

MOVIES TO DRINK TO BY JURGS

THE DARK KNIGHT

2+ PLAYERS

EVERYBODY NEEDS

1. A DRINK (SOMETHING TO SIP ON)
2. SHOT GLASS (& SOMETHING TO SHOOT)
3. A PAIR OF DICE
4. THIS PLAYCARD

BEFORE THE MOVIE...

EACH PLAYER WILL ROLL THE DICE TO DETERMINE THEIR ROLE IN THE GAME. THE PLAYER TO ROLL THE HIGHEST COMBINED NUMBER BECOMES THE BATMAN. THE PLAYER TO ROLL THE LOWEST COMBINED NUMBER BECOMES THE JOKER.

THE JOKER DRINKS DOUBLE DUE TO HIS INSANITY. BEFORE FOLLOWING ANY DRINKING COMMANDS, THE JOKER CAN ROLL THE DICE. IF THE JOKER ROLLS AN ODD NUMBER, THEY CAN DEDICATE THEIR DRINKS TO ANOTHER PLAYER. HOWEVER, THE BATMAN HAS AN OPPORTUNITY TO COUNTER ALL ATTACKS. IF THE BATMAN ROLLS AN EVEN NUMBER, THE JOKER STILL DRINKS.

IF YOU ARE PLAYING WITH MORE THAN TWO PLAYERS, THERE CAN BE MORE THAN ONE JOKER. BUT ONLY ONE JOKER IS ALLOWED TO ROLL PER COMMAND.

DRINK ONCE WHEN

SOMEBODY SAYS "BATMAN" OR "JOKER"
THERE IS A MASSIVE EXPLOSION
THERE'S AN AERIAL SHOT OF A CITY
NEW BAT TECHNOLOGY IS USED
THE JOKER LAUGHS
SOMEBODY MENTIONS "THE WAYNE FOUNDATION"
YOU SEE A JOKER CARD ON SCREEN

TAKE A SHOT WHEN

BATMAN USES HIS CAPE TO FLY
THE EIGHTEEN WHEELER FLIPS
THE WAREHOUSE EXPLODES (YOU KNOW WHEN)

FINISH YOUR DRINK WHEN

BATMAN SAVES RACHEL'S LIFE
HARVEY BECOMES TWO FACE