**Revellers of Catan Expansion**

Requires players to provide a standard drink of their choice (beer is good) and a communal spirit. Units of consumption measured in digits (dig) and translates to a finger’s width of one’s drinking vessel. The bandit’s mask is an empty beer crate with crudely cut out eye holes, likely different sizes and impeding vision but brightened by a poorly biro drawn smile. There is also a timer for each round started immediately following a buy in.

**Buy In:** Required before a player’s roll. 1 dig = 1 minute. Players may buy more time at any point until the timer runs out.

**Sweeten The Deal:** Dig can be used in trade negotiations

**Breach of Harvesting Practices:** If a player rolls one die off the table, consume 1 dig, both dice then drink 3 dig.

**Abnormal Yield:** Competitors who gain a resource on a 2 or a 12 may assign all other players 2 dig (this is cumulative).

**Russian Roulette:** If a player rolls a 12, they do a shot.

**Armed Bandit:** Whenever a player uses the bandit they take ownership of the bandit’s mask and assign their target a shot.

**Double Digits:** If a double is rolled, all players do 2 dig.

**Bad Investment:** If a number is rolled and only one player fails to gain a resource, that player drinks 1 dig.

**Planning Permission:** Building actions results in consumption road = 1 dig, settlement = 2 dig, city = 4 dig

**Consolidate Losses:** If a player halves their cards, they consume half of their remaining vessel.

**Toast to Success:** A player must consume 1 dig for every resource gained from a monopoly card.

**Aggressive Drunk:** If a player down’s an entire fresh can, they may pick a player, view their hand and take a resource of choice. This action may be taken at any time regardless of whose go it is, the timer is paused for whoever’s go it is.