

Tchin Tchin

A game designed by Guillaume Blossier, illustrated by Olivier Fagnère
For 4 to 6 players aged 12 and up.

Content

6 "Character" cards (yellow back), 2 "Tourist" cards (orange back), 30 "Let's have a drink" cards (red back), 6 "Event" cards (red back), 4 "Rules" cards

Objective of the game

Being quicker than the other players to perform the appropriate action and pronounce the appropriate word depending on the situations depicted on the "Let's have a drink" cards !

Characters

Each character has 3 characteristics (a nationality, a favorite drink and a location) as well as a specific action to perform and a specific word to pronounce when clinking glasses with others.

Nationality	Drink	Location	Action	Word
German	Beer	Brandenburger Tor (Berlin)	Holding a glass of beer (fictitiously) with an open hand (thumb on one side and other fingers on the other).	Prost !
English	Tea	Big Ben (London)	Holding a cup of tea (fictitiously) with the smallest finger up.	Cheers !
French	Champagne	Eiffel Tower (Paris)	Raising a glass of champagne (fictitiously) very high.	Tchin Tchin !
Japanese	Sake	Castle (Himeji)	Raising a bowl of sake (fictitiously) with two hands.	Kanpai !
Mexican	Tequila	Mayan pyramid (Chichen Itza)	Knocking on the table with one's fist (fictitious tequila shot).	Salud !
Russian	Vodka	Red Square (Moscow)	Throwing a glass of vodka (fictitiously) over one's shoulder.	Na Zdorovie !

Preparation

Shuffle the 6 "Character" cards and give one randomly to each player (for 4 players, let aside the "German" and "English" cards and for 5 players, withdraw just one of the characters). Shuffle the 30 "Let's have a drink" cards (for 4 players, withdraw the 6 "Let's have a drink" cards with a small "walking white man" printed on the bottom right corner first) and place them in a pile (pictures hidden) at the center of the table. Keep the 6 "Event" cards and the 2 "Tourist" cards for later (see the variants). Each player then places his own character in front of him on the table and presents his traditional way of clinking glasses (action and word) to every body.



The game

A player reveals the first "Let's have a drink" card of the pile so that every player can see the 3 characteristics (nationality of the drinker, type of drink and location) easily. The players who have one of their own 3 characteristics represented on this card are invited to play this turn and they have to perform the appropriate "Action/Word" combination as quickly as possible. The action to perform is related to the drink depicted on the card and the word to pronounce is related to the nationality of the drinker depicted on the card. The fastest player to do so (under the control of the players not involved during this turn) wins this card. He then reveals the next one and so on until the end of the pile.



Example: The card depicting the Russian man drinking tequila in front of Big Ben is revealed so only the "Mexican" (tequila), the "English" (Big Ben) and the "Russian" (drinker) players can play this turn and the first one who knocks on the table (tequila) while saying "Na Zdorovie" (Russian word) wins this card !

Remarks

A mistake in the "Action/Word" combination is not penalized but a player who plays whereas he is not invited to do so must give back one of his cards won previously (if he has won some already). This "penalty" card will be won by the winner of the next turn in addition to the new card.

The winner

Once the last card of the pile has been won, the game ends and each player counts all his cards won during the game. The player with the highest amount of cards wins the game !

Variants You can play with the 6 "Event" cards by adding them from the start in the pile with the "Let's have a drink" cards before shuffling them.

It's my round !



When a player reveals the card depicting a man in the shadow with a big white question mark on his face, all the players except him can play and the first who performs the complete "Action/Word" combination related to the "character" played by the player who just revealed this card wins it.

Example : If the "French" player reveals a card "It's my round !", the first player (among all the others) who raises his fictitious glass of champagne very high while saying "Tchin Tchin" wins this card !

The same again !



When a player reveals the card depicting a man in the shadow with a question mark printed on his empty glass, all the players except him can play and the first who performs the "Action/Word" combination which has just been performed the previous turn by the player who revealed this card wins it.

Example : A player has just won a card by knocking on the table (tequila) while saying "Kanpai" (Japanese word) and he then reveals a card "The same again !". The first player (among all the others) who knocks on the table while saying "Kanpai" again wins this card !

Middleman !



When a player reveals the card depicting a man in the shadow stuck between two mysterious men, he launches a duel between his left and right neighbours around the table. The first of these two players who performs the complete "Action/Word" combination related to his opponent's character wins this card.

Example : If the "English" player sitting around the table between the "Mexican" and the "Russian" players reveals a card "Middleman !", the "Mexican" player has to throw his fictitious glass over his shoulder while saying "Na Zdorovie" (Russian combination) and the "Russian" player has to knock on the table while saying "Salud" (Mexican combination). The fastest to do so wins this card !

Game for 7 or 8 players : here come the tourists !

The two "Tourist" cards can be used as two additional "Character" cards and they do like all the others except that they only play when one of the 3 locations they have visited recently (see the 3 pictures on their cards) appears on the "Let's have a drink" card revealed on the table. Consequently, the man plays when either the Eiffel Tower, Big Ben or Brandenburger Tor appears on a card and the woman plays when either Himeji castle, the Mayan pyramid or the Red Square appears on a card. Of course, they still have to perform the appropriate "Action/Word" combination. Moreover, in case of a "It's my round !" card or a "Middleman" card involving one or both of these tourists, any "Action/Word" combination related to one of their 3 locations is accepted.