

7 - 11 - Doubles

of Players: 3 +

Equipment: 2 dice, 1 cup for each player

Difficulty Rating: Easy - Roll the dice and drink. What's easier than that?

Danger Rating: High - You will be chugging until your face falls off..

Set-Up:

Players each get 1 cup. Each player rolls the two dice; the player who has the highest number goes first. When there is a tie, the person with the longest penis goes first (anecdotal evidence only).

Game Play:

The first player rolls the dice. If they do not roll a 7, 11, or doubles (e.g. two 5's), they pass the dice to the player on their left. When a player rolls either a 7, 11, or doubles they get to pick another player to drink and they become the roller. The roller cannot touch the dice with any part of their body (hands, face, wiener, etc.) or else they become the drinker.

The roller then pours a discretionary amount of beer into the drinker's cup and places the cup in front of the drinker.

Once the cup is placed in front of the drinker they can begin drinking at any point in time. The roller may not touch the dice until the drinker has touched the cup or else the roller becomes the drinker.

As soon as the drinker touches the cup, the roller can begin rolling. If the roller gets a 7, 11 or doubles before the drinker is finished their drink completely and places the cup back on the table, the roller gets to re-fill the drinker's cup and begin again. However, if the roller touches the dice after they have rolled a 7, 11, or doubles, they forfeit that roll and must continue rolling if they wish to get another 7, 11, or doubles and force the drinker to drink again. This drinker is stuck in this position until they can finish the drink before a 7, 11 or doubles is rolled.

If the drinker finishes the drink and places the cup on the table before the roller gets a 7, 11 or doubles the challenge is completed and the dice pass left to the next player.

In order to be a good neighbor, before the drinker starts, other players are welcome to steal the cup and chug it in place of the originally assigned drinker. Beware, you still have to finish the cup before 7, 11 or doubles is rolled or you will be stuck as the drinker! Stealing the drink is especially helpful when the roller has clearly played Dungeons and Dragons before and is therefore screwing over the drinker with their epic rolls.

Any crazy things happen?