

Beer Risk

Start

- final tournament position is the starting order for 'Beer Risk'
- any willing newcomers must start below the last place finisher (rank by die throw)
- optional 'corporate drink' to start the game

Asshole Rule

- anyone higher in the order can make anyone lower in the order drink (must be in the game) (2 drink max as opposed to the typical 6 drink max)

Changing Asshole Order Rules

- role two 6's (for two dice only, attack or defense): up one position in asshole order and everyone else drink 1 (odds 1:36)
- role two 1's (for two dice only, attack or defense): down one position in asshole order and drink 1 (odds 1:36)
- role three of a kind (for three dice attack): up N positions in asshole order (N being the number rolled) and everyone else drink N (odds 1:36)

"Pair of Six" Man (Special Asshole) Rule

- asshole (person on bottom of order) must drink 1 whenever two 6's are rolled (2 dice odds are 1:36; 3 dice odds are 1:12)
[Note: typical three-man odds are 1:3 per two dice role so this is more mild]
- when the asshole ("pair of six") rolls two 6's, the person is no longer asshole and moves up to the TOP position in the asshole order and everyone else drink 1 in recognition

Socials

- role of 2 and 1 (for two dice, attack or defense): social (1 drink) (odds 1:18)
- role of 3, 2 and 1 (for a three dice attack): 3 drink social (odds 1:36)

Battle Drink Rules

- lose a battle as defender: 1 drink
- lose a battle as attacker: 1 drink
- lose a battle when odds are overwhelmingly (>66%) in your favor: 1 extra drink

Out the Game / Drinking Slave

- if you have all of your armies destroyed, drink 6
- you also become the 'drinking slave' of the person who knocked you out
 - Rule 1: The number of drinks between all slaves of the captor cannot exceed the number of drinks the captor receives
 - Rule 2: If you were asshole ("pair of six" man), then the next lowest person in the game becomes the new asshole ("pair of six" man)
 - Rule 3: There is slave pecking order

Special Risk Rules

- **South of the Border Rule:** start an attack on any South American country and either lose or quit the battle: one shot of tequila or 4 drinks (and taunts) plus wearing of the gardening "sombrero"
- **Australia Rule:** whomever controls Australia controls the music during the game
- **Armies of Darkness Rule:** At the end of each round, one dice is rolled. If the dice is even, the armies of darkness attack the territory on the selected card. The number of armies equals the dice number + the number of slaves. The armies must battle to the death or their limits, first in that territory and then in neighboring territories. The army is controlled by the most recent player out or asshole (if no players are out.) All slaves and asshole have a drinking reprieve while the armies of darkness are on the board.
- **"The Book of Armaments":** to access this tome of knowledge (concerning the probability of a battle win), the following statement must be exclaimed: "Consult the Book of Armaments!" With this decree, one must partake of 1 drink. No more, no less!

"The Book of Armaments"

Attacker Win Probabilities (as percentages)

		Defender Armies														
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2		42	11	3	1	0	0	0	0	0	0	0	0	0	0	0
3		75	36	21	9	5	2	1	0	0	0	0	0	0	0	0
4		92	66	47	31	21	13	8	5	3	2	1	1	0	0	0
5		97	79	64	48	36	25	18	12	9	6	4	3	2	1	1
6		99	89	77	64	51	40	30	22	16	12	8	6	4	3	2
7		100	93	86	74	64	52	42	33	26	19	15	11	8	6	4
8		100	97	91	83	74	64	54	45	36	29	22	17	13	10	7
9		100	98	95	89	82	73	64	55	46	38	31	25	20	15	12
10		100	99	97	93	87	81	73	65	56	48	40	33	27	22	17
11		100	99	98	95	92	86	80	72	65	57	49	42	35	29	24
Attacker	12	100	100	99	97	94	91	85	79	72	65	58	51	43	37	31
Armies	13	100	100	99	98	96	93	90	84	79	72	66	58	52	45	39
	14	100	100	100	99	98	96	93	89	84	79	72	66	59	53	46
	15	100	100	100	99	98	97	95	92	88	83	78	72	67	60	54
	16	100	100	100	100	99	98	96	94	91	88	83	78	73	67	61
	17	100	100	100	100	99	99	98	96	94	91	87	83	78	73	67
	18	100	100	100	100	100	99	98	97	95	93	90	87	83	78	73
	19	100	100	100	100	100	99	99	98	97	95	93	90	87	82	78
	20	100	100	100	100	100	100	99	99	98	97	95	92	89	86	82
	21	100	100	100	100	100	100	100	99	98	97	96	94	92	89	86
	22	100	100	100	100	100	100	100	99	99	98	97	96	94	92	89
	23	100	100	100	100	100	100	100	100	99	99	98	97	96	94	92
	24	100	100	100	100	100	100	100	100	100	99	99	98	97	95	93
	25	100	100	100	100	100	100	100	100	100	99	99	98	98	96	95