

Game Setup

1. Each player takes a Level Card and a Bar Tab, and a random Character Card
2. Put the Level Card face up on the table, then put the Bar Tab face up on top of the Level Card, and finally put the Character Card on top of the Bar Tab, so that the character description is visible
3. Slide the Character Card down to reveal "16" and the Bar Tab down to reveal "Level 1"
4. Put remaining Character Cards in a pile face down on the table

Using the Bar Tab

During the game, slide the Character Card up and down on the Bar Tab as you lose/gain Dink points

Using the Level Card

Slide the Bar Tab with Character Card to track:

- ↓ Your current level by sliding the Bar Tab Down
- ← Your Dink points by sliding the Bar Tab left.

At -4 Dink points your character "Blacks out". You will start over as explained on the Level Card

Item Cards

!!! Players should keep their items secret until played !!!
Each player starts with 20 Dink Cards picked at random, place the remaining items in the middle of the table, face down. This is the "Market". If your starting item is a "Time to go home!", swap it for another item.

Items can be played at any time, and generate each other logically as the order they're played. When an item is played it must be discarded to a pile next to the market. If the Market runs out, shuffle and reuse the discarded pile.

Gameplay (Read before play)

The first player to reach level 5 wins the game!

1. Challenge Round ←

All players roll dice. Whichever rolls the highest...

1. Goes to level (sliding Bar Tab down)
2. Reads out their Character Card aloud
3. Character power gets played
4. Deals Drink and Sether points accordingly

Players who last leveled up skip rolling next round.

2. Market Round

Once per Market Round, all players may either:

→ **Buy Extra Items:** Clearly say that you are "Buying". Take an item from the Market and pay for it by giving Drink points from your Bar Tab equal to the item's Drink value.

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This is the item's Drink value, it is:

- 1. If you don't have enough Drink points on your Bar Tab to buy the item, you must discard it.
- 2. There is a hard limit of 6 Items per player.

→ **Recharge Drink points from the Market:**

Clearly say that you are "Recharging", and discard the top item card from the market face up. Add the Drink value of that item to your Bar Tab.

If a player takes a "Time to go home" card, this always applies when buying or recharging. After the market round, play continues into the next challenge round!

Rules addition for 3 player games → Whichever loses a Sether point also loses their Character and takes a new one off to play at random.