

HOW TO PLAY

This is a game that you and any number of other people can play while drinking a bottle of beer. It does not have to be beer, though. You can drink any type of beverage and you do not even have to sit at the bar. But it was designed with beer in mind.

The game begins when everybody starts their drinks and ends when all drinks are gone. You can leave the game at any time, of course, and - if you finish your drink early on - you can also reenter the game with another bottle.

The bottle will tell you what to play. When you turn this page you will find stickers. Cut or tear them out from the page and glue them to the bottles (or just use the fact that paper should stick to a cold wet bottle).

These stickers are actions that your character should do at the moment when the liquid inside the bottle reaches the level of the sticker.

Before you start the game decide if you want to play some archetypal characters, weird folk or some "regular people". Make up names if necessary. Your characters can be wizards at a bar, legendary poets hosting a meeting in a cabin in the woods or just a couple of lovers at their first date. Make it interesting for you.

Actions are divided into General Actions and Themed Actions. Before the game starts decide which theme you want to play (if any). Our advice:

don't mix more than two themes eg. a horror porn + vampires, a sitcom about superheroes + a romance.

Possible ways of setting the game up:

- One person is the Game Master. He/she prepares all the bottles and then says a few words about each character.
- Put all the stickers (General and chosen theme) on the table. Everyone chooses which actions they want to play and sticks them in any order to their bottle.
- Put all the stickers (General and chosen theme) on the table. Everyone creates one bottle by putting stickers on it. When you're done, switch bottles. Everyone plays a given character.

Style

Some actions may seem not to make any sense at the moment you reach them. Play them the way it makes sense. Make up the context. Keep the continuity working.

You may need to play some actions privately or in a group of just a few people, while other actions need to be played publicly. It is up to you to decide how to do this. Do not force yourself. If you want an action to affect everybody - ring the bottle to get their attention.

Feel free to add and create your own actions.



Some actions and themes are marked "AFC!" (Ask For Consent!). It means you need to ask everyone for consent to make sure that what you plan to do is ok with other players.



General Actions (You can use them more than once)		Mechanic actions (you can use them more than once. They are meant to change the game dynamics)	
Read a poem out loud	Share a secret with someone in private	Raise a toast	Exchange bottles AFC
Have a deep and meaningful discussion about something that matters to your character	Challenge someone to do something	Gather supplies or buy snacks	Find a reason to get into a fight AFC
Receive an important phone call (works best if you mention the information you're waiting for earlier during the game)	Tell a story about someone you know	Discuss your plan for the next hour	Put on or change the music / convince people to create music together (whatever fits the game best)
Make a speech that inspires everyone to take action	Make up something stupid your character believes in. Convince others you are right.	Change the place you're in. Take people with you. (you can come back after a while).	If the players splits into groups - change the group
Quote or act out a popular movie scene	Spectacularly fail at something	Race drink with someone	Make everyone dance
Sitcom	Horror	Romance	Porn AFC
Tell an unfunny joke	Get lost in the forest (or somewhere else outside)	Ask someone for a dance	Strip some piece of cloth from someone
Tell a recent story about how you failed to ask someone out for a date	Tell a scary story from your own experience	Kiss someone. Be creative about the reason. (maybe it's a slap-slap kiss or a shut-up kiss?) AFC	Find a reason for everyone to get naked (e.g. sauna, jacuzzi or just a party game involving undressing)
Tell the story you have just heard from your own perspective (actually, what really happend was...)	Play hide and seek in a scary and dark place	Almost kiss someone or interrupt someone trying to kiss	Share a kinky fantasy
Tell the story you have just heard from your own perspective (no no no, what really happend was...)	Hide from something and make everybody keep their voice low	Do NOT talk about your ex (while totally talking doing it)	Play <i>spin the bottle</i> or <i>truth or dare</i>
Tell the story you have just heard from your own perspective (Hahaa! what really happend was...)	Act as if you were possessed by a ghost	Challenge someone to look you in the eye for 1 minute	Have the most awkward (and informative!) talk about STD's and contraception
Chose one joke (eg. his mom) and tell it over and over again (at least 4 times)	Organize a seance to communicate with ghosts AFC	Touch someone delicately or by accident AFC	Flirting under fire! (Good for action scenes. Flirt while running, hiding etc.)
Tell everyone (except one person) to clap everytime this person tells a joke	Scream and panic!	Take a snack and feed someone	Find a reason your back hurts, ask for a massage
Propose to someone, as spectacularly as possible	Split the group (and do things that will scare the other group)	Share your thoughts on what you have in commom	Spill your drink over your or someones clothes, then take off that piece of clothing
Discover you're pregnant	Run from something hiding in the dark	Go out for a romantic walk	Create kinky art together (it may be theatre, bodypainting or just very suggestive poetry reading)
Admit you're cheating on someone (both people involed should be sitting at the table)	Choose some creepy tic. Repeat it every couple of minutes.	Save someone by breaking their heart	Accidentalyl slip some erotic puns into the conversation
Create and discuss an absurdely elaborate plan (one that is destined to fail)	Find clues, that the space you're in is not safe	Make a "Sorry, we can't be together" scene (can of course result in "yes, we can!")	Share your wildest, weirdest or funniest erotic experience
After a fight - decide never to talk to someone again for the rest of eternity (or the next 10 minutes)	Find weird and scary symbols, objects, books or people around you	Try to get your significant other back (maybe you're after a break-up or divorce?)	Bodyshots!
Overshare embarrassing moments from your life	Answer the phone. Act as if some creepy voice was whispering to you.	Get entangled in a love triangle (and either fight for your love or find another creative solution)	Whisper something into someone's ear, then lick it (imagine this in combination with the horror setting!)