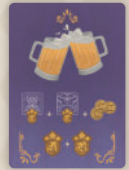




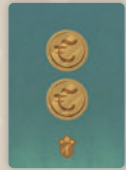
HEROES OF OktoberFEST



Hurry, we need you! Here are the rules on how to serve our guests at Oktoberfest. Use a team of waiters, the heroes of Oktoberfest, to make the people happy. May the best serving team win!



1 starting player card (includes a scoring overview)



9 coin cards (double sided)



7 victory point cards (double sided)



12 goal cards (divided in decks A and B)



19 hero cards (divided in two packs numbered 1 and 2)



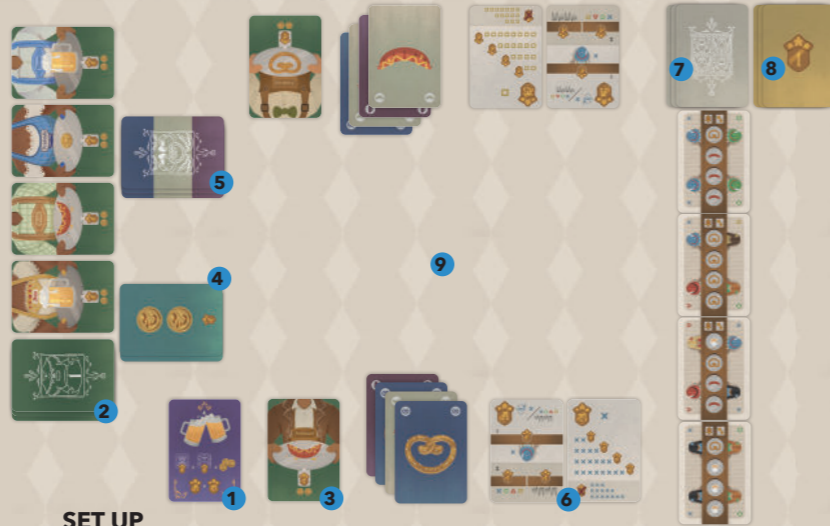
20 beer table cards



42 product cards (pretzel, beer and sausage)

GOAL OF THE GAME

Score victory points by serving tables, hiring heroes and placing the customers in specific orders at the tables. Score more victory points than your opponent and become the hero of Oktoberfest!



SET UP

1. Choose the starting player, give this player the starting player card.
2. Take the hero cards and separately shuffle decks 1 and 2. Place deck 1 on top of 2 to make a single face down draw deck. Draw four cards from the draw deck to form an open market.
3. Each player takes one hero from the market, with the starting player picking last. You do not refill the market during this phase. After each player has taken one hero, refill the market from the draw deck.
4. Place the doublesided coin cards on the table, forming a deck.
5. Shuffle all product cards and deal each player four cards, keep these to yourself. Place the rest of the product cards as a face down draw deck on the table.
6. Take the goal cards and separately shuffle deck 1 and 2. Deal

each player a goal card from deck 1. Followed by dealing each player a goal card from deck 2. You cannot have two goal cards of the same color. Place the received goal cards face up in front of you. Put the remaining goal cards back in the box.

7. Shuffle the beer table cards and place them as a face down draw deck on the table. Draw four cards to form a face up (open) market.
8. Place the victory point cards as a deck on the table.
9. Keep plenty of room between both players so you can make three rows of four beer table cards. We call this the festival.

GAMEPLAY OVERVIEW

Starting with the starting player, players will play turns in subsequent order. In a turn, you can perform one of three actions. After a turn, refill your hand and the markets if needed. Keep on playing until one of the two game end conditions is activated. Throughout the game, your hand limit is four cards (jointly for product and coin cards).

Player turn

During your turn, you can perform one these three actions.
1 Serve customers. 2 Hire a hero. 3 Go back to the kitchen.

1. Serve Customers

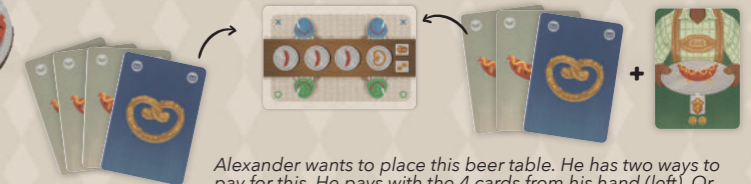
The customers are shown on the beer tables. In your turn, you may **serve only one** beer table. In order to do so, discard the products shown on the beer table from your hand. If possible, you can use products from your hired heroes instead of from

your hand. **During this action, it is also allowed to discard two product cards from your hand in exchange for one product of your choice.** Take the beer table card and place it in the festival. You can add the card to an existing row or start a new row. There can only be a total of three rows in the festival and a row cannot be longer than four cards. When you add a beer table to an existing row, you may choose on which side you place the beer table. You may rotate the beer table to your preference, but the cards need to be connected at the short sides.

When placing a beer table in the festival, you take a victory point card. Place this card in front of you. This will be added to your final score. *These cards are double sided, with one point on one side and two points on the other. When you have a one point card already in possession, flip this card over to the other side instead of taking a second one point card.* You also take a coin card with the value of 2 and add it to your hand. There could be a situation where you've only used heroes to serve customers, therefore still having four cards in hand. You **must** discard one of your cards in hand to make space for the coin card that you receive for serving.



JOKER - ANY PRODUCT



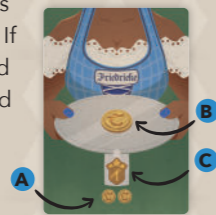
Alexander wants to place this beer table. He has two ways to pay for this. He pays with the 4 cards from his hand (left). Or he uses his hero instead of one of the cards (right). He then has 1 card left in his hand after placing the table.

Note: the hero stays in front of the player, he can use this heroes ability again after this round.

After using this action, refill your hand up to four if possible and refill the beer table market by taking the top card of the draw deck.

2. Hire a hero.

You can use your coin cards in your hand to hire a hero. If possible, you can use coins from your hired heroes. When doing so, discard the required amount of coins (A) from your hand and take the hero that you want to hire. Place the hero in front of you. **It is optional to take change if you paid too many coins.** Heroes can give you extra products, coins or bonus points for scoring (B). **You may only hire one hero in your turn**, but throughout the game, you may hire as many heroes as you want. Besides the extra's that heroes give you, they will also give you victory points (C). If you've spent coins from your hand, refill your hand with product cards from the draw deck to the hand maximum of 4 cards and refill the hero market.



3. Going back to the kitchen.

You may discard 1-4 cards from your hand to take the same number of cards from the product draw deck. Discarded coin cards go back to the coin deck.

Example of a round

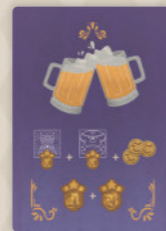
Julian discards two beers and a pretzel. He also uses *Hero Erich* to add a sausage to his products. This allows him to serve the customers. He discards the two beers and the pretzel and places the beer table card in the festival. As a reward for placing the beer table, he takes a victory point card and a two coin card. He then takes two new cards from



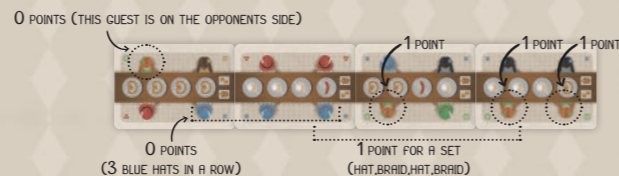
the product draw deck and refills the beer table market. It's now *Mandy's* turn. She discards four coins to hire *Hero Heidi*. She takes *Heidi* and places her in front of her. She takes two new cards from the product draw deck and refills the hero market.

End of the game

The game ends as soon as the product draw deck is empty or if there are twelve beer tables in the festival. If the starting player activated an end of game condition, finish the round. The person with the most victory points wins the game. The starting player card shows an overview of all the ways you can get victory points.



- 1; Victory point cards.
- 2; Hero cards.
- 3; Coin cards still in hand.
- 4; Goal card 1.
- 5; Goal card 2.
- 6; Bonus points from Hero cards.

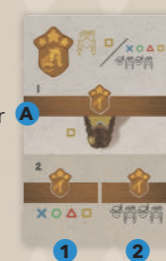


Scoring example of one row of tables:
 Goal card A:
 • 3 points for the green braids.
 • 1 point for one set of hat, braid, hat, braid
 Goal card B:
 • 0 points for the three blue hats.

In case of a tie, the player with the most victory points gained from victory point cards wins the game. This person has served the most customers. Still a tie? The person with the most hired heroes wins the game. If all this is tied, the game ends as a tie.

There are two types of goal cards. The placement of your customers is important for these goals. You always score points for the customers on **your** side of the table.

Type A: You receive one victory point for each hat/braid of the depicted color on your side of the tables (**A**). On the type A card there are two general ways of scoring extra victory points. **1)** Get one victory point for a set of four different colors next to each other. **2)** Get one victory point for a combination of four customers sitting directly next to each other, in which the seating is *hat-braid-hat-braid* or *braid-hat-braid-hat*.



Type B: You receive victory points per set of customers of the depicted color on your side of the tables. Sets are customers of the same color sitting directly next to each other. These sets are always on a single row. There can be more sets in one row. *Hats and braids* will be ignored for this goal. Only even numbered sets will score you victory points. Odd numbered sets will give you no victory points. The bigger the set, the higher the reward.



Note: the same customer can be scored multiple times.

Notable heroes

Some heroes give you an extra bonus. This can be an extra scoring opportunity or a special advantage during the game.



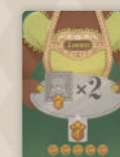
Helmut: Increase your hand limit by one.



Katharina: Double the victory points of your hired heroes.



Klaus: Double the victory points of goal card type A.



Leonore: Double the achieved victory point cards.



Matthäus: One extra victory point per two hats on your side of the tables. Colors are ignored.



Suse: One extra victory point per two braids on your side of the tables. Colors are ignored.

CREDITS

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