

FTL Drinking Game V1.2

(based off of <http://pastebin.com/KFqZejm0>)

A game for 3 to 4 (legal drinking age) players

Set Up:

1. One player is the captain; this player's in game character always pilots the ship, and this player is the only player to control the computer.
2. All other players must have a crew member named after them. This is their character.
3. Take a vote with all the players on if you prefer easy or normal difficulty; regardless of what the vote is, play it on normal.
4. Every player must have a drink prepared before the game begins as well as at least one shots. You're in it for the long haul. Or short haul. Most likely the short haul. You're going to lose.

General Gameplay:

The captain player controls the computer at all times. If the captain dies, the other players must decide a new captain (vote, rap battle, fist fighting, etc), and the new captain takes command of the computer and their character takes the helm in game.

The captain gets say over travel through systems, but the players decide as a group on what to buy at the store, what decisions should be made during negotiations and encounters, and what the next galaxy is, etc.

Battle:

All players shout incoherently at the captain player about saving their own character and what to do with their character. Pausing is more than expected. The captain player is allowed to cry.

Drinking rules:

- One drink:
 - If a system goes down.
 - Every battle within the rebel red zone.
 - If you fail to save an NPC in an event that you actively chose to go into; ie rejecting the mantis pod, to not risk your crew's lives, does not count.
 - If a boarded enemy breaks a door, take a drink for each door.
- Three drinks
 - If the medbay goes down.

- In memory of/toasts:
 - Whenever a crewmember dies, the captain pauses the game immediately. Then the player of the dead character stands up, holds their shot glass up and says "To **insert character's name here**." Upon which the other players repeat and lift up their cups. The newly deceased player takes their shot and the other players drink to their memory.
 - When the ship explodes, the current captain will stand up holding their shot glass, face the crew, and deliver a small eulogy about the ship. This concludes with a toast to the ship much as a toast to a dead player, only difference is that everyone takes a shot or finishes their drink.

If you win FTL:

Well, if you win FTL while playing this drinking game... we've never made it that far in our playtesting. I doubt we will. But if you do, please let us know what you do in celebration! We'll add it to the rules.

Alternative and additional rules:

- System betting:
 - Players write what system they think the ship will make it to before exploding. Each winner chooses a player (who didn't guess correctly) to take a drink.
- Rotating captain:
 - Each system, the captain rotates to a new player.
- Reincarnation:
 - If a player is dead and a new crew joins the ship, that player may take on the new persona. They must act like a different person and only respond to the character name to reflect the new character; bad accents are encouraged.
- Double UP!
 - If you have more than 4 players, it is possible to double up players to characters. Or alternatively, have additional players join with new crew.