

# Half-Pint HEROES



Drinking Game Rules

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## DRINKING GAME RULES

Half-Pint Heroes is a pub game, so naturally it can also be played as a drinking game (adapted to your group's drinking preferences).

**IMPORTANT:** Players should always drink responsibly. When it comes to alcohol abuse, nobody wins. If a player has had too much, then they should sit out the rest of the round – regardless of the rules! Pregnant women, children, or alcoholics should NEVER play Half-Pint Heroes with the drinking rules!

Note: The rules as ordered below get more difficult as they progress. Real friends will all take a drink when just one of them is forced to, but of course you can also take the rules very seriously... Depending on your alcohol tolerance (and not drinking on an empty stomach), 1 shot of Vodka per drink should probably let you make it through 2 full games. Each player drinks at most once per round (at the end), even if more than one of these conditions is met:

- 1 Everyone drinks when a brawl occurs.
- 2 Everyone drinks when all players achieve their predictions in a round.
- 3 Everyone drinks when no players achieve their predictions in a round.

The following rules are for those looking for a more “extreme” experience:

- 4 A player drinks if they failed to achieve their prediction in a round, and another player bet against them. (difficult)
- 5 A player drinks if they fail to achieve their prediction three rounds in a row. (difficult)
- 6 When a player achieves their prediction three rounds in a row (and every consecutive round thereafter that they continue to achieve it), all other players drink. (very difficult)
- 7 A player drinks when they bet against another player's prediction and fail (that player achieves their prediction). (very difficult)

This last one is an exception to the once per round rule, and causes all players to drink immediately:

- 8 Everyone drinks when the total of all player's predictions is equal to the number of hand cards for the round. (very difficult)

