

WHO'S GOING TO MAKE THE BREWS?

Nobody ever wants to make a round of drinks in the office. Sound familiar?

I'M NOT YOU DO IT NOT ME!

BEHOLD THE SOLUTION!



PRESENTS:



This game is designed to take the politics out of who makes the brews in an office environment. With the Brew Cards, everyone is equal and anyone could make the brew.

The Brew Cards show no mercy, have no favourites and cannot be predicted. Let the finger of fate decide...

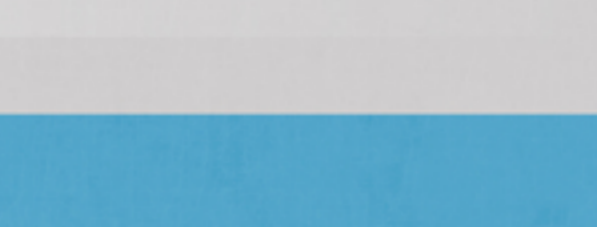
YOU WILL NEED:



TEA & COFFEE MAKING FACILITIES



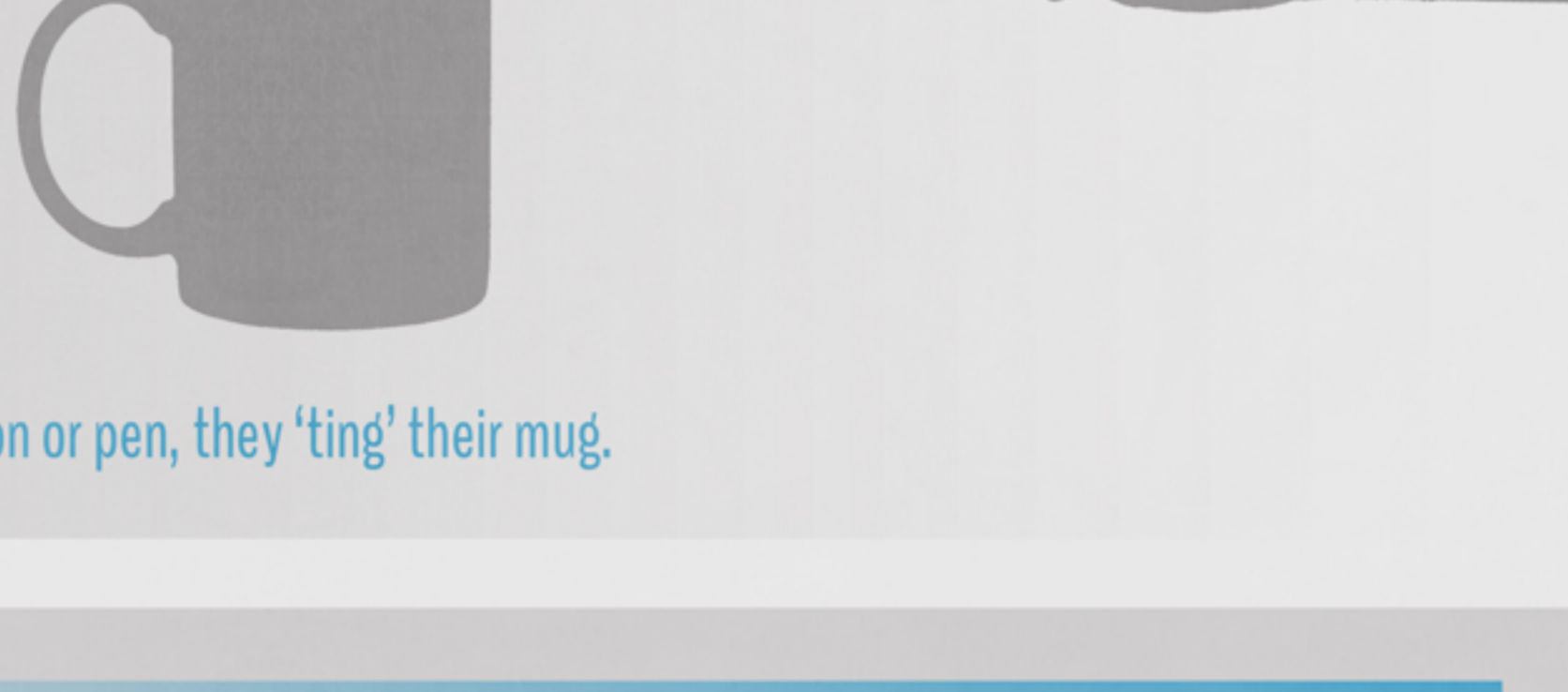
2+ PLAYERS



A NAMED CARD FOR EACH PLAYER

THE RULES:

1.



Someone wants a brew so, using a spoon or pen, they 'ting' their mug.

2.

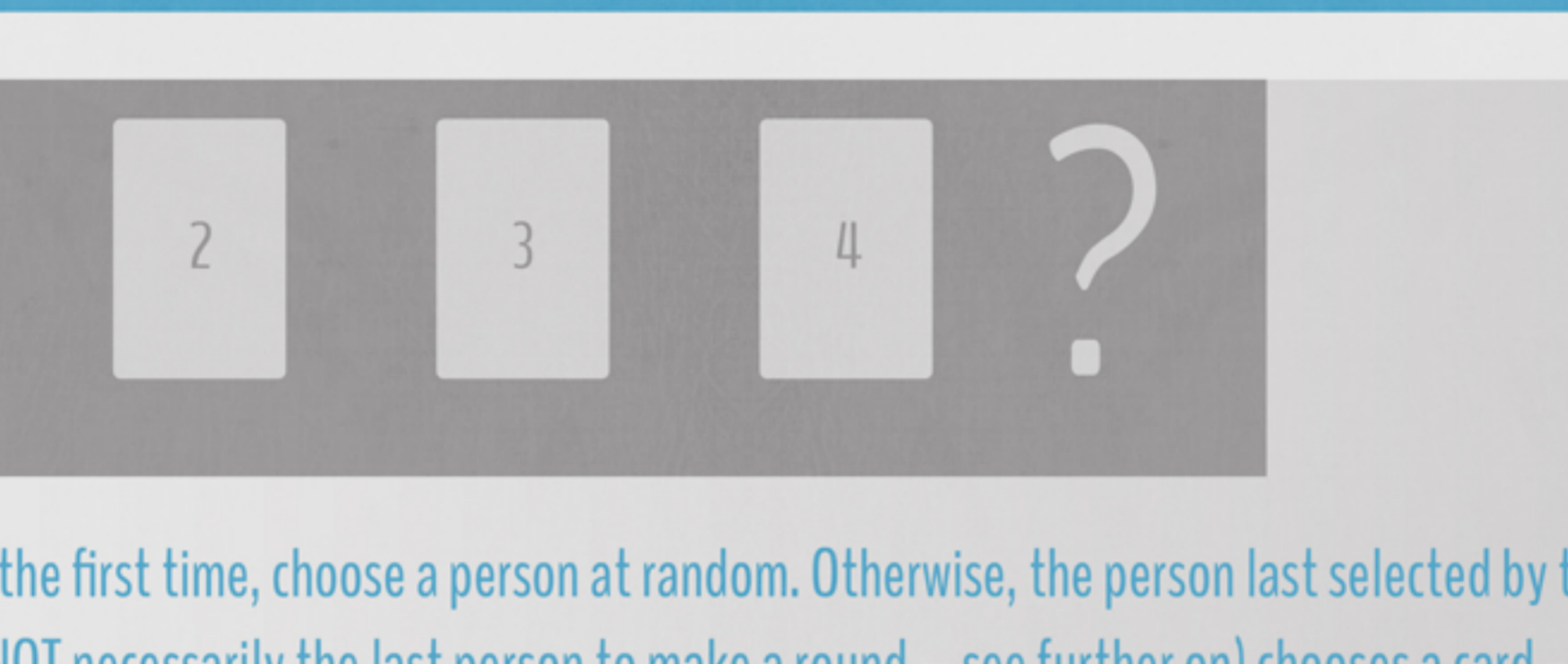


This must be seconded by someone, who must also 'ting' their mug.

3.

Once a 'ting' has been seconded, the custodian of the Brew Cards asks everyone 'who is in' – the people who are in the draw all have cards with their name on them. These cards are shuffled and laid out on a table, with names face down.

WHO'S IN THEN?



1

2

3

4

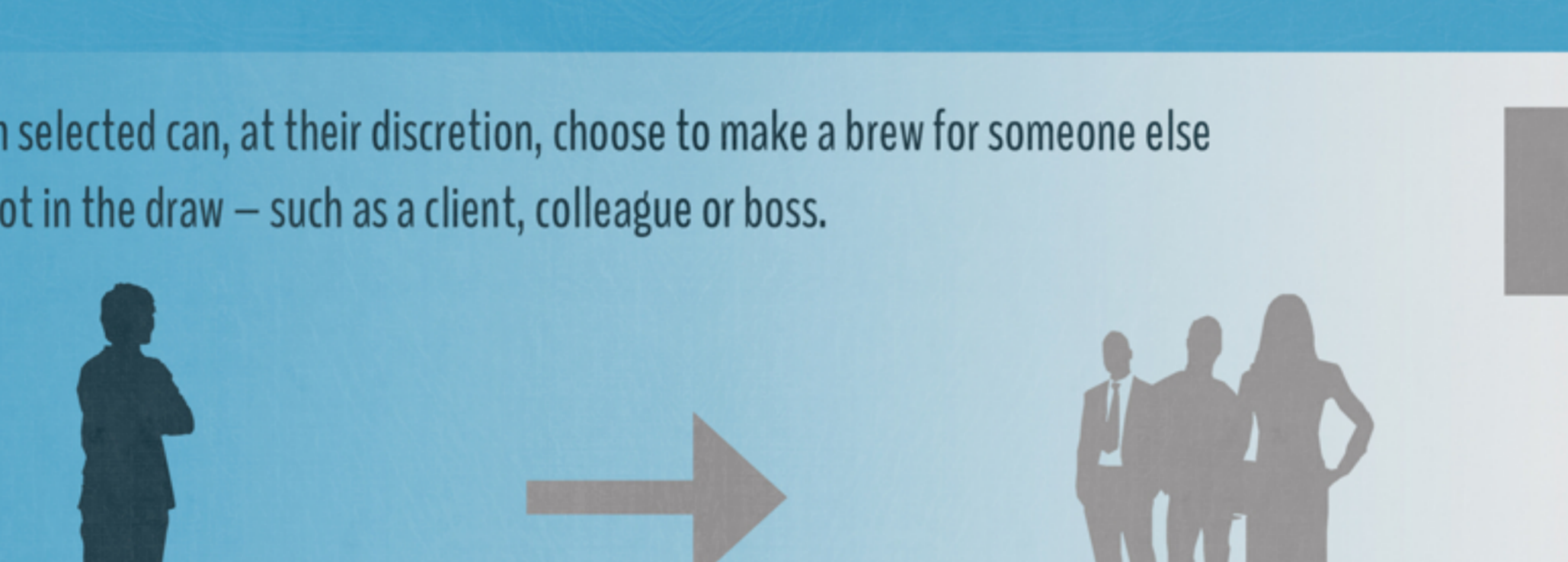
?

4.

If playing for the first time, choose a person at random. Otherwise, the person last selected by the Brew Cards (note this is NOT necessarily the last person to make a round – see further on) chooses a card – this is best done by selecting a number corresponding to a card. Allowing someone to inspect and select a card could lead to cheating from experienced players, as well used Brew Cards can become marked over time.

5.

The person selected has to make the brews for every player who was in the draw, no exceptions.



The person selected can, at their discretion, choose to make a brew for someone else who was not in the draw – such as a client, colleague or boss.

6.

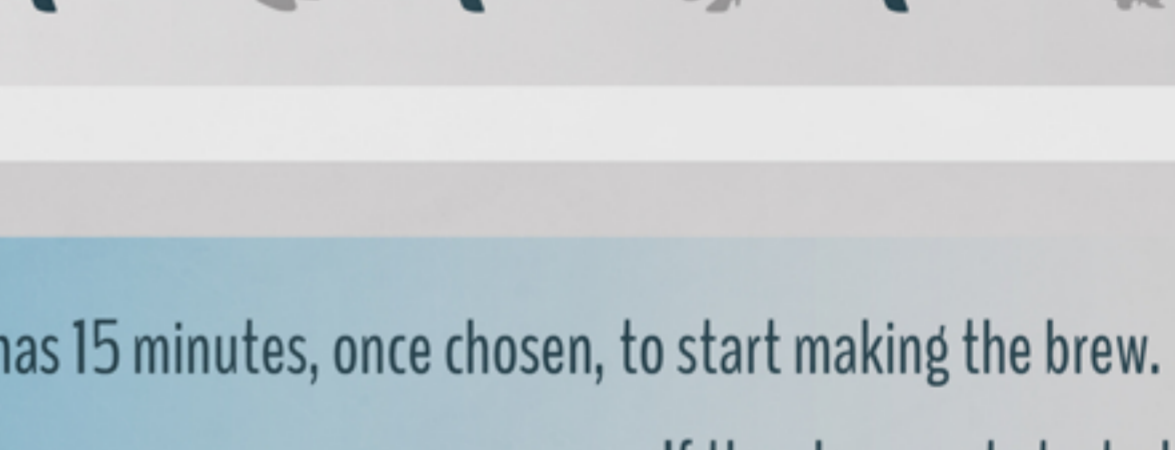


If the person wishes, and another player is willing, they can 'swap' their brew-making responsibilities with another player. This new player is then 'owed' a brew, and can force the original party to make a brew in their place when they are selected. The person owed does not 'have' to exchange when they are next selected, they can do so when it best suits them (such as when they are busy, or when the brew round is particularly large).



PLEASE NOTE:

There is no limit to how many swaps you can make so, theoretically, a player could be owed brews from everyone in the draw and then choose who they wish to force to make a brew in their place.



7.

The Forfeit: The person selected has 15 minutes, once chosen, to start making the brew.



If they have not started making the round within 15 minutes, they receive a forfeit and will now automatically have to make the next round when a 'ting' is made and seconded.



PLEASE NOTE:

The person chosen has to 'start' making the brew within the 15 minutes to avoid the forfeit so, starting to collect the mugs and put the kettle on is sufficient to avoid the forfeit. (They do not have to rush to boil a kettle and fill mugs with boiling water for example – Health and Safety all the way!)

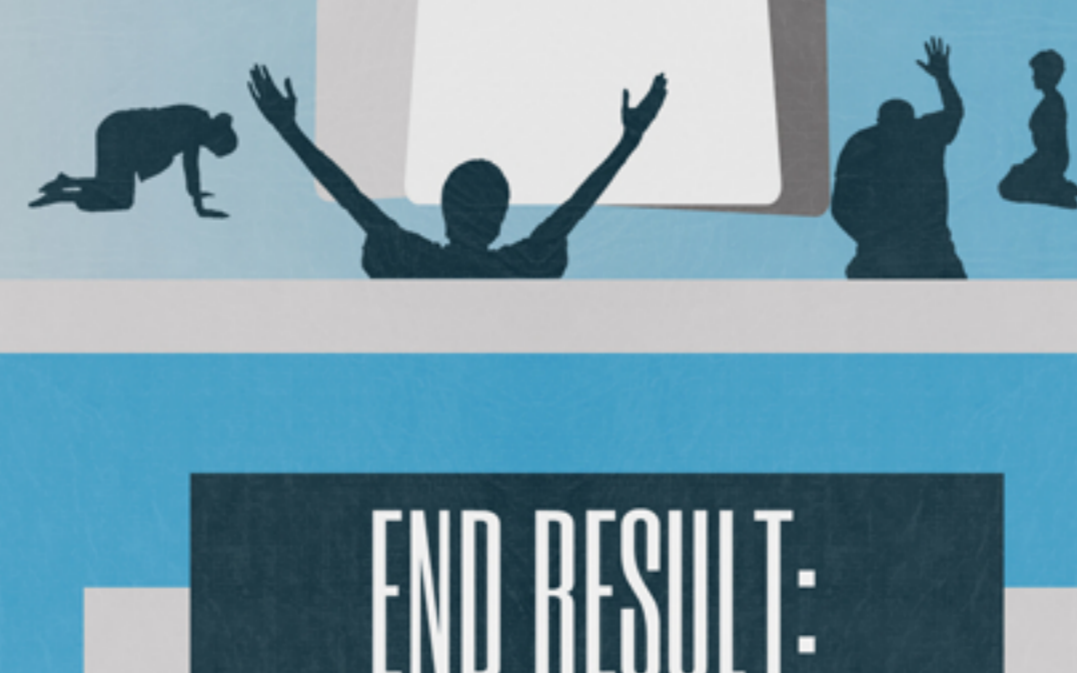
8.

When a new 'ting' is made the person last chosen to brew has to pick. They are not exempt from the draw if they choose to participate as well, meaning they can (and often will) pick themselves.



Offering to make a brew outside of the Brew Cards does not give you exemption from the next draw. The cards are cruel, and often punish such generosity.

9.



END RESULT:

Relax with your hot drink, knowing that the cards have acted fairly and without prejudice.



BONUS GAME:

You can, if you wish, keep a tally of how many times players have been picked by the fickle finger of fate by recording the results, such as on a white-board for example. This will allow you to see who amongst you is the unluckiest over a period of time.

JOHN	
BECKY	
MARK	
RICH	
CLAIRE	

An award could be presented to the winner at the end of year. We suggest a mug, or other brew-making paraphernalia.

INFOGRAPHICS, WEB DESIGN & SEO: