

What's in the Box?



The Barmaid's Tale



When it's time for party sized fun with friends, old or new, it's time for The Barmaid's Tale! ~ 4-6 players, Social Strategy, 20 minute playtime ~ Ice Breaker and Party Game.

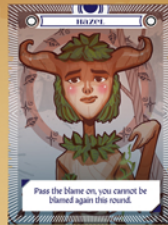
How's it Played?



Set of 5 coins Per player



Pile of "Blame Tokens" (coasters)



Character Card

Place a coin on the blame coaster and pass to another player, telling them why it is their fault the quest failed.

The player may accept the blame and keep the coaster and coin OR replace the coin with one of a higher value and pass it on, explaining why it's actually another player's fault.

If a player ends up with 3 coasters, the game ends and they lose. The player who collected the most value in coins is the winner.

Set in the Ratcatcher's Rest, one of Tinderbox's more colourful establishments, The Barmaid's Tale is a social strategy game for 4 - 6 players - expandable with more copies of the game.

It is the job of players to assign blame to each other for the failure of a recent quest while literally Passing the Buck .

Light, fun and fast with plenty of banter, The Barmaid's Tale makes for a great icebreaker or social game experience.



Red Genie Games
Contact

Ben Hoban

ben@redgeniegames.com

+61 416 273 681

