

# **DRUNK-O-MATIC TROUBLE!**

## **RULES:**

- 1) Use all the rules of normal Trouble with these changes:**
- 2) On a 6, you no longer move a peg from your Home to the Start place, nor do you go again.**
- 3) If you roll a Beer, you drink and you may put a peg from your Home to the Start place. Go again!**
- 4) If you roll a Social Beer (Beer & Hand), everyone drinks and everyone may put a peg from their Home to the Start place. You do not go again.**
- 5) If one of your pegs is returned to your home area, take a number drinks equal to the number of pegs in your Finish area, doubled (i.e. 2, 4, or 6 drinks).**