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Drinking Game: The Weekend Simulator
A Game (Prototype) by Devin Wilson

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In *Drinking Game: The Weekend Simulator*, your goal is to have an awesome time getting piss-wasted. Sounds awesome, right? You'll have some amazing stories to tell. Cool ones, even.

Materials required:
Some paper, pencils (and erasers), and at least 2 six-sided dice. Each character should have a piece of paper to keep track of his or her statistics and resources.

There should also be a piece of paper to keep track of the time, food/drink prices, and other information.

Characters:
Each character has two statistics: *tolerance* and *self-control*. These statistics are determined before play starts.

For a new character, roll a six-sided die to determine how many points total you can assign to all statistics. Each stat starts at 1 and can be increased by spending these points. Neither stat can be higher than 6.

Also, new characters are given a *driver's license* and a *car.* Record these facts.

Characters from previous games retain the qualities of their character sheet from the end of the previous game, except as noted below.

Each character also has three resources: *money*, *fullness*, and *alcohol level*. Each of these resources can change as you play the game. *Fullness* and *alcohol level* start at 0 at the beginning of each game, as does *money* if it is a character's first game. *Fullness* represents how much food a character has in their system. *Alcohol level* represents how much alcohol a character has consumed and how much of it has been processed. Neither *fullness* nor *alcohol level* can go below 0. *Money* can go below zero in some situations. Any *money* remaining on a character sheet from a previous game is retained, including negative money.

If a character does not have the Vagrant status, he or she gains a sum of *money* at the beginning of each game by rolling two six-sided dice and multiplying the result by five (2D6 times 5). The resulting number is the number of dollars you start the game with (or add to your previous bankroll, if the character has played before).

Record Keeper:
There needs to be somebody acting as record keeper. His or her responsibilities are simple. (S) he keeps track of the total money spent on alcohol, menu prices, total games played, as well as

another statistic at the end of the game (see the End of the Game section for details).

These records should be kept from game to game as much as possible, to provide a persistent record of play.

<u>Beginning of the Game</u>:
After any and all characters are prepared for play, players must agree on a time to start drinking. The earlier the game starts, the longer it may last. You may start at any hour between (and including) 4 PM and 1 AM. Last call in *Drinking Game: The Weekend Simulator* is at 2 AM. Time moves an hour at a time (one turn equals one hour), so 1 AM is your last window to get a drink.

The recommended start time is at 9 PM for a medium-length game (20 minutes or so).

<u>Playing the Game</u>:

At any time, characters may give money to one another. This can become important at the end of the game.

All characters begin in the same bar at the same time. Every bar has the following items on its menu:

-Beer
-Wine
-Liquor
-Cocktails
-Pub Food
-Water

Taking a Turn:
Every time characters enter a new bar, determine the prices of the menu items using the following formulas. These prices are the same for all characters. D6 stands for the result of the roll of a six-sided die. Roll a die for each item on the menu (other than water).

Beer (pint) = $1+D6
Wine (glass) = $3+D6
Liquor (double shot) = $2+D6
Cocktail (glass) = $5+D6
Pub Food (dish) = $5+D6
Water = $0

Record these prices at the beginning of each turn. Before 7 PM, drink prices are halved (rounded up). Pub Food is full price, though.

Players **must buy two things**, one at a time, from the menu each turn (two different items or two instances of one item). Getting water counts as a purchase. When a character attempts to buy something, his or her *self-control* is put to the test. Roll a six-sided die. If the result is less than or equal to the character's *self-control*, the purchase goes through as planned. Otherwise, roll the die again and purchase based on the result: 1 buys a beer, 2 buys a glass of wine, 3 buys a shot of liquor, 4 buys a cocktail, 5 buys Pub Food, and 6 means re-roll.

A random purchase as a result of failing a *self-control* test can put a player's money below 0. Otherwise, players must have the money to buy things. If a player cannot afford anything but water, he or she must try to buy water.

A player with a *self-control* of 6 does not need to test his or her *self-control*, as he or she will always pass.

Don't forget to total how much *money* characters have spent on alcohol.

If a character eats Pub Food, increase his or her *fullness* by 2.

Each drink affects characters in different ways. The formulas for determining how much to affect *alcohol level* and *fullness* by are as follows. Note that the effects of one's *alcohol level* (*drunkenness*) will be influenced by one's *tolerance* later.

Beer: Increase fullness by 1 and alcohol level by 1.
Wine: Increase alcohol level by 2.
Liquor: Increase alcohol level by 5.
Cocktail: Increase alcohol level by 4.

If a character's *fullness* becomes greater than 6, the player vomits and is kicked out of the establishment. He or she can make no more purchases this turn, and the character's *fullness* is halved (rounded down).

After characters have made their purchases, it is time to move to a different bar. To do this, all characters each do a Cool Story/Alcohol Poisoning check:

Cool Story/Alcohol Poisoning check:
Find your *drunkenness* for the turn by subtracting your *tolerance* and half of your *fullness* from your *alcohol level* (*drunkenness = alcohol level - tolerance - (fullness/2 rounded down)*),.

If your *drunkenness* is 17 or greater, your character dies of alcohol poisoning. Increase (by one) the *Total Deaths Due to Alcohol (In-Game)* statistic that the Record Keeper is keeping a persistent total of. Destroy the character sheet for the deceased character. You may roll a new character to keep playing.

If your character does not die of alcohol poisoning, roll two six-sided dice. If the result is less

than or equal than your *drunkenness*, you have a Cool Story from your trip to the next bar. **For the next turn**, you're so Cool that you're not allowed to buy anything at the bar or even go in.

If you both get a Cool Story and roll doubles and (two of the same value, for example: 2+2 or 3+3), you vomit before leaving and are kicked out of the current bar in addition to the Cool Story effect.

If you are outside the bar at the end of the turn (from having a Cool Story on the previous turn or vomiting on the current turn), if you roll a die and get a result greater than your *self-control*, you spend $9 on some cheap wine to drink out of a paper bag while your friends (if you're with any) are inside. Increase your alcohol level by 6 and decrease your *self-control* by one, if this happens. *Self-control* may not drop below zero.

Anybody alive inside a bar at the end of a turn has his or her alcohol level and fullness decrease by 1 each (not to go below zero). Remember that getting a Cool Story does not place you outdoors until the next turn.

End of Turn:
Move the game time ahead by one hour. If it is before 2 AM after advancing, characters play another turn, with new prices at a different bar.

End of the Game:

The game ends immediately after the 1 AM turn, at 2 AM. At this point, the End of Game phase begins.

If your character's drunkenness is 4 or greater (*drunkenness = alcohol level - tolerance - (fullness/2 rounded down)*), increase his or her tolerance by 1 and decrease self-control by 1. Otherwise, increase self-control by 1.

If your character's fullness is 4 or greater, increase his or her tolerance by 1.

Neither tolerance nor self-control may not drop below zero or be increased beyond 6.

At the end of the game, **all characters must find a way home**. Characters have up to three options: take a cab, drive, or–if there is another character in the game–get a ride with a character who is driving.

Taking a cab costs $12 total for up to three passengers. For example, Joe, Gail, Susan, and Rob all want to take a cab. Three of them may take one cab, splitting the fare 3 ways (paying $4 each), but the other character must take their own cab and pay $12. Alternatively, they can take two cabs total for $6 each.

Instead, players may drive themselves and up to three characters may be passengers in a driving character's vehicle. A character who decides to drive with passengers may demand payment from the passengers.

A character with a license and no car may drive another character's car, if the controller of this character gives permission to do so.

A driving player rolls two six-sided dice and, **if the roll is less than or equal to his or her drunkenness** (***drunkenness = alcohol level - tolerance - (fullness/2 rounded down)***), there is an incident. If there is an incident, divide the result of the dice roll by two (rounding up) and consult the following table to see what kind of incident occurs. If the driver has no license, the next incident down on the table occurs (meaning: DWI turns into totaled car).

1	Broken headlight in minor accident. Lose $10.
2	Character is charged with Driving While Intoxicated (see below).
3	The car is totaled (see below).
4	Level 1 Fatality (see below).
5	Level 2 Fatality (see below).
6	Level 3 Fatality (see below).

Being charged with Driving While Intoxicated results in the driver losing their license and losing $20. If the driver is already without a license, the character is incarcerated and the character should be discarded.

If a car is totaled, its owner no longer has a car. The owner pays $30.

For a **Level 1 Fatality**, any characters with Vagrant status are killed and their character sheets should be destroyed. Add the total number of characters killed to the *Total Deaths Due to Alcohol (In-Game)* statistic that the Record Keeper is keeping a persistent total of. If no characters have Vagrant status, increase the *Total Deaths Due to Alcohol (In-Game)* by one and decrease the driver's *self-control* by one.

For a **Level 2 Fatality**, the driver is killed and his or her character sheet should be destroyed. Any passengers in the vehicle pick a number from 1 to 6 and say it out loud. The driver rolls a six-sided die. *Characters whose number matches the result of the roll survive, and everybody else in the vehicle dies*. Characters killed should have their character sheets destroyed. Add the total number of characters killed to the *Total Deaths Due to Alcohol (In-Game)* statistic. Any surviving characters have their *self-control* decrease by 1.

For a **Level 3 Fatality**, repeat the steps for a Level 2 fatality. Then, everyone who is in any vehicle (including a taxi) rolls a die to see if they're involved in the crash as well. Whoever rolls the lowest has his or her vehicle involved in the crash. If there is a tie across multiple vehicles, all vehicles who roll lowest are involved in the crash. Passengers and drivers of these vehicles all pick a number and say it out loud. The driver of the vehicle that caused the incident rolls a die. *Characters whose number matches the result of the roll survive, and everybody else in the crash dies*. Characters killed should have their character sheets destroyed. Add the total number of characters killed to the *Total Deaths Due to Alcohol (In-Game)* statistic. Any surviving characters have their *self-control* decrease by 1.

Other End of Game Procedures:
If a character without a license is neither incarcerated or dead at this point, he or she regains a *driver's license* if applicable.

Any character whose *money* is less than 0 at this point rolls a die and subtracts the result from their money (increasing their debt, to simulate interest). If a character gets below -$50, he or she gains Vagrant status and has his or her car repossessed.

If for any reason a character is not home by the end of the game, he or she gains Vagrant status.

If a character gains Vagrant status, record that fact on his or her character sheet.

At the end of the game, the Record Keeper announces the following:

1. Real-Life Deaths Due to Alcohol in the Past Year
2. Real-Life Money Spent on Alcohol in the Past Year
3. Total In-Game Deaths Due to Alcohol (Across All Available Games)
4. Total In-Game Money Spent on Alcohol (Across All Available Games)

<u>**Variants**</u>:

The *Drinking Game* Drinking Game: Every time your character drinks, take a drink!

The Charitable *Drinking Game*: When your character spends/loses money, give the same amount of money to a reputable charity in real life.

The Environmentally Aware *Drinking Game*: If your character loses his or her car or license, use public transportation exclusively from now on in real life.

The Buddhist *Drinking Game*: If your character dies, meditate on life, death, and the impermanence of all things.