*I’ve developed a new game that is played P2P…*

**Proof of Drinks: An Open-Source Bitcoin Drinking Game**

**GAME RULES**

Player Types:

1. ***The Market***
   1. Includes *Drinkers*, *Buyers*, and *Sellers*
   2. Anyone within *The Market* may play any of the aforementioned roles at any time.
   3. Manages **BITCOIN PROTOCOL**
      1. Block Reward (frequency, amount, halving)
      2. Die Rolls
      3. Drink Pour
2. **The Bartender**
   1. Acts autonomously; is not included within *The Market*.
   2. Sells glasses and drinks to *Drinkers*.
   3. Manages **PRICE LIST OF GOODS**
      1. Glasses (fiat/glass)
      2. Drinks (fiat/oz.)
3. **The Government**
   1. Acts autonomously; is not included within *The Market*.
   2. Manages **MONETARY POLICY**
      1. Inflation Rate
      2. Circulating Supply of Fiat

Items needed:

1. Copies of GAME RULES, BITCOIN PROTOCOL, PRICE LIST OF GOODS, and MONETARY POLICY.
2. One six-sided die.
3. A number of six-ounce measuring glasses equal to the number of players within The Market.
4. Drinks (alcoholic or otherwise).
5. Fiat money (or Monopoly money).
6. Minimum 6 players or so.

Object of the Game:

1. To learn the mechanics of bitcoin and the economy through drinking and having fun.
2. The game ends when one or more of the following conditions are met:
   1. You run out of drinks.
   2. Everyone is tired of drinking.
   3. Everyone is tired of playing.
3. At the end of the game, the person with the highest net worth (fiat + bitcoin) is deemed The Winner.

General Rules and Definitions:

1. All die rolls are performed in front of all participants.
2. Bathroom breaks are permitted, however gameplay continues. If a Drinker is in the bathroom during their round, their round is forfeited.
3. Anyone within *The Market* may buy and sell anything at anytime.
4. Round: The procedure for drinking; may or may not result in the production of bitcoin.
5. Block: A round that results in the production of bitcoin.
6. Anyone within The Market can propose a change to any rule at any time.
   1. If everyone agrees, game play continues with the new rule.
   2. If no one agrees, the person who proposed the change may continue playing or quit the game.
   3. If some, but not all, agree, then the game may be forked into two separate games (Note: this may cause hurt feelings). The Government and The Bartender tend to both games.
7. All values (bitcoin, block reward, fiat, etc) are to be rounded to the nearest whole number.

Analogies:

1. Drinkers = Miners
2. Glasses = Mining equipment
3. Drinking = Proof of Work
4. Die roll after drinking = Mining for the nonce
5. Drink pour = Difficulty
6. Bathroom break = Mining equipment maintenance
7. All drinks and die rolls observed by everyone = Nodes validating

Game Setup:

1. Designate a minimum of one player to be *The Government*.
2. Designate a minimum of one player to be *The Bartender.*
3. All other players (minimum 2? 3? 4?) are collectively *The Market*.
4. *The Government* gives *The Bartender* and everyone within *The Market* \_\_\_ dollars each.
5. For the first round, everyone within *The Market* is a Drinker (in subsequent rounds, anyone can step in our step out of the Drinker role).
6. All Drinkers claim a chair around a table.
7. All Drinkers purchase a glass from The Bartender at \_\_\_ dollars per glass. (Use a 6 oz. measuring glass for ease of pour.)
8. All Drinkers roll a die; the Drinker with the highest number goes first. Subsequent rounds proceed clockwise.
9. The Bartender determines the initial Cost of Drinking (fiat/drink).

Round Procedure:

1. Determine the Nonce
   1. Someone in The Market rolls a die. The number rolled is the Nonce for the Block.
2. Determine the Pour
   1. Someone, other than the Drinker for this round, rolls a die. The number rolled equals the amount of drink poured (e.g., a roll of “3” means 3 ounces is poured into the Drinker’s glass).
3. The Drinker drinks the pour, then, once The Market has collectively determined the glass is free of liquid, the Drinker rolls a die. All participants in The Market verify the die roll.
   1. If the die matches the Nonce, the Drinker receives the Block Reward!
      1. It is now the next Drinker’s turn, beginning again with Step 1 above.
   2. If the die does not match the Nonce, no Block Reward is granted. It is now the next Drinker’s turn, beginning with Step 2 above.
4. Every 10 Blocks, the Block Reward is cut in half.
5. Once all Drinkers have completed a Round, The Government determines a new Inflation Rate and inflates the Circulating Supply of Fiat accordingly.
   1. The Government rolls a die in another room then comes out and announces the result of the die roll. The number of the result is the inflation rate (e.g., if the roll is “3” the inflation rate is 3%).
   2. The Government multiplies the Circulating Supply of Fiat by the Inflation Rate and adds this amount to the Circulating Supply of Fiat. The Government can do anything it wants with the fiat created.
6. The value of each bitcoin (fiat/bitcoin) is determined by members of The Market.
   1. For the determination of the Winner at the end of the game, the final value of bitcoin is the last value at which it traded.