

# 1000 Year BEARD



1-2  
PLAYERS



AGES  
9-1,000



15  
MINUTES

## 78 CARDS

2 Dwarf Decks (60 cards, Red & Blue)  
3 Face Cards  
2 Fuzztracker Sets (4 cards)  
2 Dwarven Cheat 'Sheets'

5 Rule Cards  
2 Joker Cards  
1 Dwarf Lore Card  
1 Art-Credits Card

## 2-PLAYER SET UP & RULES

### Each dwarf:

1. Pick a color and shuffle your matching cards.
2. Place your Face Card with the STUBBLE side up. Be sure to leave room to grow your glorious Beard.
3. The Whisker Wizard clips a card from you before you start to play: draw 1 card randomly, without looking and remove it from the game!
4. Draw an opening hand of 5 cards (keep them secret).
5. Place your remaining cards in a face-down stack, this is your deck.



**Whoever used a comb last, takes the first turn to start the game.** Alternatively, 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!"** on Rule Card Side 9!

**Turn over to start growing...**



## HOW YOUR BEARD GROWS

Play Beard Cards from your hand to form a fuzzy column under your Face Card: overlapping and positioned horizontally. Beard Cards have the Years printed "0" through "200" and must always be placed in sequential-descending order with the highest Years at the top and lowest at the bottom of your Beard. Note: all the cards in your deck have small "card pips" indicating the quantity of each.

**Scuff Side**

**The Dustpan**  
*Counts as a negative!*  
(See Rule Card Side 5)

**725 Years on the Beard, minus the Dustpan (50) for a total of 675 Years.**

**One Stashed Silver**  
(See Rule Card Side 4)

**THIS EXAMPLE SHOWS THE RED DWARF'S BEARD, MID-GAME.**



## ***ON YOUR TURN***

You may perform these 3 actions below, in any order.

### ***PLUCK!***



**Discard 1 card from your hand to draw 1 new card from your Deck. You may perform this action twice during your turn.**

### ***GROOM!***



**Discard 1 Grooming Card plus the “cost” in Silver Cards, to activate the special effect.**

### ***GROW!***



**Add 1 Beard Card from your hand to your Beard, following the Very-Bottom Rule. (See below.)**

## ***THE VERY-BOTTOM RULE***

Cards can only be added to the very bottom of your Beard. (Some cards or game effects may break the Very-Bottom Rule!)

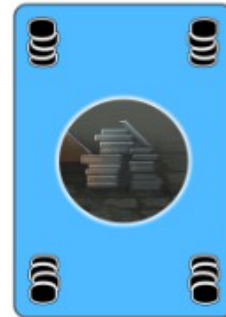


**You may pass, to end your turn at any time. When you're finished with your turn: Let the other dwarf know, then draw cards until you have 5 in your hand.**



## STASHING SILVER

You may "Stash" Silver Cards on your Beard anytime during your turn. Stashed Silvers are always the very-bottom cards on your Beard: as you grow more Years during the game, just slide your Stashed Silver down.



You may use Stashed Silvers to activate Grooming Cards! Each Beard may have a maximum of 4 Silver Cards, including Lost Silvers & Braid Rings (See Rule Card Side 8)

## SILVER SORCERY

At the start of your turn, use a GROOM! Action and discard 3 Stashed Silvers. Then you may flip over any Face Card!

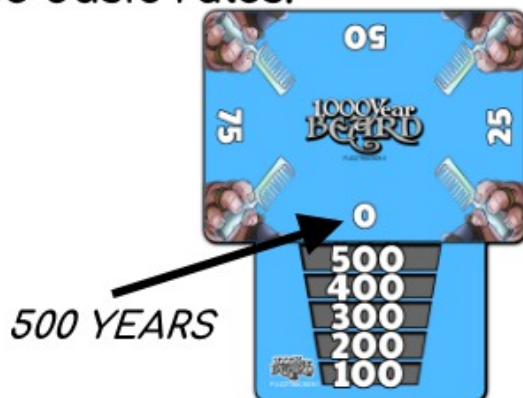


## CLEAN SHAVE

You may discard 1 Silver, before taking any other actions on your turn. If you do, discard ALL the cards from your Beard. If your Face Card is on the Scruff side, flip it over. This does not affect your Dustpan.

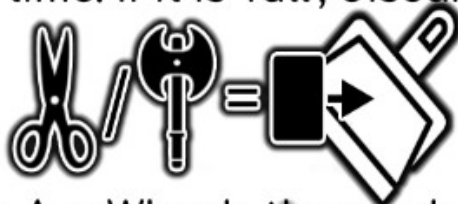
## FUZZTRACKER & DWARVEN CHEAT SHEET

Your Fuzztracker is an optional set of two cards that helps keep dibs on your whiskers (see example below). The Dwarven Cheat Sheet is a card with reminders of the basic rules.



## ***THE DUSTPAN***

Every time the Scissor Slice and Axe Whack\* Cards are used, the "Dustpan" must be filled. The removed card is placed at an angle & slightly tucked under the side of the dwarf's Face Card. 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 in your Dustpan at any time. If it is 'full', discard 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 totaling your Beard.

***How to empty your Dustpan:*** (Two ways)

**SKIP YOUR TURN**  
*Then discard the Dustpan card.*

OR

**PLAY ALL THE CARDS  
IN YOUR HAND\***



## ***ABOUT DISCARDING***

When you discard or are instructed to remove a card, place them in a face-up stack nearby. This is your Discard Pile.

If you are ever instructed to discard/remove a Face Card on the Stubble side, do nothing... but, if it's on the Scruff side, flip it over.

***Reshuffle your Discard Pile if your Deck ever runs out of cards.***



# GROOMING CARDS

## MAGIC COMB



**ADD  
ONE CARD  
TO YOUR BEARD**

*\*Ignore the  
Very-Bottom Rule!*

## SCISSOR SLICE



**REMOVE  
THE BOTTOM CARD  
FROM A BEARD**

*\*Fill the Dustpan!*



# GROOMING CARDS...CONTINUED

## PURPLISH POTION



**ADD  
TWO CARDS  
TO YOUR BEARD**

***\*Ignore the  
Very-Bottom Rule!***

## AXE WHACK



**REMOVE THE  
BOTTOM 2 CARDS  
FROM A BEARD**

***\*Fill the Dustpan!***



# GROOMING CARDS...CONTINUED

## CANDLE SINGE



**REMOVE  
THE BOTTOM CARD  
FROM ALL BEARDS**

*\*No affect on Silver!*

## SPECIAL BEARD CARDS

*Beard Cards with the glowing Silver Coins icon can be used just like Silver Cards except they cannot be Stashed. They still count toward the max of 4 Silver.*

### BRAID RINGS



### LOST SILVER





## ***HOW TO WIN!***

**If your Beard totals at least 1,000 Years at the end of your turn, the other dwarf plays one more turn.**

Then, if both Beards now total less than 1,000 Years each, the game continues.

**Otherwise, the dwarf with the highest total breaks the Whisker Wizard's spell...**

**& 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 Silvers wins. Alternatively, the player with the longest whiskers breaks the final tie.*

***Before your next match, remember to return the cards that the Whisker Wizard clipped away during game setup.***



**WWW.1000YEARBEARD.COM**

2019 O'Brien Pastime, All Rights Reserved

***Turn over to grow solo...***



# 1-PLAYER SET UP & RULES

1. Pick a color and shuffle both decks. Then draw 1 random card from each deck (without looking) and remove them from the game.
2. Place your Face Card, Stubble side up, with room to grow your Beard. Place the Ghost Beard's Face Card, Scruff (300 Years) side up.
3. Draw an opening hand of 5 cards for yourself, only.
4. 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 take the first turn to start the game.**

You'll take turns with the Ghost Beard, playing your turns as usual. On the Ghost Beard's turn, follow the instructions below.

**The game ends just like a 2-Player game.**

**See "HOW TO WIN!" on the other side of this card.**

## AFTER YOUR TURN

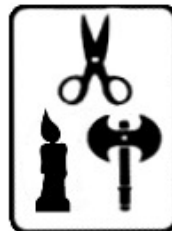
**Draw 1 card from the Ghost Beard's deck and follow the instructions. Then repeat this step.**



### BEARD or SILVER

Add/Stash\* it on the Ghost Beard, ignoring the Very-Bottom Rule! Then draw another card & immediately discard it.

**\*Each Stashed Silver equals 25 Years on the Ghost Beard!**



### SCISSORS or AXE or CANDLE

You must use it on your Beard! Then if there are any Stashed Silvers on the Ghost Beard, discard any cost in Silver.



### COMB or POTION

You may use it on your Beard if you can pay the Silver. Draw back up to 5 cards if needed. If you don't use it- discard it.

