

BEER MONEY

These are the CARDS

Basic Attack Cards

- **Coldcock, Death From Above, Hick², Hick⁴, Knuckle Sammitch, Love Tap, Smack, Smite, Sucker Punch**

Victim loses this number of counters if he can't DODGE or BLOCK.

Weapon Cards

- **Beer Bottle, Little Helper, Hardware, Tequila Bottle**

May be DODGED or BLOCKED, but card returns to its player's hand; DISARMAMENT forces a discard.

Defense Cards

- **Block, Dodge**

Play to avoid counter loss. BLOCK can be followed by GRAB and an attack.

- **Disarmament**

Counters Weapon and forces discard.

- **Freedom**

Counters GRAB or CHOKE & PUKE.

- **Redemption, Self Help**

Restores counters. As your action or on hitting 0 or fewer counters, play as many as you have.

Specialty Cards

- **Choke & Puke** (*Grab + C&P*) or (*Block + Grab + C&P*)

Victim loses 1 counter, plus 1 counter at start of card player's turn every round until unconscious. Broken by victim playing FREEDOM or THUNDER HEAD, or anyone playing HORROR OF HORRORS. Next round, victim is helpless and each player gets 1 free Basic Attack on him. The card's player can't attack, defend, or heal while using C&P, but can discard and draw.

- **Distraction**

Gives its player 1 free attack. Can't be DODGED or BLOCKED, but HORROR OF HORRORS counters it.

- **Fists of Fury**

Deals 3 attacks on a single opponent worth 2 counters each. Each attack may be DODGED or BLOCKED.

- **Grab** (*Grab*) or (*Block + Grab*)

GRAB gives 1 free Basic Attack or Weapon card, which can't be DODGED or BLOCKED, and sets up some specialty cards. Countered by DODGE or FREEDOM, but not BLOCK.

- **Heart Breaker**

Victim loses 2 counters and becomes helpless for 1 round. May be DODGED or BLOCKED

- **Horror of Horrors**

Counters an action out of turn and allows 1 free Basic Attack or Weapon card. Countered by a second HORROR OF HORRORS.

- **Manhandle** (*Grab + MH*) or (*Block + Grab + MH*)

Victim loses 2 counters and miss-

es 1 round (can't discard, draw, or play cards, but can't be attacked).

- **Medieval**

Adds 2 counters to damaging attack.

- **Open Hand**

Victim loses 3 counters. A victim with 3 counters or less is instantly unconscious. May be DODGED or BLOCKED.

- **Piledriver** (*Grab + PD*) or (*Block + Grab + PD*)

Victim loses 4 counters. A victim with 4 counters or less is instantly unconscious.

- **Pound of Flesh** (*Grab + PoF*) or (*Block + Grab + PoF*)

Victim loses 4 counters, and all his attacks are reduced by 1 counter for the rest of the game.

- **Thunder Head**

Victim to loses 2 counters. His attacks are all reduced by 1 counter for 2 rounds. May be DODGED or BLOCKED.

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