



The
Barmaid's
Gale



The Barmaid's Tale

This game was first played in the Ratcatcher's Rest, one of Tinderbox's more colourful establishments, and is known to the locals as "Pass the Buck"

It is a simple 10 minute social strategy game for 4-6 players. Pass the Buck only takes a minute to set up and explain and is fun and fast with plenty of banter making it a perfect ice-breaker or quick filler game.

If you have any questions or feedback, or to let us know you have reviewed it please get in touch with alex@redgeniegames.com



Game Design: Ivan Nevill & Alex Wynnter
Graphic Design: Alex Wynnter & Ben Hoban
Art: Laura Diaz & Jonathan Munro

Components



12 Blame Counters (coasters)



6 Character Cards



6 Sets of Coins



1 Starting Coin
"The Jackalope"

Set Up

Deal a Character Card to each player face up in front of them so all players can see it

Place the Blame Counters face up in a stack where they can be reached easily but are not in the way. This is called the *Blame Deck*.

Each player starts with a set of 5 coins called their *Stash*, which should be hidden from other players

Place a Blame Counter with the *Fackalope* on it in front of the starting player



AIM of the Game

In Pass the Buck the game ends as soon as one player accumulates three Blame Counters. The other players then add up the points value of all the coins in their Stash. The player with the most points is declared the winner.

How coins are scored:

<u>Coin</u>	<u>Points</u>	<u>Known as</u>
Rabbit	1	<i>Penny, Bunny, Bit or Jack</i>
Pheasant	2	<i>Sixpence, Squab, Hen or Bird</i>
Goat	3	<i>Groat, Shilling, Ram, Mark</i>
Boar	4	<i>Hog, Sixling, Cream, Sow (Six Shillings)</i>
Buck	5	<i>Stag, Crown, Hart, Moon (30 Shillings)</i>

For ease of reference the points value of each coin is represented by the amount of keys on the back.



Gameplay

Starting Player

The last player to buy a drink at a bar goes first. The starting player draws a Counter from the Blame Deck and places The Jackalope on it, they will be the first to Pass the Blame.

The Story

They then describe a disastrous quest that all the players recently returned from, eventually coming to the part where it all went wrong. Explaining how the actions of another player was the cause of the calamity they then pass the Blame Counter to that player, with the coin on top.

The player who has been blamed has two choices.

- Accept the Blame *or*
- Pass the Blame

Example: "Having successfully followed the map we won from Gurthard the Overconfident in a knife throwing competition at the Gilded Arms, we snuck past the ancient guardian Ents and carefully entered the abandoned and decaying temple of Algor the Prophet of Unfortunate Truths. I was already planning spots for the new gems in my hilt when Mog here emitted some of the most toxic gasses I have ever witnessed, a cardinal sin in the eyes of Algor. Having essentially desecrated the sacred space Mog managed to curse the mission bringing down the ire of the great Prophet upon us..."

Accepting the Blame

If you accept that the quest failed because of something you were just accused of, simply take the coin into your Stash and place the Blame Counter in front of you visible to all players. You become the starting player, grab a new Blame Counter and place on it any coin from your Stash.

Passing the Blame

Sure you did that thing, but someone else did something worse. Take the coin on the Blame Counter into your Stash and replace it with a coin with a higher value. Then tell someone else why it was their fault, and Pass the Blame.

Passing Rules:

- You cannot pass it back to the person that blamed you.
- You must always increase the value of the coin; if you cannot you must take the blame (unless a special rule applies).
- There can only ever be one coin on the Blame Counter

Character Abilities

Once per game, players may activate their character ability when the blame is passed to them. Follow the instructions on the character card. Turn over their card to indicate the ability has been used.

Blame Counter Abilities (optional)

A player may choose to flip over any Blame Counter they have previously accepted when the blame is passed to them. They must follow the instructions on the back if they can. **Players may never look at the back of any Blame Counters until they choose to activate one.**

Game End

Once a player has three Blame Counters the game ends immediately. That player cannot win as they always let the team down. All other players reveal their Stash.



Winning the Game

The winner of the game is the player who has the highest combined points value in coins. If there is a tie, then the player with the most coins wins.

Boring Rules

You can play this game without any stories and simply pass the coasters around trying to win, but a good story lets people laugh, and some reasons to blame people can be ridiculous.

remember it's never
your fault!

