




Play the Blues in Twelve Bars! The Pub Game

Game instructions
and more

Board game: 1-4  30-60 min

Card game: 2-5  15-30 min



Play the Blues in Twelve Bars

It is Friday afternoon, 2 pm:

Time for a beer! You meet up with a few friends at Café Safran. With your blood alcohol level at a fabulous 0‰, you spontaneously suggest taking it easy today and going on a pub crawl through Hanover.

“Through a specific part of town?” asks Baggi.

“I don't know,” says Raffa, laying a city map on the table.

“Don't put the drinks on the map,” Brombert calls out. “It'll leave rings!” But it's too late! Five rings have formed around the glasses left on the table, covering Linden Nord, Linden Mitte, Nordstadt, the city center, and Oststadt/List.

“They look like donuts,” says Kiefer.

“Or lifebuoys!” says Brombert. “Pub lifebuoys! Firstly, they save us when we want to make decisions, secondly, today we're contributing to saving pub culture with a little tour, and thirdly...”

“Thirdly, we might need to save ourselves once we've been to all the pubs in a ring like that!” adds Raffa.

“Well then, let's get going!” everyone shouts, clinking glasses, drinking up... and then, just to be on the safe side, having a second drink to fortify themselves for the long journey to the next pub lifebuoy!

These are your paths to glory:

Play the blues in twelve bars: Visit twelve bars to win (the Safran does not count as a starting point!).

Save the neighborhood: The more bars in a rescue ring, the better: Each bar from the third bar onwards in a ring reduces the number required to win by one card.

Across town: If you manage to visit one bar from each rescue ring (plus an additional sixth), you have already won with six bars!

Game instructions **EINS IST KEINS**

Contents:

- › A game board of Hanover with a timeline and alcohol meter
- › 50 pub cards (25 green and 25 black backs)
- › Four cards with brief instructions on how to play a turn
- › One cover card (back: clock card)
- › One die and two playing pieces each in red, blue, green, and yellow
- › One black playing piece (clock stone)
- › One set of game instructions

Start of the game

All players take the game pieces in their favorite color. One piece is placed on Café Safran and one on 0‰ on the blood alcohol level scale of the corresponding color (at the bottom of the game board). In this game, blood alcohol levels represent the energy that propels you forward. ***Please note: This is only the case in this game! In real life, it is a good balanced diet, friendliness, and exercise. However, that doesn't matter in this game!***

The players continue to receive a quick guide and six pub cards with green backs, which they lay out face up in front of them. You try to visit these pubs.

The remaining pub cards are shuffled and placed face down in a pile (the draw pile!). The top card is placed face up next to the draw pile.

The player with the pub that opens earliest receives the die. If two players have the same earliest opening time, compare the card with the next earliest opening time, and so on, until it is clear who will start.

The player to the right of the starting player is the clock keeper. She receives the clock card and places the black playing piece on the space marked 14 (meaning 2 pm) on the green timeline at the top of the game board.

Gameplay

Take turns rolling the dice. Depending on the number rolled, you can either drink or move. All numbers except 6 result in extra actions (see below).

Drinking is only allowed in a bar (note the opening hours!). Your blood alcohol level is increased by the maximum amount rolled (in increments of 0.1‰; **note:** 2.3‰ is the maximum in this game).

When moving, your character is moved forward by a maximum of the number rolled. Your blood alcohol level counter is set back by the same number of spaces (**note:** 0‰ is the end!).



- › **One is none ("Eins ist keins"):** You may drink (i.e., increase your blood alcohol level by 0.1‰ if you are in a bar) or move one space (and reduce your blood alcohol level by 0.1‰).

Then you may roll the dice again!



- › **Swap cards:** You may swap one of your cards with the face-up card next to the draw pile, or you may place one of your cards on top of the face-up card and then draw a card.

Then drink or move.



- › **Takeaway ("Fußpils");** also known as "Handbier": If you roll a three, you may (only if you are in a pub!) move three steps towards the nearest pub without losing any alcohol level!

There is also a Fußpils at closing time!



- › **Round of drinks:** If you roll a four, all players who are in an open pub may drink for 0.4‰. The player who rolled a four can also move instead (even if that's not really allowed...).

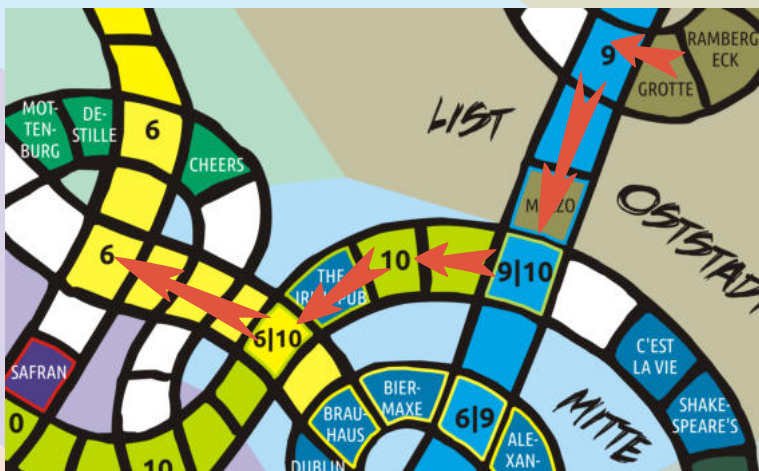


- › **Time is running out...** fastest when it's nice outside. Take the clock keeper's card! Make your move (drink or move) and then move the clock stone further along the timeline.

Movement

With the dice eyes, you can move from square to square in single steps. On tram lines 6, 9, and 10, you can travel from station to station. Of course, you can also change trains. In the train below, Raffa wants to get from the Grotte to the Destille as quickly as possible. She walks one step, travels one station on the 9, two stations on the 10, and one station on the 6. The train terminates there (at Königsworther Platz). Her blood alcohol level is reduced by 0.5‰.

Please note: This is only the case in this game. In real life, blood alcohol levels do not decrease so quickly (the rate is around 0.1‰ per hour). So be glad you're in a game!



Below zero is not allowed: If Raffa only has 0.4‰ on her blood alcohol level, she can only move four spaces (in this case, she would only get as far as Steintor).

Gum rule: Thirst is a bad companion! Avoid standing outside a pub with 0‰. As long as you are dry, you are not allowed to roll the dice, but can only move one space per turn!

Night star traffic: From 1 a.m. onwards, the city train only runs on the hour. If the clock stone is set to half an hour (e.g., 1:30 a.m.), you have to walk on this move.

The Playing Cards



Don't know where all the bars are located? No problem, the cards will give you clues:

The red field shows the location of the bar on the game board.

The district is listed on the left edge of the card. You can also see the bar's opening hours at the bottom of the card.

The lifebuoys:

35 of the 50 pubs are located in five pub lifebuoys. These are areas in Hanover with a high density of pubs.

The red field indicates the location of the pub in the respective lifebuoy.

The name of the "lifebuoy" is shown on the right-hand edge of the map.



35 of the 50 pubs are located in five pub rescue rings. These are areas in Hanover with a high density of pubs.

The red field shows the location of the pub in the respective rescue ring.

The name of the "rescue ring" is shown on the right-hand edge of the map.

Opening hours

Pubs only serve drinks when they are open. This means that if, for example, you are in a pub at 1 a.m. or are just arriving there, and it closes at 1 a.m., you will not be able to get anything to drink (except perhaps a foot beer).

If you want to know whether a particular pub is open without having the map, just take a look at the following page.

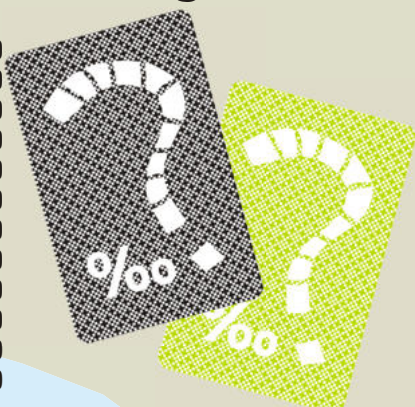
No liability assumed for correctness of the opening hours!

Kneipen und ihre Öffnungszeiten

... und der böse Wolf:	17:00 to 3:00
501 Bar	16:00 to 2:00
Alexander	16:00 to 3:00
Alte Liebe	16:00 to 5:00
Barkarole	20:00 to 05:00
Bier-Maxe	11:00 to 22:00
Brauhaus Ernst-August	11:00 to 04:30
C'est la vie	22:00 to 10:00
Cafè Kalah	17:00 to 02:00
Café Safran	10:00 to 02:00
Centrum	11:00 to 00:00
Cheers	9:00 to 1:00

Crempel Pub	18:00 to 05:00
Das Ei	17:00 to 2:00
Debakel	17:00 to 2:00
Deister-Quelle	16:00 to 3:00
Destille	10:00 to 4:00
Dublin Inn	16:00 to 2:00
Edenstube	15:00 to 23:00
Elfi's Stübchen	20:00 to 6:00
Extrakt	11:30 to 2:00
Frosch	16:00 to 2:00
Gaston	17:00 to 02:00
Gaststätte Kaiser	11:00-15:00 und 17:00-1:00

Gaststätte Lorberg	17:00 to 0:00
Grotte	18:00 to 1:00
Hannovers Wohnzimmer	18:00 to 23:00
Havana	18:00 to 4:00
Izarro	17:00 to 3:00
Klein Kröpcke	17:00 to 1:00
Kleines Museum	17:00 to 0:00
Kuriosum	18:00 to 0:30
Lindwurm	18:00 to 3:00
MacGowan's The Irish Pub	17:00 to 1:30
Mezzo	9:00 to 0:00
Mottenburg	18:00 to 2:00
Peanuts	17:00 to 01:00
Piccolo Fiasko	14:00 to 0:00
Pinte Pjög	17:00 to 4:00



Plümcke	17:00 to 0:00
Ramberg-Eck	11:00 to 3:00
Rumpelkammer	12:00 to 0:00
Santana Cocktail Bar	16:00 to 5:00 ("open end")
Schateke	17:00 to 1:00
Schätzchen	16:00 to 2:00
Shakespeare's	17:00 to 3:00
Spektakel	18:00 to 1:00
Ständige Vertretung	11:00 to 0:00
The Harp	16:30 to 23:00
Was nun?	18:00 to 2:00
Zum Stern	17:00 to 22:00

The selection of pubs is purely subjective. I'm missing quite a few here, from the Bergkause to the Gilde Stübchen, Café K, Grüpchen, Chicago, Bei Osman, Stubenwechsel, Safrans Bar, Masa, Spandau, Pestalozzi-Kause, Bier Comptoir, Prost, Meiers Lebenslust and Bei Elena, to name just a few. But what can I say? The selection of pubs is purely subjective!

Sequence of Play

① Roll the dice

Whenever it's your turn, grab the dice and roll it.

Exception: If you have 0% and aren't in a bar (or the bar you're in is closed), you don't need to roll the dice and can move one space instead.

② Perform an extra action (depending on dice eyes) (see “How to play” and quick instructions on the cards)

Exception: You roll a six (in this game, six is the only number that has no special meaning).

③ Drink or move (and adjust your blood alcohol level!)

Depending on the activity, the blood alcohol level counter moves forward or backward.

***Exception:** Takeaway: If you roll a three (and you are in an open pub), you can move three spaces without losing blood alcohol. This also works if the pub you are in is closing.*

④ Discard a card (when you arrive at a pub)

When you arrive at one of your pubs (or the card in the middle) and it is open, you can discard the card. Draw a card from the draw pile or take the card in the middle and reveal a new one.

⑤ Set the time (if you have the clock card)

⑥ Draw cards (bars that are already closed)

Everyone checks their cards (including those in the middle). Bars that are already closed are removed. Then, each player takes turns drawing one card from the deck until everyone has six cards again.

End of the Game

The game ends when

- › no pubs are open or the stack is used up
- › the clock stone has reached 5 o'clock
- › a player has visited twelve pubs ("Drunken Master")
- › a player has achieved one of the following winning combinations of lifebuoys and pubs (rule of thumb: each pub from the third pub onwards in a lifebuoy reduces the number required to win by one card):

- ▶ **Three pubs** from one lifebuoy **plus eight** other pubs of your choice (eleven cards in total)

- ▶ **Four pubs** from one lifebuoy **plus six** other pubs of your choice (ten cards in total)

- ▶ **Two sets of three pubs** from two lifebuoys **plus four** other pubs (ten cards in total)

- ▶ **Three and four pubs** from two lifebuoys **plus two** additional cards (nine cards in total)

- ▶ **Three times three pubs** from three different lifebuoys (nine cards in total)

- ▶ **Five pubs** from one lifebuoy **plus four** additional pubs of your choice (nine cards in total)

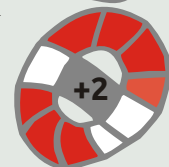
- ▶ **Six pubs** from one lifebuoy **plus two** additional pubs of your choice (eight cards in total)

- ▶ **Two sets of four pubs** from two lifebuoys

- ▶ **Three and five pubs** from two lifebuoys

- › if a player has visited **all seven pubs** from one lifebuoy ("Heroine of the Ghetto")

- › or if a player has visited **one pub from each of the five rings plus any sixth pub** ("Tourist").



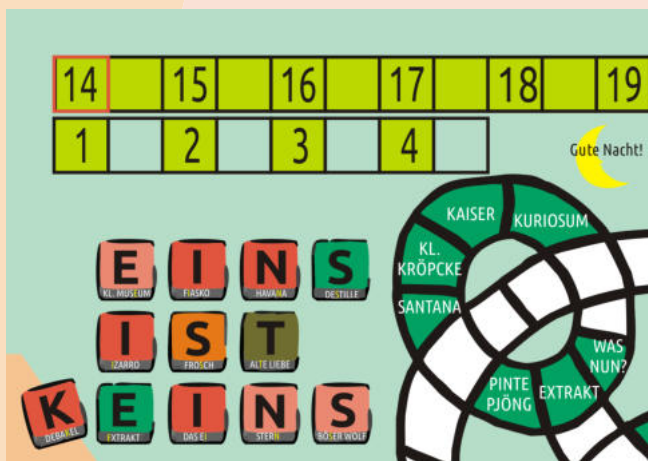
Bei Gleichstand gewinnt, wer Kneipen aus mehr verschiedenen Stadtteilen hat. Ist dann immer noch Gleichstand, gewinnt die Spielerin mit dem höheren Promillestand.

A few more tips:

Rhubarb spritzer rule: You don't have to drink anything (i.e., no alcohol) in a bar. If you still have enough energy to make it to the next bar, just drink a rhubarb spritzer and move on to the next round.

Know-your-limit rule: At 2.3‰, that's it. No more drinking. At least in this game (but even otherwise, it's probably a good idea to get some fresh air or go home in this case). This also applies if the beer is already half-drunk (as are you). For example, if you have 2.0‰ and someone buys a round, you can replenish your energy level to 2.3‰ with a “Durchgezapft” (draught beer).

Night star traffic: At this point, we would like to remind you that trains only run hourly after 1 a.m. (i.e., only when the clock stone is on an upper green field). I didn't make this up, that's just how it is. Timing is everything!



EINS IST KEINS alone

You can also play EINS IST KEINS on your own. It works exactly the same as with several players, except that you have to drink the local round on your own. The challenge here is to finish your pub crawl as early as possible.

Game instructions online:



johannesweigel.de/hannover-kneipenspiel/



johannesweigel.de/hanover-pub-game/

Legal notice:

All rights to the pub names are generally held by the pubs themselves. They have only been used in this game to honor and praise the pubs!

Hall of Fame: Here you can immortalize your victory!



EINS IST KEINS - the Card Game

Want to play a game, but short on time? Or don't want to read a lot of instructions? Or are there five of you? Then try out the card game with two to five players!

Each player receives one card at the start. The remaining cards are placed face down in a draw pile.

After each round, a new card is dealt to all players, regardless of how many cards each person has in their hand.

The player to the left of the dealer starts the game.

The player whose turn it is now lays down a card and makes one of the following announcements:

›Earliest opening time

›Latest closing time

›Neighborhood

›Lifebuoy

Then each player takes turns trying to trump the previous card. This is done by playing a card that is at least equal to the card that has been played: For example, if the opening time announced is 3 p.m., any pub that opens at 3 p.m. or earlier wins the trick.

For “opening time,” the opening time must be reached or beaten.

For “closing time,” the same applies, except that the times must be reached or beaten.

For “district,” only cards from the same district trump. For lifebuoy, only cards from the same lifebuoy trump.

A card only has to be served if it trumps! For opening time, only a card with an earlier or the same opening time as the previous card can be played; for closing time, district, or lifebuoy, the same applies. Whoever can, must serve!

Example: Brombert plays the Fiasco. Keith has no card from the “Linden Nord” rescue ring. Baggi plays the Izarro. Gaffa plays the Egg and gets the three cards played as a trick.

This means that, as the game progresses, everyone holds a different number of cards in their hand.

The player who took the trick deals one card from the deck to each player, as long as there are cards left in the deck, and then plays a new card. Players who have no cards left are out.

The same rules apply for winning as in the board game version: you win with 12 pubs. Lifebuoys or a tour “across town” reduce the number of pubs required accordingly (see “End of the game”).

Joker cards:

There are two cards that you can play safely because they cannot be trumped: these are the Frosch (with the announcement ‘Neighborhood’) and C'est la vie (with the announcement ‘Latest closing time’): no one is likely to trump 10 o'clock in the morning – after all, there are two pubs in the game that have already been open for an hour.



"It is an honour for me to be able to support you. After all, my carpentry workshop is located in a former restaurant.

In 2009, Limmer still had nine pubs, but now there is only one left – the Frosch. That's why any initiative to save pubs and clubs is very welcome."
(Uwe Staade, carpenter)

The lifebuoy:

If you have won with a lifebuoy, i.e. with all seven pubs in a 'donut', please post a photo of it on the social media platform of your choice with [#kneipendonut](#) (also for the board game version).

One more word about the lifebuoy:

Unfortunately, the districts in Hanover are not evenly distributed in terms of pubs. Including the Startbar Café Safran, they are divided as follows in this game:

Nordstadt	ten pubs
Linden Nord	nine pubs
Linden Mitte	eight pubs
Mitte	also eight pubs
Oststadt	five pubs
List	four pubs
Calenberger Nordstadt	three pubs
Südstadt	also three pubs
Limmer	one pub

With four pubs sponsoring this game, the Nordstadt is undoubtedly the coolest place to be!

That's why – and also because I liked the design element on the game board – we now have these lifebuoys (with the backstory of beer glass marks on the city map).

If you still find the word 'lifebuoy' somewhat strange in connection with a pub crawl: in the first prototype, the lifebuoys were called pub doughnuts. But if there's one thing that doesn't fit into a Hanover pub, it's a doughnut. Here we want to see currywurst, chilli, batamog, burgers and bihun soup. Vegan dishes are no longer a rarity either – just think of French fries! For special occasions, you might treat yourself to a small salad. But doughnuts? That's more for cops in American TV series (along with coffee from a paper cup) – or for a Simpsons theme night. Hence the lifebuoy, which I think is acceptable. And perhaps better than pub circle, neighbourhood round, bar bagel, ghetto bubble, hood ring, Homer's orb, tap wheel, neighbourhood kettle, local tyre, guesthouse doughnut, beer cycle, drinking bouquet, tavern orbit, pilsner flower or hop sphere ...

The five lifebuoys in EINS IST KEINS are: Nordstadt, Linden Nord, Linden Mitte, the city centre (Hannover Mitte with a touch of Südstadt) and Oststadt/List. Only the local experts know where one ends and the other begins anyway. ...

Making of

In the beginning was the album *Spiel den Blues in 12 Bars* of the band **DAS LETZTE AHORN**. Kersten said: Why not make a map showing the twelve pubs so that people can plan a good pub crawl? The map became a game plan and the twelve pubs initially became 32 – all of which I had already seen from the inside. After the first few test rounds*, during which we mainly hung out in Linden, I increased the number to 48 and finally to 50 – of which only 17 are still in Linden!

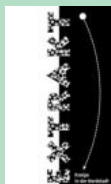
Unfortunately, a few very good pubs still fell through the cracks. The old town is somewhat neglected – perhaps because the people of Hanover don't venture there as often as the variety of pubs there would warrant. Some pubs are even outside the scope (of the map), such as the Alter Bahnhof restaurant, Quarks Bar, Hopfenstübchen, Gerstenkorn and Dichterklause. In the end, there simply wasn't enough space for many others.

But there's still the card game! If it takes off like draught beer at the kiosk, doughnuts at a children's birthday party or asteroids in the Cretaceous period, I can always make expansions: 'Pubs of the South City', 'Hanover's Old Town' or 'Corner Pubs of the Periphery'. But until then, I think that even in the 50 pubs in this game, you'll get a drink or two... and maybe even have the opportunity to listen to and play the first album with a board game! Until then: Cheers, have fun and always order one last drink before heading home!



*) Thanks for testing to Carsten, Charly, Diana, Michael, Mimi, Meike, Ralf and Ute

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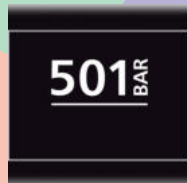


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Where can I get the game?

Bücherstube Veenhuis, Iltener Straße 28, 31275 Lehrte, Telefon 05132/56400 - www.buecherstube-veenhuis.de

Das Letzte Ahorn: www.das-letzte-ahorn.de/shop

Fletter Buch und Bühne: www.fletter.de/buch-bühne/shop

... and perhaps even in the little pub around the corner from you!