TEQUILA RULES

THE RULES LOOK COMPLICATED BUT ARE QUITE STRAIGHT FORWARD. - AFTER THE FIRST GAME IT WILL BE EASY.

GUESTS / PLAYERS SHOULD BRING THE FOLLOWING: TEQUILA, BEER, MARGARITA (OR TEQUILA SUNRISE) (SEE RECIPES) TORTILLA CHIPS, SALT, LIMES.
TO ORGANISE THE GAME AROUND A MEXICAN MEAL IS EVEN BETTER.
MEXICAN BANDIT TYPE DRESS, THOUGH NOT OBLIGATORY, DOES ADD A SENSE OF OCCASION.

START
EACH PLAYER STARTS WITH:
I SHOT GLASS OF TEQUILA - (**THE SHOT**), A GLASS OF MARGARITA OR TEQUILA SUNRISE -(**THE DRINK**), AND BEER - GLASS, BOTTLE OR CAN -(**THE BEER**), - ALL TO BE REPLENISHED WHEN EMPTY.

STACK **THE BORDER WARS AMMO** (*THE CORKS*) EQUALLY AT EACH END OF THE PLAYING TABLE.
APPOINT SOME TRUSTWORTHY PERSON TO BE IN CHARGE OF THE **'HOUSE'** (CASH, AMMO AND RULES).
PLAYERS **SELECT** A PLAYING PIECE. CARDS ARE **SHUFFLED** AND PLACED FACE DOWN ON THE BOARD (REMOVE 'WANTED' CARDS OF COLOURS NOT USED. I.E. IF ONLY 4 OR 6 PLAYERS) - AND NOW YOU'RE READY TO PLAY.

PLAY
EACH PLAYER THROWS THE DICE, TAKES A **SHOT**, COLLECTS **1 BAG OF CASH** AND MOVES CLOCKWISE, FOLLOWING INSTRUCTIONS ON THE BOARD.

OBJECT
THE OBJECT OF THE GAME IS TO REMAIN SOBER ENOUGH TO COLLECT **10 BAGS OF CASH**. (MORE FOR A LONGER GAME)

CASH
YOU WILL WIN OR LOSE CASH AS YOU MOVE ROUND THE BOARD. IF YOU LAND ON A **BANK** SQUARE YOU CAN **ROB IT**. BUT ONLY IF YOU HAVE **AMMO**. (YOU RECEIVE 1 BAG OF CASH IN EXCHANGE FOR 1 UNIT OF AMMO).

AMMO
WHEN YOU LAND ON A **FORT** SQUARE YOU RECEIVE 1 UNIT OF **AMMO**.

TRADE
WHEN YOU ARE ON **FORT** SQUARES AND **BORDER CROSSING** SQUARES YOU MAY **TRADE** CASH FOR AMMO AND VICE VERSA.
HOUSE RATE FOR **AMMO** IS: HOUSE BUYS 3 UNITS OF AMMO FOR 1 BAG OF CASH AND
SELLS 2 UNITS OF AMMO FOR 1 BAG OF CASH.

MULE TRAIN, BREAK FOR THE BORDER, RIVERBOAT RIDE (THE RUNS)
FROM THE **FORTS**, IF ON YOUR NEXT TURN YOU THROW AN **ODD** NUMBER YOU TAKE EITHER THE **TEQUILA RUN** OR MAKE A **BREAK FOR THE BORDER.** WHEN YOU LAND ON ONE OF THE FIVE STAGES (MULE, HORSE .ETC.). ACT ACCORDING TO THE INSTRUCTION: **S = SHOT** **D. = DRINK** (1-2 ETC = FINGERS OF BEER).
IN THE SAME WAY (ODD THROW) **THE RIVERBOAT RIDE** CAN BE ACCESSED FROM **THE BORDER CROSSINGS**. HERE YOU CAN ALSO WIN A BAG OF CASH (THE $ SIGN).

JAIL
YOU MUST BREAK OUT OF **JAIL** ON YOUR NEXT TURN BY EITHER A USING A **'JAIL CARD'**, **A THROW OF SIX**, OR IF YOUR THROW IS UNLUCKY, BY TAKING A PENALTY SHOT.

THE CARDS
CARD SQUARES ON THE BOARD HAVE EITHER: **CACTUS**, **HORNS** OR **HATS** ON THEM. ACT ONLY ON THAT PART OF THE CARD.
WANTED CARDS WHEN YOU PICK UP A WANTED CARD, THE PLAYER **"YELLA BELLY"**, ETC (WHICH MAY BE YOURSELF!) GOES TO (NEAREST) **JAIL** AND YOU RECEIVE A **BAG OF CASH**.
QUESTION CARDS IF THE NEXT CARD HAS A LARGE LETTER 'Q' ON THE BACK. THIS IS A **QUESTION CARD** AND **MUST BE READ TO YOU** BY AN OPPONENT FOR YOU TO ANSWER THE QUESTION. - *DRINK PENALTY FOR WRONG ANSWERS.*
GROUP ACTIVITY CARDS MAY ASK FOR AN **INDIVIDUAL ACTION** BY THE CARD PICKER (%) OR **GROUP ACTIVITY** (%%%%). IN WHICH CASE, THE CARD PICKER IS ALSO **TIMEKEEPER,** SETTING START AND FINISH TIMES.
MEXICAN WAVE CARD PICKER JUMPS UP, HANDS HIGH AND SITS BACK DOWN. THIS MUST BE REPEATED INSTANTLY BY PERSON ON HIS / HER LEFT CONTINUING WITH ALL PLAYERS FOR ONE ROUND, CLOCKWISE. - *DRINK PENALTIES FOR SLOW REACTIONS.*
MIMES - NO SPEAKING ALLOWED.

BORDER WARS
AN OPPORTUNITY FOR A LITTLE REVELRY! THE **TEXANS** AND THE **MEXICANS** (WHERE YOU ARE ON THE BOARD AT THE TIME) GO TO THEIR RESPECTIVE ENDS OF THE TABLE. **ALL TAKE A SHOT**. DRINKING THE GOOD HEALTH OF THEIR ADVERSARIES AND, **ON THE ORDER TO START**, THROW THE CORKS AT EACH OTHER FOR A FURIOUS 3 MINUTES, RECYCLING SPENT AMMO FROM THE FLOOR UNTIL THE **TIMEKEEPER** SAYS STOP. ("RIVERBOATERS" GO TO SIDE WITH LEAST NUMBERS). IT IS IMPORTANT TO ADD TO YOUR BORDER WARS AMMO STOCK AS SOON AS POSSIBLE. ADDING TABLE TENNIS BALLS, ROLLED UP SOCKS AND ANY OTHER NON-HARMFUL PROJECTILES YOU CAN THINK OF.

GUNFIGHTS
THOUGH NORMAL PLAY IS CLOCKWISE. THERE ARE INSTRUCTIONS ON THE BOARD AND ON THE CARDS WHICH DIRECT A PLAYER TO GO IN THE OPPOSITE DIRECTION. THE ARROW PLAYING PIECES INDICATE WHICH DIRECTION A PLAYER IS MOVING. IF PLAYERS 'MEET' BY LANDING ON THE SAME SQUARE **WHEN EACH IS GOING IN A DIFFERENT DIRECTION**. WHEN THERE IS A **GUNFIGHT**. THE WINNER IS THE ONE WITH THE MOST **AMMO**. - *WHO THEN TAKES A BAG OF CASH FROM THE OTHER. (IF BOTH HAVE SAME AMMO, DICE IS THROWN TO DECIDE).*

DRINKING
SHOT - THE **SHOT** IS TAKEN BY THE **LICK, SHOOT, SUCK** METHOD. PICK UP A PIECE OF LIME IN YOUR LEFT HAND, PUT SALT ON THE BASE OF YOUR THUMB AND INDEX FINGER THEN PICK UP YOUR SHOT IN YOUR RIGHT HAND. THEN - **LICK THE SALT, SHOOT THE DRINK, SUCK THE LIME**.
DRINK- REFERS, IN MEXICO, TO A **'SLUG' OF MARGARITA** (OR TEQUILA SUNRISE IF YOU PREFER) AND IN **TEXAS** TO **2 FINGERS OF BEER**.
SLAMMER - FILL SHOT GLASS ½ WITH TEQUILA, ½ WITH FIZZY DRINK (LEMONADE, ETC.), PLACE HAND OVER TOP, SLAM ON TABLE AND DRINK IN ONE, BEFORE DRINK FIZZES OVER.
THE FULL MEXICAN TOAST.
THIS INVOLVES **4 DRINKS** OF BEER OR MARGARITA, DEPENDING WHETHER YOU ARE IN **MEXICO** OR **TEXAS**. THE CARD PICKER LEADS THE TOAST BY STANDING, RAISING HIS GLASS AND SHOUTING THE FIRST TOAST, WHICH IS REPEATED VIGOROUSLY BY ALL AS THE DRINK IS THROWN BACK. THIS IS REPEATED FOR ALL 4 'TOASTS':
1. SALUD! (HEALTH). 2. AMOR! (LOVE) 3. DINERO! (WEALTH) 4. TIEMPO PARA DISFRUTARIOS (THE TIME TO ENJOY THEM). *DRINK PENALTIES FOR OBVIOUS MISTAKES.*

WARNING! ALCOHOL CAN BE DANGEROUS. NEVER BE PERSUADED TO DRINK MORE THAN YOUR NATURAL LIMITS.

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