BEERS WILD

A BEER HALL CARD GAME

OFFICIAL RULES

2-4 Players • Ages 21+ • 10-20 Minutes • Version 1.0

I. Object of the Game

Be the first to pour all 5 beers in order, from the Can to Das Boot. Collect them **in order**, filling each limit before moving on.

#	Beer	Type	Limit
1	**Can**	Backyard	4
2	**Bottle**	Backyard	3
3	**Pint**	Beer Hall	2
4	**Stein**	Beer Hall	1
5	**Das Boot**	Beer Hall	1

II. Setup

1. Remove the Help cards from the deck.
2. For 2 or 3 players, remove cards per the table below.
3. Shuffle and deal **6 cards** to each player.
4. Place the rest face down as the draw pile.
5. Turn the top card face up beside it to start the discard pile.
6. Play starts with the player **to the dealer's left** and passes left.

The deal rotates one player to the left after each game.

Deck Scaling

4 players use the full deck (114). **3 players** (88) remove Can 5, Bottle 4, Pint 3, Stein 2, Das Boot 2, Happy Hour 2, Ice Cold 1, Designated Driver 1, Six-Pack 2, Keg 2, ID 2. **2 players** (62) remove **double** each of those.

Troubles, Safe cards and The Mooch are never removed.

III. On Your Turn

Draw one, then play one *or* discard one

1. **Draw one card** from the draw pile or take the face-up top card of the discard pile.
2. **Play one card** face up into your table, or against another player — **or**, if you cannot play or choose not to, **discard one card**. Never both.

*One card leaves your hand each turn — never two, and never a play **and** a discard. Your play ends the turn. One card in, one out, then pass to the left.*

IV. Taking a Beer

Before you may take any beer you need all three of these face up, and no Trouble on you:

Happy Hour	ID	Six-Pack / Keg
always	The Bartender also counts	match the type

- **Six-Pack** for Backyard, **Keg** for Beer Hall, **Kegerator** for either. Only one type out at a time.
- Fill each limit before advancing, and clear any Trouble first.

V. Trouble Cards *(red)*

Play one against another player to stop them. They must clear it before continuing.

Only **one** Trouble may sit on a player at a time. Targeted while you already have one? Say so and **refuse the play**: the card returns to their hand and they do something else.

Clearing a Trouble uses your one card for the turn. The cleared Trouble is then **out of the game**: set it aside, never to the discard pile, and it never returns in a reshuffle.

Trouble	Cleared by	Safe card
Last Call	Happy Hour	*None*
Warm Beer	Ice Cold	*Koozie*
Stranded	Designated Driver	*The Bartender*
Ran Dry	Six-Pack or Keg	*Kegerator*
Carded	ID	*The Bartender*

VI. Safe Cards *(blue)*

Play them any time, even before you need them. There is no restriction on when a Safe card may be played. One sitting face up blocks its Trouble outright.

> **"Cheers!"** Trouble played at you while the matching Safe card is *in your hand*? You **must** call it and play the Safe. Not optional, no hiding it. The Trouble turns back on the attacker and your Safe stays face up. If the attacker already has a Trouble, discard it instead.

The table above shows which Safe card covers which Trouble. **Kegerator** also counts as either Six-Pack or Keg. **The Bartender** also counts as your ID.

VII. The Mooch *(gold)*

- Take **any one beer** from **any** player, or the top discard if it is a beer. **You pick the player and you pick the card.**
- It ignores everything else: nothing need be face up, it works with a Trouble on you, and you may take one you do not need, even past its limit.
- Once used it goes straight to the discard pile. It may **never** be picked up from there, but it returns to play when the discard pile is reshuffled into a new draw pile.

VIII. Nights & Victory

When the draw pile runs out, shuffle the whole discard pile, The Mooch included, and turn it over as the new draw pile. A new night begins.

The first player to complete all 5 beers wins immediately.

Optional: The Reverse Rule

Agree before the deal. The Mooch may be played as a **Reverse** instead of taking a beer: play changes direction until someone reverses again. For three or more players.

BEERSWILD.COM

Denver, Colorado

© 2026 Beers Wild • All rights reserved

Official Rules v1.0. Rules may be refined over time. The current version at beerswild.com/rules is the one that counts.