

BEST CELLARS

An interactive bid & write game by Tom Cox & Joel Kennedy

[Blue Box Game Designs](#)

Players: 1-10 players

Ages: 16+ (mature theme)

Length: 15-20 mins

COMPONENTS

- 22 Cards
- Player sheets (print as many as needed)
- Pencils (not included)

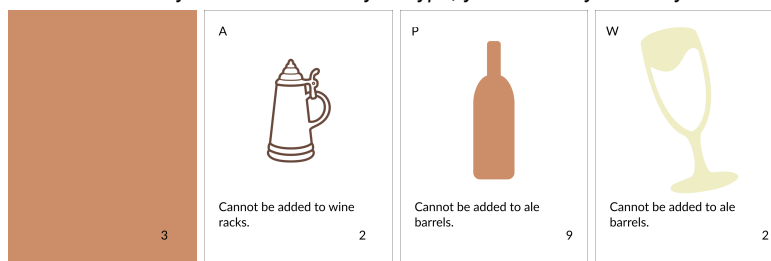
OBJECTIVE

To win the game you will need to score the most points over the course of 15 rounds. Points are scored by filling in boxes on your player sheet using the numbers available. Scoring occurs at the end of the game.

SET UP

- Give each player a player sheet and pencil
- Shuffle the deck and reveal cards from the top of the deck until there are 3 different card types represented
- Each player then chooses one of the types shown and will mark a spot of that type on their player sheet using either:
 - The number on the face of the card chosen OR
 - The total value of the number on the card plus the number on the back of the face down card at the top of the deck.
- Cross that number off your sheet. It is no longer available to you.

EXAMPLE: If you choose Port as your type, you can use your 9 or your 12



- Discard the three face up cards, shuffle any other revealed cards back into the deck and you are ready to begin.

GAME PLAY

The game is made up of 15 rounds.

Each round consists of a simultaneous bid, then players filling in their sheets.

Throughout the course of the game, each player has the numbers 1-16 to use, and must use them all. You can only use each number once.

The rounds proceed as follows:

1. Reveal the top card of the deck. This will determine what “type” is available this round. E.g. an Ale.
2. All players then choose one of their **available** numbers and write their chosen number in the box corresponding to the round number on the left side of the player sheet. (*HINT: Cross the numbers you have used off at the top of your sheet*).
3. Once you are ready, say “Anyone for a drink?”. Once everyone is ready, all players announce the number they chose.
4. Players then fill in their player sheets according to this resolution order:
 - a. The player that chose the **highest** number (if outright) **must** put that number and type in their **Reserve**
 - b. Any players that chose the **same** number say “Cheers!” and **must** put that number in the first available slot in the **Social Drinking** section of their **Tasting Room**
 - c. The player who chose the **lowest** number (if outright) **must** put that number in the first available slot in their **Drinking Alone** section within their **Tasting Room**.
 - d. Any remaining bids may allocate the value and type to an available location of their choice. **Note: you may not choose to voluntarily put drinks into the Reserve.**

Certain types will only be able to go in certain locations, considered “available locations”. For example, you may not put a Red Wine in the Ale Barrels section of your sheet.

All sections of the player sheet are filled from left to right. If there is no available room left in a section (e.g. your Reserve is full) you may allocate that number for that type in another available location.

For example: My Reserve is full, but I have the outright highest bid for the Ale on offer. I cannot put the Ale in my Reserve because I have no room, so instead I fill in the next available circle in my Ale Barrels section.

2 PLAYER AND SOLO RULES

Best Cellars can be played as a solo game, or with only two players. Since the core mechanics of the game involve simultaneous blind bidding, and resolving based on what you chose relative to other players, some rule changes apply.

For a 2P game: A third player (known as the Neutral player) is simulated using the addition of the number face up on the revealed card each round plus the number on the back of the face down card. This represents a known number that players can consider when choosing their own number each round.

The Neutral player's number is considered when determining the highest and lowest bid, and players may also intentionally choose to play the same number as the Neutral player in order to put a number in their Social Drinks section on purpose.

For a solo game: Similar rules changes apply as in the 2P rules described above. The revealed face up card will determine the type and one of the two numbers used in determining the Neutral player's bid. Based on the type and the number showing on the face up card, you then determine your own bid. After you have chosen, move the top card off the deck, revealing the back of the card below. The card you moved will become the next card you reveal face up, while the number on the back of the card now at the top of the deck is the one you will add to the current Neutral player bid to determine its final value.

Resolve the bid outcomes based on the final Neutral player value and fill in your player sheet, as well as a player sheet for the neutral player.

END OF GAME AND SCORING

The game ends after the 15th round, when all players have allocated their 16th and final number. (Remember you used one of your numbers during the setup of the game).

Players then add up the scores for the different sections on their player sheet, and subtract any negatives they may have incurred from the Tasting Rooms.

BEST CELLARS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

ROUNDS

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	

ALE BARRELS Ale only. No values. Fill circle.      3 10 20 40 60 Kegs values = 	NIGHTCAP Spirits only. Score 5x face values if total < 10. Otherwise, score face values only. 	TASTING ROOM Social Drinks (positive) (Must fill if same number as another player.) Drinking Alone (negative) (Must fill if you chose the lowest number.) The turn after you complete a row in the tasting room you may choose your number after everyone else chooses (for whom this bonus does not apply). Sum of numbers in top row - sum of numbers in bottom row =
WINE RACKS Wines only.  5 10 15 20 Fill boxes with an X. The box scores equal to the number in the box. BONUS: Complete column. Sum values of all boxes filled + bonuses = 	RESERVE All types. Must fill if you chose highest number. Write type and value. Add +1/2/3/4/5 to each square for 1/2/3/4/5 unique types. Sum total of squares = 	
Total = 		

PLAYER SHEET SECTIONS

ALE BARRELS

Only cards of type “Ale” can go in the Ale Barrels. Which means you can only fill the circles in this section on rounds when an Ale is revealed.

Before filling in a circle, first check if you played the highest or lowest number, or the same number as someone else. If none of these things is true, fill in the first available circle from left to right.

Ale barrels score according to how many circles you filled in, with the maximum score for Ale Barrels being 60 points. Score the number below the rightmost circle you filled in.

Strategy tips: Ale barrels are great if you can use your low numbers to fill them in.

NIGHT CAP

Night Cap is the section available for the Spirits cards and only Spirits can go in here. There are only 3 spirits in the deck, making them the rarest type to acquire. If you manage to keep your total points under 10 for the Night Cap section, by using low values to bid on spirits, you will get to multiply your score by 10. This creates a big opportunity. If you have a combined value of 10 or more though, you will only score the face values of the numbers in the boxes.

Strategy tip: Often players will try to go big on at least one spirit so they can put it in their reserve. You might be able to take advantage of that and get some low numbers into your Night Cap.

WINE RACKS

There are three different types of wine that can go in the wine racks: White, Red, and Port. If you chose a number that allows you to put a wine in the Wine Racks, fill in the row corresponding to the wine's variety from left to right. Put an X in the first available box.

Boxes in the leftmost column score 5 points each. Boxes in the second column score 10 points each. Boxes in the third column score 15 points each. The final column scores 20 points per box.

If you complete a column with a wine of each variety, you will score an additional 5/10/15/20 points.

Strategy tip: It can be helpful to think about the conversion of numbers to points. Your first column of boxes are worth 5 each, but once you start filling to the right, the points per box filled begins to increase significantly meaning it might be worth using high numbers even to fill the leftmost boxes.

TASTING ROOM

You cannot choose to put drinks in the Tasting Room. These spaces are filled when one of two things happen: either you play the same number as someone else (Social Drinking) or you play the outright lowest number that round (Drinking Alone).

Everytime you play the same number as someone else, fill in the first available box in your Social Drinking row with the number you chose. Likewise, whenever you play the lowest number, fill in the first available box (left to right) in the Drinking Alone row with the number you chose.

Numbers in the Social Drinking row score positively, while numbers in the Drinking Alone row score negative points.

The first box in either row scores 0 points regardless of what number you put in there.
The number in the second box for both rows scores at face value (positive or negative).
The number in the third box is doubled for both rows.

At the end of the game add the numbers in the second and third boxes in each row (applying multipliers as needed). Subtract the total in Drinking Alone from the Social Drinking row to determine your score for the Tasting Room.

RESERVE

The Reserve has room for 5 entries. The first available spot is filled automatically on any round that you chose the outright highest number, relative to the other players.

When filling a square in the Reserve write the number you used and include the letter to represent what type that number relates to. E.g 15 S, if you used a 15 when bidding on a Spirits card.

Once your Reserve is full, you are no longer required to follow that rule if you bid the highest, and you may instead fill in another eligible box on your player sheet (depending on type).

You may only fill spots in your Reserve when you play the highest number during a round. You may not voluntarily fill the Reserve.

The Reserve rewards getting one of each type in it. You will add a bonus value to each number in your reserve equal to the number of different types you have in the Reserve. *For example, if you only have Red Wine and Ale in your Reserve, you will only add +2 to each number in your Reserve (therefore a total maximum bonus of 10 points). If you manage to get all 5 types represented, you will add +5 to each number, giving you a potential maximum bonus of 25 if you filled all five boxes.*

3	1	6
5	4	1
5	2	4



Can be any drink type of your choice.

7

A



Cannot be added to wine racks.

10

A



Cannot be added to wine racks.

8

A



Cannot be added to wine racks.

2

A



Cannot be added to wine racks.

4

A



Cannot be added to wine racks.

0

A



Cannot be added to wine racks.

6

P



Cannot be added to ale barrels.

9

P

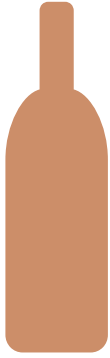


Cannot be added to ale barrels.

7

3	3	2
4	2	3
2	4	3

P



Cannot be added to ale barrels.

3

P



Cannot be added to ale barrels.

1

W



Cannot be added to ale barrels.

2

W



Cannot be added to ale barrels.

4

W



Cannot be added to ale barrels.

5

W



Cannot be added to ale barrels.

10

R



Cannot be added to ale barrels.

8

R



Cannot be added to ale barrels.

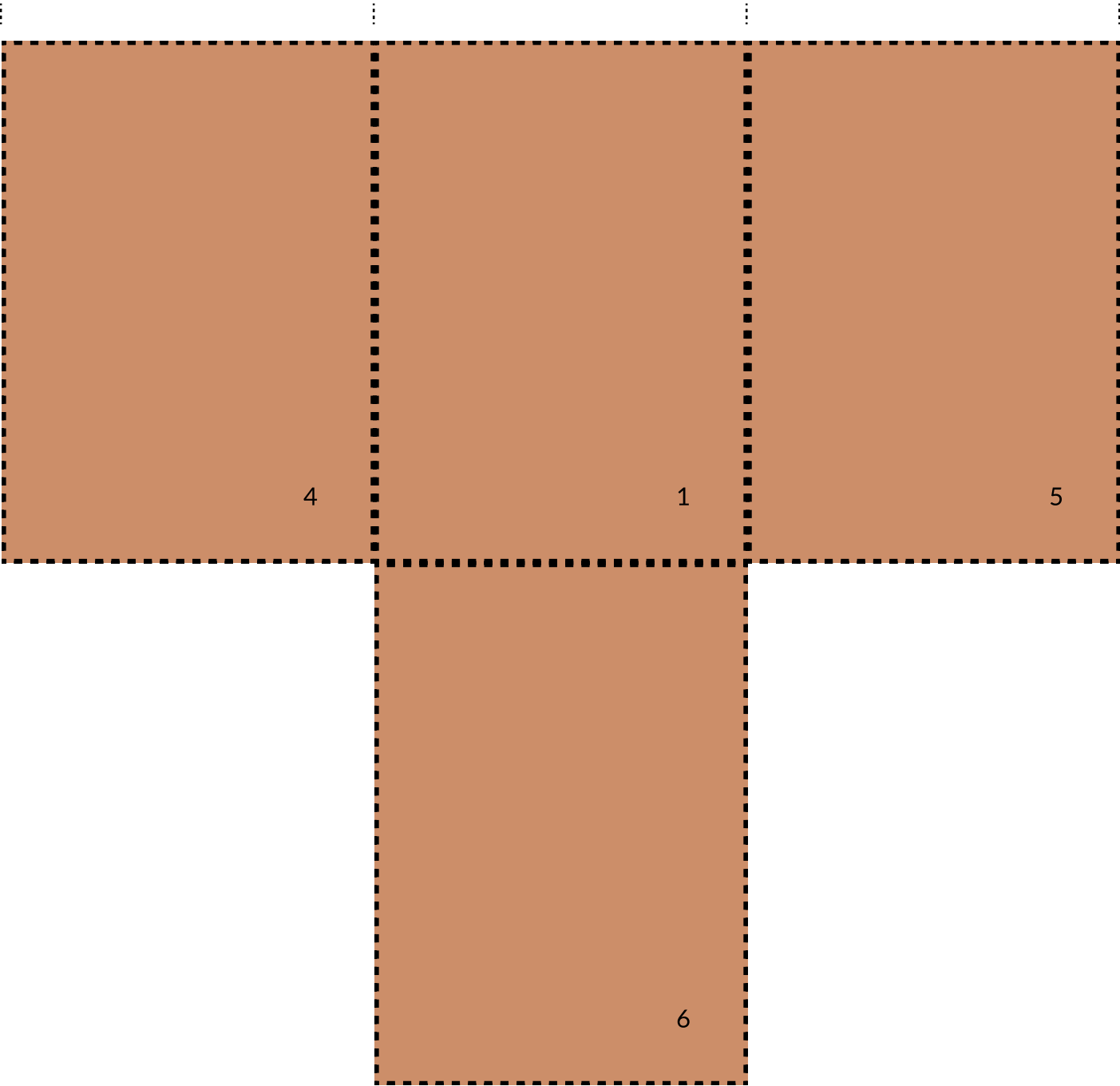
6

R



Cannot be added to ale barrels.

5



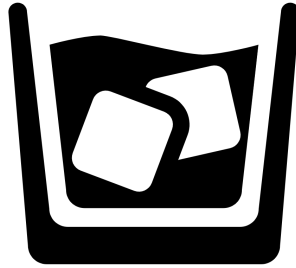
R



Cannot be added to ale barrels.

3

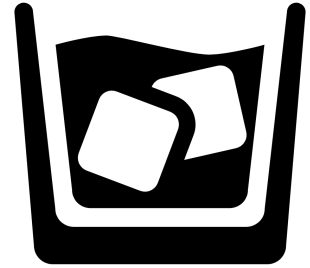
S



Cannot be added to wine rack or ale barrels.

1

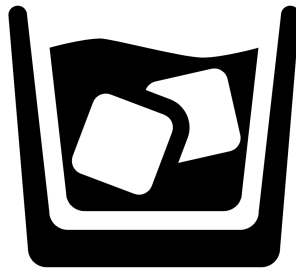
S



Cannot be added to wine rack or ale barrels.

9

S



Cannot be added to wine rack or ale barrels.

7

BEST CELLARS

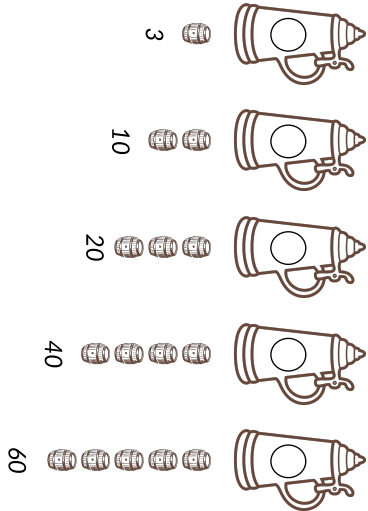
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

ROUNDS

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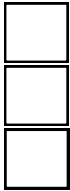
ALE BARRELS

Ale only.
No values.
Fill circle.



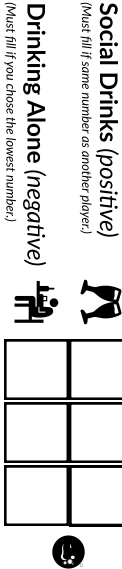
NIGHTCAP

Spirits only.



Score 5x face values if total <10.
Otherwise, score face values only.

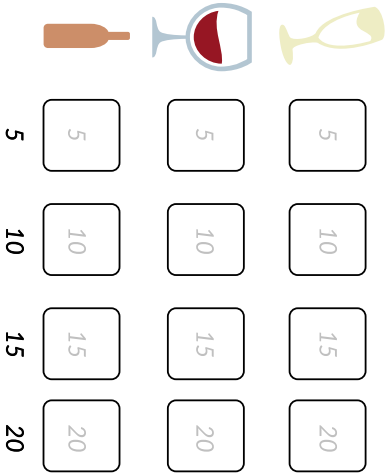
TASTING ROOM



The turn after you complete a row in the
tasting room you may choose your number
after everyone else chooses (for whom this
bonus does not apply).

WINE RACKS

Wines only.



Fill boxes with an X. The box
scores equal to the number in
the box.

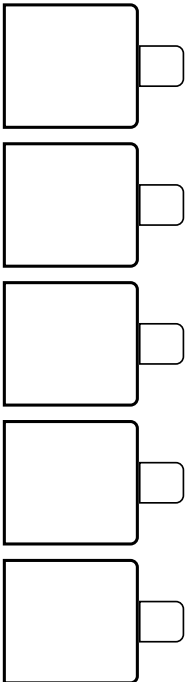
BONUS: Complete column.

Sum values of all
boxes filled +
bonuses =

RESERVE

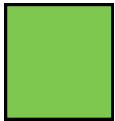
All types. Must fill if you chose highest number.

Write type and value.



Add +1/2/3/4/5 to each square for 1/2/3/4/5
unique types. Sum total of squares =

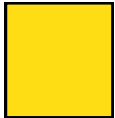
Total



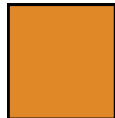
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