

BOOZE CONTROL



This game is for fun and entertainment purposes.
Never drink and drive. Stay safe, hydrate and take care of your friends!

• Contents:

- 2 packs of 55 BOOZE CONTROL Alcohol Check cards
- 1 pack of 47 Traffic Fine cards (including Doughnuts for bribery purposes)
- 1 Police siren
- 8 Driving cards
- 8 Shot glasses

• Set-up:

- Take out and turn on the Siren. Place it in the middle of the table.
- Take the 8 Driving cards from the pack of Fine cards. Each player must choose one. The remaining cards are returned to the box.
- Take out and shuffle the pack of Fine cards. Place them face down on the table.
- Take the BOOZE CONTROL cards out of the box and place them face down on the table. Each player must take 5 of these cards for their hand.

• Goal for the game:

- To not get a traffic fine by avoiding or passing the Alcohol Checks. If you get a fine, you can put your attention to the test and catch other players when they have no cards to play.

• How to play:

- The sequence of cards follows the same order as a traffic light. First GREEN, then YELLOW and finally RED.
- The oldest player with a GREEN Traffic Light card in their hand begins. They must place the card on the table with the traffic light face up. They then take a new card from the top of the deck for themselves.
- The player to their left then places a card on top of the card played, choosing whether to:

- Stick with that colour for the time being by playing a card of the same colour on top of the previous card; or
- Change to the next colour in the sequence.
- During any of the phases of the colour sequence, if a player doesn't have the right card to continue the sequence, they have to:

- Say STOP and do a BOOZE CONTROL challenge...
- Or bluff

- When a player places a RED card on the table, the next player (to their left) must do the Alcohol Check identified on the card.

• Bluffing:

- On their turn, players can choose to play their card FACE DOWN, announcing its colour out loud. They can do this to avoid a BOOZE CONTROL test or to make another player question them. (continued overleaf)
- When a player suspects that another player is bluffing, they must press the Siren button and become an on-duty police officer, making the other player do the BOOZE CONTROL test.
 - If the player fails the test, the police officer will give them 1 fine.
 - If the player passes the test, the police officer has to take the test themselves.





• The Cards:



Traffic Light Card:

Play the cards in the same order as the colours on a traffic light. Each card displays which challenge to do.

Broken Traffic Light Card:

This card can be played on top of any other. The player chooses GREEN, YELLOW or RED, says this out loud and the turn passes to the next player.

• How to do the BOOZE CONTROL test:

- The player begins the test by pressing the Siren button. They will then have 30 seconds to complete the challenge. When the sound stops, the challenge has ended.
- If they complete the challenge, they will face no penalty and play passes to the player on their left.
- If they fail the challenge, they must take a shot and Fine card(s) (see overleaf).

• The BOOZE CONTROL tests:



- **LICENCE CHECK:** The player must choose another player to be the police officer. The player must back away (2 big steps) and throw their driving licence at them. If it hits them, the player has passed the test.



- **CHIT CHAT:** The other players must choose a word for the active player to spell backwards. The word can have up to 6 letters. If they make a mistake, they lose the challenge.



- **BALANCE TEST:** The player must take 5 steps in a straight line along an imaginary line on the floor, balancing one of the shot glasses on their head with a drink inside. If the drink spills or the player loses their balance, they must take a shot.



- **REACTION TEST:** Everybody plays. The players must keep their hands behind their backs. When the police officer shouts "SIREN!" they must clap as quickly as possible. The last one to react must take a shot.



- **BRIBERY:** The player chooses an opponent and both place their hands behind their backs. At the same time, they must show one hand with x fingers held up. If they match, the player has won the challenge.

• The fines:

- To calculate the fine, count the number of cards played on the table.
 - Between 0 and 5 – The player receives 1 Fine card
 - Between 6 and 15 – The player receives 2 Fine cards
 - More than 15 – The player receives 3 Fine cards
- They may come across Doughnut cards within the deck of Fine cards, which they can use to bribe the police officer. If they receive one of these cards, the player is released from the fines they have received on this turn.
- The cards must be returned to the bottom of the respective deck after being played.



• End of the game:

The game ends when a player receives 8 traffic fines.



he alphabet of colors,
ColorBlind accessible.



www.coloradd.net

