

IN BISTRO. PLAYERS MEET AT THE LOCAL BISTRO. THEY SHARE GOOD LAUGHS AND YUMS. WHILE TRYING TO AVOID ACCUMULATING DRINKS AND BEING ORDERED TO PAY THE BILL.

# **GOAL OF THE GAME**

A Round consists of players taking Turns until a player accumulates 3 identical Drinks or at least 1 Drink of each type. This player then draws a Bill token at random: if they have 3 or more Bills symbols in front of them, they lose the game, which ends immediately. All other players win!

# COMPONENTS











2 game aids

3-6 players / Age 8 + / 15 min.

Alcohol abuse is dangerous for your health... boardgames' one is strongly recommended!

## SETUP

#### SKIP THESE STEPS FOR A FIRST GAME

- 1. Shuffle the Drink cards, place them in a draw pile in the center of the table, face down.
- 2. Each player draws one Drink card from the pile and places it face up in front of them.
- 3. Randomly deal a Yum token to each player, face down. Return all remaining tokens to the box.
- 4. Place the 4 Bill tokens near the draw pile, face down.

The last player to have gotten a drink from the fridge starts the game.













#### **TURN DESCRIPTION**

For all the examples below, we will consider that it is Alonso's Turn, and that he decides to offer the freshly drawn Drink card to Betty.

# Turn takes place in 4 successive steps:

- A. Alonso draws the first Drink card and looks at it... or not.
- B. He then places this card face down in front of another player of his choice, here Betty, announcing "A little [...]" completed with the name of one of the 6 types of Drink cards:













GLASS OF

If he still has one. Alonso can also add his Yum token face down and complete his announcement with one of the 6 Yums by saying "A little [...] with [...]":













If Betty chooses one of the options 1, 2 or 3 described below, she will first have to say if she thinks Alonso is telling the truth or not about the Drink card. Then she reveals the Drink card...

- If Betty is wrong: Betty drinks, placing the Drink card in front of her, and returns his Yum token to Alonso.
- ✓ If Betty is right: she must now say if she thinks Alonso is telling the truth or not regarding the Yum token. Then she reveals the Yum token...
- ★ If Betty is wrong: Betty drinks and discards Alonso's Yum
- ✓ If Betty is right: Alonso drinks and discards his Yum token.

If Betty chooses the option 4 described below, she returns his Yum token to Alonso without looking at it. If she still has one, Betty can add her own Yum token face down to the Drink card passed to Chloé.

> NB: YOUR YUM TOKEN REPRESENTS A VALUABLE ALLY TO CONFUSE YOUR OPPONENTS... AT LEAST AS LONG AS YOU HAVE IT!

- C. Betty then chooses one of the following 4 options:
- 1. Betty thinks Alonso is telling the truth: she happily announces «I believe you», «Yes» or any other expression explicitly signifying her agreement. Then she reveals the Drink card...
- ☼ If Betty is wrong: Betty drinks, placing the Drink card in front of her.
- If Betty is right: Alonso drinks, placing the Drink card in front of him.
- 2. Betty thinks Alonso is misleading: she announces in a suspicious tone «You're lying», «No» or any other expression explicitly meaning her refusal. Then she reveals the Drink card...
- ★ If Betty is wrong: Betty drinks.
- ✓ If Betty is right: Alonso drinks.
- **3.** Betty thinks she has seen through Alonso's game and decides to take a risk by announcing *«Not at all, it's a [...]»* completed with the name of one of the 5 other types of Drink cards. Then she reveals the Drink card...
- If Betty is wrong: Betty drinks.
- ✔ If Betty is right: Alonso drinks AND Betty gives him one of her Drink cards.

# NB: IN THE RARE CASE THAT BETTY HAS NO DRINK CARD, ALONSO DRAWS THE FIRST DRINK CARD AND DRINKS IT IMMEDIATELY.

- 4. Betty prefers not to position herself, she looks (or not...) at the Drink card and gives it to another player, let's say Chloé, by making an announcement identical or different from the previous one. Then Chloé chooses one of the 4 options described previously...

NB: IF ALL THE OTHER PLAYERS HAVE ALREADY HAD THE DRINK CARD IN THEIR HANDS, CHLOE CANNOT CHOOSE THE OPTION 4.

D. Finally, the player who has just drunk the Drink card from the current Turn IMMEDIATELY begins a new Turn, by drawing the first Drink card.

#### END OF ROUND & NEW ROUND... OR END OF THE GAME!

As soon as a player accumulates 3 identical Drink cards OR at least 1 Drink card of each type in front of them, they pay the Bill.

**During your first game,** you only play one Round. The player who triggered the end of the Round therefore loses the game, while all their comrades win!

Your first game is complete, skip the next steps.

They draw a Bill token and place it in front of them, face up: if it is the token representing 3 Bill symbols, or if they accumulate at least 3 Bill symbols on all their tokens, they lose the game, while all their comrades win!

Otherwise, a new Round immediately begins:

- Collect all the Drink cards, shuffle them and place them back in a draw pile in the center of the table. face down.
- Each player draws a Drink card from the pile and places it face up in front of them, except players who have at least one Bill token face up in front of them.
- If at least one player has lost their Yum token, collect ALL Yum tokens then deal one to each player. Return all remaining tokens to the box.

The player who triggered the end of the previous Round begins the new one.

## THANKS

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POTAM games thanks the professionals of the "POTAM team", united again for this second creation.

# FIND OUT MORE ABOUT BISTRO HERE



A game by GAlons MagiquES and illustrated by Apolline Etienne

Graphic design: Denis Hervouet

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