



## INTRODUCTION

The Game of Death has a long and tragic history. The idea of this pamphlet is to allow this continue into the future.

Once played, this game reduces all other drinking games to the status of "gash". The speed and quantity of alcohol drunk often leads to early difficulties. Fortunately, the boffins at the Game of Death Association (GODA) HQ have come up with a set of rules that turns this gut wrenching pain and humiliation into a spectacle that can be enjoyed by both you, and your friends.

Before you continue, it would be libellous for us not to make a few things clear:

- To play the Game of Death (GOD), you must be at least 18 years old.
- If you have a history of liver failure, heart disease, leprosy or syphilis in your family, we strongly advise you not to play.
- GOD has not been approved by the British Medical Board, The British Standards Agency or any other regulatory body concerned with safety, but was approved by Oliver Reed.
- Players play at their own risk. GODA does not assume any liability

## GETTING STARTED

GOD can be played with any number of people above two, although GODA recommends that there are not more than five players at any one time. To play the game, it is necessary to have a jug (minimum 4 pint), a pint glass for each player, one half-pint glass and an inexhaustible supply of beer.

With these at hand, you are now ready to start playing!

## THE OBJECT

Quite simply, GOD differs from almost every other game in the world, because there is no real object. The game was formed with the maxim, "it's not where you go, it's how you get there" in mind – the journey away from sobriety towards a happier place, if anything, is the point.

It is with this in mind that the founding principle of GOD can be stated, and this must be remembered at all times when playing – **there are no winners in The Game of Death; only losers.**

## PLAYING THE GAME

The game starts when someone buys a jug of beer. This person can nominate to pour to his left or to his right. Having stated his or her preference, that person then proceeds to pour a full pint, as 'badly' as possible, that is to say maximising the amount of head his/her colleague has in his/her pint. The purpose of this will become clear. This continues around the group until everyone playing the game has a full pint.

With every member having a full pint, it must then be decided who is to drink first. This is done by assessing who has been poured the 'worst' pint (i.e. the pint with the most head). When coming to this decision, the Time Valuation of Head (known as the TVH) must be taken into account. This ultimately means that the head diminishes as time passes, and so it is judged at its fullest point.

Once this has been decided (bear in mind that speed of assessment is necessary, due to the TVH) the person who has been allocated as going first (who is said to have 'the honour') must down at least half his pint in the approved manner. This is done by placing the top rim of the glass on the bridge of your nose, and throwing the glass back at an angle as close to 180° as possible. This should leave the player with a substantial amount of foam on his face. With this having been completed, the person with the second 'worst' poured pint downs at least half his beer in the approved manner, and so on until everyone has drunk at least half their beer.

The person who had the honour then has control of the jug, and immediately chooses to pour to his left or right, and so the game continues.

## Wiping:

The true brilliance of the game, however, lies in the fact that having downed their half-pint, the players are forbidden from wiping their faces from above the lips to below the eyebrows. This area is known as the **Zone Of Itching Distress (ZOID)**, and can only be wiped in the very specific situations explained later.

Whilst licking and blowing the ZOID is perfectly allowed, wiping, scratching, rubbing, dabbing and mopping (and any other such actions) are strictly forbidden, and anyone caught doing so will have to down an additional full pint of beer outside the playing of the actual game. Similarly, if a player attempts to get somebody else to clean their face, there is a penalty of a pint.

## Exceptions:

There is an exception to the 'no wiping' rule. If **before** drinking their half-pint, the player says the phrase, "I'll ditch it, then itch it", and proceeds to

down the whole pint, they are then allowed **one** wipe of the ZOID, although this wipe can extend the length of the arm.

## **CHALLENGING**

If it is felt by one player that another has failed to drink the full half-pint quantity required of them, a challenge can be made. In this situation, the Holy Half-Pint of Death is produced (this is the name given to the previously mentioned half-pint glass). The beer remaining in the challengee's pint glass is poured into the Holy Half-Pint of Death. If, when poured, the beer overflows, the challenge has been successful and the challengee must down that half pint **AND** the whole of their next pint, for no reward. However if the challenger has made an error of judgement, and the beer does not overflow, then he/she must drink the remaining beer and the whole of their next pint for no reward.

## **ENDING THE GAME**

The game can only finish for three reasons:

- 1) The beer supply runs out (normally this means closing time).
- 2) The players unanimously agree to convert from GOD to the Three Bottle Challenge.
- 3) Instead of buying a jug of beer, a player buys a round of cigars for every player – whether they smoke or not. This ending however, can be overruled by another player simply buying another jug. In this occurrence, the individual who purchased the cigars is not exempt from continuing.

### **Individual Withdrawals:**

GOD forbids early withdrawals, except in the most extreme circumstances. As a result the rules are designed to prevent these through a rule known as BOB – the Box or Bag rule. This means that the

only way for a premature departure is if it is in a box or a bag.

The Game of Death is a game of honour, and its honour code states that the aforementioned box/bag must be worn by the individual all the way to their final destination. Any player who fails to honour this rule is in disgrace, and will quite justifiably be labelled 'a cunt'.

## **WANDZ**

This stands for Wipe Amnesty Normal Drinking Zone. Due to the brutal nature of the game it is necessary, for health reasons, to have a half hour break at the end of every 2¼ hour passage of play. As the name suggests, during this time the game is suspended and wiping of the ZOID is perfectly legitimate.

## **FINES**

There are a number of fines that exist within the game to ensure fair play is maintained. In most cases, being fined means that an extra two fingers of beer must be drunk beyond the half-pint. In situations where the fine differs, it will be stated clearly.

### **Spillage:**

When pouring another's pint it is quite common for there to be some overflow. If the other players in the game deem this to be "Significant Spillage", the faulty pourer is fined.

### **Missage:**

This is rare, but occurs when, whilst attempting to pour a pint, the pourer misses the pint glass completely. This is known as 'missage' and carries with it the fine of having to down the whole pint without reward.

### **Drippage:**

Because beer is our mortal ambrosia, any waste is a crime. This extends to beer dripping from the face, onto the floor/bar/personage. As a result, players must

attempt to catch all drips of beer in their pint glass, and failure to do so is a fineable offence.

### **Vomiting:**

In any decent length game, vomiting will come into play. Due to the volume of beer drunk, clearing stomach space is essential, and so to fine the individual and make him drink beer would be cruel. However, it is also felt that vomit should lead to vomit, and as a result upon the individuals return from the location at which the vomiting occurred, they are to be welcomed back with a shot of tequila, which they must down before the game can continue. If this is not done within two minutes – they are disgraced, and once again labelled as 'a cunt'.

## **GODA**

GODA is the regulatory body of GOD. No official rule changes can occur without GOD's prior consent. However, it is recognised that 'local rules' may develop. This is encouraged, although, at official events (such as The Game of Death European Championships), only the GODA approved rules found in this pamphlet are to be accepted.

## **OFFICIAL VENUES**

At present there are only two officially recognised locations at which GOD can be played. These are *The Roebuck* public house located on Great Dover Street, London; and the Sports Bar located just on the north bank of the River Thames, at London Bridge. However, this is looking to be expanded, particularly overseas.

If there is an establishment that you believe should be an officially licensed Game of Death venue, please inform GODA through our website: [www.gameofdeath.com](http://www.gameofdeath.com).