

FREE LOW-RIS VERSION

1000 Year Beard

Print & Play Edition

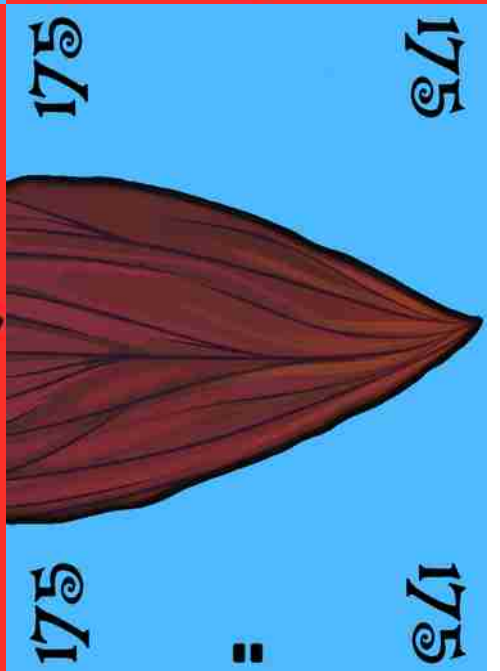
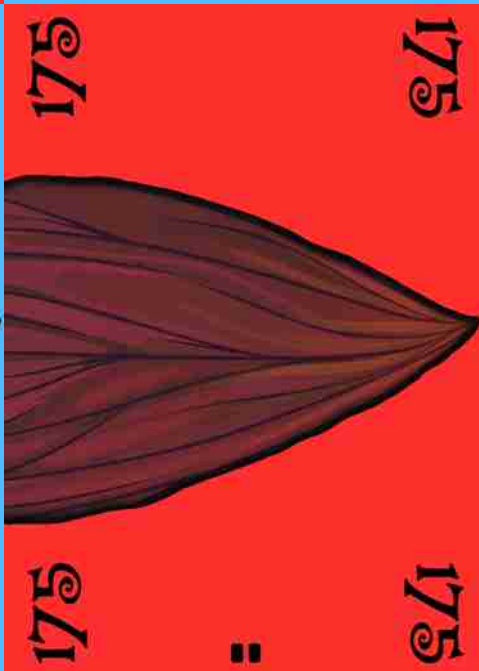
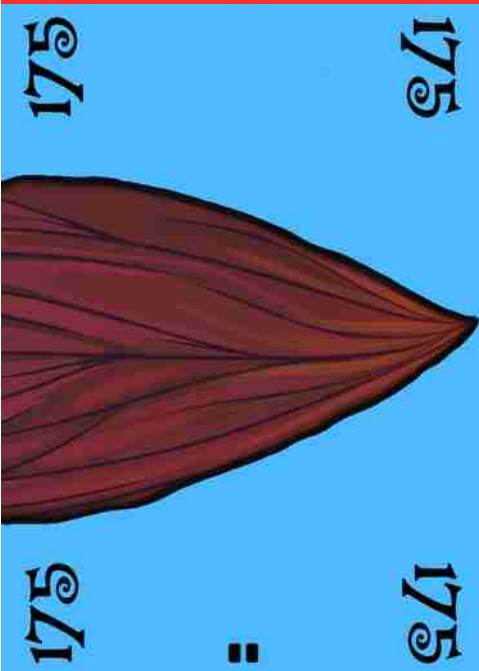
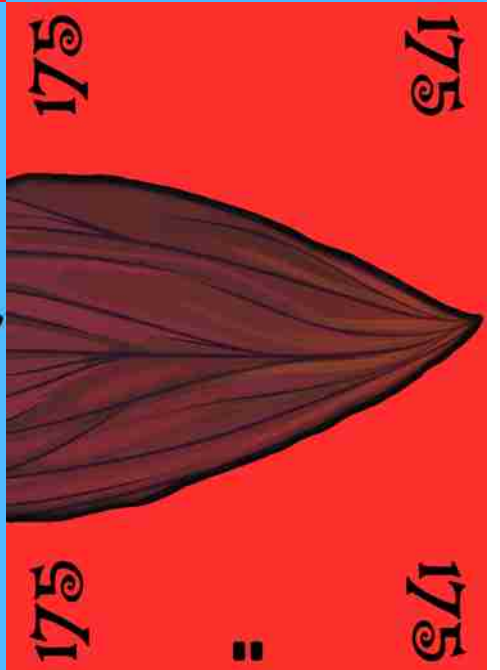
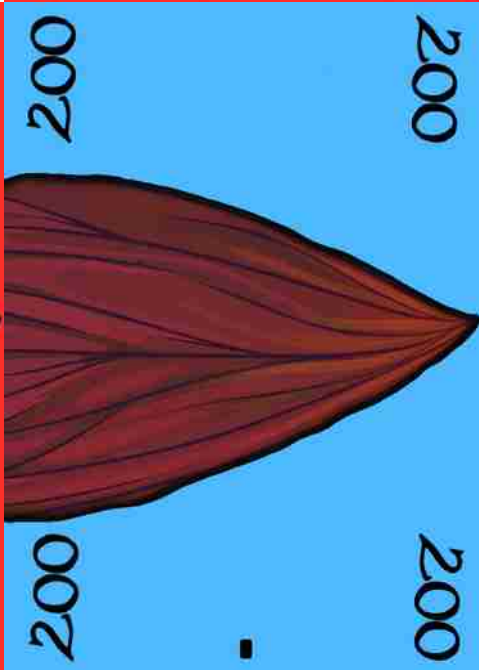
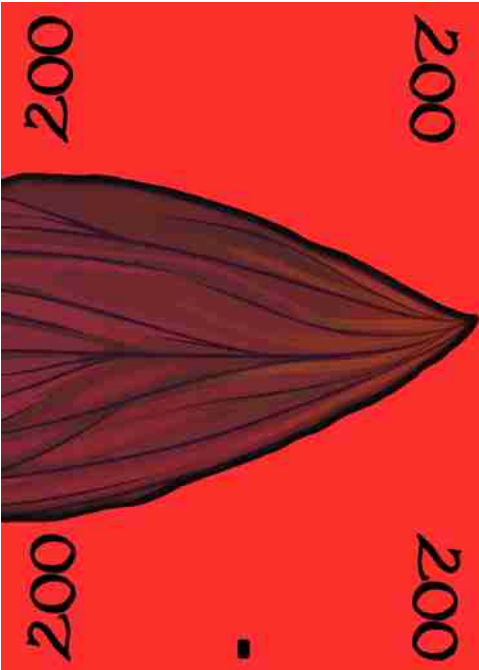
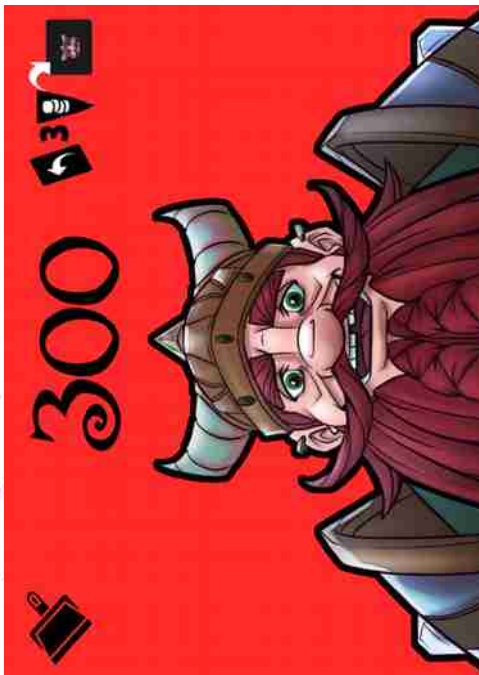
FOR BEST RESULTS PLEASE WATCH THIS VIDEO:
<https://www.youtube.com/watch?v=10t6PBypahl>
"HOW TO MAKE CARDS 3 WAYS"
by James Ernest on YouTube

You will need:

- Printer (set to print at 100% size)
- Paper or cardstock (8.5x11 inch)
- 50 Card Sleeves (poker size)
- 1 Deck of Regular Playing Cards
- Scissors/Paper Trimmer **USE CAUTION**
- 4 Tokens/Meeples/Cubes (optional)

Get the High-Resolution PnP:
KICKSTARTER AUG 13TH!

Face Cards & FuzzTrackers are dual sided.
Optional card backs are included:
Print 3 of each.



125	125	125	100	100
125	125	125	100	100
521	521	521	001	001
≡	≡	≡	≡	≡

125	125	125	100	100
125	125	125	100	100
521	521	521	001	001
≡	≡	≡	≡	≡

125	125	125	100	100
125	125	125	100	100
521	521	521	001	001
≡	≡	≡	≡	≡

1000 Year BEARD

75 = 75

100 = 100

75 = 75

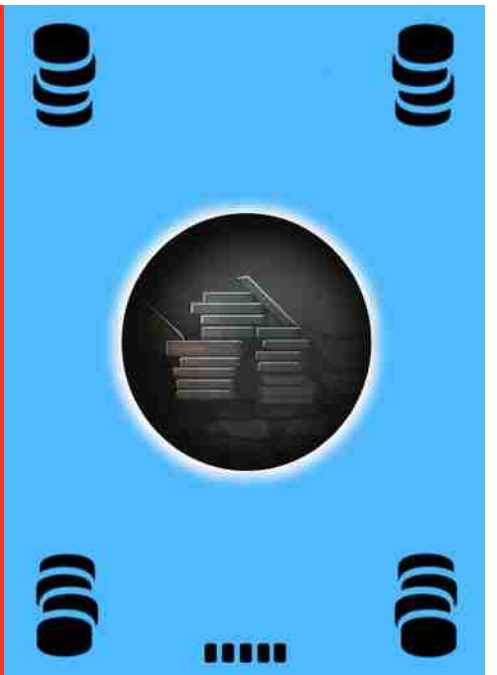
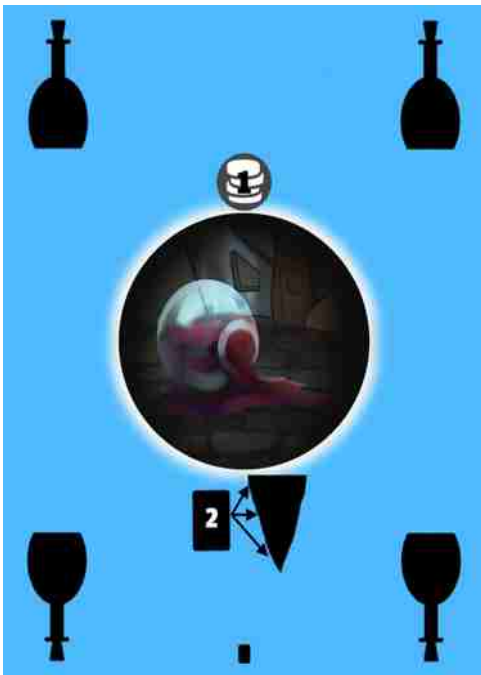
75 = 75

100 = 100

75 = 75

75 = 75

100 = 100





Grow the longest, most majestic beard of a thousand years and win the game!

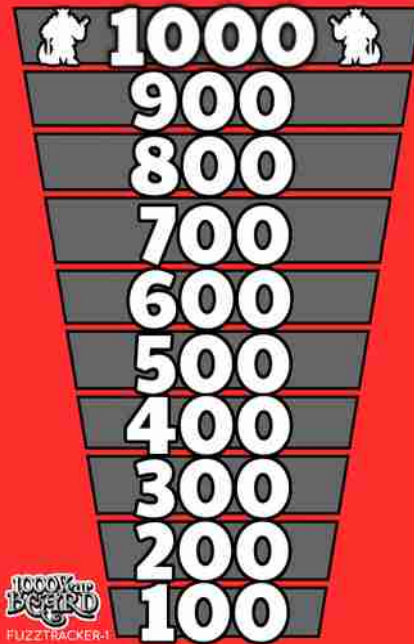
2-PLAYER SET UP & RULES

1. Pick a color and take your matching cards & Fuzz-Tracker. Then shuffle your deck.
2. Place your Face Card, Stubble side up, with room to grow your glorious dwarven beard.
3. Draw 1 random card from your deck without looking and remove it from the game!
4. Draw an opening hand of 5 cards, keeping them secret.
5. Place the remaining cards nearby in a face-down pile.



Whoever used a comb last, takes the first turn to start the game. Alternatively, the player with the least amount of actual whiskers goes first...or you may randomly choose. Dwarves take turns until the game ends. See "HOW TO WIN!" on rule card 4-A.

Turn over to start growing...



HOW YOUR BEARD GROWS

Play Beard Cards from your hand to form a fuzzy column under your Face Card; overlapping and positioned horizontally. Beard Cards have the Years printed "50" through "200" and must always be placed in sequential-descending order with the highest Years at the top and lowest at the bottom of your Beard. Note: all the cards in your deck have small "card pips" indicating the quantity of each.

The example below showing a total of 675 Years on the red Dwarf's Beard.



ON YOUR TURN

You may perform these 3 actions below, in any order.

GROW!

+1 Add 1 Beard Card from your hand to your Beard, following the Very-Bottom Rule.

GROOM!

Discard 1 Grooming Card plus the "cost" in Silver Cards, to activate the special effect.

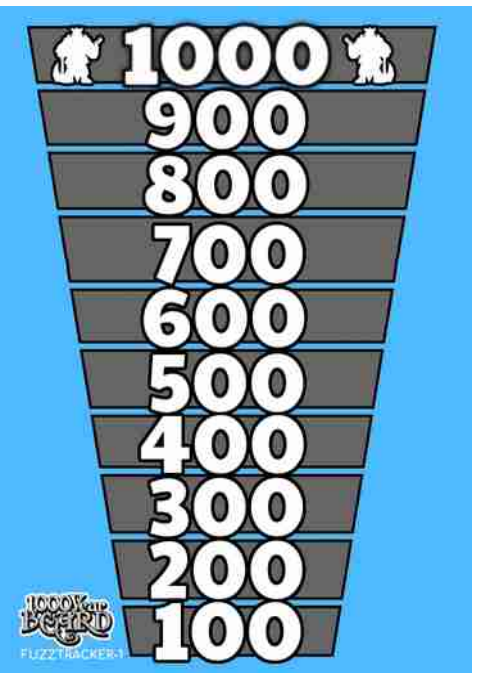
PLUCK!

Discard 1 card from your hand to draw 1 new card from your Deck. You may perform this action twice during your turn.

THE VERY-BOTTOM RULE

Cards can only be added to the very bottom of your Beard. (Some cards or game effects may break the Very-Bottom Rule!)

5 You may pass, to end your turn at any time. When you're finished with your turn: Let the other dwarf know, then draw cards until you have 5 in your hand.



STASHING SILVER

You may place up to 4 Silver Cards on your Beard, anytime during your turn. These "Stashed Silvers" are always the Very-Bottom card(s) on your Beard: slide any Silver Cards down as you add more cards. You cannot Stash Silver directly on your Stubble.

*Stashed Silvers may be used to **GROOM!**

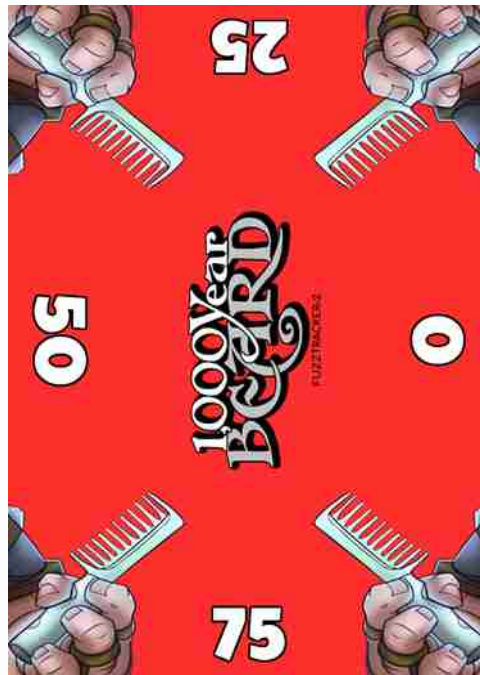
SILVER SORCERY: At the beginning of your turn (before you take any actions) you may conjure up beard magic by discarding 3 Stashed Silvers to flip over a Face Card, adding or subtracting 300 Years instantly- even flip over the other dwarf's Face Card!

CLEAN SHAVE

You may discard 1 Silver, before taking any other actions on your turn. If you do, discard ALL the cards from your Beard. If your Face Card is on the Scruff side, flip it over. This does not affect your Dustpan.

THE FUZZTRACKER & DWARVEN AID

The Fuzztracker is a set of 2 cards that help you keep dibs on your whiskers without recounting and totaling your whole Beard over & over during a game. The Dwarven Aid is a rules reminder "cheat sheet".



THE DUSTPAN

Every time the Scissor Slice and Axe Whack* Cards are used, the "Dustpan" must be filled. The removed card is placed at an angle & slightly tucked under the side of the dwarf's Face Card. A card placed here is considered to be in the Dustpan and counts as a negative when totaling your Beard. You may only have 1 card in your Dustpan at any time. If it is "full", discard as normal.

*When using the Axe Whack, the card with the highest Years is placed into the Dustpan. The other removed card is discarded as normal. Silver Cards are considered to be "lowest Years" but do not count when totaling your Beard.

How to empty your Dustpan:

1. Play all the cards from your hand during a turn. Then you may add the Dustpan card to your Beard- following the Very-Bottom Rule, Stosh (if it's a Silver) or discard it.
2. Skip your turn without taking any actions and then discard the Dustpan card.

ABOUT DISCARDING

When you discard a card, place it in a face-up stack next to your Deck- this is your Discard Pile. You may review your Discard Pile at any time during your turn. If at any time during the game should your Deck run out of cards and you need one or more cards to complete your turn, reshuffle your Discard Pile to form a new Deck. Then, continue playing.



On Your Turn: ANY ORDER, ANY TIME!

GROW! **GROOM!** **PLUCK!**

STASHED SILVERS ALWAYS THE VERY-BOTTOM CARDS
 MAXIMUM OF 4
 NO STASHING ON YOUR STUBBLE
 YOU CAN USE TO GROOM!

SILVER SORCERY
 At the start of your turn, discard 3 Stashed Silvers then flip over a Face Card!

STASH SILVER ANYTIME DURING YOUR TURN

AFTER YOUR TURN BRUSH BACK UP TO FREE CARDS

FILL THE DUSTPAN! **PLUCK!** **2-B**

Move the card with the highest Years to the Dustpan
SKIP A TURN
 PLAY ALL THE CARDS IN YOUR HAND

*You may play the Dustpan card following the Very-Bottom Rule.

GROOMING CARDS

The Magic Comb, Purplish Potion, Scissor Slice & Axe Whack all display the "cost" in Silver to use them, indicated by the coin-stack icon. Discard the number of Silver cards along with the Grooming Card to activate the special effect. These effects are represented on the cards by a little-beard icon.

MAGIC COMB ADD 1 CARD TO YOUR BEARD

PURPLISH POTION ADD 2 CARDS TO YOUR BEARD

SCISSOR SLICE REMOVE 1 CARD FROM THE BOTTOM OF A BEARD

AXE WHACK REMOVE 2 CARDS FROM THE BOTTOM OF A BEARD

YOU MAY IGNORE THE VERY-BOTTOM RULE!

FILL THE DUSTPAN FIRST. SCRUFF? FLIP IT OVER INSTEAD!

On Your Turn: ANY ORDER, ANY TIME!

GROW! **GROOM!** **PLUCK!**

STASHED SILVERS ALWAYS THE VERY-BOTTOM CARDS
 MAXIMUM OF 4
 NO STASHING ON YOUR STUBBLE
 YOU CAN USE TO GROOM!

SILVER SORCERY
 At the start of your turn, discard 3 Stashed Silvers then flip over a Face Card!

STASH SILVER ANYTIME DURING YOUR TURN

AFTER YOUR TURN BRUSH BACK UP TO FREE CARDS

FILL THE DUSTPAN! **PLUCK!** **2-B**

Move the card with the highest Years to the Dustpan
SKIP A TURN
 PLAY ALL THE CARDS IN YOUR HAND

*You may play the Dustpan card following the Very-Bottom Rule.

HOW TO WIN!

If your Beard totals at least 1,000 Years at the end of your turn, the other dwarf plays one more turn.

Then, if both Beards now total less than 1,000 Years each, the game continues.

Otherwise, the dwarf with the highest total breaks the Whisker Wizard's spell... & wins the game!

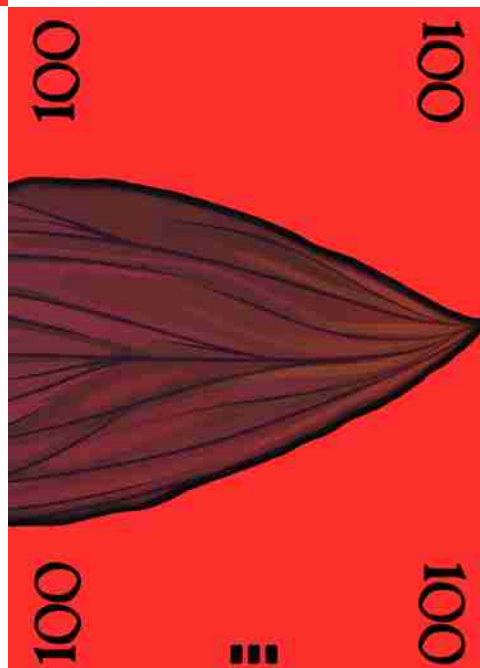
TIE BREAKER

The dwarf with the most number of cards on their Beard breaks a tie. If a tie persists, the dwarf with the most Stashed Silvers wins. Alternatively, the player with the longest whiskers breaks the final tie.

Reminder: Be sure to return the 2 removed cards during set up, before your next match!

WWW.1000YEARBEARD.COM
 2019 O'Brien Pastime, All Rights Reserved

Turn over to grow solo...



1-PLAYER SET UP & RULES

1. Pick a color and shuffle both decks.
2. Place your Face Card, Stubble side up, with room to grow your Beard. Place the Ghost Beard's Face Card, Scruff (300 Years) side up.
3. Draw an opening hand of 5 cards for yourself, only.
4. Place your remaining cards nearby in a face-down pile. Likewise, place the Ghost Beard's deck within reach, as a 2nd player would.

(You keep dibs on the Ghost Beard's progress using the other Fuzztracker.)

You take the first turn to start the game.

You take your turn as normal, then you draw and play the Ghost Beard's cards according to the rules below.

The game ends just like a 2-Player game.

See "HOW TO WIN!" on the other side of this card.

AFTER YOUR TURN

Draw 1 card from the Ghost Beard's deck and follow the instructions. Then repeat this step.

BEARD or SILVER
 Add/Stash it on the Ghost Beard, ignoring the Very-Bottom Rule! Then draw another card & immediately discard it.
 *Each Stashed Silver equals 25 Years on the Ghost Beard!

SCISSORS or AXE
 You must use it on your Beard! Then if there are any Stashed Silvers on the Ghost Beard, discard one.

COMB or POTION
 You may use it to your Beard if you can pay the Silver. Draw back up to 5 cards if you use it- if not, discard it.



