

1,000 Year BEARD

1-2 PLAYERS AGES 10+ 15 MINS.

GAME RULES

(Prototype/Not Final)



COMPONENTS

54 Player Cards
2 Dwarf Meeples
2 Silver Cubes
2 Fuzz-Trackers

TWO PLAYER SET UP

1. Pick a color and take your matching cards, Fuzz-Tracker & tokens. Then shuffle your deck.
2. Place your Face Card, Stubble side up, with room to grow your glorious dwarven beard.
3. Draw an opening hand of 5 cards, keeping them secret.
4. Place the remaining cards nearby in a face-down pile.

Who ever used a comb last, takes the first turn to start the game. (Alternatively for fun, 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!" below.

HOW YOUR BEARD GROWS

Play cards from your hand to form a fuzzy column under your Face Card: overlapping and positioned horizontally. Cards must always be placed in sequential-descending order with the highest printed number (Years) at the top and lowest number at the bottom of your Beard.

The Very-Bottom Rule: Cards can only be added to the very-bottom of your Beard.

ON YOUR TURN

You may perform these 3 actions below, in any order. You may pass, to end your turn at anytime. When you're finished with your turn: Let the other dwarf know, then draw cards until you have 5 in your hand. You cannot have more than 5 cards in your hand at anytime.

● **GROW!**

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

● **GROOM!**

Discard 1 Grooming Card + 1 Silver Card to activate the printed effect.

● **PLUCK!**

Discard 1 card from your hand to draw 1 new card from your Deck.

You may perform the Pluck action twice during your turn!

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. (Just *slide* any Silver cards down.) You cannot Stash Silver directly on your Face Card when it’s on the Stubble side. Stashed Silver cards may be used to GROOM.

Silver Sorcery: At the beginning of your turn (before you take any actions) you may discard 3 Stashed Silvers to conjure up special beard bewitchment: flip over a Face Card, adding or subtracting 300 Years instantly... Yes, you may even flip over the other dwarf’s Face Card!

THE DUSTPAN

Everytime the Scissor Slice and Axe Whack* cards are used, the “Dustpan” must be filled. The discarded card is placed next to the dwarf’s Face card, at a slight angle. 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 your the Dustpan at anytime. If your Dustpan is ‘full’, discard cards as normal.

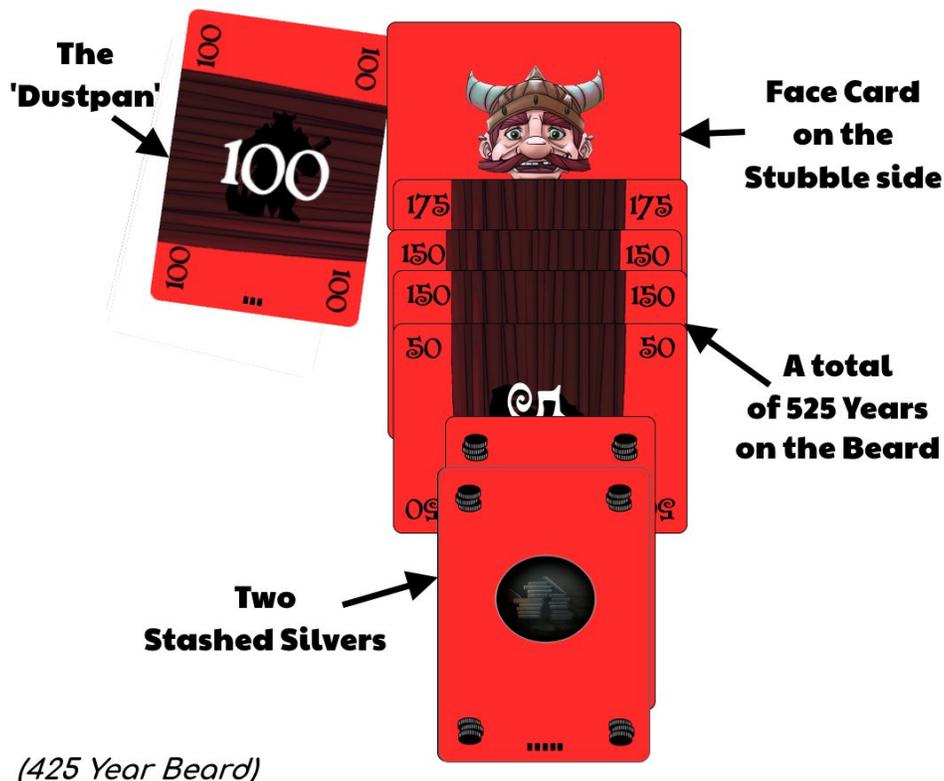
**When using the Axe Whack, the card with the highest Years is placed into the Dustpan. The other removed card is discarded as normal. Silver cards are considered to be “lowest Years” but do not count when totalling your Beard.*

Two Ways To Empty Your Dustpan:

1. Play all the cards from your hand during a turn. Then you may play the Dustpan card- following the Very-Bottom Rule or discard it.
2. Skip your turn without taking any actions and then discard the Dustpan card.

CLEAN SHAVE

If your Face card is on the Stubble side, you may discard 1 Silver, before taking any other actions on your turn. If you do, discard ALL the cards from your Beard. This does not affect your Dustpan.



THE FUZZ-TRACKER

The Fuzz-Tracker helps your game and Beard flow smoothly. Using the dwarf meeple for the centuries and the silver cube for the quarters, you can keep dibs on your whiskers without recounting and totalling your whole Beard over & over during a game. Tips and rules can be found on BOTH sides of your Fuzz-Tracker.



ABOUT DISCARDING

Place discarded cards 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.

HOW TO WIN!

If your Beard totals 1,000 Years (or more) at the end of your turn, the other dwarf plays 1 more turn. Then if both Beards total less than 1,000 Years, the game continues. Otherwise the dwarf with the highest total of Years has the longest, most majestic Beard ...and 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 Silver cards wins. Rematch, if there is still a tie. (Alternatively for fun, the player with the longest whiskers breaks the final tie.)

SOLO RULES

ONE PLAYER SET UP *(Please read the complete rules above, before growing alone!)*

1. Pick a color and shuffle both decks. Your opponent is the "Ghost Beard"!
2. Place your Face Card, Stubble side up, with room to grow your glorious dwarven beard.
3. Place the Ghost Beard's Face card, Scruff side up.
4. Draw an opening hand of 5 cards for yourself.
5. 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 can keep track of both Beards using the matching Fuzz-Trackers and tokens.)

You take to first turn to start the game.

Game play is very similar to a Two Player game except, in a One Player game your Dustpan is never "full". Also, when you're finished with your turn, do not draw up to the maximum of 5 cards until the Ghost Beard's turn is over- at the beginning of your next turn.

AFTER YOUR TURN

1. **Draw 1 card from the Ghost Beard's deck and play it following the rules below.**
2. **Draw another card and discard* it, ending the Ghost Beard's turn.**

**Face-up discard pile near the Ghost Beard's deck.*

Beard Card: Add it to the Ghost Beard, ignoring the Very-Bottom rule.

Silver Card: Stash it immediately on the Ghost Beard.

Scissors Slice/Axe Whack: Use it on your Beard. No Silver card is needed to activate BUT if there are any Stashed Silvers on the Ghost Beard, discard 1.

Magic Comb/Purplish Potion: You may use it on your own Beard if you can also discard 1 Silver card, otherwise discard it.

A Ghost Beard cannot empty a Dustpan, get a Clean Shave or flip a Face card.

(Yes, you can fill the Ghost Beard's Dustpan. Maximum of 1.)

APPENDIX

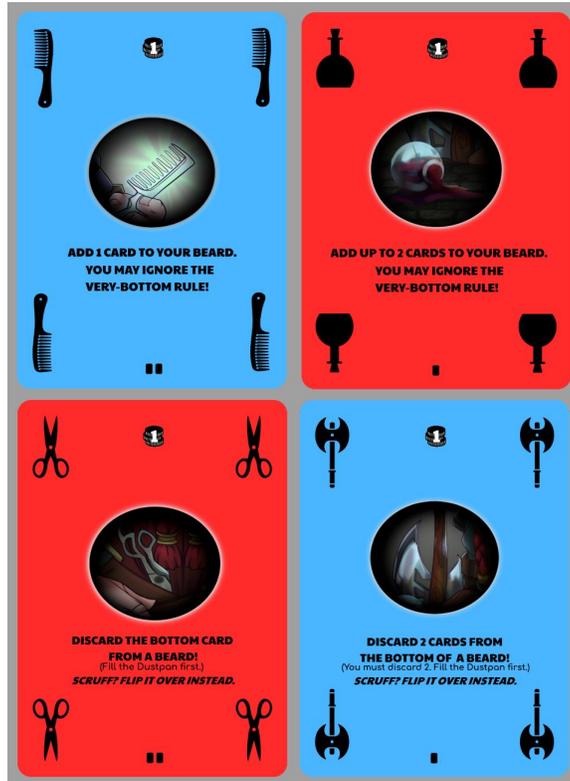
THE CARDS

Card count per Dwarf. The latest design includes card pips showing how many of each card is included in a deck.

Beard Cards (years) 50x2 75x2 100x3 125x3 150x2 175x2 200x1

Silver Cards x5

Grooming Cards: Magic Comb x2 Purplish Potion x1 Scissor Slice x2 Axe Whack x1



F.A.Q.

Questions players have been asking about the game that may be incorporated into the final printed rules sheet for mass production.

Q: Can I play two (for example) 100-Year beard cards consecutively on my Beard?

A: Yes. You can have multiple cards of the same year. (The new example in the rules shows this now.)

Q: If I skip my turn to empty my Dustpan, can I still Stash or discard Stashed Silver cards?

A: Since Stashing, discarding or otherwise using any Silver cards (example: Clean Shave) happens *during* your turn, you cannot do anything when you skip your turn,

CREDITS

THIS GAME, THAT LITERALLY CAME TO ME IN A DREAM,
IS DEDICATED TO MY MOM, JOELLA HUFFMAN.
-D.D.O'Brien

Game Design

D.D. O'BRIEN

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Public Play-Testing Assistance



Icon Images Courtesy of the Noun Project

(Under creative common license)

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Scissors by Lnhi

Battle Axe by parkjisun

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Special Thanks

Vince O'Brien, Jamie Stegmeyer, Cody Thompson, Terri Du'Fer, Brandie Du'Fer, Tricia Cloud, Lilo Chapman, Playtest NW (www.playtestnw.com), The Game Crafter (www.thegamecrafter.com), Uncle's Games, Blue Highway Games, Wayward Cafe, Emerald City Comic Con, Dragonflight Con, PAX-West [more to be added].

1,000 YEAR BEARD will be published under "O'BRIEN PASTIME GAMES"



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