

Oktoberfest Game



General Rules:

The object of the game is to reach the FINISH SPACE on the board (Stage 5) after finding a car space, accommodation and collecting three items : Hat, Stein and Strudel.

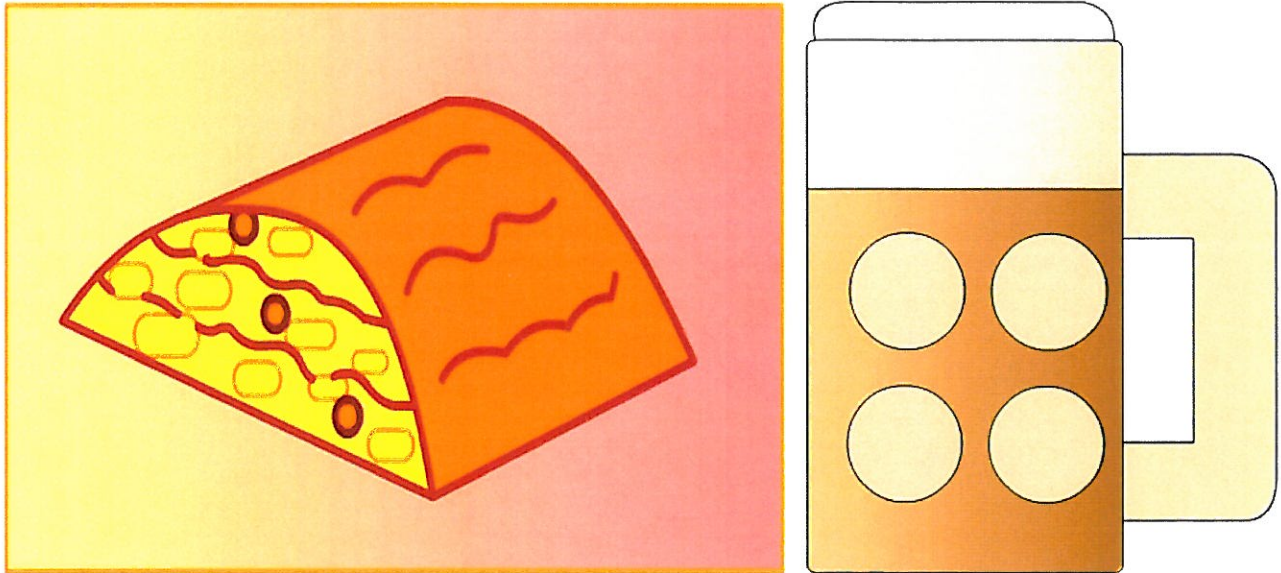
For adult only version :

Overall Rule that runs in the game ~ If you finish a beer, you get to move again on your turn.
If you receive more than four beer cards, you automatically receive the "drunkard card", from this moment on, on your turn, you must draw a drunk card and it will affect your dice roll.

General Rules:

If you receive three beer cards, you must go to the nearest restroom space/square. Every three drink cards thereafter forces you to go to the nearest restroom space in the stage of the game you are in. You cannot move to a Stage 2 restroom from Stage 1 or vice-versa.

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Starting Rules:

You start with \$50 + spinning a 6 sided dice x \$10.

So if you spin a 3, you would receive $\$50 + \$30 = \$80$ at the start of the game.

Choose your pawn.

Choose where you are starting.

There are two ways to decide who starts first:

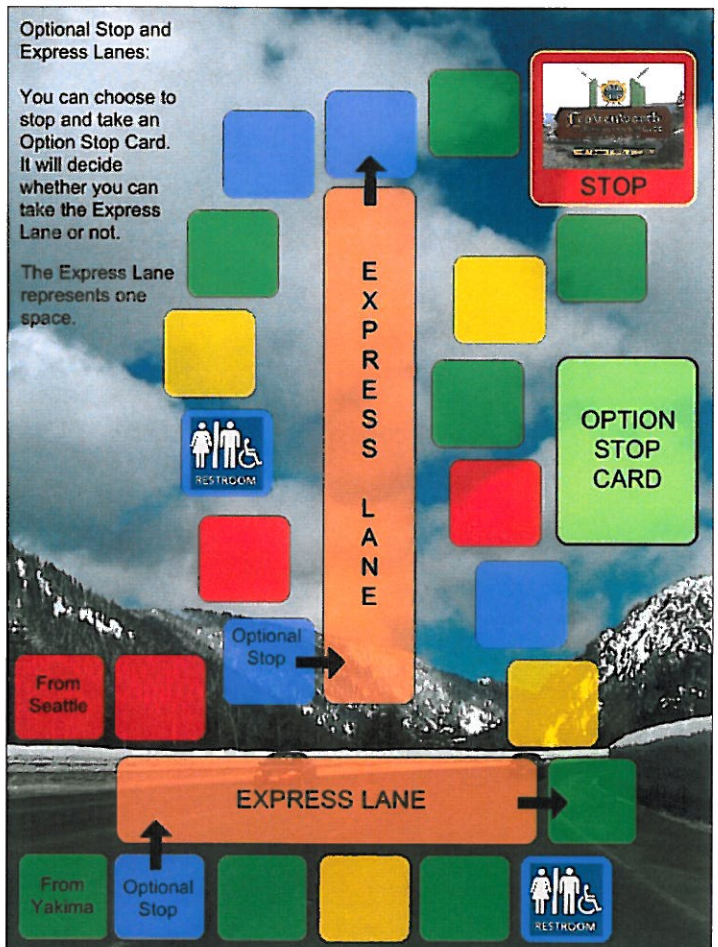
1. You just agree who should start and move clockwise through the people playing, around the board. OR
2. Everyone spins two 6 sided dice and the order is decided on the totals spun. Those that spin the highest go first and those that spin the lowest numbers go last.

Run out of Money:

You miss a turn if you run out of money and you must roll the dice, earning a dollar per spin until you have enough to afford whatever you are **obligated** to purchase.

All payments for accommodation, parking, hats, steins, strudel and beer go to the bank.

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Part 1 : The Drive.

Red Squares = Miss a Turn.

Green Squares = Take a Beer Card + Spend \$5.00

Yellow Squares = Spin Again.

Restroom Squares = See rule when you have collected three drink cards.



To use the **car pool lane**, you must have two people in the park and ride. The player who got to the park-and-ride first will spin using two dice and move with the player second to arrive at the park-and-ride.

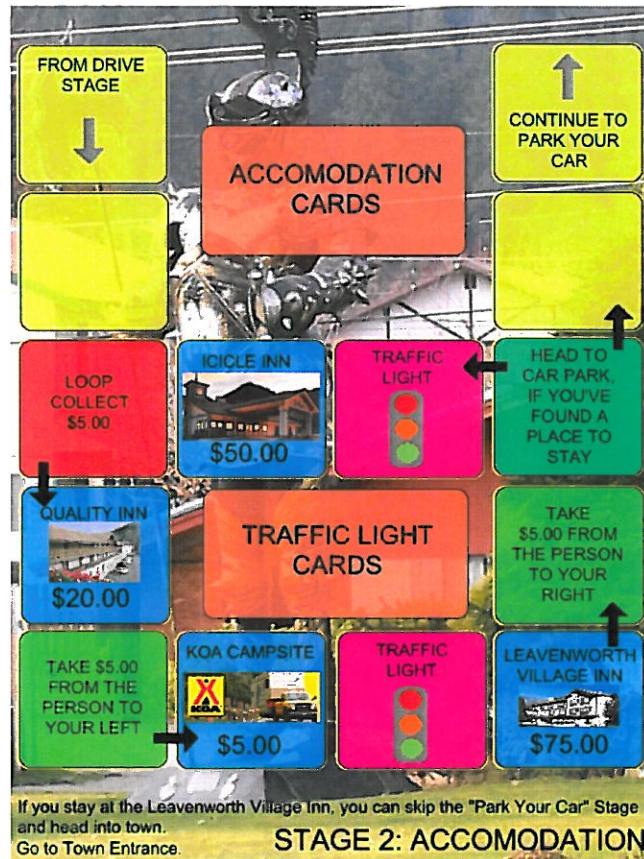


Express Lane Square:

You can elect to stop abruptly on this space to pick up an Option Stop card. Your turn continues if the card permits you to use the express lane. The remainder moves left of your turn and can be used with the express lane if you are permitted to use it, otherwise your turn ends.

All players must end their turn at the start square in Leavenworth.

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Part 2 : Accommodation.

You enter the town and move around the town in the direction of the arrows.

You collect \$5 every time you move past the LOOP COLLECT space.

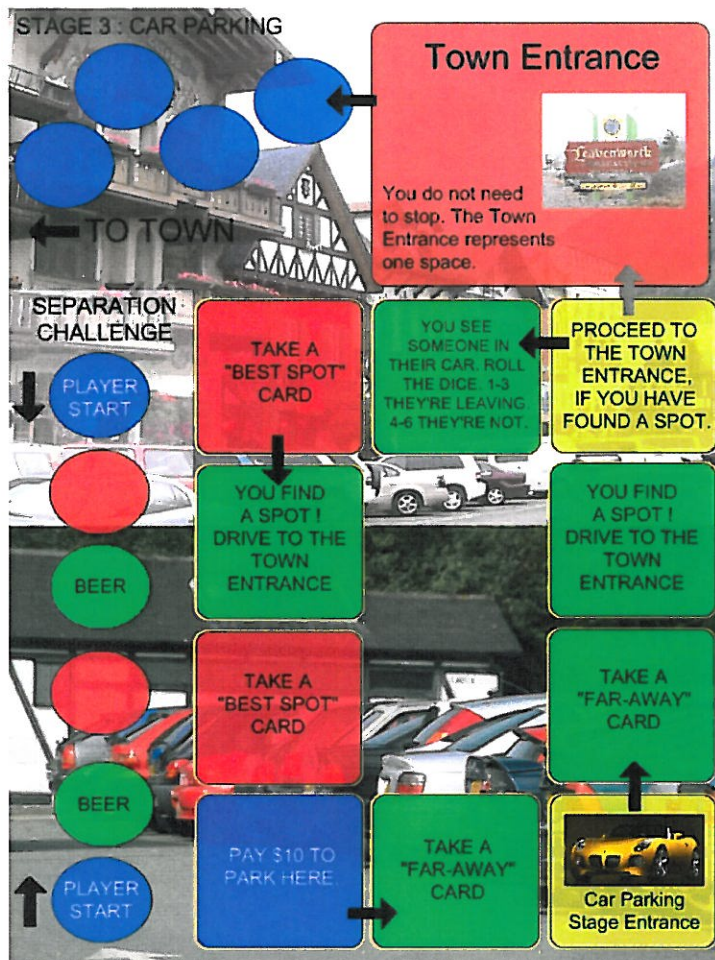
You must pause your turn at traffic lights and do as directed by the traffic light card you draw. If you roll a 6 and you move three spaces and land on the traffic light square:

1. If you draw a red light card = Your turn ends at the light and you miss a turn.
2. If you draw an amber, you get to move one additional space before your turn ends.
3. If you draw a green light, you get you move with your remaining spaces.

It is possible to drive through two light spaces.

The object is to move around Leavenworth until you land on one of the accommodation squares AND purchase a room, taking the available Hotel from the Accommodation Card deck.

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Part 3 : Car park.

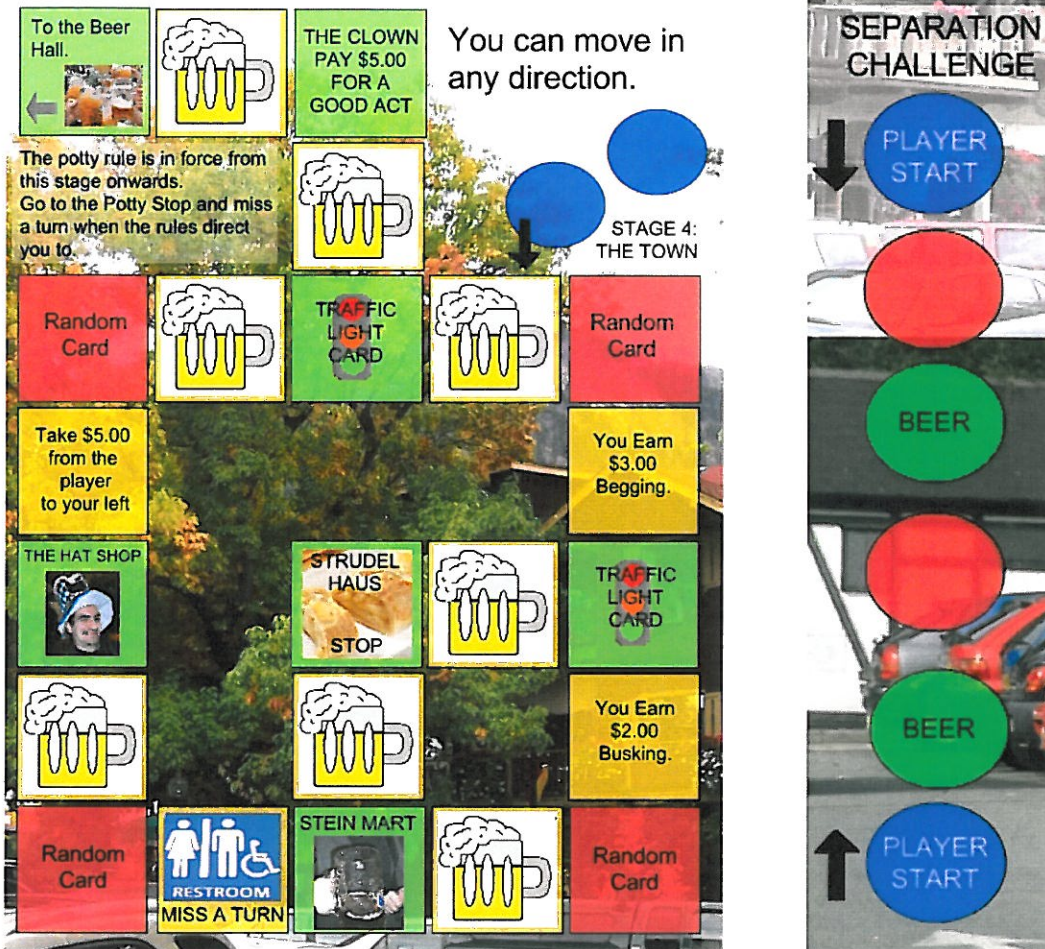
If you purchased a room at the Leavenworth Inn, you can skip this stage and start your next turn from the Town Entrance Square.

You must loop the car park until you find a space.

This can be done by:

- landing on a "Best Spot" or "Far Away" card and drawing a card that says you found a spot.
- or a space that gives you the option of a car space (whether paying or for free).

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Part 4 : The Town of Leavenworth.

The object of this stage is to move around the town and buy a stein, strudel and hat.

You can move in any direction.

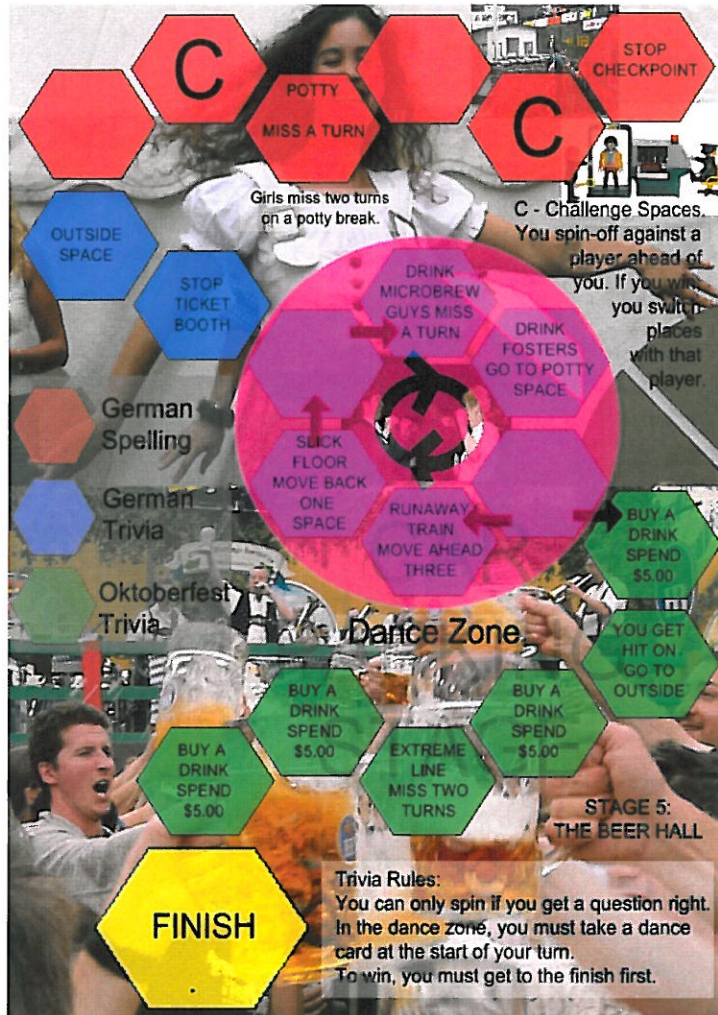
You can elect to end your turn if you move onto the Hat Shop, Strudel and Stein Shop.

Separation Challenge:

If you pick up a Random Card asking you to participate in the Separation Challenge, you must pick a second player to join you. Each participant must put a placeholder on the space you are on before starting this side game.

The object is to use a one sided dice on your turn. When either player moves past the other, both players return to the main game.

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Challenge Space Specifics:

C = Challenge Space;

You can chose to spin off against anyone on the board or not.

In a spin off, the person initiating the spin-off is the aggressor and the other is the defender. If the aggressor wins, he or she gets to switch places with that player on the board. If the defender wins, the aggressor must pay the defender \$5.00.

If you get the trivia question wrong:

- And lose a challenge, you cannot challenge another player on your next turn.
- And win the challenge, you can switch places but you still lose a turn.

The player you switched places with cannot invoke a new challenge on their next turn.

Dance loop:

You must go around the dance loop once, unless you have a card that makes you exempt from this rule.

Part 5 : The Beer Tent.

If you land on a red, blue or green space and you do not answer the question correctly, you will **lose a turn** and you **must take a drink card** (spend \$5.00)

Red Spaces = Questions pertaining to Spelling German words.

Blue Spaces = Questions related to German Trivia.

Green Spaces = Questions about Oktoberfest itself.

You must stop and complete your turn at the **checkpoint** and the **ticket booth** unless you have a card telling you otherwise.

The first person to the Yellow Finish Space wins !