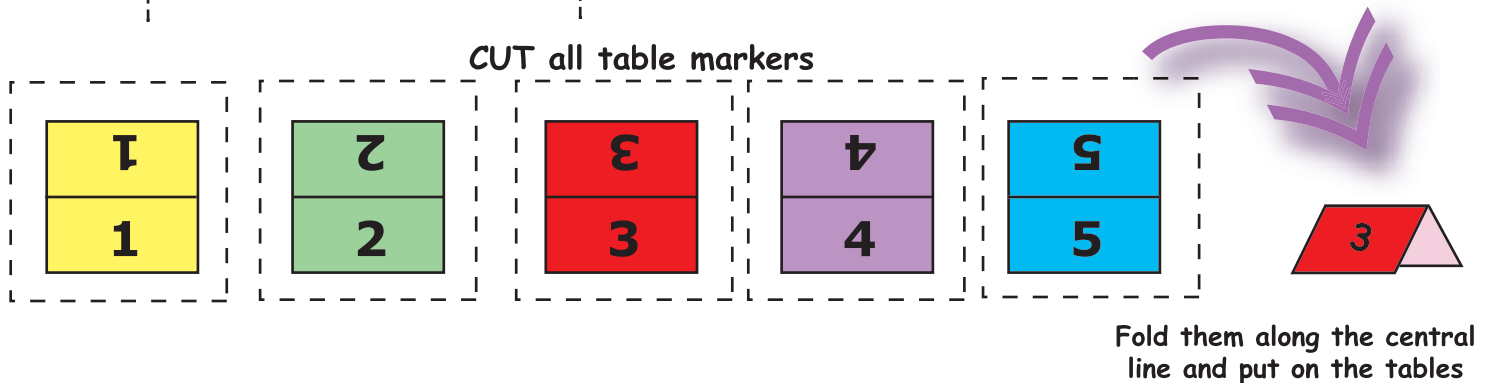
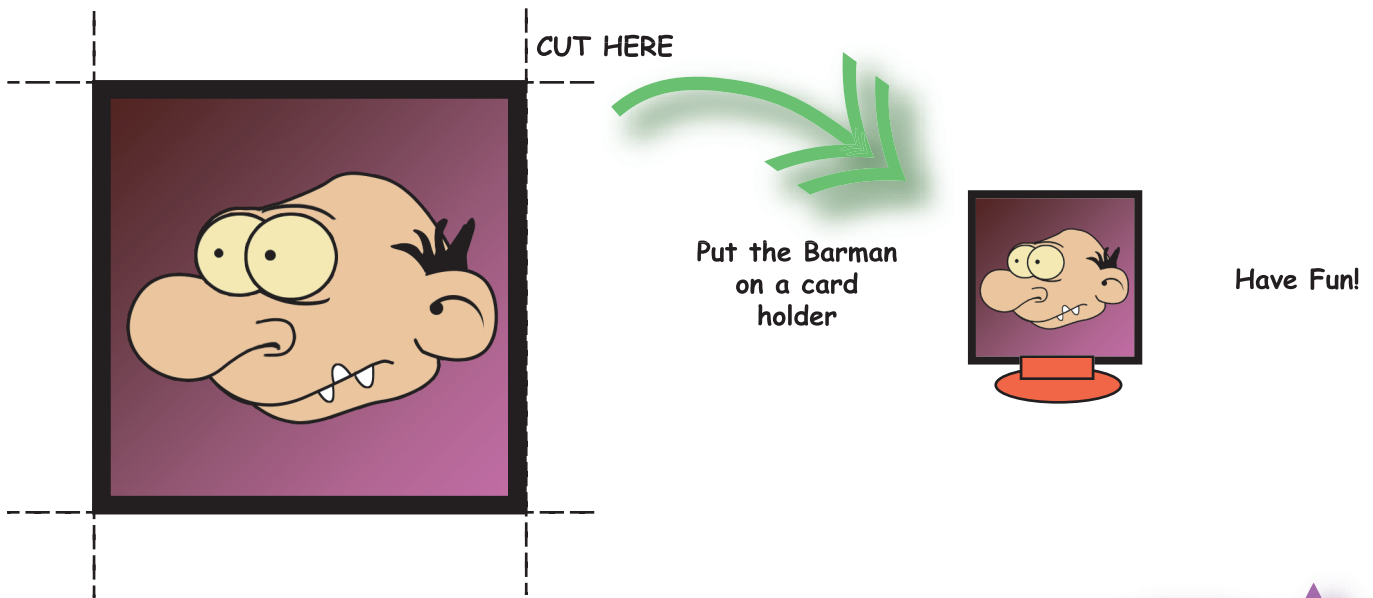


Christmas 2003: a present from Mind The Move Team



This year we decided that everyone was good, very good, and so we wanted to to bring presents for every Fantasy Pub Player...

**PLEASE CUT AROUND THE DOTS,
FOLLOW INSTRUCTIONS AND...HAVE
FUN!**



Read Carefully the Barman Variant Rules and try your new IMPROVED FANTASY PUB!

Best Wishes from Mind the Move

Fantasy Pub - The Barman Variant

by Emanuele Ornella (emanuele.ornella@mindthefirstmove.com)

Only changes to basic rules are described

COMPONENTS

- Only 100 double-side counters are used
- 1 Barman counter (see the barman illustration or just use a wooden token)
- 5 numbered table markers

PREPARATION

Place the numbered table markers on the Tables. Starting from 1 to 5 going in clockwise from the Bar. See Figure 1
Put the Barman on the Bar.

The first Character at the top of the Deck of each player is placed next to the Bar with 4 Coins on it (instead of 6).

ACTIONS

There is one more action available during the player turn:

- To Move the Barman

To Enter the Pub

If there are no enough or no more Coins on the Coins Supply, the Character cannot enter the Pub.

To Leave the Pub

Characters can leave the Pub as usual from the Bar. Moreover if the Warrior is standing on the same Table where the Barman is AND the Warrior has drunk a number of Beers greater than or equal to the number of the Coins he still owns;

To Move the Barman

You can use one (and only one) die to move the Barman. With a "6" you can move the Barman in any Table you want. With a number between "1" and "5" you can move the Barman on the Table with the corresponding number. It is not possible to sum the dice in order to move the Barman.

Special skills of the Characters

A new special skill is available:

- **Warrior**. Can leave the Pub if he is standing on the same Table where the Barman is standing.

DRINKING BEERS

There is a new way to drink a beer:

- **To call the Barman**: if the Barman is moved on a Table where there are some Characters, the player who moved the Barman can choose a Character that can drink a Beer. The player can also choose to make drink no one. If a Character has already drunk 5 beers or has no more money the Barman cannot give to drink to him (that is the Barman never kick a Character out of the Pub)

THE BOUNCER

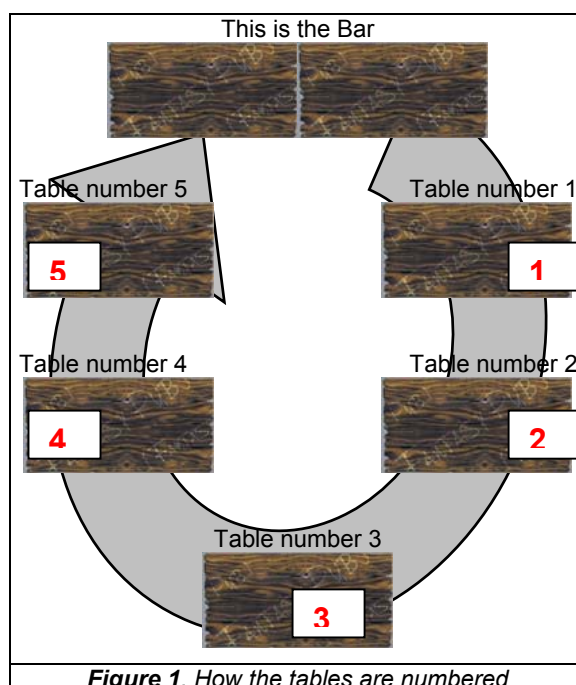
A Character is immediately thrown out of the Pub when:

1. must pay a Coin but he has no Coins left (as usual)
2. has drunk 6 Beers (instead of normal 8)

The Barman drink action can never make these two condition happens.

END OF THE GAME AND THE WINNER

The game ends immediately when a player has collected at least 17 in 2 players, 15 in 3 players, 13 in 4 players, 11 in 5 players.



Number of players	2	3	4	5
Beers to be collected to win	17	15	13	11

Table 1. Winner condition