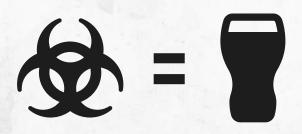
"OFFICIAL" UNOFFICIAL DRINKING RULES



For each skull on a disease that you contract, all other players drink a **sip** of booze.



If your contracted disease has an outbreak, all other players drink an additional **gulp** of booze.



When contracting a wild disease, all other players drink a **shot** of a spirit (disregard skulls and outbreak).

2 sips = gulp



KNOW YOUR LIMIT

Please drink responsibly. The rules are designed as an adult "drinking game" but may be played without consumption of alcohol. According to the Surgeon General of the United States (1) women should not drink alcoholic beverages during pregnancy because of the risk of birth defects and (2) consumption of alcoholic beverages impairs your ability to operate machinery and may cause health problems. We do not recommend misuse of alcohol including excessive consumption, binge-drinking, drinking and driving/boating, and/or underage drinking. It is the players' responsibility to monitor and moderate their alcohol consumption. We recommend that all players make adequate arrangements for their personal safety and transportation before playing.