



BARZONE

COCKTAIL CARD GAME



GAME RULES

A NEW SHIFT STARTS NOW

Step behind the bar, mix cocktails, outplay your rivals, and make every move count before last call!

BARZONE blends strategy and luck:

Manage your ingredients, use powerful cards, sabotage your opponents, and unleash your Co-Workers' abilities. Earn Mastery Points and become the legend of your bar!

LEARN TO PLAY



Scan this code with your phone to watch the how-to-play video. We strongly recommend watching this video at least once before your first game to ensure the rules.

OBJECT OF THE GAME

Your goal is to score the most **Mastery Points**. The game ends after **Round 8**, unless a player reaches **26 Mastery Points** earlier. In that case, all players finish the current round before the game ends.



1-1

CO-WORKERS



They are your colleagues behind the bar, helping you work as efficiently as possible.

30-30

SHIFT CARDS



They represent people, objects, or situations that commonly occur during a shift behind the bar. Types: **SUPPLY** | **PERFECT SERVE** | **DISRUPTION**

16

COCKTAILS



They represent the drink orders that need to be prepared. Types: **SOUR** | **SPIRIT FORWARD** | **HIGHBALL** | **DESSERT**

11-11

INGREDIENTS



They are required to prepare and complete cocktails. Types: **Base spirit** | **Enhancer** | **Garnish** (100 CARDS)

1. **PORNSTAR MARTINI** 6



2. 1 3 2

3. shake cocktail no ice

4. 45 ml vodka (vanilla) 10 ml lime juice
 15 ml passion fruit liqueur 50 ml sparkling wine (side)
 30 ml passion fruit puree
 10 ml vanilla syrup garnish: passion fruit

5. **SOUR** Standard deck

1. Mastery Point: the points you earn for making this cocktail
2. Ingredients cost: **Spirit forward** | **Enhancer** | **Garnish**
3. Method, glass type, and ice requirement
4. Cocktail recipe
5. Cocktail category: **SOUR** | **SPIRIT FORWARD**
HIGHBALL | **DESSERT**



6. Extra Mastery Point: an additional point you can gain from this card. Not every Shift Card grants extra points.
7. Card's assign value. (Every Shift Card has a value.)
8. Progress & ability: the icons show the number of completed cocktails required for the use of this card.
9. Shift card type: **SUPPLY** | **PERFECT SERVE** | **DISRUPTION** ▶ page 12
10. The Co-Worker's initials that indicate which deck it belongs to.

SETUP

Place your chosen **CO-WORKER** in front of you.



Each player starts with:

x 2

x 4

x 2

Place the remaining **Ingredients** (separately by type) in a central/side area of the table. This will be your shared **Storage**, where all used **Ingredients** are placed.



Cocktail Deck and **Storage** of **Ingredients** are shared. However **every player** has their own **Shift Deck** depending on the chosen **Co-Worker** (check out the initials in the bottom right corner of Shift cards) and their own **discard pile**.



Prepare space for **Cocktail Zone** (the chosen cocktail after assigning), **Shift Zone** (activated Shift cards in the actual round) and **discard pile**. (Find above)

Shuffle your **Shift deck** and draw **5 cards**. Before the first round, players may choose any number of cards from their hand, place them at the bottom of their deck, then draw the same number of cards from the top of the deck. **DO NOT RESHUFFLE THE DECK!**



Hint: Make sure you have at least 1 **Supply** card.

Draw as many cocktail orders as there are players. For example, in a **2-player game**, draw **2 cocktail cards** each round.

The **starting player** is the one who most recently drank a cocktail.

Mark the starting player with a token.

The Assign Phase does not affect the starting player role.



GAME PLAY

1. **ASSIGN PHASE:** Each player assigns 1 Shift card face down, then reveals it. **Assign value** determines cocktail selection order (highest first). This does **not** affect turn order. Ties favor the starting player in 2-player games, or the next player in turn order with 3+ players.

5 Assign value icon

Only **DISRUPTION** cards take effect in this phase; **SUPPLY** and **PERFECT SERVE** cards have no effect.





Placing the chosen cocktail after assigning

Placing the chosen cocktail after assigning



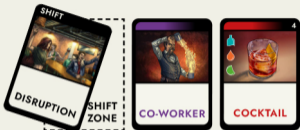
VIEW OF
PLAYER 1

2. **COCKTAIL SELECTION:** In Assign order, each player chooses a Cocktail card and places it to the right of their Co-Worker - this is their order to complete.



GAME PLAY

3. **DISRUPTION EFFECTS ACTIVATION:** If a **DISRUPTION** card was assigned, resolve its effect now, in turn order. Disruptions usually affect the next player.



4. CO-WORKER & SHIFT PHASE:

At first the starting player, then each player takes their turn. During your turn players can activate their Co-Worker's ability 1 time (if applicable), then play any number of **Shift** cards.



5. COCKTAIL PREPARATION & END OF TURN:

If you have the required ingredients, you **must** complete the cocktail. Put completed Cocktails and joint Shift cards (if applicable) behind your Co-Worker card, it will make the counting easy later on.



Move used **Ingredients** to **Storage** (separately by type).
Completed cocktails score points.
Incomplete cocktails score 0 points.

END OF TURN steps:

1. Move used Shift cards from **Shift Zone** to the discard pile.
2. From your hand you may discard 1 card.
3. Draw back up to 5 cards.
4. If you have more than 5 cards, discard down to **exactly 5**.
You may not discard additional cards after this.



The round continues with the next player in clockwise order and the starting player alternates each round.



SHIFT CARD TYPES



SUPPLY

These cards bring ingredients from the storage. They help you restock and make sure you have what you need to complete cocktails.



PERFECT SERVE

These cards assist during the cocktail-making phase. They make cocktails easier to complete, can give you small advantages, and may even grant bonus mastery points when used at the right moment.



DISRUPTION

These cards are designed to make your opponent's life harder by blocking actions, slowing progress, or interfering with their plans.



IMPORTANT:

Only 1 Technique card per cocktail (*Shaker, Mixing Glass, Spoon & Jigger*).

Only 1 Glass card per cocktail (e.g. *Vintage Glassware*).

Only 1 Ice card per cocktail (e.g. *Clear Ice*).

Only 1 Guest card per cocktail. The title of these cards always includes "The Guest" (e.g. *Leon the Guest*).

Note: These may be combined - so a cocktail may have a technique, and a glass, and an ice, and a guest card too. All in all, players may play up to 4 additional cards attached.

— BAD DAY —

Bartenders might have bad days too: sometimes the cards just don't cooperate, and you can't complete a cocktail. Don't give up - luck can turn before the shift ends!

END OF GAME

VINTAGE GLASSWARE	2
LARA THE GUEST	2
MARGARITA	4
MANHATTAN	4
MIXING GLASS	1
DRY MARTINI	3
CLEAR ICE	1
MOSCOW MULE	4
COSMOPOLITAN	5

40 ml vodka (vodka) garnish: orange peel
10 ml cranberry
10 ml lime juice
20 ml cranberry juice

COSMOPOLITAN

Art: © Malaga & Pappalardo Standard Stock

The game ends when a player reaches **26 Mastery Points**, or when **Round 8** is completed. At this point, the bar closes and the shift comes to an end.

If a player reaches 26 Mastery Points during a round, finish that round as normal. If multiple players reach or exceed 26 points by the end of the round, the **player with the highest total score** wins.

If no player reaches 26 Mastery Points by the end of Round 8, the **player with the highest score** is the winner.

In the event of a **tie**, the winner is determined by remaining **Ingredients**, so smart stock management can make the difference right up to last call.



SOLO MODE

In solo play, your goal is to reach at least **26 Mastery Points** within **6 rounds**. The core gameplay remains the same, with a few adjustments:

First, take and shuffle **6 DISRUPTION** cards and place them face down in front of you. At the start of each round, reveal one and apply its effect if its condition is met.

From the first round, treat the game as if an opponent had already completed cocktails:

Round 1 unlocks 1-icon cocktails, **Round 2** unlocks 2-icon cocktails, and so on.

At the start of your turn, draw the top card from the **Cocktail Deck**, this becomes your order to complete.

You always have **5 Shift cards** in hand and may play any of them during your turn. At the end of each round, refill your hand back to 5 Shift cards.

After round 6, the game ends. Your performance is ranked based on your final score:

26 points	Barback
27–30 points	Classic Bartender
31–34 points	Head Bartender
35+ points	Bar Manager

The higher your score, the more successful bartender you become.