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SETUP:

To set up the game you need to separate the action deck, the chievables deck, and the heroes deck.

1. Shuffle the chievables deck and actions deck, and place them face down in the center of the table.
2. Now determine turn order (generally left of the dealer, or the youngest player). Play goes clockwise from the chosen player.
3. Each player picks a hero from the hero deck in turn order. The

hero deck is then shuffled and placed in the center of the table.

4. Chievable are now drawn.

Place one face up chievable in the center of the table for each player in the game. (so 4 player game has 4 chievable, 6 player has 6, etc)

5. Each player draws 5 cards from the action deck to make of their hand and places the rest face down in the center of the table.

DO NOT SHOW THESE CARDS! THEY ARE YOUR WEAPONS OF THE DRINK!

6. Play now begins following turn order.

THE TURN:

The turns in geeks and tonic are meant to be fast and simple, and as such we had to limit what a player can do on their turn.

1. If your hand is less than 5 action cards, draw back to 5.
2. Play an action card from your hand (only one action and one response per round).
3. Deal / Receive damage.
4. Pass turn.

This super simple turn is meant to be fast and easy, however you must keep watch because there are some actions that can be taken at any point in the game.

- Once per round, on anyone's turn, a player can play a response card.
- A player can claim a Chievable at any time they have completed its conditions.
- A player may make or get a new drink when their current one is finished. They cannot

get a new drink before their current one is empty.

Some things a player can do, but that are not counted in game.

- A player can drink or perform actions without cards (just because they want a sip of their drink they shouldn't be forced to wait till they get hit), but if they do any action without a card or hero making them do the action, it does not count toward getting any Chievables.

GENERAL RULES:

Geeks and tonic is a fast and simple card game. Here are the main terms of the game.

- A Drink is a “drink” of your current choice of alcohol, while a Shot is a “Shot” of your chosen liquor. Drink is a loose term so use it responsibly.
- Damage is damage done to your hero card. Damage always has a value to tell you how much damage your hero takes; when damaged the hero

loses that much BP or Beer points.

- Every card tells you what action to perform. If something is followed by a colon “:” then you must do the action before the colon to perform the action after the colon. For example “Drink 1: Deal 1 damage” means you drink once, and deal 1 damage to any target.
- Some cards say Target Opponent, this means you can only target an opponent. Cards without a specifically defined target can even target yourself.

- Target Player technically means you're targeting the player's Hero when dealing damage.
- BP is Beer Points (your hero's health) restoring or losing BP means gaining or losing health.
- If a player misses their chance at a Chievable and someone else grabs it first, too bad, the player who claims it first gets it, so keep an eye out.
- Whenever a Chievable is taken; immediately put another one from the chievables deck into it's place. The player who

takes the Chievable holds onto it for point representation; and so it doesn't go back into the deck.

- If a Hero dies, a player immediately draws a new hero and shuffles their Hero into the Hero deck.

THE GOAL:

The goal of geeks and tonic is to be the first person to get 5 points worth of chievables.

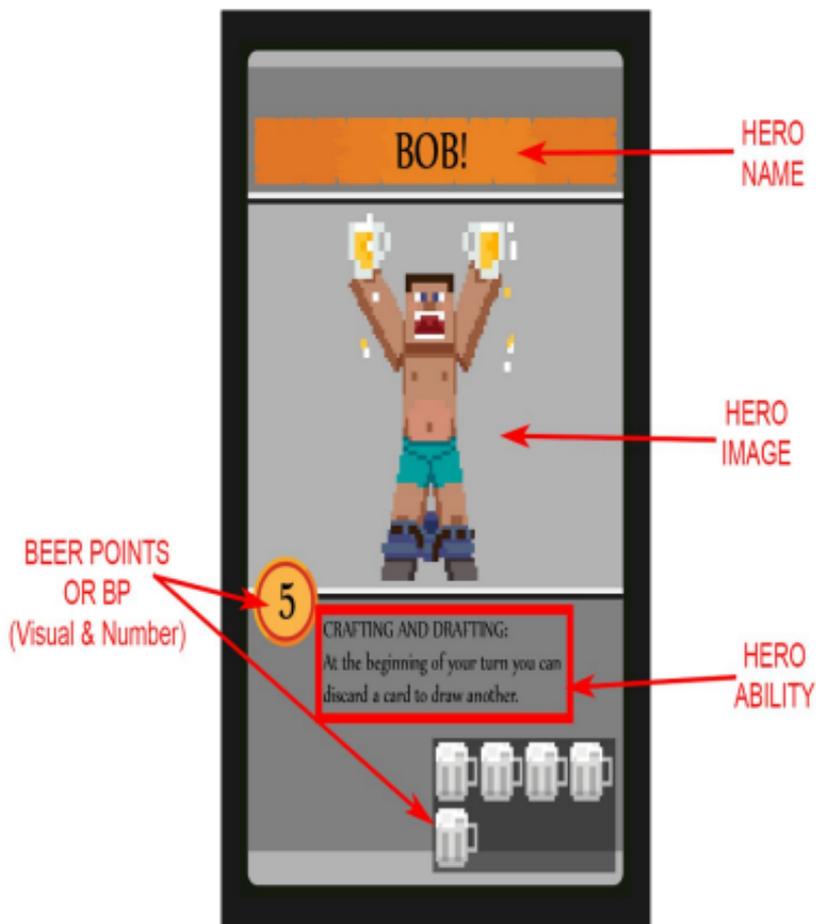
Bronze = 1 point

Silver = 2 points

Gold = 3 points

When a player hits 5 points the game ends, and they win.

HERO CARDS: First a brief overview of your hero card.



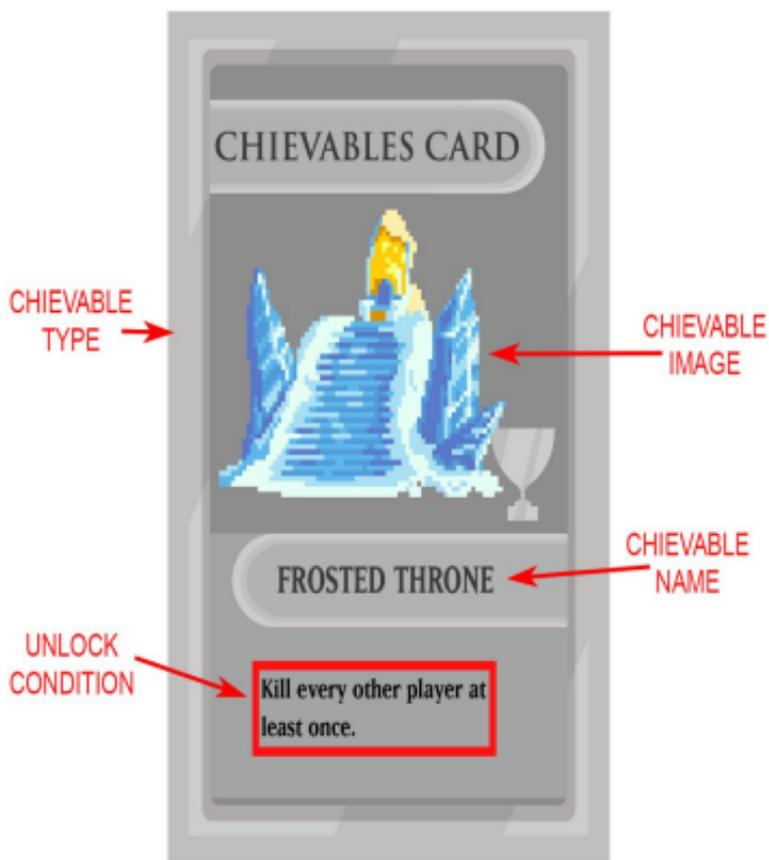
BEER POINTS (BP): Represent the health of the hero and how much damage they can take. This is shown as a visual representation and a number for convenience.

NAME and PICTURE: Specific name of the Hero and their Picture

HERO ABILITY: Each hero has a special ability. In general a Heroes ability will say what it does and how often it can be used. Generally once per round.

CHIEVABLE CARDS:

Secondly a brief overview of our Chievable cards.



CHIEVABLE TYPE: Either bronze, silver, or gold. Bronze is worth 1 point, silver is worth 2 points, gold is worth 3 points.

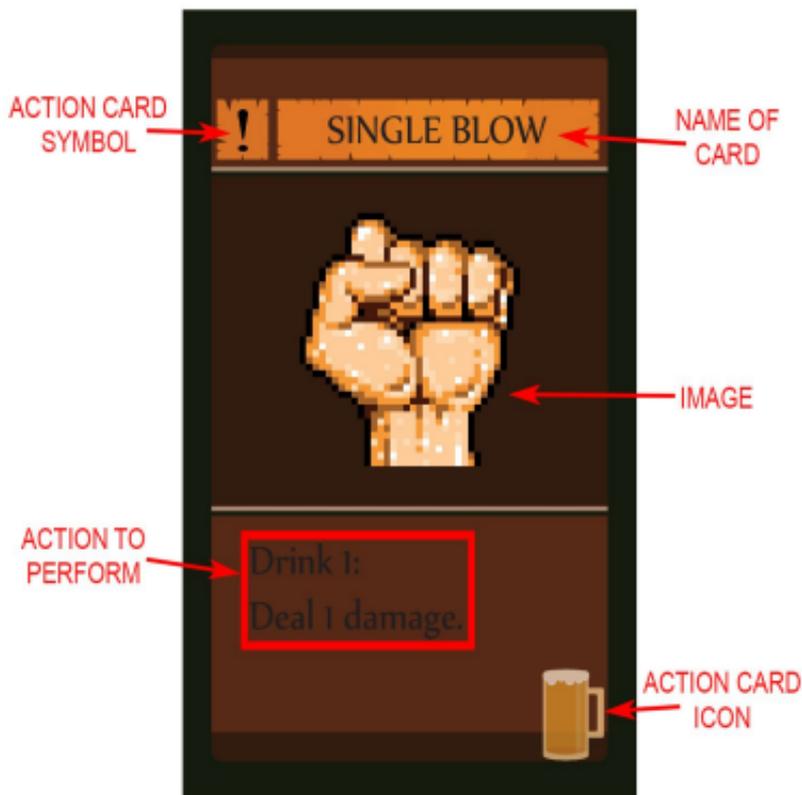
CHIEVABLE NAME and

IMAGE: Shows the name of the chievable and the image :P

UNLOCK CONDITION: The action a player must take or complete to claim this chievable and the points.

ACTION CARDS:

Action cards come in 2 types:
Action and Response. Let's see
action cards first.



ACTION CARD ICON and SYMBOL: These show that this is an action card to play during your turn, and not a response card.

ACTION CARD NAME and IMAGE: These are the name and image for this particular action.

ACTION TO PERFORM: This is a description of the action you need to perform upon using this card, some say target, some simply say drink.

RESPONSE CARDS:

Action cards come in 2 types:
Action and Response. Let's see
response cards now.



RESPONSE CARD SYMBOL

and ICON: Used to show that this action card is indeed a response card that can be used once anytime during a round.

RESPONSE CARD NAME and

IMAGE: These are used to identify this particular response card.

ACTION TO PERFORM: Just like action cards a response card has a written action to perform, usually redirecting damage or targets, but sometimes causing a game changer.

THANK YOU

Thank you to everyone involved in the process of creating this game from our backers all over the world, to our friends and family here.

And lastly...

DRINK RESPONSIBLY!

We don't want anyone to be sent to the hospital or anything from a game, this is meant to be fun, not to be used to get a free ambulance ride.