

The Drinking Game

METDG – 1. Series (Drinkers of Middle-earth Unleashed)

- There is another skill for characters: **Drinker**.
- Some sites have a special trait: **Inn**. For the purpose of Drinking Game each Dwarf-hold also contains an inn.
- Some factions have a special trait: **Drinker Faction**.

METDG – 2. Series (Middle-earth on the Floor)

- **On the Floor-sites**: The same rules apply as for Under-deeps sites (as described in the MEDM rulesbook under “The Under-deps”). On the Floor-sites do not have a site symbol. The site leading to an On the Floor-site is called **At the Bar-site**.
- **Drinking Duel**: A character (only drinker) can tap to challenge another character (defender’s choice; only drinker) if both are at the same site and the site contains an inn. The one who utters the challenge takes one swig. The other character has to answer with two swigs, followed by the first character with three swigs. This is continued till any player feels that he cannot take any swigs any longer. The winner of the Drinking Duel immediately receives two MPs (miscellaneous) and the losing character becomes wounded (no body check required).
- Characters can be in a **Drunk As A Lord-mode**, which enables them to do certain things.

METDG – 3. Series (United Drinkers of Middle-earth)

- **Drinker Movement**: A character may only move from an inn or drinker’s haven to another inn or drinker’s haven (the inn-status of a site is checked at the beginning of the Movement/Hazard phase).

METDG – 4. Series (Drinking Feats in Middle-earth)

- New card trait: **Drinking Feat**

METDG – 5. Series (Drinking Feats in Middle-earth)

- **Drinking Trial**: a character defeated by a Drinking Trial becomes delirious (tapped to the left), not wounded.
- **Delirious**: Characters, that are delirious, count negative marshalling points (also for the purpose of calling the council). In addition they are considered tapped. A delirious character gets –2 to his Mind (to a minimum of 1) and Direct Influence (to a minimum of 0).
When a delirious character becomes wounded, he is wounded and delirious. Also, a wounded character may become delirious in addition. Such a character has to be healed of both.
A delirious character is healed (from delirious to tapped) at the beginning of the untap phase at a drinker’s haven or at the beginning of the untap phase at any inn after taking 5 swigs.