## ${ }_{3} \mathscr{H}_{a n}$

\# ${ }^{\circ} \mathscr{F}_{\text {sayers: }} 3$ or more

## Equipment: 2d6

$\boldsymbol{D}_{\text {ifficulty }} \mathscr{\mathcal { K }}$ gting: Easy - Roll the dice and watch the 3 Man get boned...
$\mathcal{D a n g e r} \mathscr{Z}_{\text {gting: }}$ Light - if you are not the 3 Man, Heavy - if you are the 3 Man

## $\mathcal{G}_{\text {game }} \mathscr{S}_{\mathcal{S}_{a y}:}$

Starting with the oldest player, roll the 2 d 6 . Play continues clockwise until the game is decided to be over (which can take forever if you like the game). If a player rolls the dice and they equal 3 , they become 3 Man . If the 3 Man rolls the dice and they equal 3 then that player can give away the title of 3 Man to any player.

If you roll doubles, give both dice either to one player or split them giving one to two different players. They then roll the dice. If they do not get doubles, they drink for the amount rolled. If they get doubles they give the dice back to the current player, who has to roll again hoping for doubles. If the current player does not get doubles this time, that player must drink what they rolled x2. This can continue for a bit if lots and lots of doubles are rolled. The multiplier keeps getting higher for each double.

When you are 3 Man, you drink your face off. Whenever any player rolls a 3 on a dice you drink. Keep track of how many times you have drunk; because once you have drunk 10 times you get to make a rule.

Tell us the best rule the 3 Man came up with!

