

1shots

— Recipe Card —

1shots is a drinking game and Tabletop Roleplaying Game (TTRPG for short), so in order to learn how to play 1shots, lets first cover the basics of a TTRPG.

— TTRPG Ingredients —

All TTRPGs follow an endlessly repeating three part cycle I call **DESCRIBE**, **REACT**, **RESOLVE**. The Game Master (“GM”) is in charge of **DESCRIBE** and **RESOLVE**, while the rest of the players are in charge of the **REACT** phase.

DESCRIBE: The GM paints a word picture of the current scene.

REACT: The other players say how they want their characters to **REACT** to the scene the GM has **DESCRIBED**.

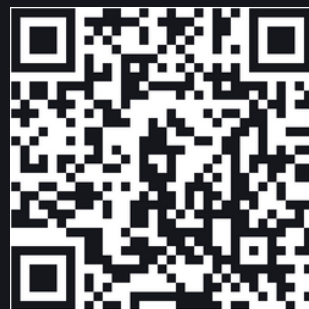
RESOLVE: The GM decides how the **REACTION** interacts with the **DESCRIPTION**, either by making a judgement call or by referencing the rules of the game, and then jumps right back into **DESCRIBING** again.

Different games have different names for the different player roles—in 1shots, the GM is called “the House” and can be played by anyone (even they also have another role) or everyone. Players that are in charge of a single character are called “Regulars” and players that are mostly there to just watch and crack jokes are Audience members.

— 1shots Essential Ingredients —

- 2-6 Regulars
- 1 Game Mat (Bar Mat)
- 7 Shot Glasses
- 7 Dice
- 5 Bottle Caps
- 1 Deck of Cards
- Alcohol [or Spicy Food or Gross Things to Eat/Drink]

More info >



— 1shots Setup —

1. Place the Game Mat where everyone can see.
2. Place the Dice on the Dice Dots and then cover each with a Shot Glass. Dice that are covered with a Shot Glass are considered “Locked”.
3. Place 4 Bottle Caps on the Crew Stat Dots so that 3 of the stats are +1, one is +2, and one of them doesn’t have a Bottle Cap. Usually, the Regulars decide this as a group. If you’re playing as an anthology, use the Crew Stats from the last game.
4. Place the Deck of Cards on the Dice Dot.

— 1shots Adventure Deck —

Although not essential, we recommend playing 1shots alongside an Adventure Deck and the Archetype Deck. A sample Adventure Deck is available at 1shotsgame.com/featured in printable PDF form (with tables instead of cards).

Most of the time during 1shots, the RESOLVE phase consists of the House letting things just happen however the Regulars want them to. Sometimes the House will just say “No, that doesn’t make sense”, and sometimes (whenever a Regular describes a REACTION that has a significant chance to succeed or fail) the House will Challenge a REACTION.

Outside of DESCRIBE and RESOLVE, the House’s main job is to Challenge the Regulars enough that the they need to take all 7 Shots before the game ends.

— A Challenge —

Whenever the House calls for a Challenge, they choose one of the five stats (whichever one is most relevant to the Challenge, e.g. a “Speed Challenge” for running away). The House and the Challenged Regular are both dealt one faceup and one facedown card. After this, the rules are different for each participant.

Rules for the House:

The House can draw extra faceup cards (“Garnishes”) at anytime before the facedown cards are revealed. In addition, instead of signaling they are ready to reveal their hand, the House can indicate they will not be revealing their facedown card, choosing to save it for the next Challenge instead.

Rules for the Regular:

The Regular can’t draw more cards. Instead, the Regular adds the designated Crew Stat bonus to their hand, can choose to take the challenge “On The Rocks” by rolling one or more unlocked dice (which add to their hand). The Regular does not have to worry about going over 21—they are simply trying to get a bigger hand than the House, while hoping the House goes over 21 or doesn’t get exactly 21.

- **CARD VALUES:** A = 1 or 11 (whichever is more beneficial for the cardholder), K/Q/J = 10, and everything else is face value.
- **TAKE A SHOT:** Taking a shot unlocks the lowest remaining die.
- **SETTLE UP:** When there are No Dice remaining, upgrade one Stat by +1.

After the Regular signals they are done adding Rocks and the House signals they are done taking Garnishes, they reveal their cards. Tally their hand totals to determine how the Challenge RESOLVES for the Regular’s character.

RESOLUTIONS (start at the top & stop when you find the first applicable statement):

- The House’s revealed hand > 21 | 2 Parts Success “Critical Success”
- The House’s revealed hand = 21 | 2 Parts Failure “Critical Fail”
- The Regular’s hand > the House’s hand | 1 Part Success
- The Regular’s hand < the House’s hand | 1 Part Failure
- The Regular’s hand = the House’s hand | 1 Part Success, 1 Part Failure

After the Challenge RESOLVES, discard all revealed cards and dice.

— 1shots as a Companion TTRPG —

You can play 1shots alongside other TTRPGs such as D&D by asking your GM if you can TAKE A SHOT anytime you are already rolling dice. If your GM says yes, TAKE A SHOT and add the corresponding die to your roll.

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