

# Drinking with



- Play begins at level 1-1
- Each player's turn consists of 3 strikes (strike = failure to complete a level)
- A player's turn ends either when a player strikes out (out = 3 strikes), or completes a level successfully
- Once a player completes their turn, play continues with the next consecutive level that has yet to be beaten
- 5 outs and you're out of the game

Move	Drink	What It's Called
Finish a level	1 sip*	Mega
Get 3 strikes	2 sips	Strike Out
Finish a level with all of the gold	1 sip, hand out 2 sips	Timbletot
Finish 3 levels	Hand out a shot	Ultra
Finish the Bonus Get	Hand out a sip	
Finish the Bonus Get with all of the gold (Perfect)	Hand out a shot	Rainbow**
Take a strike to start over in hopes of gaining a Timbletot		Babe Ruth

\*Sip is defined here as "a mighty gulp"

\*\*Rainbows do not count in Boss Levels in games of 3 players or less

The geniuses behind the game: Winston, Aaron, Wally, and 2/3 bottle of Patron.