

1. Rules

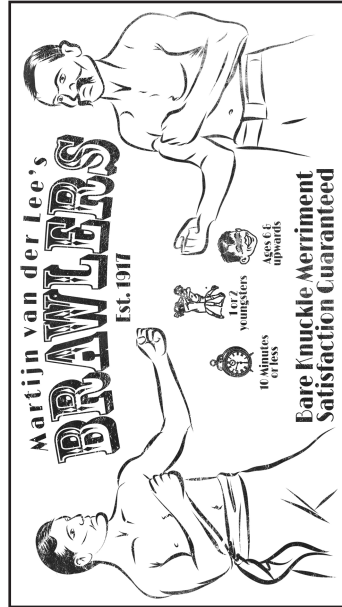
Cut out and glue to the inside of the lid.

BRAWLERS

- Place the black bobby on its marked spot in the middle of the street.
- Put participant 1 on the left side of the street. Participant 2 on the right side of the street. 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 rattle the goons as normal.
- Remove opponent goons from the tin. However, whenever you are to remove a goon, you must remove one of your opponent's goons, remove one fewer.
- Disclaimer**
Although this game may make light of hoodlums and scuffling about, it is not a thing well-raised ladies & gentlemen participate in. Have your pleasure playing an amusing game of Brawlers, but do not mix it with actual persons unless you have to.
- May the best gang win!

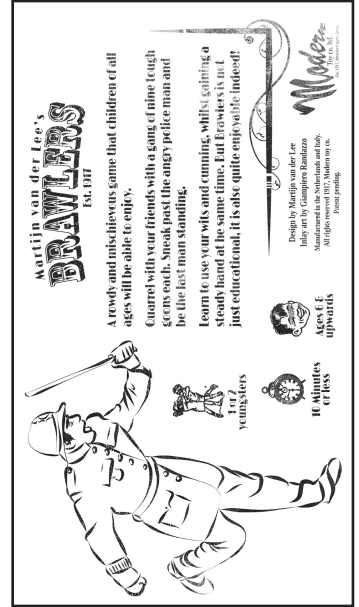
2. Cover

Cut out and glue to the outside of the lid.



3. Bottom

Cut out and glue to the underside of the tin.



4. Cubes

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

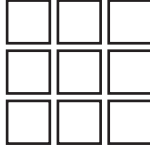


(i.e. 12mm dice)

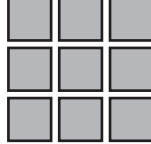
1 dark (cop)



9 bright

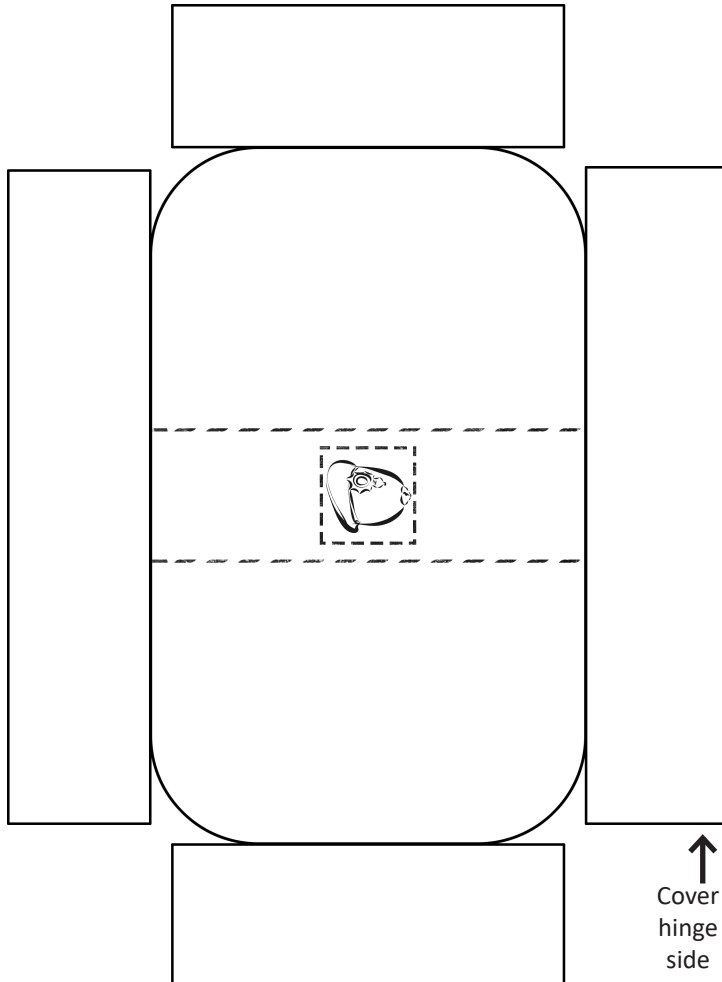


9 medium



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.

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.

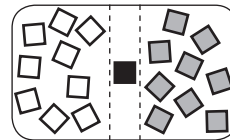
Contents of this tin

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

Placing cubes

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 easier.

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.



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



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



V. How many cubes are fully past the cop?



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