

Civilization 5 Drinking Game (With DLC)

Rules:

1. Take a sip whenever:
 - a. a unit of yours is killed/captured.
 - b. you start a turn with negative GPT (sips equal to negative amount).
 - c. you start a turn with unhappiness (sips equal to unhappiness).
 - d. your trade offer with another civ is declined (only AI if playing multiplayer).

2. Take a shot whenever:
 - a. you start a turn at war.
 - b. you are denounced by another civ.
 - c. a tile you own is pillaged.
 - d. you lose friend/ally status with a city state.

3. Finish your drink whenever:
 - a. another civ beats you to building a wonder you were already working on.
 - b. war is declared on you by another civ.
 - c. rebels appear at one of your cities.
 - d. a city of yours is taken.

DLC Rules:

1. Take a shot whenever:
 - a. one of your cities converts to another civ's religion.
 - b. you are on the losing side of a vote in the World Congress.
 - c. your religious influence in a city is removed by an inquisitor.

2. Finish your drink whenever:
 - a. a technology is stolen from you.
 - b. your civilization becomes contempt with your ideology.
 - c. a spy of yours is killed.
 - d. a resolution you proposed to the World Congress fails.

Multiplayer Rules:

1. Choose a player to take a sip whenever:
 - a. you kill or capture an AI unit.
 - b. you make a successful trade with an AI.
 - c. a spy of yours is identified.

2. Choose a player to take a shot whenever:
 - a. you disband a barbarian encampment.
 - b. you complete a technology.

- d. your civ enters a golden age.
- e. a great person appears at one of your cities.
- f. you adopt a new social policy.
- g. you pillage a tile owned by an AI civ.
- h. you attain friend/ally status with a city state.
- i. you discover a new civ/city state.

3. Choose a player to finish their drink each time you:
- a. Take a non-human city (including city states).
 - b. a city you own starts a "we love the king" day.
 - c. your civ enters a golden age.
 - d. a great person appears at one of your cities.
 - e. you build a wonder.
 - f. you make a declaration of friendship with another civ, human or AI.
 - g. you enter a new era.

DLC Rules:

1. Choose a player to take a shot whenever:
- a. a spy of your levels up.
 - b. you convert an AI city to your religion.
 - c. you use an inquisitor to remove all other civ's religious influence in an AI city.
 - d. you add a new belief to your religion.
2. Choose a player to finish their drink whenever:
- a. you steal a technology from an AI civ.
 - b. you kill an AI spy.
 - c. a resolution you proposed to the World Congress passes.
 - d. you kill an AI spy.

IF YOU WIN, ALL OTHER PLAYERS DOWN THEIR DRINKS.