Catan-tics

Grab your copy of [Settlers of Catan](http://www.amazon.com/MayFair-Games-4102480-Settlers-Catan/dp/B000W7JWUA/ref=sr_1_1?ie=UTF8&qid=1300578515&sr=8-1" \t "blank) (which is, we promise, much less nerdy than it sounds or looks), grab some drinks and add these rules.

**Settlers of Catan Drinking Game**

**Drink once every time:**  
-- You collect a resource  
-- You use a port  
-- You trade in four of one resource to the bank  
-- You lose longest road  
-- You swear at someone / become overly invested in the game  
  
**Drink TWICE every time:**  
-- The robber blocks you from getting a resource  
-- You barter. (this can be two or more. For instance - "I will trade you a sheep for a wood if you also take three drinks")  
  
If you're feeling so inclined, you can also make drinks corresponding to each resource. Our suggestions are:  
  
*Wheat - beer  
Wood - Gin & Tonic  
Brick - Vodka Cran  
Ore - Rum & Coke  
Sheep - Whiskey Sour*  
  
Be sure to waterfall for every Catan-related pun you make.

7, 11, Doubles

This is one of our personal favorites.  
  
**Rules**  
-- Grab some dice and beer.  
-- One person (or the owner of the dice) fills the glass as much or as little as they want. Keep in mind, you will have drink this beer as fast as possible!  
-- Said person then grabs the dice. If they don't roll a 7, 11 or doubles, they take a sip of their beer and pass it to the next person on their right.  
-- The first person to ROLL a 7, 11 or doubles picks one person to be the drinker.   
-- As soon as the drinker touches the cup, and they can take as long as they like, the Roller starts rolling the dice.  
-- The roller has as long as it takes the drinker to finish the beer to roll a 7, 11 or doubles.  
-- IF the roller succeeds, they refill the glass and the process begins.  
-- IF the roller does not succeed in rolling a 7, 11 or doubles, then the game continues and you pass the dice to the right.  
  
**KEY IMPORTANT RULE - IF YOU TOUCH THE DIE BEFORE THE DRINKER TOUCHES THE CUP, THE ROLLER BECOMES THE DRINKER AND THE DRINKER BECOMES THE ROLLER**  
  
Here's a sample round to ease your understanding:  
  
Temperance, Chastity, Brigham and Steve are playing the game. Temperance fills a solo cup and puts it in the middle of the table, then rolls the dice. She doesn't roll a 7, 11, or doubles so she passes it to Chastity. Chastity then rolls the dice and rolls a 7. She chooses Steve to be the drinker. Steve takes his time grabbing the solo cup and as soon as he touches that red cup, Chastity starts rolling the dice and Steve starts chugging. With great luck, Chastity rolls two ones before Steve finishes his drink and puts the solo cup back on the table. They refill the solo cup and try again. This time, Steve successfully finishes his drink and slams it on the table before Chastity rolled anything. Chastity passes the dice to Brigham and the game continues.

Odds & Evens

This game was tried and tested by the blackout crowd on St Patrick's day, so we can attest to both it's simplicity and entertainment.   
  
**Rules**  
  
-- Grab an empty glass.  
-- Everyone at the table puts a finger on the rim of the glass.  
-- One person counts to three, and everyone chooses to either take their finger off the glass, or leave it on.  
-- The one person counting should also guess 'odds' or 'evens'. They will then count how many fingers are left. If the person guesses RIGHT, they get to give a drink. If the person guesses WRONG, they take a drink.  
  
Depending on how many people you have, you can also vote to have all those with their fingers left on the rim either take a drink or give a drink, depending on the accuracy of the person's guess.

Line cup game:

Take a solo cup and put a series of horizontal lines about an inch apart from top to bottom.When it was your turn, you have to drink just to the next line -- no simple task for someone who has already had a few. You get one shot to hit the line; no sipping bit by bit and checking every time. If you miss that line, you have to keep going until you hit the next one.

[Chandeliers](http://www.drinkingwithrules.com/2012/01/chandeliers.html)

This has quickly become a new party staple for how quick and dirty it is!  
  
You will need:  
Cups (one more than there are people)  
One ping pong ball  
Beer  
  
1. Grab some cups (one more cup than there are people) and sit in a circle. Set the cups up in a circle with one cup in the middle. Each of these cups will belong to one of you, so it's usually recommended to touch the cup you think is yours before you start.  
  
2. Fill each cup on the outer circle with a reasonable, quickly chuggable amount of beer. Fill the middle cup much fuller (as full as you are feeling adventurous.)  
  
3. One person starts by trying to bounce the ping pong ball into one of the cups.  
     a) If it lands in a cup that belongs to someone else, that person has to drink their drink.  
     b) If it lands in your own cup, you get to choose who drinks.  
     c) If it lands in the center cup, everyone drinks their own cup as fast as they can and slams it back on the table. Last person to finish has to drink the center cup.  
  
4. If you miss, just pass it to the next person.   
  
That's it! Have fun!  
  
*Optional:*We've discovered adding a "questions" round makes this game go a little slower (it is VERY fast paced). Every time the ball bounces in someone else's cup, you get to ask them a question. If it lands in your own cup, you ask a question to everyone, but you still pick. If it lands in the middle, everyone drinks as usual.