Rules Cut out and glue to the inside of the lid

4. Cubes

roughly

5. Inlau

Find 1, 9 and 9 cubes

(i.e. 12mm dice)

 $\ensuremath{\frac{1}{2}}$ inch / 12mm.

One participant
You can practice Bawler by yourself,
You can practice Bawler by yourself,
I gits I like a two participant bawl. Choose
I your team, then place the goons of both
teams however you like, on their own
side of the street, with the bobby in
between.
Rearle & shuffle the in as usual, making are to mir it upside down at least
one. Then tally the goons as normal
and remove opponent goons from the in.
However, whenever you are to remove
more than one of our opponent's goons,
remove one fewer than one of your opponent's goons. Although this game may make light of hoddumry and scruling about, it is not a thing well-raised ladies & gentlemen participate in. Hewe your pleasure playing an amusing game of Brawlers, but dor't bread with actual persons unless you livee to. the best gang win! 2 Place the back-body on this marked C
3 First particulate body on the middle of the servet
3 4 New share & Start the tin however yet,
5 4 New share & Start the tin however yet,
5 4 New share & Start the tin however yet,
5 4 Hard so rice.
5 Further tin down on a table. Open the
6 Start the bird down on a table. Open the
6 Storn of participant. Clack the lid.
6 Storn of participant. Clack the lid.
7 Share the tin standards as before, mun6 in fight the tin down on the table and H
6 Start the tin down on the table and H
7 Start the tin down on the table and H
8 open the lid. 9. John participants tally the number of the participants tally the results to the participant tally the participant tally ta open t 9. Both p has presently come to a finanche.

Nine each of their finest puglists gather in those are standom what to settle their 6. greenzes at later and their standom who have a strong gang and to any their pain. The 8 strong gangs will guarart unto one of them is thoroughly & truly defeated with 9. Two participants
Each participant plas one of the gangs: It
the lightly coloured ritry boxs, the Plas,
of the run mingh & round Roussers,
The most experienced Braville may begin
the first round of the fight, with the rest remains place in the ritry of the rest round of the eight.

I. Both participants place their gone on I their side of the street, any which way e notorious British street gangs of the sh Pips and the blusterous Rousters rebeen at it for years. Vying for domice in the smuggling trade, their rivalry BRAWLERS

1 dark (cop)

9 bright

Cut out and glue to the outside of the lid.

9 medium

Bare Knuckle Merriment Satisfaction Guaranteed

Boffom Cut out and glue to the underside of the tin. A rowdy and mischievous game that children of all ages will be able to enjoy. Cuarrel with your friends with a gang of nine tough goons each. Sneak past the angry polite man and be the last man standing. Learn to use your wits and cunning, whilst gain's steady hand at he same time. But Brawlers is no

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

<u>Brawlers</u>

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 re-cords 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

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 mis-taken 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.

Ballers - 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.

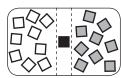
Crawlers - Released in 1975 to cash in on the fame of D&D. Ironically, this version caught in the D&D controversies. Combined with an accidental reversal of the rules regarding the "cop" (called "Dungeon Master" in this version), the game never became a success.

Contents of this tin

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

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

Example at start of first round.



Removing cubes

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

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 re-



II. 1 gray cube fully past cop; remove 1 white IV. 1 white and 2 gray cubes fully past cop. Re-



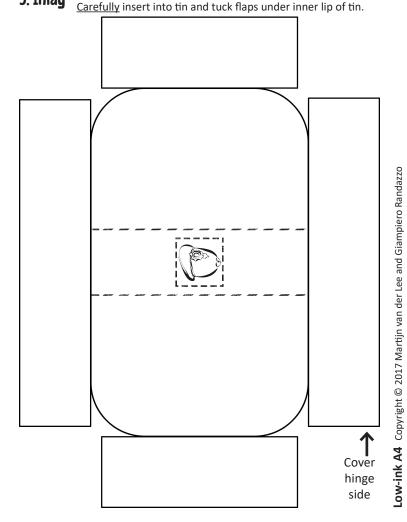
III. 1 white and 1 gray cube fully past cop; remove 1 gray and 1 white cube.

V. How many cubes are fully past the cop?





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Cut out and clip off white areas. Fold where flaps meet.