

# The Rules To Cosdrink Encounters

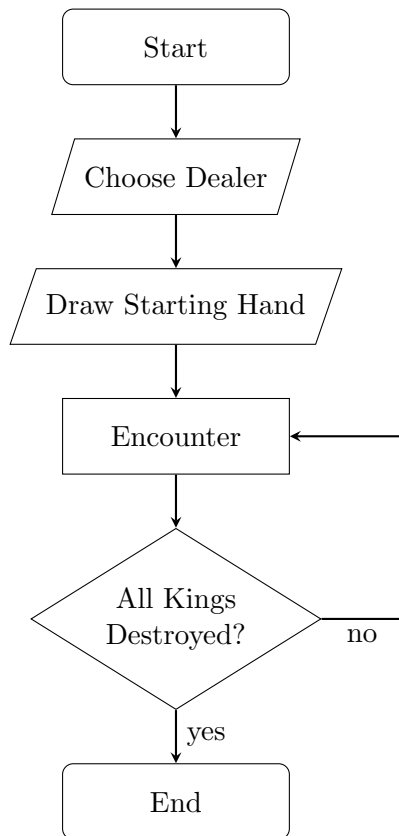
www.BOYSBOYSBOYSBOYS.com

## 1 Overview

### 1.1 Full Game

Cosdrink Encounters is a cooperative drinking game made up of **Encounters**. In each **Encounter**, the players must destroy a number of monsters by battle. Once all of the Kings in the Monster Deck have been destroyed, the game is over.

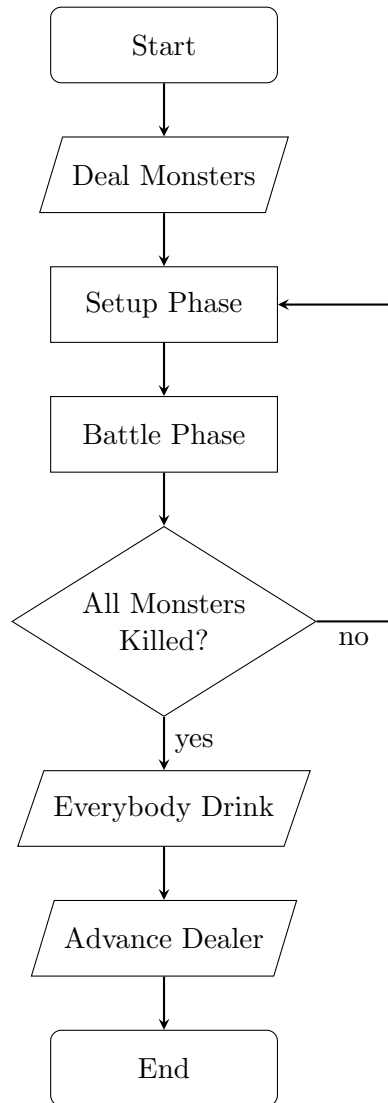
A dealer is chosen at the start of the game, which advances at the end of each **Encounter**. It is the current dealer's responsibility to announce turns and issue drinks. **That means you Molly**. At the beginning of the game, each player draws three items from the Item Deck to form their hand.



## 2 Encounters and Rounds

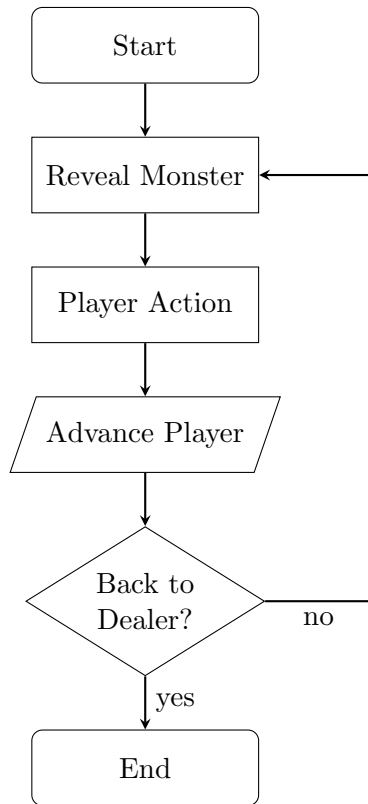
### 2.1 Encounter

Each **Encounter** is made up of a number of Rounds. Each Round has a **Setup Phase** and a **Battle Phase**. Each player may take a **Player Action** during the setup Phase, and monsters may be destroyed during the **Battle Phase**. Once all of the monsters have been destroyed, the **Encounter** ends. When the **Encounter** ends, all players must drink, and the current dealer is advanced.



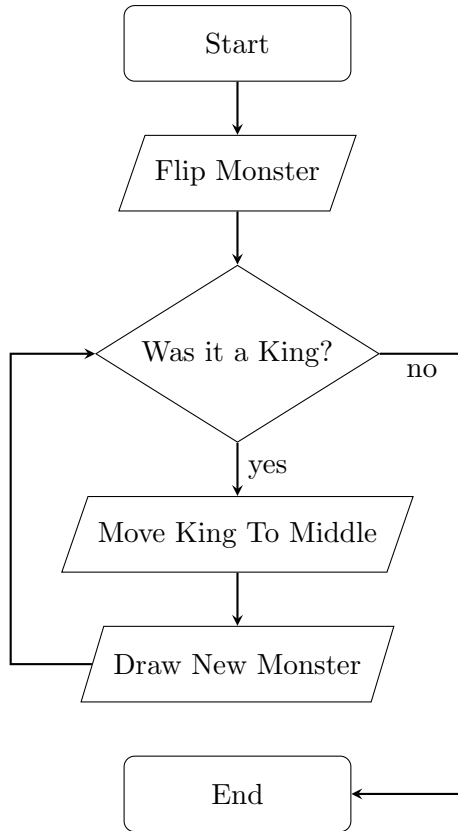
## 2.2 Setup Phase

During the **Setup Phase**, each player reveals their monster, and has the opportunity to take a **Player Action**. Once all players have taken their turn, the **Setup Phase** is over.



### 2.3 Reveal Monster

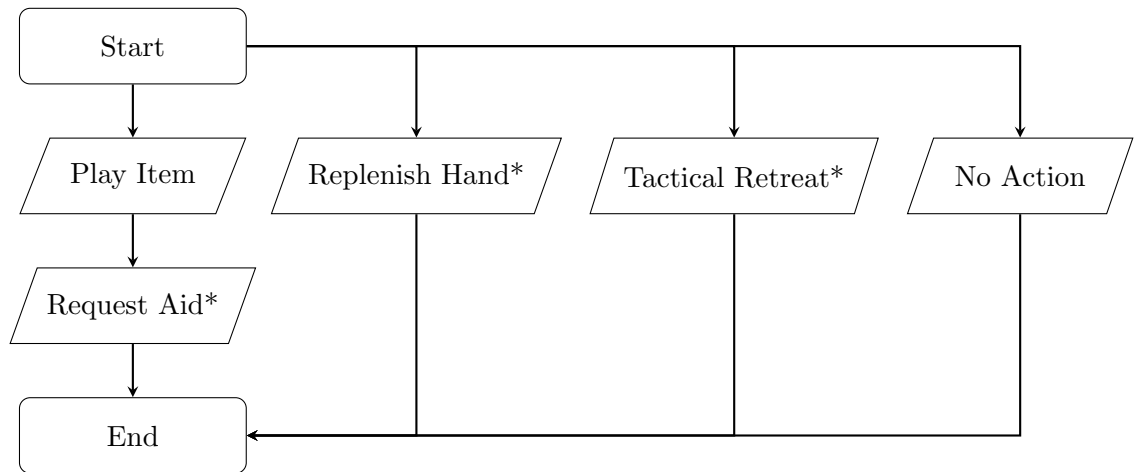
If the player's monster is face down, it is flipped face up. If the monster is revealed to be a King, it moves to the middle of the board, and a new monster is revealed in its place. The King cannot be attacked unless all of the non-King monsters on the field have been destroyed.



## 2.4 Player Action

During their turn, a player may perform one of two actions. A player may play an item from their hand to fight their monster, or alternatively they may draw items from the Item Deck until there are three cards in their hand.

If a player plays an item, they can request aid from the other players. Replenishing your hand when it is empty is known as a Tactical Retreat. Performing a Tactical Retreat affects the number of drinks that they will have to take at the end of the round.



\* These actions can only be taken if you have not aided another player.

\* These actions prevent you from aiding any other players.

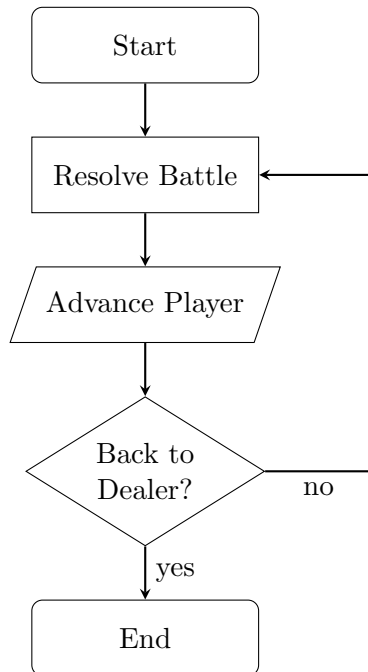
\* Tactical Retreat can only be done if there are no cards in your hand.

\* Request Aid is optional.

### 3 Battles

#### 3.1 Battle Phase

After all players have taken their turn, the **Battle Phase** begins. Each player's battle resolves one after the other, starting with the dealer.



### 3.2 Resolve Battle

A battle resolves successfully if the monster's value is less than or equal to the sum of all the items played against it. When an item is played against a monster of the opposite colour, its value counts for half.

When a battle resolves successfully, the monster is destroyed. When a battle resolves unsuccessfully, the player must drink the difference between the monster's value and the sum of the items played against it. If the player has performed the "Tactical Retreat" action, the drinks are instead issued around in a clockwise circle starting with the player.

