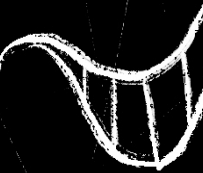
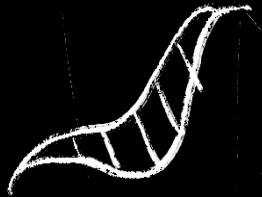


POLEMICAL VIEW

The polemical point of view for this game is that drinking would not solve any problem and can cause more stress. The bottle clock is supposed to symbolize the stress felt when one is being drunk. The player are pushed to "sober up" quickly in order to win the game.



Let's All Drink
HERE



STORYLINE

You guys are one happy family. However, everyone in the family is an alcoholic and when problems arise, you drink. In order to maintain a healthy relationship with each other, your family is challenged to sober up. Collaborate with your family members and bring your family back to good health.

HOW TO PLAY

The game starts with the players rolling the die to determine who goes first. The player who rolls the smallest number is the "dad" of the family and starts the game first.

During each turn:

1. Player roll the die.
2. Player draws a card base on which tile they land on.
3. Move your Drunk Meter base on your answer or result.

After everyone has gone, the bottle clock will move one space to the right. The clock should be moved every time the entire family completes their turn. If the spiral has been completed, you keep going by going the reversed direction.

Characters:



Dad



Mom



Teen 1



Teen 2

Roles:

Dad: Each shot multiply by 2

Mom: Take 1 shot when lands on tiles with problems

Teenager 1: Sober 1 on every turn

Teenager 2: Has to have atleast 1 shot on every other turn.

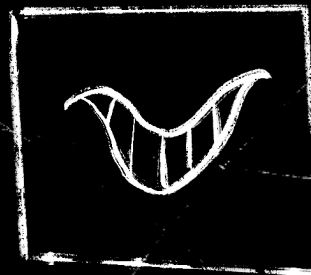
SHOT TILES

When the player lands on the shot tile, they draw a shot card. The player would then read the question or statement and decide on which answer. After their decision, the player may look at the bottom of the card to see how much shots they need to take.



SOBER TILES

When the player lands on the sober tile, they draw a sober card. The player would then read the card and adjust their Drunk Meter based on what is stated in the card.



PROBLEM CARD

When a player draws a problem card, they have the choice to either drink right away to get rid of the card or they can follow the instruction on the card to get rid of the problem card. Each player can only hold 3 problem card in total and discard into the deck when you get rid of the card. When a player have more than 3 problem cards, the entire family lose the game.

BOTTLE CLOCK

The bottle clock will turn to the right each time after every player has took their turn. Players want to sober up as much as possible before the clock makes a full turn. The game ends when the bottle clock makes a full turn.

If two people or less are playing, then the game ends when the bottle clock makes two full rotation.

HOW TO WIN

If majority of the players' drunk meter hits sober within the time limit (bottle clock), then the team wins. If no one were able to sober up within the time limit, then the team loses.