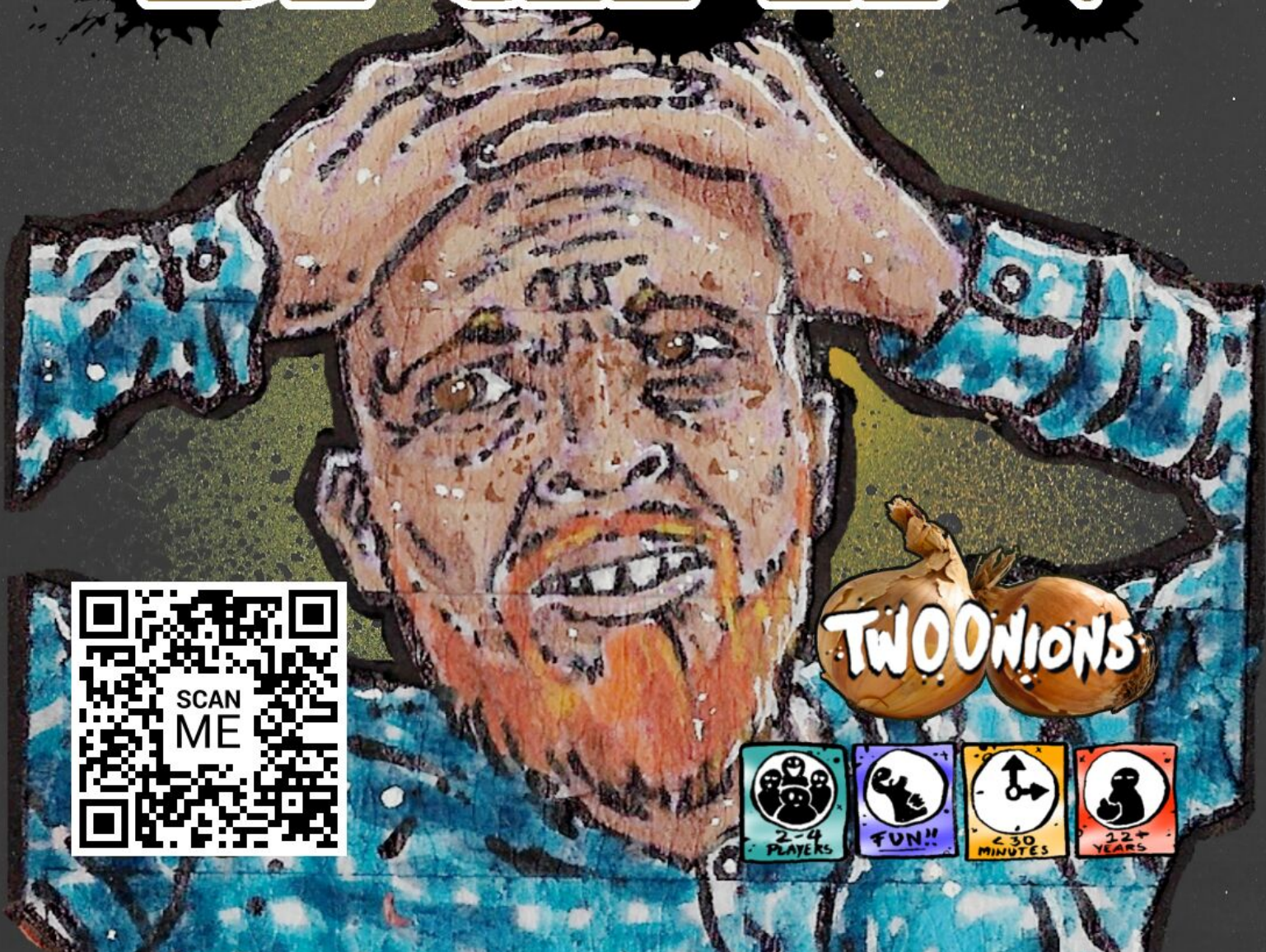


# GAME OF BRIAN





# CONTENT OF THE GAME

1 Brian card



1 Love counter arrow and 1 Love chart card



4 Character cards



1 Auction card



10 Shield cards



18 Love cards



10 Handbag cards



6 Secret cards



56 Battle cards



1 Golden stick



## ICON QUICK GUIDE



- Brian



- Phase 1



- Character



- Phase 2



- Love



- Handbag in/decrease



- Shield



- Upgrade/downgrade



- Attention



- Auction

# SETUP

**Step 1.** Each player chooses a character among the four character cards. Place the character cards face up in front of each participating player. In a game with less than 4 players, put the remaining character cards back in the box. (they are no longer a part of the game.)



**Step 2.** Place the Love counter arrow on 1 on the Love chart card as shown. The Brian card goes to the oldest player, and is placed face up next to the player's character card.




**Step 3.** Shuffle the Game of Brian cards and deal four cards to each player. Then place the remaining cards in a pile on the table as the Game of Brian (GOB) pile.




The player to the left of who has the Brian card starts the game. You are now ready to play!

## STARTING THE GAME/EVERY TURN QUICK GUIDE



**Phase 1.**  
Play any 1 card marked with a  icon, or skip phase 1.

**Phase 2.**  
Play any 1 card marked with a  icon, or skip phase 2.

**Phase 3.**  
Draw cards from the GOB pile until you hit your  limit

Once you've completed phase 3, your turn is over.

# PHASE 1 CARDS



## THE LOVE CARDS.



Increases the Love counter arrow card on the Love chart card.

## THE HANDBAG CARDS.



Can increase your card limit or decrease an opponents card limit.

*Momma Choo-Choo has +1 to her card limit.*



*Sizzling Signe has -2 to her card limit.*

## THE AUCTION CARD.



You can bid anything; handbags, cards, upgrades or even a foot massage.

# PHASE 2 CARDS



## THE SECRET CARDS.



The Secret cards are placed face down to the right of your character, and can be used at any time. When used, the secret card is discarded. (secrets placed on the table does not count towards your handbag limit)



*Example*

## BATTLE CARDS / THE FOOD FIGHTS.



Place the chosen battle card in front of you face down. Call out an opponent and declare what food type you wish to fight with. The defender then chooses a battle card and places it face down on the table.

Both cards are flipped over. If the attacker has more of the chosen food type than the defender, the attacker wins the fight. Read and follow the cards used in the fight. Apply the effect and discard the rest.



*Momma Choo-Choo has a total donut value of 8...*

*... therefore Momma wins the fight and can apply the effect of the card, gaining +1 hotdog.*

*Beth Smith has a total donut value of 7.*

If the defender is not able to fight or just doesn't feel like it, the defender may forfeit the challenge. The attacker then wins the fight.

If the defender is currently in possession of the Brian card and the attacker wins the fight, the Brian card is won too and is placed next to the attackers character.



# NO PHASE CARDS




**SHIELDS.**  Shields can be used at any time.



For example if Momma Choo-Choo throws a handbag decrease card on Beth Smith, she can shield that action resulting in a discard of that handbag card. If you are challenged to a fight, you can shield that action, also resulting in a discard of the card, and so


## CLARIFICATION



**ATTENTION ICON.**  If the Love counter arrow has reached 8, 9 or 10 on the Love Chart, cards with this icon takes effect.


If the GOB PILE is used up, shuffle the discard pile and use it as a new GOB pile.

THIS OR THIS



**SHIELDS.**  As you are only allowed to play 1 card in each phase, IF your card is shielded the phase is over. If the defenders card is shielded, the defender is however allowed to use a new card.

**UPGRADING.**  Some cards have  upgrades. When you gain an upgrade the card is placed next to your character and does not count towards your handbag limit.

**HANDBAGS.**  If you gain more cards than your handbag limit do NOT discard. Simply use up the extra cards and continue as normal.

**GOLD STICK.** Has no value or is of any use in the game... but hey, you got a bonus gold stick!



# FINAL FIGHT (FOR BRIAN'S HEART)

When the Love chart reaches 11 (the 😱 icon), everything else stops. The final fight is activated and whom ever has the possession of the Brian card may choose to fight Brian for his heart (fighting the Brian card is the same as any other fight). Any other player may choose to sacrifice their upgrades and give to Brian, thus making Brian stronger (the sacrifices used in this fight are lost and discarded after the fight).



*For example if and Sizzling Signe upgrade cards to Brian, Brian in this case gains a donut and hot dog value of 12 in each food type. both Beth Smith sacrifices their*

If the attacker has more than Brian in one of the four food types, Brian's heart has been won, and therefore the game.



*Nana the Beast has been a good girl, and has upgraded herself and saved a secret card for the final battle. She wins the fight and Brian's heart!*

If the attacker loses the fight, the Love counter arrow returns to 10 and the game continues.





- A** Love Counter Arrow.
- B** Love Chart card.
- C** Characters.
- D** Brian.
- E** Up/downgrades.
- F** GOB pile.
- G** Discard pile.
- H** Secret card.
- I** Handbag cards.
- J** Food fight.
- K** Gold stick.