

THE ANCIENT AND VENERABLE ART OF TIPPLING

A ROLEDRINKING GAME

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A Game Chef Submission
 Ingredients: Ancient + Emotion + Glass
 Time Constraint: One 2 Hour Session
 Players: 3 or more players

Properly speaking, this is not a "pen and paper roleplaying game." First of all, this is a roledrinking game. Secondly, there are no pens involved, and the game ought to be printed on the side of a beer stein, not on any namby-pamby paper. So the game to the right is laid out to fit on a stein available through cafepress.com. Hence the sidewaysness -- don't worry, it's not the alcohol. Not yet, anyway.

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TIPPLING

INTRODUCING YOURSELF

Begin the game by introducing yourself by your Honorific, explaining how you got it. Also explain your Sorrow, a topic of conversation that pains you given that illustrious history you're going to be boasting about.

Something like: "Evening, lads, gang way for Sigfried Many-Wives! Years ago I married an entire clan of women. You can understand why I'm here! Now I have seventeen hen-pecking wives at home!"

BOASTING

When it's your turn to boast, fill everyone's glass and start telling some overblown exploit that you claim to have survived, like taking on a dozen slavering ogres single-handedly!

The other players interject Protest, doubts and criticisms to the tune of "But what of the ogre's dark magicks?"

You must allay the Protest by addressing how you got around it or overcame it. You may not deny any Protest, like "Ogres don't have magic!" You must always explain your way around and through it, like "I had a lucky pendant from human lands."

I'LL DRINK TO THAT!

If somebody offers up a Protest and somebody else agrees, the second may shout, "I'll Drink To That!" and tipple his drink. Now you're in trouble, and have to prove you have the right of it.

You must respond, "Aye," take a drink, and answer the Protest. Any of the other players may then say, "Aye," take a drink, and offer another criticism of your response. And so on.

If you decide not to press on, you are rendered In your Cups and have to pause to rethink your memories. Another player takes up narration and starts in on his boasting.

GO BOTTOMS UP

You can put a stop to all that "Aye"ing by deciding to Go Bottoms Up, drain your glass, and explain away or worsen all of the complications and pile it all up into a terrifying cliffhanger. If the boaster

Goes Bottoms Up, he lets another player take over boasting while he refills his glass. He scores one Empty. You can tally scores on bar napkins or naively entrust them to the players' memories. If any other player Goes Bottoms Up, he refills his own glass and commences his own Boast.

DROWN YOUR SORROW

If someone mentions your Sorrow, you must Drown your Sorrow by tipping your drink and saying something appropriate like, "Damn goblins!"