

How to make your own

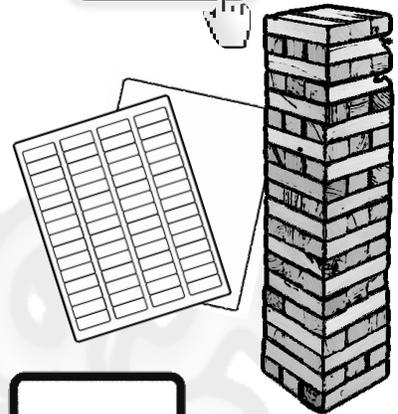
★ DRINGA BEER ★

1. **Download Dringa Beer PDF.**

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2. Gather one of each of the following:

- Wooden Stacking Tower Game
- Return Address Label, 60 per sheet
- Recommend Avery - 15695
 - Others: 18195, 42895, 5155, 5195, 8195, 18695, 88695, 48335, 38667, 42995, 18294
- US Letter Card Stock

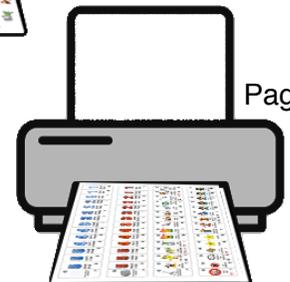


3. **Print (in color) Page 3 and Page 4 of this document on front and back of the US Letter Card Stock.**



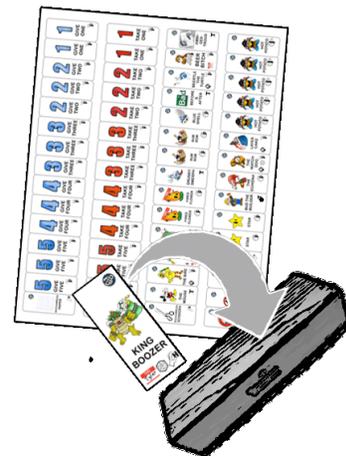
Page 3 & 4

4. **Print Page 5 (in color) on the Return Address Label Sheet.**



Page 5

5. **Choose the 54 stickers you want for your tower. Peel those stickers from Address Label Sheet and stick them to the underside of bricks.**



GROSS DOMESTIC PRODUCTIONS, LLC
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THE DRINGA RULEBOOK



BASIC RULES:

As simple as:

Mix... Stack... Remove... Read... Drink... and Place!



1. **Mix:** Mix the bricks up. While you're at it mix a drink too.
 2. **Stack:** Stack the bricks into groups of three label-side down, alternating directions to produce stability. Note: no one likes cheaters and liars so make 'em drink!

3. **Remove:** Anyone may start the game by removing a brick below the top three levels of a tower. Only one hand may be used to draw a brick. Players are not required to remove the first brick they touch, but they must return any brick disturbed to its original position. The tower likes to be felt up a bit -- so long as you clean up the mess.

Note: If the tower is touched out of turn, the overzealous player drinks. This ain't second grade, so no cutsies.

4. **Read:** Read the rule shown on the brick. All players should follow the rule while it remains in play. Take a look at the definitions if you want to be all technical and stuff.

Note: Italicized words in a rule have a special meaning and are included in the definitions on the other side.

5. **Drink:** Deal out drinks to the appropriate player or players to ensure adequate intoxication. The distribution, quantity, and manner of consumption is different for each brick.

Note: Players are encouraged to abstain from drinking excessively to avoid pissing the floor.

6. **Place:** Place bricks label-side up on top of a tower or in a manner required by the brick. Players must wait briefly and see if the tower is stable before continuing. Moving clockwise around the table, repeat steps three through six above until a player wins by making a tower fall. Congratulate the winner as they finish their drink by saying

Dringa Beer!



What do I do with the Brick Now that I've Pulled It?

H Held: Brick is held by a player and is set in front of that player on the table.

T Tabled: Brick affects all players. Tabled bricks are placed next to the tower or in-between towers.

P Placed: Brick's rule is in play and placed before the end of the player's turn.

P Placed Later: Brick held by a player but may be placed when a player so chooses or when certain conditions are met as required by a rule.

I Inserted: Brick's rule is in play and inserted label-side up into the tower before the end of the player's turn.

I Inserted Later: Brick held by a player but may be inserted when a player so chooses or when certain conditions are met as required by a rule.

R One Revolution: Brick is non-transferable and held until all players take a turn. Brick is placed at the end of the next turn of the player who drew it.

★ Unique: Read the rule. **Read the rule. READ THE RULE!**

What Else do I Need to Know?



Roll: This means that a die is involved. A 6-sided die is preferred for Dringa Beer and Dringa Light. A 20-sided die is required for Dringa Stout.



Nametag: Players holding a brick with this nametag icon must be referred to by the moniker written across the nametag (here, the moniker is "Tyler"). Monikers are also italicized in the brick's rule. If a player has multiple bricks with nametags, at least one moniker must be used. Players must drink if they fail to use a moniker.



DRINK A BEER

BAD

The Before & After Drinking Rule:  Choose something other players must say or do and choose whether it's done before or after a player drinks. Any player failing BAD must drink.

It's BAD. It's BAD. You know it.



The Beer Bitch:   Fetch a drink for any player that finishes or requests one.

How does it feel? To be a bitch...



Beertle The Turtle:  **P** Everyone must burp or drink until they can.

*When Beertle is placed atop the stack,
Each player must burp, burp, burp with poor Mac.
Or drink 'til you can, there's no excuse,
For that is the rule of Dr. Suess.*



The Bird:  **T** Players may use both hands to remove a brick — but only the middle fingers of those hands.



Bud the Builder:  **T** Can we drink on the job? Yes we can! Each player must drink on the job — i.e. while placing or inserting a brick. If a player does not drink on the job they must drink while the next player draws their brick as a penalty for not building to code.



Bum-bom:  **P** Place a tabled brick. **BOOM!**



Chug-azard:   The player holding Chug-azard may roll a die on his turn. If it rests in the *sweet spot* everyone chugs their drink for that number of seconds.

Drunky Smerph:  **T** Drunky is an affectionate lush and loves it when you touch his brick, so every placed or inserted brick must first touch Drunky. Any player failing to do so must happily drink like Drunky the Smerph!



Fired Flower:  **P** Place any held brick.
Plunk! Plunk! Plunk!



The Grouch:   **G** The Grouch can whine like a dumpster baby but must drink for any positive or uplifting comments. Conversely, no other players may grouch.

*Pouting about the rules? Drink.
Whining about the tower tumbling? Drink.
Bitching about drinking for bitching? Drink bitch!
This rule is brought to you by the letters
K, E, G, and the number 40.*



Layer Cake:  **P** Count how many levels Layer Cake sat from the bottom of the tower and deal out the levels as drinks to all other players.

Let them drink cake!



King Boozer:    **K** King Boozer may roll a die across the table on his turn. If the die rests in the *goldilocks zone* deal whatever was rolled. If it rests in the *sweet spot* deal double of whatever was rolled. If the die rests on any other part of the table, King Boozer drinks what was rolled. If the die rolls off the table, place the king boozer brick.

Spit those fireballs but don't fall in the lava.



The Mouse:  **H** *Hotdog!* Copyright a word or phrase, or even an act — like the word *drink* or the act of smiling. If any other player says or performs copyrighted material, they drink.

Suck it, public domain!



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as featured in

malignant
a novel

WWW.DRINKAGAMES.COM

DRINGA BEER



No Numbers: **T** Say a number between one and ten and drink that amount! *Do it. I dare ya.*



Peek-achu: **H** On his turn, the player holding Peek-achu may look at the first brick drawn and either play it or reinsert it into the tower. If reinserted, the player must draw a second brick.

I choose you!



The Pig: **H** **Hello to my friend Pig** The *Pig* calls the end of the show. *Immediately* before or after the tower tumbles, the pig must say, "That's all folks!" The pig may cautiously begin the exclamation but must drink for any false curtain calls. The pig must finish it's drink with the winner if it fails

– for being a stu-stu-stuttering fat ass.



Rochambeau: **H** Choose any Dringa rule. The Rochambeau brick mirrors the chosen rule. If another Rochambeau brick is drawn, the classic rules of Rock, Paper, Scissors apply and the defeated brick must be placed. The victor may choose a new Dringa rule or maintain the rule *in play*.



The Sailor Man: **H** **Die** Whenever another player is dealt drinks, the player holding Sailor Man may roll a die. If the die rests in the goldilocks zone those drinks are multiplied by the rolled number; if the die rests anywhere else, the player holding Sailor Man drinks the dealt drinks for the other player.

Well blow me...!



Shot Potato: **P** Give a shot to the player with Shot Potato. If another Shot Potato is drawn, pass the shot and insert the cold potato. Whoever has Shot Potato when a tower tumbles must take the shot.



Shroom: **P** Double the number of drinks a player has been dealt.

Star: **P** Redirect drinks dealt from one player to another player.

It's a one-time gig, so don't feel invincible or anything, unless...



The Stranger: **T** Any player caught using their dominant hand on their turn must remove a brick using their non-dominant hand while holding their drink with their dominant hand and standing on one foot. Drink one if the tower survives your negligence!

At least you don't have to wait for it to get numb.



Tea Party: **T** Whenever a player drinks, they must now do so with their pinky raised to the heavens, as though they were attending a proper tea party with an entourage of stuffed animals. Pinkies up — or drink another!



The Tower of Babble: **P** Choose a topic of discussion. Players must babble on endlessly about the chosen topic throughout their turn. If a player is not talking, they must be drinking. This continues until every player has delivered a provocative soliloquy, and the player who picked the topic has the final word.



Watchdog: **P** Count how many *levels* Watchdog sat from the top of the tower. Each player must draw their next brick from the tower in that number of seconds or drink for every second they go over time. *Time is a gift, precious and rare. Don't waste it.*



The Whore-ax: **H** **Hello to my friend Whore** The *Whore-ax* may deal a drink for every brick placed or inserted.

As the Whore-ax, you speak for the trees; though your unkempt jungle has STDs. This Whore-ax brick is held not lifted; in tugging on bricks all know she's gifted. But from now on if a brick is placed on top, deal one and tell them stop means stop.



	DEAL	1	DEAL	1
ROLL	ONE		ONE	
	DEAL	2	DEAL	2
ROLL	TWO		TWO	
	DEAL	3	DEAL	3
ROLL	THREE		THREE	
	DEAL	4	DEAL	4
ROLL	FOUR		FOUR	
	DEAL	5	DEAL	5
ROLL	FIVE		FIVE	

	DRINK	1	DRINK	1
ROLL	ONE		ONE	
	DRINK	2	DRINK	2
ROLL	TWO		TWO	
	DRINK	3	DRINK	3
ROLL	THREE		THREE	
	DRINK	4	DRINK	4
ROLL	FOUR		FOUR	
	DRINK	5	DRINK	5
ROLL	FIVE		FIVE	

	ROCHAMBEAU SCISSORS		BEER BITCH
	ROCHAMBEAU ROCK		THE PIG
	ROCHAMBEAU PAPER		THE GROUCH
	ROCHAMBEAU SMERPH		THE WHORE-AX
	ROCHAMBEAU THE DRUNKY		THE KING
	ROCHAMBEAU THE BIRD		THE SAILOR
	ROCHAMBEAU THE STRANGER		CHUG -AZARD
	ROCHAMBEAU THE NUMBER		PEEK -ACHU
	ROCHAMBEAU NO NUMBERS		THE MOUSE
	ROCHAMBEAU THE WATCH		BEFORE & AFTER
	ROCHAMBEAU THE DOG		SHROOM
	ROCHAMBEAU THE TURTLE		STAR
	ROCHAMBEAU THE CAKE		BUM BOM
	ROCHAMBEAU THE TEA PARTY		FIRED FLOWER

	ROCHAMBEAU PAPER		ROCHAMBEAU SHOT POTATO
	ROCHAMBEAU ROCK		ROCHAMBEAU SHOT POTATO
	ROCHAMBEAU SMERPH		ROCHAMBEAU SHOT POTATO
	ROCHAMBEAU THE DRUNKY		ROCHAMBEAU SHOT POTATO
	ROCHAMBEAU THE BIRD		ROCHAMBEAU SHOT POTATO
	ROCHAMBEAU THE STRANGER		ROCHAMBEAU SHOT POTATO
	ROCHAMBEAU THE NUMBER		ROCHAMBEAU SHOT POTATO
	ROCHAMBEAU NO NUMBERS		ROCHAMBEAU SHOT POTATO
	ROCHAMBEAU THE WATCH		ROCHAMBEAU SHOT POTATO
	ROCHAMBEAU THE DOG		ROCHAMBEAU SHOT POTATO
	ROCHAMBEAU THE TURTLE		ROCHAMBEAU SHOT POTATO
	ROCHAMBEAU THE CAKE		ROCHAMBEAU SHOT POTATO
	ROCHAMBEAU THE TEA PARTY		ROCHAMBEAU SHOT POTATO

DRINGA DEFINITIONS

Authority: the power or ability conferred to a player by a brick in play.

Bricks Held: There is an explicit and intentional difference between a held brick, which is a specific type of brick, and a brick held, which includes held, placed later, inserted later, and even some unique brick types. Each rule should be carefully read to determine whether the rule applies to held bricks or bricks held.

Deal/Dealt: There is an explicit and intentional difference between drinks dealt by players and drinks taken in the ordinary course of the game. It is crucial that each brick's rule be carefully read to determine if drinks are dealt by a player or if drinks are taken as a result of the rule itself.

Draw/Drawn: To draw is to remove a brick from a tower. Players draw a brick from a tower on their turn.

Drink: v. drink, when used as a command in a rule, is not a dealt drink. n. A drink is one drink. An entire drink is twenty drinks. The following amounts are equivalent to twenty drinks: one 12 oz. beer (~5% alcohol), one 8-9 oz. malt beverage (~7-9% alcohol), one 5 oz. glass of wine (12-13% alcohol), or one 1.5 oz. shot of hard liquor (40% alcohol). The game is best played with beer or its equivalent.

Goldilocks Zone: an area around the table starting one brick's length from the edge of the table which is itself one brick's length inward – not the edge, not the center, but just right.

Hold/Held: When a brick is held it is in play after the turn in which it is drawn for long as it remains held by a player.

Immediately: within one second. Players are encouraged to count aloud or, at their own risk, pound the table when a rule calls for something immediately.

In Play: A brick is considered in play when its rule affects and alters the general ruleset to the benefit or detriment of one or more players.

Insert/Inserted: When a brick is inserted it is no longer in play. Insert bricks label-side down.

Level: a story of the tower typically made of three or fewer bricks. A newly built tower starts with 18 levels.

Participant/Participation: Participants are non-players. Non-players do not draw and are not affected by gameplay. When a brick calls for participants or participation, non-players may interact as provided in the brick's rule.

Permanent: A permanent brick cannot be transferred and cannot be affected by other bricks.

Place/Placed: When a brick is placed it is no longer in play. Place bricks label-side up on a tower.

Player/Players: anyone playing Dringa. Players may enter and leave the game as necessary.

Playable Level: a level of the tower with three bricks or a middle brick and one side brick.

Promptly: within ten seconds. Players are encouraged to count aloud or, at their own risk, pound the table when a rule calls for something promptly.

Roll: an underhanded toss of a die. A roll is valid only if the die is cast at least three inches above the table and tumbles at least three inches from the hand of the player rolling it before it rests. If a rule states drink a roll or drink a roll of the die, a player must drink the number indicated on a die after it has been rolled.

Rule: the benefit, burden, condition, or general ruleset alteration attached to, and indicated symbolically on, a brick.

Steal/Stole/Stolen: stealing is taking a brick from another player without their consent.

Sweet Spot: an area around the edge of the table one brick's length inward.

Swiftly: within five seconds. Players are encouraged to count aloud or, at their own risk, pound the table when a rule calls for something swiftly.

Table: the surface on which a game of Dringa is played. A flat, level surface is preferred.

Tabled: If a brick is tabled, its rule applies to all players at all times unless otherwise specified.

Take: Drinks taken as required by a brick are not dealt drinks.

Trade/Freely Traded: A trade is an exchange of bricks between two players. Bricks which may be freely traded may be transferred to another player with that player's consent.

Transfer/Transferred: A transfer occurs when a brick is given to one player by another player.

Tower: the tower or towers of bricks created before a game of Dringa begins. While only one tower is required to play Dringa, the game is intended to be played with two towers. If only using one tower, center it on the table. Center two towers parallel to one another on the table with a 4-6" gap between them; set any tabled bricks in play in the gap.

Turn: Turn progression is clockwise and turns have three parts: pre-draw, draw, post-draw. During pre-draw, any player may exercise any authority granted to them as a result of a brick in play. Upon touching the tower a player's draw begins, and unless otherwise specified in a rule players are prohibited from exercising authority while a brick is drawn. Upon removal of a brick post-draw begins and the brick's rule must be read unless all players understand the rule and waive the reading. After the rule is read or waived, pre-draw of the next player's turn begins.

Winner: any player who causes a tower to tumble and must finish their drink. On a player's turn, they may intentionally make a tower or towers tumble but must finish an entire drink for being a total dick.

