

HURADRIM



A long time ago, in distant lands, the kingdom of the dwarves chose its new king: Huradrim, the leader of the Brewmasters' Clan.

In his honor, the elders of the Brewmaster's clan decided to throw a big party with the best beers ever created by the dwarves. But they didn't count on the worst brewer of all: Prince Huradrim II.

Seeking to help his clanmates, Huradrim II tried to organize all ingredients beforehand and ended up mixing all the ingredients to craft the beers. To make things worse, he got tired after his hard "work" and fell asleep inside one of the crates!

Will the Brewmasters' Clan be able to organize the ingredients for each brew in time for King Huradrim's coronation feast?

COMPONENTS

- 50 ingredients cards
 - 10 sets of 5 ingredients (1 per player)
- 1 Huradrim card
- 10 Token Cards
- 1 Card with Instructions
- 1 Card with Lore

RULES (3 TO 10 PLAYERS)

1. Separate a set of ingredients (one color) for each player and shuffle.
2. Take a random card (keeping it face down) and put Huradrim in its place, shuffling again.
3. Deal 5 cards to each player.
4. In each round, players choose a card and pass it to the player on the right, receiving the card passed by the player on their left
5. As soon as one of the players manages to assemble the set of 5 ingredients with the same color, this player must show their hand and shout, "Huradrim!"

- All other players will then drink a glass of the drink selected by the party for the session. The player with Huradrim in hand will have to drink twice!
- Start over from step 1 and keep repeating the rounds until the last dwarf is standing still!

RULES FOR 2 PLAYERS

- Separate 3 sets of ingredients and shuffle.
- Take 2 random cards (keeping faces down) and put Huradrim in their place, shuffling again.
- Deal 7 cards to each player.
- In each round, players choose two cards of their hand and pass to the opposite player.
- As soon as one of the players manages to assemble a set of ingredients with the same color, this player must show their hand and shout, "Huradrim!"
- All other players will then drink a glass of the drink selected by the party for the session. The player with Huradrim in hand will have to drink twice!
- Start over from step 1 and keep repeating the rounds until the last dwarf is standing still!

SOBER MODE

Instead of using a drink, players can use the token cards.. Distribute one to each player. The token card should be kept on the table, in front of each player, with the start side facing up.

So, in step 6, instead of drinking a chosen drink, the player marks a beer on their token card (two if they end up with Huradrim in his hand), rotating the token card accordingly to the number of beers that the player have at the end of the round. A player is out of the game as soon as their marker reaches 7 (seven) beers, represented by the word buuurp!

INGREDIENTS



Yeast



Water



Secret Recipe



Hops



Malt



*Huradrim features a sober mode that doesn't require actual drinking. If used with alcoholic beverages, the minimum age is 21+ (subject to local laws). Drink responsibly.