



Zum Prosch! – Game instructions

Number of people: 3+
Duration: 30 min
Age: 16+

Card Set

The card set consists of the following cards:

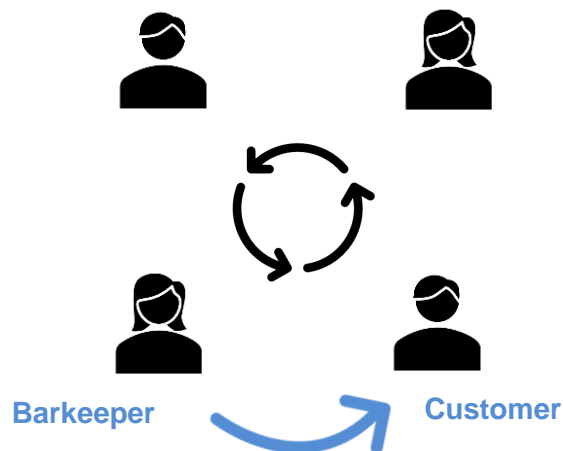
- Cocktail cards
 - Red cocktail: 9x base, 9x centerpiece, 9x lid
 - Green cocktail: 9x base, 9x centerpiece, 9x lid
 - Blue cocktail: 9x base, 9x centerpiece, 9x lid
 - Yellow cocktail: 9x base, 9x centerpiece, 9x lid
- Special cards
 - I am pregnant: 2x
 - I am driving: 2x
 - Wife/husband says I can't drink: 2x
 - Mimimi: 4x
 - Neighbour: 4x
 - Rotten Lemon: 4x
 - Food Inspector: 3x
 - Bribe Money: 4x
 - Shot Round: 4x

Introduction

In this game, each person is a bartender. The aim of each bartender is to serve as many cocktails as possible to their customer, i.e. the person to their right.

Each person is therefore a bartender and a customer at the same time:

- Bartender to the person to their right
- Customer to the person to their left





Game preparation

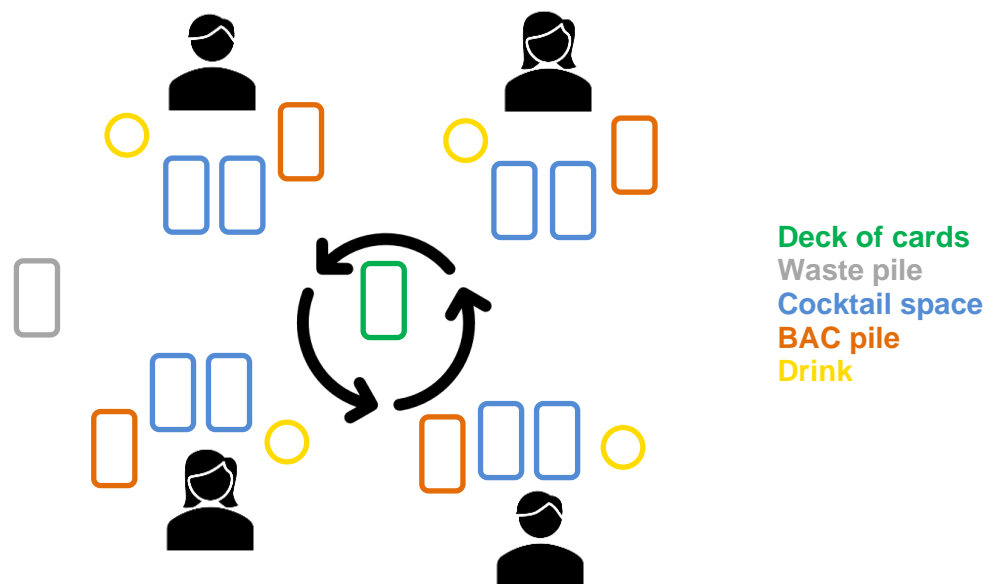
The **deck of cards** is in the middle of the table. The cards are shuffled well at the beginning. Each person is dealt six cards. The remaining cards are placed on top of the deck.

Each person has two **cocktail spaces** in front of them, which are available for preparing the cocktails.

Each person has a **blood alcohol level pile (BAC pile)** next to them. All cocktail cards consumed are placed here face down.

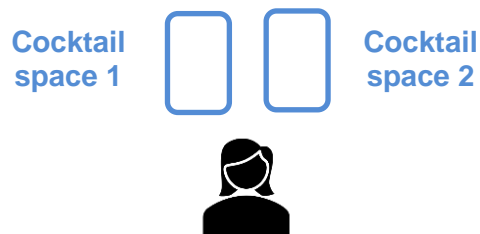
Each person has a personal **drink** next to them.

The **waste pile** is used for cards that have been removed from the game but were not consumed by a person (= BAC pile).



Preparing cocktails

To prepare the cocktails, each person has two virtual **cocktail spaces** in front of them.



You can work on one cocktail of one color on each field.



Playing cards

There are two types of playing cards: cocktail cards and special cards.

Cocktail cards

These cards are needed to mix the cocktails. There are four different cocktail colors: red, green, blue, and yellow.



To complete a cocktail, cocktail cards of the same color must be stacked.

Each cocktail consists of:

- One base
- No, one, or multiple centerpieces
- One lid



1

X

1

The cocktail cards must be placed in the specified order: First the base, then optionally one or more centerpieces and then the lid.



Special cards

These cards are recognizable by their rainbow-coloured background.



Special cards are not used for mixing cocktails per se. Instead, they offer you special actions that you can perform with them.

After a special card has been played and removed from the game, it is placed in the waste pile.

Don't drink



I'm pregnant;
I don't drink



Wife/husband says,
I can't drink



I'm driving;
I don't drink

When one of these cards is played, the person says the sentence above. In this case, the cocktail served does not have to be drunk by the customer. Instead, the cocktail is returned to the bartender, who must then drink it.

After one of these cards has been played, the person may draw a new card.



Mimimi



When this card is played, the person says "Mimimi!". This card can be used to counter the "Don't drink" cards.

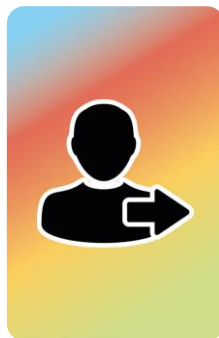
If this card follows a "Don't drink" card, the cocktail must be drunk by the customer.

The special thing about this card is that it can be played by anyone. Even if this person is not directly involved in the current action.

Note: If the customer has another "Don't drink" card, they may also play this card. The other players then have the opportunity to counter with another "Mimimi" card. Etc.

After this card has been played, the person may draw a new card.

Neighbour



When this card is played, the person says "This was ordered by my neighbour!". In this case, the cocktail served does not have to be drunk by the customer. Instead, the cocktail is passed on to the neighbour (= person to the right of the customer), who must then drink it.

Note: The neighbour can respond with a "Don't drink" card. Which can then be countered with a "Mimimi" card. Etc.

After this card has been played, the person may draw a new card.



Rotten Lemon



The "Rotten Lemon" can be placed on any cocktail space to destroy the cocktail in preparation.

The cocktail cards on this cocktail space are then placed on the waste pile together with the "Rotten Lemon".

Note: This card cannot be used against a cocktail that has already been completed.

Food Inspector



The "Food Inspector" can be placed on any cocktail space to lock this cocktail space.

The cocktail cards on this cocktail space remain in place, but you cannot continue working on this cocktail as long as the "Food inspector" is on this cocktail space.

Note: This card cannot be used against a cocktail that has already been completed.



Bribe Money



The "Bribe Money" can be used to counter the "Food Inspector".

As soon as this card is played, the "Food inspector" card is placed on the waste pile and the corresponding cocktail space (including the cocktail cards on it) is available again.

Round of shots



When this card is played, the person says "I'll pay for a round". All other players must then take a sip from their drink and place a hand card face down on their BAC pile.

Note: This card can also be followed by a "Don't drink" card. This can then be followed by a "Mimimi" card. etc.



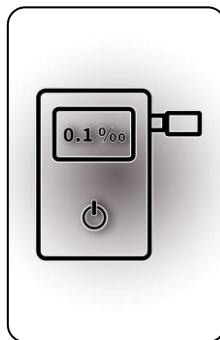
Course of the game

The game is played in an anticlockwise direction.

The person whose turn it is must play at least one card from their hand (cocktail or special card). If they cannot play a hand card, they must place any hand card face down on their BAC pile and take a sip from their drink.

As many hand cards as desired may be played. As soon as a cocktail has been completed (same color with one base, any number of centerpieces and one top), it can be served to the customer (= person on the right). This is done with the words "Zum Prosch" (in english: "Cheers!").

The customer must consume the cocktail (unless they have a special card). Consuming means that all cocktail cards are placed face down on the customer's pile:



In addition, the customer drinks as many sips from their personal drink as they have received cocktail cards. – The real alcohol level must always correspond to the total on the BAC stack! 😊

During your turn, you can swap cards (one or more) with the other person (for the same number of cards). The other person must agree to the swap.

If desired, cocktail cards that are on a cocktail field can be discarded. (For example, because you started with one color but then have more cards of another color in your hand). The discarded cocktail cards must be consumed by the bartender himself (= place them on the BAC pile and take one sip from the drink for each cocktail card).

If the person whose turn it is manages to discard all the cards in their hand, they may pick up another six cards from the deck. Further cards may then be discarded from the cards picked up, if desired.

At the end (before it is the next person's turn), the person whose turn it is picks up enough cards to have six cards in their hand again.



End of game

The game ends when the deck of cards is empty. As soon as the deck is empty, a final round is played in which each player in turn has the last opportunity to discard cards.

All remaining cards are then placed on the waste pile.

The winner is the bartender who has served his customer (= the person to his right) the most cocktails (= the highest alcohol level on the BAC pile).