

GAA UNDER GUNNAR™



GAME OBJECTIVES

- The purpose of the game is to get rid of your inhibitions and thus enhance your social life.
- Each contestant starts the game with 11 inhibitions.
- Inhibitions must be dropped at end stations - rules will follow below.
- The player has finished the game when all 11 inhibitions are dropped.

PROPS REQUIRED FOR PLAY

- Beer
- An official Game Board: The actual real-life London Transport Underground Network taking into consideration the current known construction works.
- One 6-sided die
- 11 inhibition tokens per player or an official Gaa Under Gunnar™ Score Sheet
- One icon of suitable size to represent each player's position on the game board

PLAYERS

- 3-4 people all seated around the Gaa Under Gunnar™ Game Board.
- Friendly games can be played by 2-6 people.

REFEREES

- An experienced player can be appointed as game referee. The referee will single-handedly enforce the rules and the spirit of the game. He will judge in any conflict of rules interpretation or game misconduct.
- The referee can appoint any number of assistant referees placed around the table for the purpose of handing out beer, and controlling movement and consumption.
- The referee answers to the Gaa Under Gunnar™ ethics statement.
- *When in doubt* the referee shall primarily take into consideration the physical structure of the game board.

DRINKING


- The required amount of sips must be consumed (swallowed) before the player can continue the game. If a player has not finished drinking when it is his turn again, he is skipped.
- You cannot drink in advance. A beer has no memory.

BEER

- A bottle of beer with a content of 33 cl. equals 12 sips (0,36 sips pr. cl.).

- It is the amount of beer which is relevant. When using e.g. strong ale and Triple Diamond, Hoegarden Grand Cru - 33 cl. still equals 12 sips. Lager beer with an alcohol content of between 4.5 and 6.0% is recommended.
- Beer is the only beverage to be used. Budweiser and such are not considered beer.
- Beer must be drunk out of the bottle.
- All players drink the same type of beer.

START OF THE GAME

- Players throw a die determining the order in which they may choose the starting position (station) of their icon.
- Starting positions must be on Circle Line. 
- All players must choose different starting positions.
- Once all icons have been positioned, players will throw a die determining who will start the game. The player with the "highest" die starts the game by throwing the die again. The game hereafter continues clockwise.

MOVEMENT - BASIC

- In turn you toss a die. The number of eyes on the die dictates the number of movement points.
- Each movement point allows you to move your icon one station across the board.
- When starting your turn inside or on the Circle Line, you are inhibited by traffic, and can only move the number movement points indicated by the die.
- When starting your turn outside Circle Line, you will experience less traffic, and move twice the number of movement points shown on the die (even if movement takes you inside Circle Line).

MOVEMENT RESTRICTIONS

Available routes

- The available routes are the London Underground routes only. Docklands Light Railway and British Rail will not be used!

Turning and switching

- It is *not allowed to return along the same line* which you came from, except when returning from an end station.
- It is only allowed to return along another line in the opposite direction when the turn is made on a junction with at least two "dots".
- It is allowed to switch lines when maintaining your direction, if the lines are *physically* adjacent to each other on the Game Board
- Returning in the opposite direction is *never allowed at Ealing Common* when coming from Acton Town and vice versa, even if the Game Board seems to allow it, as older boards do (to avoid things getting too easy around Heathrow).

HANDLING OF DIE AND ICON

- The player's turn is over when he has left his icon on the game board after moving the appointed number of stations.
- After leaving the icon on the board the die must be passed to the next player - only then may the first player begin drinking.
- A player has a right to think before moving his icon. But if a player takes too long finishing his turn, the referee can call "snøl" depending on how the delay is affecting the development of the play. This call can in turn be an appeal to hurry up; an order to starting count and place the icon where the count stops; or suspend the player's turn completely.

DROPPING INHIBITIONS

- On arriving at an end station movement stops and the player has to drink in order to lose an inhibition. The 11 inhibitions must be distributed as follows:
 - Five north of Central Line
 - Five south of Central Line
 - One of the above can be dropped on Central Line, but only if Central Line is used to get to the end station
 - Minimum one at Heathrow Airport (see details under "Miscellaneous")
- End stations of other lines placed on Central Line counts as north or south according to which direction you get there.
- The amount of beer to be drunk equals the remaining number of movement points translated to sips of beer.

Example: You are two stations away from an end station and outside the Circle Line. You roll a "5" on the die. Since you're outside Circle Line this gives you 10 movement points. As you only need two points to get to the end station - you have 8 points left. This leaves 8 sips of beer to be consumed before continuing the game.

- When the player has finished drinking - the inhibition may be dropped, and the player can continue whenever his turn comes.

RESTRICTIONS

- End stations inside or on Circle Line, or less than three stations *outbound* from Circle Line (e.g. Waterloo and Kensington) cannot be used to drop inhibitions.
- Any end station, except Heathrow Airport, may only be used to drop one inhibition.
- Different end stations on the same line (same colour) may only be used on opposite sides of Central line. (Northern Line example: Mill Hill East and Edgware cannot be used in the same game, but Edgware and Morden can)

BETWEEN INHIBITIONS

- Once an inhibition has been dropped, you will need to return to (just "touch") Circle Line before you can drop another inhibition.

- All rules/restrictions of drinking and movement at end stations are applied whether or not an inhibition can be dropped.

FINISHING THE GAME

- If a player has not finished the game 15 minutes after the last player to finish before him - his game is not properly finished, and he will get a DNF (Did Not Finish). This is very shameful!

MISCELLANEOUS RULES AND PENALTIES



Junctions (interchange stations): Ending your turn at a junction (dots on the map) requires that you drink as many sips as there are white dots at that station. (One, two, or three sips depending on the station as shown on the illustration)

Heathrow Airport: As this place is duty free you will get your allotted amount of beer multiplied by four (up to 44 sips!). Please note that you cannot finish a game without dropping an inhibition at Heathrow Airport! Heathrow Airport is one station only in the game - the four terminals do not count as four different stations.

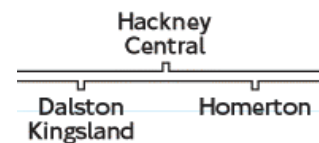


Leicester Square: When ending your turn on Leicester Square you have to toss the die. All players get to drink the amount of sips dictated by the amount of eyes on the die. You may only do this a maximum of two times between dropping inhibitions (In friendly games this rule can be modified as you please).



Elephant & Castle: Since this is obviously a place for drinking Elephant Beer all amounts are doubled. You will also have to drink a sip for Karsten Cool.

British Rail (National Rail): If you leave your icon on a British Rail station you are stupid. You will drink one entire beer before continuing the game. You also lose your turn, and return to the station from where you started your turn.



Docklands Light Railway: This is not an Underground line and cannot be used. The penalty for using DLR and other non-available routes (except British Rail) is 3 sips of beer. You also lose your turn, and return to the station from where you started your turn.



The River Thames: is a river, not a subway. Go stick your head in the toilet and flush.

