



Recently, you and your friends participated in a semi-annual event in your city: the pub crawl. There were good times, there were bad times and, as is often the case, now you're all sitting around swapping stories from that day. Who wouldn't laugh remembering the blush on Penelope's face when she realized that the bartender offering her a virgin mimosa wasn't commenting on her sex life? And all the guys wince every time Tex points out that he got hit in the junk with a baseball bat while defending Bambi.

Since alcohol was involved, you're going to need some help from your friends to remember the details of what happened that day.

## **Pub Crawl: Take the Edge Off**

A roleplaying game for three or more players

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## What You'll Need

This game uses Fudge dice. Like regular dice, these have six sides. Instead of being numbered, the sides are either blank or have a plus or minus sign. While Fudge dice are recommended because they make seeing the result much easier at a glance, you can use regular dice as well. In that case, rolling a 1 or 2 is the same as a minus sign, 3 or 4 is the blank side and 5 or 6 is like rolling a plus sign. When you need to roll dice, you'll see it written as a number followed by "dF". You'll need two dice per player.

*For example, to start the game, every player must roll 4dF or, in other words, 4 Fudge dice.*

Additionally, everyone needs their own character sheet and something to write with.

## Character Creation

When playing Pub Crawl, you're responsible for making a character who would attend a pub crawl with the characters of the other players. While you're free to play the grizzled war veteran who has his name engraved in *his* stool in his favorite dive, you'll need to come up with a good story to explain why he was at the newest posh nightclub with a bunch of college lacrosse players.

Unlike some games that designate one person to run things, you will each take a turn setting the scene and adjudicating the story. This means that everyone around the table creates a character in the same way.



## Target Blood Alcohol Content

This is the only numeric stat that you need to pick for your character and it can be any value between 0.00 and 0.35. This stat represents how intoxicated your character planned to get at the pub crawl. For a more varied story, it is recommended that the members of your group pick a variety of Target BAC numbers from the various ranges on the following chart.

*Sam decides that her character is going to be the designated driver so her target BAC is 0.00. Jim wants to balance this out so he picks 0.29 which is at high end what he calls the “stupid drunk” range.*

Blood Alcohol Content Effects at Various Levels	
BAC	Behaviors & Impairments
0.00	<ul style="list-style-type: none"><li>• Normal</li></ul>
0.01–0.02	<ul style="list-style-type: none"><li>• Subtle effects</li></ul>
0.03–0.05	<ul style="list-style-type: none"><li>• Mild euphoria</li><li>• Difficulty concentrating</li><li>• Relaxation</li><li>• Talkativeness</li></ul>
0.06–0.10	<ul style="list-style-type: none"><li>• Blunted senses</li><li>• Lowered inhibitions</li><li>• Impaired reasoning</li><li>• Decreased reflexes</li></ul>
0.11–0.20	<ul style="list-style-type: none"><li>• Exaggerated expressions</li><li>• Rapid mood swings</li><li>• Extreme anger or sadness</li><li>• Decreased reaction time</li><li>• Slurred speech</li><li>• Decreased libido</li></ul>
0.21–0.29	<ul style="list-style-type: none"><li>• Staggering</li><li>• Loss of understanding</li><li>• Impaired short-term memory</li><li>• Dulled senses</li></ul>
0.30–0.34	<ul style="list-style-type: none"><li>• Impaired bladder function</li><li>• Irregular breathing</li></ul>
≥0.35	<ul style="list-style-type: none"><li>• Blacking out</li><li>• Alcohol poisoning</li></ul>



## Traits

The main focus of character creation is to create traits, or story hooks, that the other players can build upon when telling the tales from the pub crawl. These are short phrases meant to show how your character would behave at the various levels of intoxication.

**The Goal:** You already know your character's Target BAC and this first trait is a simple description of your character that reflects why that was their “goal” on the day of the pub crawl.

*Since she already said it, Sam jots down “Designated Driver.” Meanwhile, Amber, who's target BAC is 0.08, figures her character wants to blow off some stress. She writes “More Bad Days than Good.”*

**The Seven Drunks:** Remember Sneezy, Bashful and Grumpy? Think about how your character behaves when drunk and, if they were a dwarf, what would their name be? This is your character's second trait.

*Jim sees his character as the life of the party and the drunken leader, so he writes down Keg to pay homage to Doc. Kevin's character, on the other hand, tends to get drowsy when drinking, so he chooses “Sleepy Drunk.”*

**Ancient History:** Think about the character the player to your left is creating. How does your character know them and, more importantly, what's the most memorable drinking experience they share from before the pub crawl? Relate the shared experience to the other players and then jot down something you've learned about your character from it.

*Jim decides that his character used to date Amber's character. One time at a college party, some guy put his hand on her butt which resulted in Jim punching the guy. Jim writes down “Knight in Shining Armor” for his third trait.*

**Oh Really?** The person to your right just told a story involving your character and this is your chance to respond. Since alcohol was involved, you may choose to tell it from a different angle or reflect on how your character felt about it the next day.

*According to Amber, what Jim's character didn't realize about the whole scene was that it wasn't just some random guy. Her character had been getting some on the side and she just didn't realize that both her men were at the same party. She chooses “Caught in the Middle” to represent this part of her character.*

**Mild Mannered:** This is your chance to reveal what your character does on an average day when they aren't participating in a pub crawl.

*Amber decides that her character, Bambi, is a personal assistant for a horrible boss. She writes “Gopher in a Suit” for her last trait. Meanwhile, Kevin's character Dante lives with his parents and is in a band that plays a few local shows each month. He jots down “About to be Discovered.”*



# Play

To start, everyone should roll 4dF. The player with the highest number of pluses goes first. In the case of a tie, those players should roll again to choose between themselves.

## Your Turn

Your turn is your chance to add a place in this fictional city where your character stopped during the pub crawl. While the majority of these locations are going to be alcohol-serving businesses, feel free to sprinkle in other places. Maybe everyone got hungry and stopped at a street vendor.

Whatever location you pick, you need to decide how memorable the stop was to the group. Your decision is going to determine how many dice you roll. You may roll as low as 1dF and as many as 2dF per each other player.

*Since Jim is playing with three friends, he may choose to roll as few as 3dF or as many as 6dF.*

If the location is known to be pretty tame or the characters only planned to hang out there for a few minutes, use a lower amount of dice. On the other hand, if your character managed to end up on the list of an exclusive new club where celebrities are known to hang out, you should probably roll all the dice.

Whatever you decide, you need to describe the location before rolling. You are only allowed to describe the place, not what your character did or encountered there. Tell your group about the neighborhood, the building, the decorations inside and who usually hangs out there. If they had an event planned the day of the pub crawl, reveal everything someone might know before actually attending it.

*Jim decides to describe The Phoenix, a recently opened cocktail bar on Main Street. A popular place for grabbing drinks without the typical roar of a sports bar, the building is wedged between two storefronts. On a normal day, it is standing room only and patrons are lucky to get a second drink during happy hour. Jim's character, Tex, was sure that the place will be extra packed during the pub crawl so the group has planned to only stop for a quick drink and then leave. The Phoenix is hip, with top shelf liquor, but they won't be staying long; Jim decides to roll 4dF.*

Once you roll, you'll know how the stop there affected your character's BAC. You'll add 0.01 to your BAC for each plus and subtract 0.01 for each minus. Blank dice have no effect on BAC.

*Jim rolls 4dF and gets +, +, - and one blank. He adds 0.01 to Tex's BAC.*

Now it's time to figure out what happened at the location that affected your blood alcohol content in such a way. This is the part where your friends get to tell stories. One at a time, you're going to push a die forward and ask what happened. Each other player has the opportunity of telling a story that involves both of your characters and that would have changed your character's BAC by 0.01 in the direction indicated by the die.

*Jim pushes forward the first dice that landed on +. Amber and Kevin both have a story to tell. Sam says her character wasn't a part of whatever happened.*

*According to Amber, when they arrived at The Phoenix, Bambi realized that she knew the bartender from her weekly yoga class. With Tex in tow, she weaseled her way up to the bar and they got their drinks right in front of a bunch of meat heads who had been waiting for nearly twenty minutes.*

*Kevin thinks he has a better story. Dante knew that The Phoenix was going to be packed so he filled a flask with whiskey that morning and kept it tucked in his pocket. While they were waiting in the throbbing crowd, listening to a DJ remix popular songs from the radio, he shared hits from the flask with Tex.*

After everyone who wants to gets a chance to share their story, you need to decide which of them actually happened. You need to consider which sounds most like something your character would have done and which is the most creative. Remember to consider your character's BAC before they arrived at the location; they'd respond differently if they were completely sober compared to being tanked.

If multiple players shared a story, once you pick one, you give them the die in question. At your discretion, you may also give them one additional die with the same result if you have any left.

*Jim decides that Tex is more likely to be stuck in the crowd, drinking from a flask. In fact, he'd probably do more than just sip from it. He gives Kevin the first + die plus the other + die.*

If only one person shares a story, then they automatically get the die in question. However, you may not give them a bonus die. In the case where no one offers a story, you must point to someone and force them to tell you what happened. Not only do they get the die in question but they get all dice with the same result.

Repeat this process until you are out of dice. At that point, each player modifies their character's BAC by 0.01 for each die they received. Your turn is over and the player to your left is next to take theirs.

*Jim puts forward the blank die. Since her character, Penelope, is the designated driver, Sam offers to tell a story. A blank die has no effect on anyone's BAC so her tale doesn't involve alcohol. While waiting in the thick crowd to get to the bar, Penelope revealed to Tex that she was waiting for a call back after her second interview at the town's local library. She thought that everything had gone really well and she was pumped about the opportunity to help install their computerized book checkout system.*

*Since no one else offered a story for the blank die, Sam gets it. Even if Jim had another blank die, he couldn't give her a second one if he wanted to.*

*Finally, Jim taps on the - die. No one seems interested in offering a story so Jim points at Amber who now has to share a tale. Reluctantly, Amber tells how Bambi gets a call from her boss just before walking in to The Phoenix. Despite the long wait of her friends inside, she spends the entire time getting reamed out for using pink and purple ink to prepare the weekly sales reports. She was in tears when Tex walked out of the bar; his concern for her sobered him up a little.*

*Jim gives Amber the die. Since he chose her to tell the story, he would have to give her all the other - dice if he had any. Jim's turn is now over. Kevin adds 0.02 to Dante's BAC while Amber subtracts 0.01 from Bambi's. They all pass the dice to Amber who is sitting to Jim's left.*

## **Other Turns**

When it isn't your turn, you're going to be offering stories to explain what happened between your character and the character of the player who's turn it is that affected their BAC. Essentially, you're bidding on dice in an attempt to push your character's BAC closer to their Target BAC. The player who's turn it is will decide which stories are their favorites so you're encouraged to be creative, build on earlier stories from the pub crawl and incorporate their character's traits.

Remember that if no one offers a story for a given die, the current player will pick someone who must tell a tale. If you get picked, you end up with all the dice showing the same result, so you may end up with a bunch of dice that you don't want.

## **Splitting the Group**

It is possible that the characters didn't go from location to location together. Maybe your character forgot her purse and had to run back to the last bar to find it? If you want your character to break away from the party, you must offer such a story for a blank die and the player who's turn it is must accept your story.

After the group is split up, you may find it harder to bid on dice offered by a player who's character isn't in the same location as yours. Sure, all your characters probably have cell phones, but you need to come up with a plausible story as to how they both got more intoxicated while on the phone together to bid on a + die. You do not, however, have to involve the current player's character to bid on blank die.

You may also bid on blank die to catch up to the current location. If the story is accepted, your character joins the current player's character in the current location and resumes travel with the group as normal.

## **Blacking Out**

Since your character lived to tell the tale of the pub crawl, it's a safe bet that they didn't get alcohol poisoning. With that in mind, there's a hard upper limit on BAC: 0.35. Any character that reaches this level immediately blacks out at the end of the turn.

While your character is blacked out, you do not get to offer stories to other players on their turn. Through their stories, the other players get to decide if they deserted your character, dropped him back at the car or drug her along from location to location.

At the start of your next turn, lower your BAC to 0.34 and then take your turn as normal. If the other characters didn't keep your character with them, they now have the challenge of coming up with related stories after your character staggers, alone, to the next location.

## **The End**

The game ends when one of two things happen:

1. Each player has taken three turns (for a three player game, each player takes four turns.)
2. Every character, excluding the current player's, is blacked out.

Each player should compare their character's Target BAC to their actual BAC at the end of the game. Whoever is closer wins. In case of a tie, everyone who tied wins.

Pub Crawl: Take the Edge Off			
Character Details		Traits	
<b>Name</b>		<b>The Goal</b>	
<b>Target BAC</b>		<b>Seven Drunks</b>	
<i>Your character's Target BAC may be any number from 0.00 to 0.35.</i>		<b>Ancient History</b>	
		<b>Oh Really?</b>	
<b>Current BAC</b>		<b>Mild Mannered</b>	

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