

LURE XII – DRINKING GAME REPORT

Speak Friend and enter the tournament. This year at Lure of MECCG a judge for the Drinking Game event was missing. So behold, Alex stepped forward and took the doubtful honor to judge the gathered drinkers of Middle Earth. Of course, I didn't know all the Drinking Game rules (though different versions exist). But the spirit of the Drinking Game is drinking, not knowing the rules, anyway.

Since there was an odd number of players, someone had a bye. In this case it was Kikeeee who had the bye. Since the judge, in this case me, didn't have the intention to grant him 6 tournament points just for watching the others, I told him to drink at least two beers within the next 50 minutes while the others were playing normally. He agreed, and the game got rolling.

Round 1 (average intoxication level of participants 10 % to 15 %)
Heiner did boost the average intoxication level dramatically in round 1. He got pretty crappy characters but good resources and hazards. He tossed Bifur into close combat, and I told him as soon as he dies, I will cut off the beard of the dwarf. Since he was already low on characters, he asked me not to cut the beard out of the character card, he would need him for the next two rounds. So I decided only to colour out the beard on the character card. The handsome elven ladies brought romance into the Drinking Game and lit candles on the tables. But should you mix open fire and drunken players? "Fire" + "Drinking" = "Heiner guema en una vela."

As he spilled the wax over his play deck and had trouble getting it off the cards again, there were at least four people taking photos of this accident.

Round 2 (average intoxication level of participants 50 % to 60 %)
Talking became drunken slur, strategy became chaotic, and tactics became a row of random events. Yven's Gollum wounded his opponent's Gandalf in company versus company combat in the Old Forest. Beaten up by a hobbit in front of his company - what a shame! Already half the bottle of Patxarana was emptied by David. He had a head to head race with Heiner for first reaching the 100 % intoxication level. Paweł had to take a penalty swig for accusing his opponent of cheating. He should have stuck to plain bad wording ("jebać", "kurwa") ;-)

Round 3 (average intoxication level of participants 90 % to 100 %)
Writing became cave art, arithmetic became estimate, estimate became guessing, and I had to deter players from eating up their tournament sheets. Thought I couldn't avoid players eating up cards to cancel their effect, since that is a legal Drinking Game rule. I didn't think people would make use of the rule, but hell yeah, they did extensively! While chewing cards, some player decided to spit the card-mash on the table instead of swallowing it ("złó kurwa"). So the card-mash that used to be Riders of Rohan still counted 3 marshalling points, and the card-mash that once was the Mithril Coat still counted 4 marshalling points. Swig by swig the game became ickier. The time limit for David vs. Heiner was cancelled and replaced by reaching the bottom of a bottle of Patxarana. It would have been irresponsible to let those legendary drinkers booze any more, lest drinking would become vomiting. Other pairings still could resume normally. Though I missed the point when the first player reached 100 % intoxication level. But the fact, that David's as well as Heiner's company, that both had shrunk down to one character per company, were both at Moria CvCCing all the time proved that both already reached the limit.

After filling out all tournament sheets as good as possible, I was glad to head to my bed.

drunkkeys