

Dungeons and Drunkards

Game Description:

Dungeons and Drunkards is a game for 4 people (two teams of 2). Setup requires a table standard 96" x 24") with 15 cups arranged on each side and filled with a beverage of choice.

Each player chooses a class and takes turns throwing ping pong balls into the other teams' cups. Any cup that a ball lands in is consumed and removed from the game by the team on the same side of the field. Abilities from the each player's chosen class can affect how many balls are thrown, how many cups are removed, and various other aspects of the game.

How to WIN:

Your team wins when all cups on the other teams' side have been removed.

Disclaimer:

Playing games and drinking tasty beverages is lots of fun, but like everything in life, moderation is key.

Please drink and game responsibly!

Rules:

First attack:

- >Basic throws made by each player
- >Each player starts with one First Attack per turn
- >Class powers can modify First Attacks

Block Rule:

- >Attacks cannot be interfered or blocked after being thrown until they touch a surface (tabletop, cup lid, floor, etc.)

Elbow Rule:

- >During your attacks, your elbow cannot pass the edge of the table

Bounce Rule:

- >If a ball bounces into a cup, that cup and another (chosen by the team that threw the ball) are consumed, but can be blocked

Drink Rules:

- >The first time a ball lands in one of your teams' cups, decide a teammate to remove and consume that cup. After that, alternate teammates when consuming cups

Last Cup Rule:

- >The last cup remaining on each side cannot be affected by any powers and can only be scored by an unmodified first attack

Levels:

- >Levels are gained by scoring cups. Total cups scored for each level are as follows:
Level 1=1 Cup; Level 2=3 Cups; Level 3=5 Cups

Penalties:

- >The penalty for breaking any of these rules is to remove and drink one of your own cups. Abilities cannot be used to prevent this

Setup:

Cups:

- >Each side has 3 rows of 5 cups with 24 oz (two cans) of a beverage distributed evenly between the cups.

Ping Pong Balls:

- >Each team starts with two ping pong balls (one per player). Exchange the balls between turns. Extra balls are required for specific classes.

Front Line:

- >The invisible line at the front of the top most row of cups. Cups cannot be placed in front of this line unless an ability says you can do so.

Class power modifiers

Friendly Choice: When an ability requires an extra cup be removed, your team chooses which cup

Opponent's Choice: When an ability requires an extra cup be removed, the other team chooses which cup

Before your attack: You can only use this ability before you make any attack

Extra ball: This ability grants you an extra ball

Once per turn: Ability can be used once on your turn or your opponent's turn if specified by the ability's description, and wasn't used on your last turn

Can break front line: When an ability requires the placement or movement of additional cups, they can be placed in front of the "Front Line", but not past your opponent's "Front-Line"

Classes and Powers:

Chuggernaut

Level 1 - Bastard's Arrogance:

Call out a cup on the other team's side. If your ball lands in that cup, the opposing team must drink that cup and another.

(Before first attack) (Opponent's choice)

Level 2 - Dual Wielding:

Throw two balls at the same time with both hands or the same hand as your first attack. Opponents drink any cups any ball lands in. In the event that both balls land in the same cup, the opponents must drink that cup and another.

(Friendly choice) (Extra ball)

Level 3 - Cleave:

If a ball from any of your attacks lands in an opponents' cup, that ball is returned to you for an additional attack *(max. of 2 additional attacks per turn)*.

Brogue

Level 1 - Breaking in and Entering:

Rearrange up to two cups on the opposing teams' field.

(Before first attack) (Once per turn)

Level 2 - Sneak Attack:

Declare a 'Sneak Attack Word' and conceal a ball. During the opponents' turn, shout your 'Sneak Attack Word' while throwing the ball. Blocking this attack has no penalty. If this ball lands in an opponents' cup, they must drink it.

(Once per turn) (Extra ball)

Level 3 - Set Trap:

Stack an empty cup (mouth-side up) in another cup in play. Any ball caught in this cup does not count. Remove the trap after one ball is caught. You can only have one trap active per Brogue.

(Once per turn)

Pale-Ale-Adin

Level 1 - Beericade:

Declare "Beericade". Stack three empty cups (two on bottom and one on top, mouth-side down) on the field. If a ball touches any cup in the Beericade, the Beericade is removed for the rest of the turn. If two pale-ale-adins on the same team both use Beericade, they create a single 5 cup beericade.

(Can break front line) (Once per turn)

Level 2 - Penitence:

When you make a cup, choose an opponent. That opponent plays their next turn on their knees.

(Once per turn)

Level 3 - Alco-Holy Guard:

Whenever an opponent makes a cup, you are given a rebuttal opportunity. If you make a cup, negate the cup the opponent made.

(Once per turn)

Wasted Wizard

Level 1 - Geomancy:

Move up to two cups on your side of the field. All moved cups must touch a cup that has not been moved by this class power.

(Before first attack) (Once per turn)

Level 2 - Power Drain:

When you make a cup, choose an opponent. That opponent cannot use class powers to modify their first attack on their next turn.

(Once per turn)

Level 3 - Beercane Explosion:

Any balls you bounce into an opponent's cup now removes an additional cup

(Friendly choice) (Once per turn)

Beercromancer

Level 1 - Dark Illusion:

When you or an opponent make a cup, you may choose another cup on the same side to be taken instead.

(Once per turn)

Level 2 - Blacked-Out:

Place an empty cup amongst the rest of the cups on your field. If an opponent lands a ball in this cup, they must play their next turn with their eyes closed or covered. (Each Beercromancer on your team can only have one empty cup in play)

(Before first attack) (Can break front line)

Level 3 - Beersurrection:

When you land an attack in an opponents' cup, instead of being consumed, it is moved to your side of the field touching another cup. This cup must be touching a cup that is behind the front line.

(Once per turn) (Can break front line)