

# Frantic

## DOUBLEMAKER MOD

This modification (mod for short) brings additional gameplay and also drinking fun to every round of Frantic. To make the most of the new cards, we recommend playing Doublemaker with the base game only or including the Troublemaker add-on.

### BASIC RULES

- Decide (as a group) whether you want to play according to the classic or the hygiene rules (see card descriptions) before starting the game.
- You can only win a round if you finished all of your own drinks before playing your last card. If you play your last hand card and have one or more drinks left, you must draw 3 new cards from the draw pile and the game continues.
- Whoever wins chooses/orders the starting drink for the next round.
- There is a maximum amount of drinks per person which must not be exceeded > we recommend two.
- A drink has to be completely empty before you're allowed to start the next one.
- Empty glasses can also be used for swapping.
- Play as many rounds as you want or you can stand ;)

### IMPORTANT TIPS

- Make sure that you can quickly refill the drinks or organize new drinks so that the game does not get bogged down. For example, have additional drinks and glasses ready.
- We recommend small glasses/quantities. Otherwise you will have to visit the bathroom too quickly and the game will be interrupted constantly.
- If you are playing away from home: We recommend that you simply split the bill fairly at the end.

### CARD DESCRIPTION



#### CHEERS (plain-colored special card) 4x

Cheers. Buy/give someone an extra drink of your choice.



#### COCKTAIL SWAP (plain-colored special card) 4x

One person's sorrow is another person's joy. Swap one glass between any two players.

*Alternative (hygiene) rule: Choose one of the glasses from any player. This glass now has to be exchanged for a full glass. The other glass no longer counts as part of this round.*



#### DESIGNATED DRIVER (open-wish special card) 2x

Well, you have to get home somehow. This effect has to be performed. Pass one of your glasses to any other person and draw 3 cards.

*Alternative (hygiene) rule: Remove one of your drinks from the game and draw 3 cards.*

Wish for a colour or a number



#### DOUBLEMAKER (open-wish special card) 1x

You can throw in „Doublemaker“ right after an event has been activated. This event will be executed twice in a row. Wish for a colour.

During your turn: Wish for a colour



#### DRINKING PROBLEM (unique special card) 1x

You have a problem: This effect has to be played. Choose a person who must buy or give you a drink of your choice.

You're allowed to play „Drinking Problem“ during your turn regardless of the last played number, symbol or colour. Place „Drinking Problem“ under the last played card. The game continues with that last played card.



#### KONTERBIER \* (open-wish special card) 3x

If you were selected as a victim of a special card, you are allowed to immediately toss in „Konterbier“. The attack still hits, but you may give one of your glasses to any other person in the game. Wish for a colour.

*Alternative (hygiene) rule: The attack hits anyway, but a player of your choosing gets a drink of their choice. Wish for a colour.*

**Important:** This effect can not be countered with „Counterattack“.

During your turn: Wish for a colour

\* German for: drinking beer as an antidote to a hangover

### EVENT CARDS



#### ANOTHER ROUND

A round for everyone! All players immediately receive a new drink. The player who activated „Another Round“ determines the type of drink.



#### ASTRONOMIQUE LIQUOR COMPANY

Are you ready for double the fun? Immediately reveal the next event card and perform its effect - if possible - twice in a row.

*Alternatively, the game is over and all players score 51 points. It's „Doomsday“ ... +1*



#### DISTILL-LOOTER

Whoever activated the event has to redistribute the drinks of all players. Drinks belonging to one person may only be passed on together. The player distributing the drinks has to give himself different drinks, but this rule does not apply to everyone else. The maximum number of drinks has to be respected.

*Alternative (hygiene) rule: All players have to refill one of their glasses. Whoever activated „Distill-Looter“ decides which one.*



#### DRINKING BUDDY

Everything is more fun together. Choose another player who receives a drink whenever you get one and vice versa.

**Exception „Another Round“:** Since everyone gets an extra drink because of „Another Round“, the effect of „Drinking Buddy“ is not performed.



#### EARTHSHAKE

The earth shakes, your drinks move and spill over. All drinks are passed to the right.

*Alternative (hygiene) rule: Everyone gets an extra drink. The player on your left decides which one you get.*