

## LURE XIV – DRINKING GAME REPORT



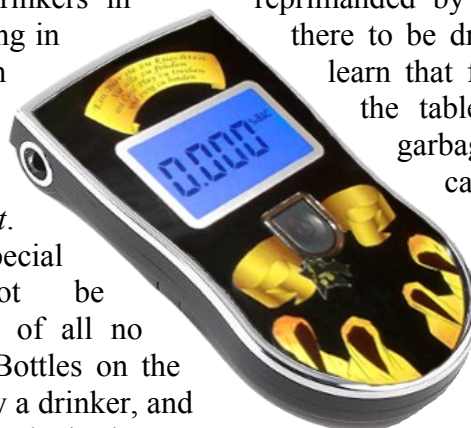
*"It all began with the forging of the Great Rings. Three were given to the Elves; immortal, wisest and fairest of all beings. Seven, to the Dwarf Lords, great miners and craftsmen of the mountain halls. And eleven, eleven rings were gifted to the race of Men, who above all else desire boozing." – Galadriel: Lord of the Rings - Fellowship*



*Ring of Drinking*

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This year we had eleven drinkers in two events. Four were drinking in the *Arda Drinking Game* with special *Drinking Game Cards* and seven boozed their livers blue in the *Drinking Game Tournament*. A drinker needs a special environment that cannot be *Twilighted*, as there is first of all no empty bottles on the table. Bottles on the table need to be full, in use by a drinker, and contain alcohol. Of course we had Kleenex to wipe up spilled beer, after the drinker was



reprimanded by the judge – ME. Beer is there to be drank not spilled, when you learn that finally? And more over all the tables have to be cleared of garbage (booster wrappings, beer caps, packaging, etc.). And a drinker should know when he has had enough booze before puking, if not so your judge will set you on *Schergenbräu 0,0%* with an additional -4 marshalling points per bottle (no drinker reached this threshold [ $\geq 2,0\%$ ]).



What does a hobbit endure by *Marc Roca*? I could tell you how *Frodo* did suffer by *Marc Rocas* teeth, armpit sweat, and even his asscrack. It is nothing for weak stomachs and too horrible to recall. Thought a happy end got two different meaning here, one meaning is that *Patric* got another *Frodo* for his collection, while the other meaning made *Marc's* ass happy. What is worse: *Stench of Mordor* or



*Marc's fragrance*? Well there is only one hobbit you could ask for an answer.

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Drinkers had to undergo an alcohol test before the start of round one. All drinkers had a level of 0,0 ‰ at start of the tournament except *Heiner* who already started with 0,66 ‰. *Nicole* proposed to play 10 min more per round due to the alcohol test interruptions. The drinkers agreed and the *Drinking Game Tournament Round 1* started. *Rings of Drinking* reset to zero and here we go with **"ONE SWIG – ONE CLICK"**.

Drinker	Round 1 - versus	Round 2 - versus	Round 3 - versus	Swig
<i>Oscar Cerrajero</i>	bye → 0,57 ‰	<i>kike</i> → 1,20 ‰	<i>David</i> → 1,94 ‰	104
<i>Heiner Viefhues</i>	<i>Patric</i> → 1,07 ‰	<i>Marc</i> → 0,53 ‰ ??	<i>kike</i> → 1,77 ‰	111
<i>Marc Roca</i>	<i>David</i> → 1,76 ‰	<i>Heiner</i> → 1,78 ‰	<i>Patric</i> → 1,99 ‰	145
<i>kike</i> (suffer illness)	<i>Albert</i> → n/A	<i>Oscar</i> → n/A	<i>Heiner</i> → n/A	63
<i>Albert</i> (breathless)	<i>kike</i> → n/A	<i>Patric</i> → n/A	bye → n/A	30
<i>Patric Laxander</i>	<i>Heiner</i> → n/A	<i>Albert</i> → 0,12 ‰	<i>Marc</i> → 1,45 ‰	43
<i>David Muñoz</i>	<i>Marc</i> → 1,82 ‰	bye → (½ bottle!!)	<i>Oscar</i> → 1,99 ‰	96





David Muñoz finished off this bottle in just two rounds.

All drinkers leveled up to *Drinking Game Tournament Round 2*. Thought two of them reached it with an almost critical intoxication state (*Marc* 1,82 ‰ / *David* 1,76 ‰).

Even the judge didn't had to stay sober-minded. *Heiner* brought two bottles of French wine for the judge and his two helpers *Lisa* and *Nicole*. We emptied one right away and wrote him a nice bottle message that he could read later at his room in romantic candle light atmosphere. Thought his curiosity was higher than the need for romantic atmosphere and he read it while sitting in the *Knight Room*. For *Lure XV* we would love to get 2+1 bottles of sweet red wine *Heiner* and actually you can get more than just two glasses of your own wine (thanks in advance, hugs and kisses). While the first two rounds there was not one rule questions but the constant request for new beer and we of course we let it flow. Sixty more minutes of drinking later the drinkers advanced to the final level of *Drinking Game Tournament Round 3*. Finally we got a rule question in the game



between *Patric* and *Marc* about counter-swigs on rolls. *Core Rules 5*:

"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."

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The alcohol test frenzy began after *Drinking Game Tournament Round 3* as the Spaniards blow pure beer odem through the device that alerted critical warnings with loud beeps and some sad smilies labled **DANGER** on the display. There are even videos on smart-phones from this after-the-tournament-tests (contact *Marc Roca* for details or a link).

## RESULTS

Name	kike	Marc	Heiner	Oscar	David	Patric	Albert
place	1	2	3	4	5	6	7
TP	16	12	11	9	8	8	6
‰	n/A	1,99 ‰	1,77 ‰	1,94 ‰	1,99 ‰	1,45 ‰	n/A
swigs	63	145	111	104	96	43	30
Alkohol	beer	beer	beer	beer	patxarana	cola-beer	beer
1st opponent	Albert	David	Patric	- bye -	Marc	Heiner	kike
2nd opponent	Oscar	Heiner	Marc	kike	- bye -	Albert	Patric
3rd opponent	Heiner	Patric	kike	David	Oscar	Marc	- bye -
Round 1	4:2 win	6:0 win	6:0 win	6:0 bye	0:6 defeat	0:6 defeat	2:4 defeat
Round 2	6:0 win	2:4 defeat	4:2 win	0:6 defeat	5:0 bye	6:0 win	0:6 defeat
Round 3	5:1 win	4:2 win	1:6 defeat	3:3 tie	3:3 tie	2:4 defeat	4:2 bye