



C H E E R S

Playing time	15 to 25 mins
Players	3 to 6
Age range	6 and up

Background

The story began in an annual cocktail conference, an assembly for bartenders to share their new recipes and exchange their knowledge. However, ever since the conference decided to nominate and honor the most talented bartender, everything has changed. For a taste of victory, bartenders mix their drinks with conspiracy... Under the veil of cheering and chatting, they mess up others' cocktail with unwanted spirits... There lie thousands of schemes, all for nothing but the enemy's defeat...

Contents



50 ingredient cards



60 goal tokens



12 team tokens

(Only for the alternate rule " Masquerade")

Team up

The players have to team up before the game starts. The form below shows the pattern of composition with different numbers of players:

# of Players	Team A	Team B	Team C
3	2	1	
4	2	2	
5	3	2	
	2	2	1
6	3	3	
	2	2	2

When there are 5 or 6 players, divide the players into either 2 or 3 teams. If there are 3 or 5 players, check the alternate rule of Odd Number of Players after reading the general rules.

After teaming up, adjust the seats to the following order:

# of Players	Seats (Clockwise)
4	A→B→A→B
6 (2 teams)	A→B→A→B→A→B
6 (3 teams)	A→B→C→A→B→C

Setup

1. Shuffle the ingredient cards and form a deck.
2. Each player draws 3 cards from the deck to their hand.
3. Each player takes 2 goal tokens of each ingredient, so everyone will have 10 object tokens at first.
4. Each team send a representative to follow the steps below and draw their victory combination:

- Step 1. Stack the goal tokens of the same kind and place them face-down. (There should be 5 stacks for each representative)
- Step 2. Shuffle the stacks. Please note that tokens of the same stack can't be separated and those of different stacks can't be mixed.
- Step 3. Pick a stack and discard it face-down.
- Step 4. Mix and shuffle the remaining goal tokens (which do not need to be stacked).
- Step 5. Draw 5 tokens from the shuffled pile and discard the rest face-down. The 5 tokens drawn become the team's victory combination. Do not reveal your combination to your opponents.

Step 6. Help your teammate know your victory combination. Sort out the combination from your teammate's goal tokens and give back to them face-down.

Step 7. Place all the discarded tokens back into the box. (No peeking!)

Game starts

The player who has drunk lately becomes the 1st player, and the remaining players take turns in clockwise order. If there are more than one players having drunk lately, play rock-paper-scissors to decide who should go first.

In your turn, you can take one of the following actions: play a card, move a card, or discard the whole hand. At the end of

the action, check your hand and make sure there are 3 cards remaining in your hand. If not, draw from the deck to fill your hand.

The ingredients you collect (the cards that are placed face-up in front of you) can't exceed the number of 6. At any point, if there are more than 6 cards in front of you, choose ANY of them to discard face-down.

Actions you can choose

1. **Play a card:** Pick an ingredient card from your hand and place it in front of any player (including yourself). Note that this might cause CHEERS.

What is CHEERS?

CHEERS occurs when the small icon on the card played matches the big icon on the cards in front of the targeted player. When the above condition is met, the one who plays the card shout "CHEERS" , and the targeted player sends the CHEERSed cards to two different players (of whom at least one must be the opponent, and can't be the targeted player themselves).

Note:

- 1) Only two cards will be given out: the card played that causes CHEERS, and the card in front of the targeted player that matches the condition. If more than one card matches the CHEERS condition, the targeted player can choose which one to send out.
- 2) CHEERS only occurs in the action "Play a card"

when the small icon of the card played matches the big icon on the cards in front of the targeted player. If the big icon of the card played matches the small icon on the table, NOTHING will happen. Also, Cards that are given out during the CHEERS process won't induce a second CHEERS.

2. Move a card: Move a card in front of you to another player. This action will NOT cause CHEERS.
3. Discard the whole hand: Discard all ingredient cards in your hand face-down to the discard pile.

End of game

As long as the big icon of all the cards in front of you matches your victory combination, you can declare victory. Please note, however, that you can have more ingredient cards that match the goal tokens than the number needed, but you can't have ingredient cards that don't match your goal tokens. For instance, if your victory combination is RED, RED, GREEN, GREEN and BLUE, you can have more than 1 BLUE or more than 2 GREEN, but you can't have any YELLOW. If you have collected all the ingredients you need but there is an YELLOW in front of you, not until YELLOW is removed can you declare victory. In addition, if the number of cards in front of you exceeds 6 or if CHEERS occurs, please complete the corresponding reactions before you declare victory.

Credits

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Alternate rules

Alternate rules are more complicated, so it is recommended to play the original version first before shifting to alternate rules. The following is an introduction to the three alternate rules of this game. Any circumstance that's not mentioned below conforms to the original version.

I. Master-apprentice mode

There is a master in every team while the rest are apprentices. During setup, the master should draw the goal tokens without revealing the victory combination to their apprentices. The apprentices should help their master to achieve their goal WITHOUT knowing their victory combination, and the master can't give them verbal information during the game. Either

the master or the apprentice can achieve victory, as long as they have collected the victory combination in front of themselves. If it is the apprentice who has the right combination, the master can declare victory for their apprentice.

II. Masquerade

In the masquerade, the blind team-up alters the game into a bluffing deduction game. Follow the steps below to join a masquerade:

Step 1. Decide how many teams to split into according to the number of players.

Step 2. Draw 2 or 3 sets of victory combination based on the number of teams (2 teams – 2 sets, 3 teams – 3 sets) and place them in the middle of the table face-down.

Step 3. Take out the corresponding number of team tokens and place one (face-up) on each set of victory combination.

Step 4. Take out and shuffle the team tokens. The number of the team tokens equals the number of players.

Step 5. Each player draws a team token and checks it secretly.

Step 6. All players close their eyes. Choose a player to be the first one who opens their eyes to check their victory combination drawn in Step 2. After the first player finish examining, they should close their eyes and tap the player on their left hand side to shift turns, and so forth, until all players have checked their victory combination.

Step 7. Each player takes a set of 10 goal tokens, sort out their victory combination, and discard the rest face-down.

Step 8. Enjoy the masquerade!

III. Odd Number of Players

The frequency of playing order among different teams is balanced, and so is it among the same team.

3 Players: A1 (The 1st player of Team A)→B→A2→B

5 Players (2 teams): A1→B1→A2→B2→A3→B1→A1→B2

5 Players (3 teams): A1→B1→C1→A2→B2→C1→A1→B1

In addition, there is a virtual teammate in the team with fewer members. The virtual teammate can't draw cards, and its turn will be skipped, but everyone can place ingredient cards in front of it. When CHEERS occurs in front of it, its teammates will decide how to send the CHEERSed cards together.

At last, as compensation, the hand size limit of the team with fewer members is added up by 1. Therefore, they can draw 4 ingredient cards during setup, and fill their hand to 4 cards after taking an action.