

Middle Earth: The Drinking Game

The MECCG Drinking Game can be played with any version of MECCG, and with any number of players. We recommend 3-4 player Sealed Deck as the ideal format.

Besides the standard cards and other implements required for MECCG, the Drinking Game requires a considerable supply of alcohol. In the following rules, a 'shot' is defined as a 'non-sipping swallow of an alcoholic beverage.' Unless otherwise indicated, the shot-taker decides what he or she will take a shot of.



The Core Rules

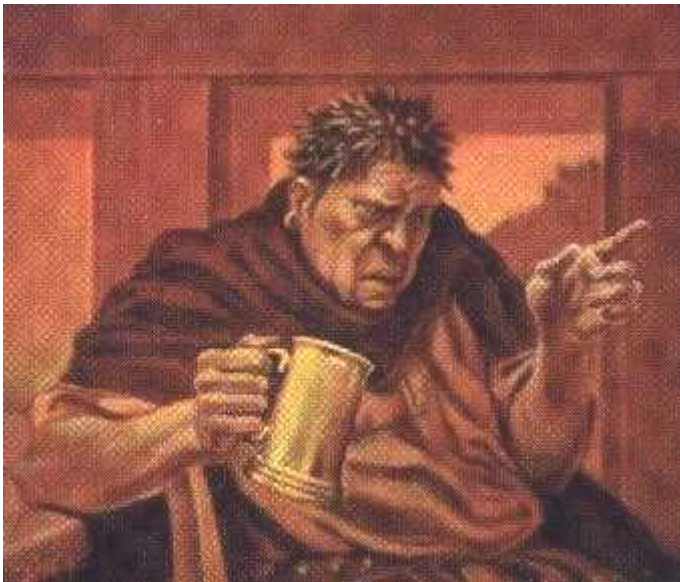
1. Once per turn, you may take a shot to untap a character.
2. When one of your character becomes wounded, you must take a shot.
3. In addition, when one of your characters becomes eliminated (by any means) or discarded (due to corruption), you must take a shot.
4. You must take an additional shot if your wizard is discarded or eliminated.
5. Once per turn, you may modify a die roll up or down by one. The cost for this action is one shot if it is declared before the die roll. This may be negated by the opponent by taking two shots.

Once per turn, you may modify a die roll up or down by one after the die roll. The cost for this action is two shots. This may be negated by the opponent by taking three shots.
6. Once per turn, when you reveal a new site, you may take X shots in order to allow that company to move X extra regions.
7. Once per turn, you may take a shot to draw a card.

8. A player must take a shot when he plays an item or faction worth 3 MP or more and for each ally.

9. Same-alignment company vs. company combat is allowed. In order to initiate CvCC, the attacker must take a shot. The defender may then negate the combat by also taking a shot. The attacker may then re-initiate combat with another shot, which the defender may again negate. This process continues until the attacker is no longer willing to initiate or the defender is no longer willing to negate.

10. When you lose a game, you must take two shots. The winner decides the contents of the shots, and may concoct mixed beverages as necessary.



The Saturday Night Expansion

1. Take a shot whenever you bring Barliman Butterbur into play. Take a shot whenever you play a card whose artwork includes a mug, flagon, or any other container that is likely to contain alcohol.

2. If you say the word "dude," you must take a shot.

3. In multiplayer games, the hazard player may spend one

against the hazard limit to pass the opportunity to play hazards to the next player.

4. Starter movement is not allowed.