

Beer Flights

A Game by Chad Davidson
Rules of Play 1.2
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Beer Flights is a game where players compete to create the best two beer flights and score the most victory points.

The deck contains 76 cards, each representing a different type of beer. Each card shows a number of Hops icons, indicating how many Victory Points it is worth (from 1 to 3). Cards also have a suit (the type of beer) and a unique rank (from 1 to 76, generally ranging from light to dark).



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To start play, shuffle the deck, place it face-down in the center of the table, and randomly pick a first player.

On your turn, you have 2 choices:

1. Take the top, face-up card in the discard pile and add it to one of your beer flights.
2. Draw the top 2 cards from the draw deck, pick one and add it to one of your beer flights and place the other card into the face-up discard pile.

Play proceeds clockwise.

When you start the game, there is no discard pile so the first player must take the second option above. This player will discard their unchosen card to create the discard pile next to the draw deck.

If you pick option 2, you cannot change your mind after looking at the 2 cards from the draw deck.

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Adding Cards to your Beer Flights

You will create two beer flights during play represented by two columns of cards, but there are rules regarding the way you play these cards.

When you pick your first beer, place the card in front of you, forming your first beer flight. When you pick your second beer, you must either place it into your existing beer flight (column) or start your second beer flight by placing it to the side of the first card.

When you place a beer card into an existing beer flight, you overlap the cards so you can see the rank, Hops icons, and beer type (suit) of all the cards in the beer flight (column of cards). Place higher rank cards behind lower ranked cards.



(continued)

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You may start a beer flight with any beer card, but there are two rules to add additional cards to an existing beer flight:

1. The new beer card must be a different type (suit/color) than *all* existing cards in that flight. In other words, you cannot repeat beer types in a flight.

and

2. The new beer card must either have a *higher* rank or a *lower* rank than all existing cards in the flight. If the new card has a higher rank, you place it behind the existing cards. If the new card has a lower rank, you place it in front of the existing cards. You cannot place a new card between existing cards in a flight.

Each of your two beer flights can have a maximum of 5 cards.

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Example:

You have a flight with a Belgian of rank 29 and a Pale Ale of rank 16. You may play a card with rank 15 or lower to the front of this flight. Alternately, you may play a card with rank 30 or higher to the back of the flight. You cannot play any card of rank 17 to 28 into this flight. In addition, you cannot play another Pale Ale nor another Belgian into this flight.



If you cannot place (or choose not to place) a card into either of your beer flights, you must place it into your Trash pile. Turn the card sideways and place it to the side of your beer flights. This card will count against you as negative victory points.

Note: Once you place a card into a beer flight (or your Trash pile), you cannot later move it into your other beer flight nor trash it.

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Example:

Imagine you had the following four cards in your beer flights. On your turn, you draw two cards from the draw deck and get a rank 30 Belgian and a rank 21 Pale Ale.



You cannot play the rank 21 into either of your flights because it would go between existing cards. The rank 30 could go to the back of your left flight, but this would be a second Belgian so is not allowed. You choose to put the rank 30 card in your Trash and discard the rank 21 card.

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End of Game and Scoring

The game ends when all players have had 10 turns. All players will have 10 cards total (in their two beer flights and in their Trash pile combined).

You earn one victory point per Hops icon in your beer flights. Cards in your Trash are negative points. Therefore, add the number of Hops icons in your two beer flights and subtract the number of icons in your Trash. Highest score wins. If there is a tie, whoever has the single highest ranked card wins.

Note: As you approach the end of game, you may exhaust the draw deck, especially if playing with four players. If you ever need to draw a card but cannot because the draw deck is empty, shuffle the discard pile and place it face-down to form a new draw deck (the discard pile will be empty).

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Scoring Example

If you finished with the following two flights and Trash pile, your final VP score would be:

$$8 + 4 - 3 = 9 \text{ VP}$$



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Five Player Variant

You can use this simplified variant when playing with five or more players or when teaching the game to new players.

In this version, players only have a single beer flight of five cards (and therefore only take five turns).

This variant plays much faster, but is much for reliant upon the luck of the draw.

VARIANT