources	Red Events trigger when revealed. Refill Markets after each draw.
2. Actions	Swap Guests, Gift Whiskey, or Serve Drinks	Any order
3. End Turn	Rotate Resource Market if Guest Market changed, discard to 10, resolve Events	

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



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 reiterate, 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.

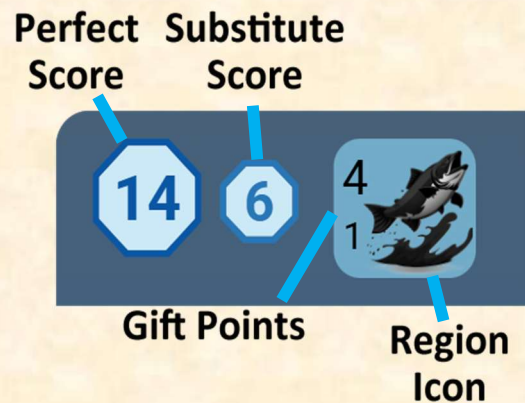
Scoring Tiebreakers (if multiple Players achieve victory):

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



Source of Points	When Scored	Notes
Served Guest (Perfect)	End of Game	Full points
Served Guest (Substitute)	End of Game	Lower points
Gifted Whiskey	Immediately	Victory Tokens
Flavour Profile Bonus	End of Game	Varies with Qty per completed drink

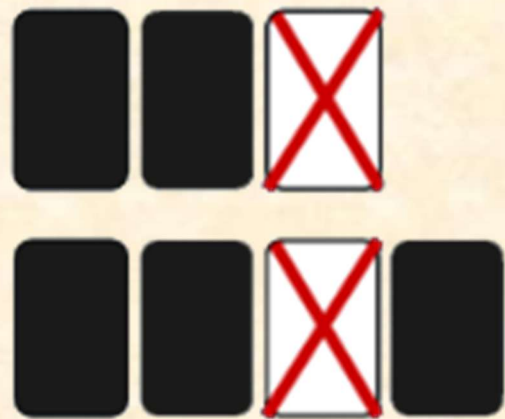
Clarifications

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. 3 are Face-Up and 1 is 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). Recommended for 2-3 players.

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 5 cards.

Discard Market

For a *faster paced* game.

- The Resource market consists of the normal 2 stacks.
- The Resource *Discard* pile is now considered a 3rd Resource Market
- Players may purchase from the *Discard Market pile* in the same way as from the Resource Market.
- Unlike the two normal Resource Market cards, a card taken from the Discard Pile does not get replaced from the deck.
- Whenever a Guest is changed,
 - all cards from the Resource Market are discarded and three new cards are drawn as the new Resource Market.
 - The Resource Market cards are added to the discard pile such that the closest card to the deck is discarded first. This will leave the furthest card from the Deck as the new top card on the Discard pile
 - Both cards in the Whiskey Bottle Market are changed
- A Player may only take a Glass or Resource card from the Discard Pile. Green and Red Event cards cannot be taken by a player from this pile.

In this variant, it is generally easier to obtain the right Resources and the game tends to be shorter in duration. The game being shorter creates more pressure to finish all drink recipes in time. The Player with the highest score at the end of the game wins regardless of whether all drink recipes were completed.

Solo Mode: Proof Yourself

Introduction

So, the idea of incorporeal spirits drinking spirits scared off your friends? No matter. You'll prove yourself worthy of eternal whiskey glory... alone.

In Solo Mode, you're racing against time itself. Thirty turns to serve five demanding historical guests while racking up at least 60 points. No pressure. Just you, your whiskey knowledge, and a ticking clock.

Difficulty: Moderate (Standard) / Challenging (Hard Mode)

Time: 15-25 minutes

Goal: Complete all 5 guest recipes, score at least 60 points, and serve at least 1 Perfect Drink

Setup Differences

Deck Modifications

Remove the following cards entirely before setup:

- Half-Price Sale (green)
- Second Wind (green)
- Surprise Guest (red)
- Supply Run (red)
- Terrible Traffic (red)
- You Sure Can Pick 'Em (red)



These cards can be found easily by *looking for the symbol* in the top right corner of the cards, just below the card name.

Remove Random Cards:

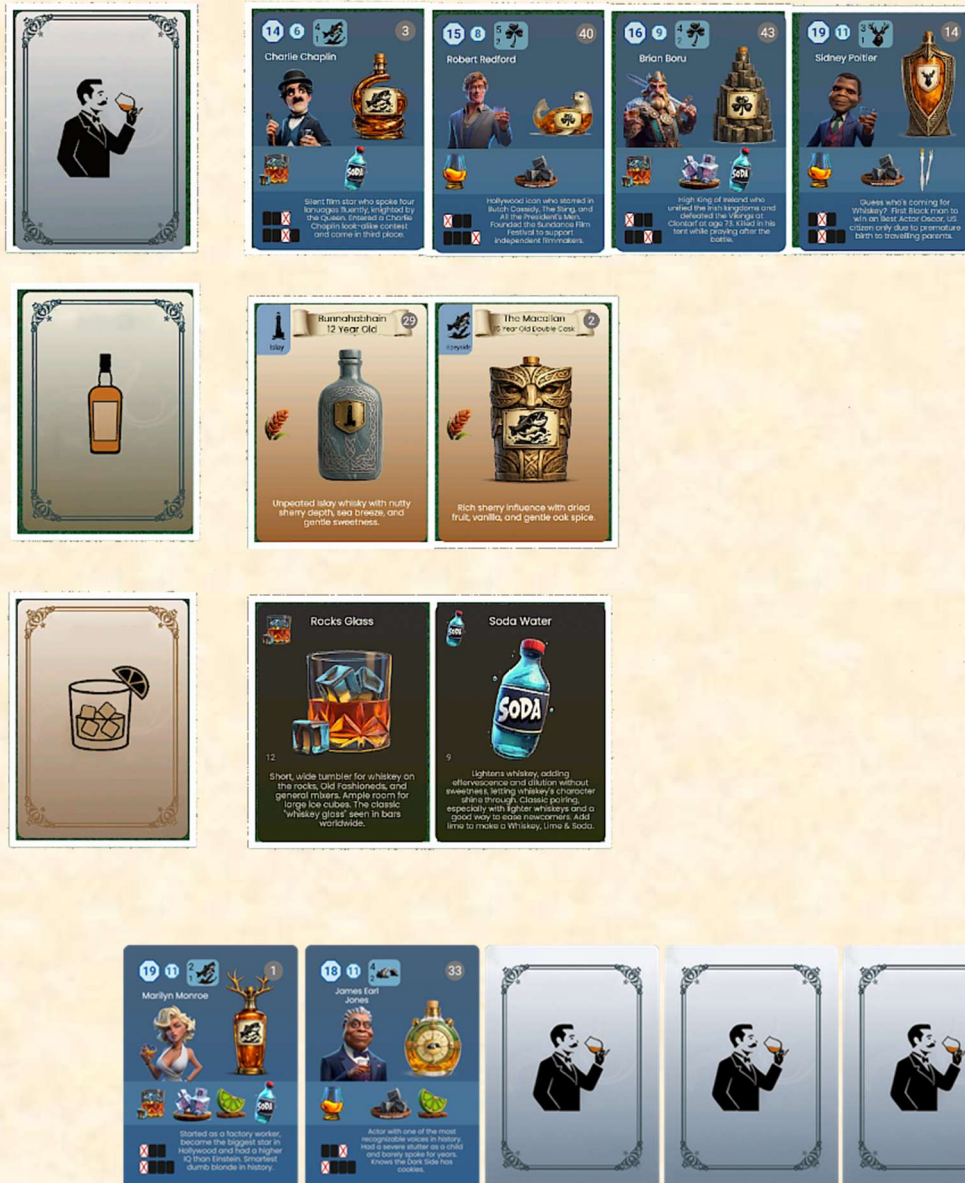
- 10 random Guest cards
- **Optional (Hard Mode):** 10 random Whiskey Bottle cards

Game Setup

1. Shuffle all remaining decks after removals
2. Create Markets (same as multiplayer):
 - **Guest Market:** 4 face-up Guests
 - **Whiskey Market:** 2 face-up Whiskeys
 - **Resource Market:** 2 face-up Resources

3. Deal yourself:

- 2 Whiskey Bottle cards
- 6 Resource cards
- 2 Guests **face-up**
- 3 Guests **face-down**



4. **Red Card in Setup or Deal:** If any Red Event cards appear in your starting hand or in any Market during setup, shuffle them back into their deck and redraw replacements.

5. **Turn Tracking:** Set out 5 yellow and 5 blue Victory Tokens to use as turn counters for a 30 turn game:

- **Blue** tokens = 1 turn
- **Yellow** tokens = 5 turns

Solo Turn Structure

Play follows the same three-phase structure as multiplayer, with these modifications:

Phase 1: Draw (2 Draw Points)

Identical to multiplayer. Spend 2 points on Whiskeys (2 points) or Resources/Glasses (1 point each).

Red Events trigger normally when revealed during market refills or deck draws.

Phase 2: Actions

Take any combination of these actions:

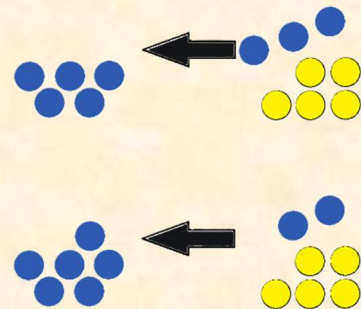
A. Swap a Guest

- Works exactly as in multiplayer
- Market Rotation triggers normally

B. Gift Whiskey = Extra Turns!

This is different from multiplayer.

1. Give a Guest an acceptable Whiskey (preferred or regional)
2. Discard the Whiskey and Guest cards
3. **Gain extra turns** based on the Guest's Gift Points:
 - Return that many turn tokens to the pool
 - Standard Mode: Full Gift Points value
 - Hard Mode: Half Gift Points value (round up)
4. Draw a replacement Guest (face-up) from the Deck or Market
 - If from Market, trigger Market Rotation



Example: You gift a whiskey worth 2 Gift Points. Return 2 blue turn tokens to the pool. You now have 2 extra turns.

C. Serve a Drink

Same as multiplayer: match Whiskey + Glass + Ingredients for Perfect or Substitute.

Guest Reveal Rule:

- You always have **exactly 2 face-up Guests with uncompleted drinks** (until you've served 4+ Guests)
- When you complete a face-up Guest's recipe, immediately flip the next face-down to be Guest face-up
- Once all 5 starting Guests are face-up, any new Guests you acquire are face-up

Phase 3: End Turn

1. Discard down to 10-card hand limit
2. **Mark the turn:** Move one blue token from the pool to your "used turns" area (or convert 5 blues to 1 yellow)

Solo Victory Conditions

You Win If:

- ✓ Complete all 5 Guest recipes (Perfect or Substitute)
- ✓ Score at least **60 points** total
- ✓ At least **1 Perfect Drink** served
- ✓ All within 30 turns

Scoring

Calculate exactly as in multiplayer:

- Recipe Completion Points (Perfect or Substitute values)
- Victory Tokens earned from gifts (count these even though they gave you turns)
- Flavour Profile bonuses

Flavour Profile Penalty:

- If you complete all 5 recipes *without using a single Flavour Profile card* on any recipe: **-10 points**

Optional 6th+ Guest

Once you complete your 5th Guest recipe:

- If you need more points, you may take another Guest (from Deck or Market). You must decide **immediately on finishing the 5th**

guest. You may not continue to play until you build resources and *then* select a 6th guest... so be careful when timing your 5th guest completion if you are short on points.

- No limit on the number of additional Guests you can take
 - **BUT:** Any *unfinished* Guest at the end of Turn 30 = instant loss
 - Each additional completed Guest adds to your score
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You Lose If:

- X Turn 30 ends with any incomplete Guest recipe
 - X You scored less than 60 points (even with all recipes complete)
 - X No Perfect Drink was served
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Hard Mode Variant

For experienced whiskey hosts seeking a challenge:

Additional Setup Changes:

- Remove 10 random Whiskey Bottle cards (in addition to 10 random Guests)

Gifting Penalty:

- Victory Token values from gifting are *halved (round up)* when converting to extra turns
- Example: A Guest with 3 Gift Points only returns 2 turn tokens ($3 \div 2 = 1.5 \rightarrow 2$)

Victory Requirement:

- 75-point minimum, with scarcer whiskey resources
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Solo Strategy Tips

Time Management:

- Don't hoard resources waiting for perfection. Substitutes earn points too.
- Gifting whiskey buys you time, but costs you scoring opportunities.

Market Control:

- Strategic Guest swaps can rotate Markets to access better whiskeys/resources. Gifting costs only one Whiskey Bottle card and also leads to a rotation of the Market cards.
 - Remember: Each Market Rotation discards cards that might be useful later.
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Summary: What's Different from Multiplayer?

Removed:

- 6 specific Event cards (listed in Setup)
- 10 random Guests
- Hard Mode: 10 random Whiskeys

Changed:

- Gifting gives extra turns instead of just Victory Tokens
 - Guest reveal is controlled (always 2 face-up)
 - 30-turn time limit with token tracking
 - No Red Events during initial setup
 - Penalty for ignoring Flavour Profile cards
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Quick Reference: Solo Mode

<u>Element</u>	<u>Rule</u>
Turns	30 total (track with blue/yellow tokens)
Guests	Start with 5 (2 face-up, 3 face-down)
Face-Up Rule	Always 2 face-up until 4+ Guests served
Gifting	Victory Tokens = extra turns (halved in Hard Mode)
Victory	60+ points, all recipes done, 1+ Perfect Drink
Defeat	Any incomplete Guest at Turn 30, OR <60 points, OR no Perfect Drinks
Flavour Penalty	-10 points if zero Flavour Profile cards used



WHISKEY TIMES

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 learn about the wonderful history of this golden drop! Go forth and discover!

A Friends with Beverages game

by 6 Hat Games

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