

1. Cover Cut out and glue to the outside of the lid.



2. Cubes

Find 1, 9 and 9 cubes roughly ½ inch / 12mm.



(i.e. 12mm dice)

1 dark (cop)



3. Rules Cut out and glue to the inside of the lid.

BRAWLERS

The notorious British street gangs of the push Pips and the blusterous Rousters have been at it for years. Vying for dominance in the smuggling trade, their rivalry has presently come to a pinnacle. Nine each of their finest pugilists gather upon an east London wharf to settle their grievances at last. A lone bobby stands betwixt the rival bands, attempting to bar their path. The striving gangs will quarrel until one of them is thoroughly & truly defeated with none left standing.

Two participants

Each participant plays one of the gangs; the lightly coloured stazy boys, the Pips, or the tan rough & rowdy Rousters. The most experienced Brawler may begin the first round of the fight.

1. Both participants place their goons on their side of the street, any which way they choose.

- Place the black bobby on his marked spot in the middle of the street.
- First participant: Close the lid.
- Now shake & spin the tin however you want, turning the tin upside down at least once.
- Put the tin down on a table. Open the lid. Both participants may look inside.
- Second participant: Close the lid.
- Shake the tin similar as before, turning the tin upside down at least once.
- Put the tin down on the table and open the lid.
- Both participants tally the number of their goons that have fully passed the bobby. Remove such number of opponent's goons from the tin.
- Repeat from the first step until either participant has all their goons. The participant with the most goons remaining must start this round.
- The participant left standing wins.
- If both participants lose all their goons, the policeman wins.

One participant

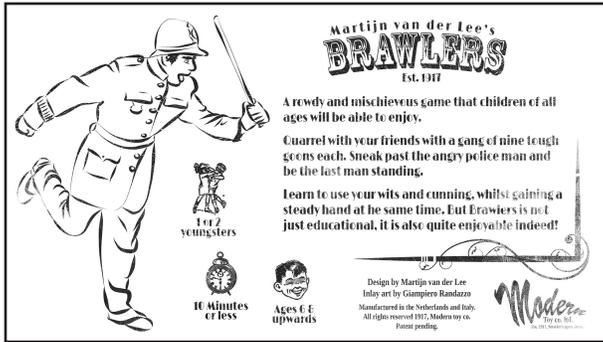
You can practice Brawler by yourself, just like a two participant brawl. Choose your team, then place the goons of both teams however you like, on their own side of the street, with the bobby in between. Rattle & shuffle the tin as usual, making sure to turn it upside down at least once. Then tally the goons as normal and remove opponent goons from the tin. However, whenever you are to remove more than one of your opponent's goons, remove one fewer.

Disclaimer

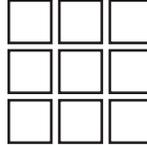
Although this game may light of hoodlumry and scruffing about, it is not a thing well-raised ladies & gentlemen participate in. Have your pleasure playing an amusing game of Brawlers, but don't brawl with actual persons unless you have to.

May the best gang win!

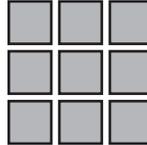
4. Bottom Cut out and glue to the underside of the tin.



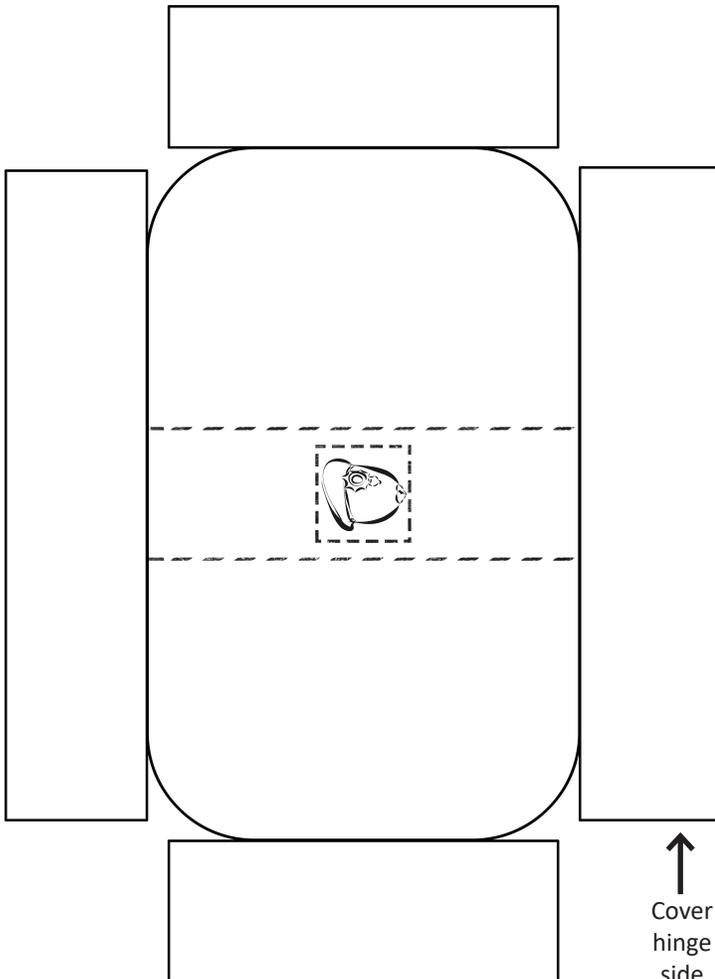
9 bright



9 medium



5. Inlay Cut out and clip off white areas. Fold where flaps meet. Carefully insert into tin and tuck flaps under inner lip of tin.



5. Leaflet Cut out and fold along the dotted lines.

BRAWLERS

Design by Martijn van der Lee
Inlay art by Giampiero Randazzo

The history of Brawlers

In this tin you will find a remake of a long forgotten game from 1917. It had a short burst of popularity back when it was released, but quickly disappeared from the market owing largely to its sudden rise in fame.

The first public radio broadcast dated only a decade before the initial release of Brawlers. Like the printing press and gramophone records before it and TV and video-games after it, radio was both adored by the silent majority

and maligned by a vocal minority, claiming it to be the devil's tool and would cause the fall of social norms.

The shape of the tin was claimed to cause its players to suffer square eyes (albeit with rounded corners). Looking into the tin was suspected of causing anti-social behavior with players no longer looking at each other. The shaking required by the rules of game was mistaken for spastic seizures.

Concerned parents returned the tins and store owners refused to stock the game. Unable to sell their game, the producers of Brawlers soon went out of business. Little has been heard of their owners since.

About the reconstruction

This version is an close reconstruction of the original game of Brawlers. The exact colors of the cubes were not officially documented and have been recreated from historic publications about the game.

Brawlers has had a number of unlicensed copies in the past, with various levels of incorrect rules and equally various levels of success.

Batters - A soccer-themed version with 11 cubes for each team. This version was infamous for being nearly unplayable due to the lack of space inside the tin.

B - A 60's minimalist version with only one cube on either side. Although critics lauded its minimal number of turns, it did not gain much traction outside the art world.

Crawlers - Released in 1975 to cash in on the fame of D&D. Ironically, this version caught in the D&D controversies. Combined with an accidental reversal of the rules regarding the "cop" (called "Dungeon Master" in this version), the game never became a success.

Contents of this tin

- 1 Leaflet (this one).
- 1 dark cube (cop).
- 9 bright cubes (left team; Pips).
- 9 medium cubes (right team; Rousters).

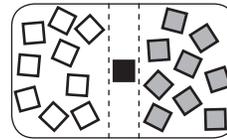
Placing cubes

You start each round by placing the cubes of your team in the tin or your side.

Removing cubes

The rules (sticker on inside of the lid) are simple, but a few examples will make it easier.

Example at start of first round:



In the following examples, the black cube is the cop. White cubes start on the left, grey cubes on the right.

I. Gray cube not fully past cop; no cubes removed.



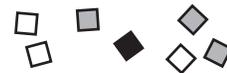
II. 1 gray cube fully past cop; remove 1 white cube.



IV. 1 white and 2 gray cubes fully past cop. Remove 2 white and 1 gray cube.



III. 1 white and 1 gray cube fully past cop; remove 1 gray and 1 white cube.



V. How many cubes are fully past the cop?



Only 1 white and 1 gray cube are fully past the cop.