

The Final Fantasy VII Drinking Game

Ingredients: Several people, one Playstation, FFVII, and alcoholic beverages of choice.

Rules: When stuff happens, drink as prescribed below.

Whoever holds the control pad has the final say-so on what counts as a drinkable event.

Cloud flips out: One drink.

Cloud flips out and tries to harm another party member: Two drinks.

Aeris hits on Cloud: One drink.

Tifa hits on Cloud: One drink.

Yuffie hits on Cloud: Entire beverage.

Cid or Barret say "shit" or "goddamn" (uncensored): Three drinks.

Cid or Barret swear (censored, with punctuation): Two drinks.

Cid or Barret say "hell," "damn," or "crap": One drink.

Anyone else swears (censored, as above): Three drinks.

Character, player or otherwise, other than Cid or Barret swears, counting "hell," "crap" and "damn": Five drinks.

Aeris swears: Stop drinking immediately and call AA. You've had too much.

Barret makes some reference to Cloud's hairstyle: Three drinks.

Barret says "There ain't no gettin' off this train we're on" or variant: Three drinks.

Anyone else says same: One entire beverage per character, per occurrence.

Each Level 4 Limit Break found: three drinks.

Aeris's Level 4 Limit Break actually USED: Chug for duration of Limit Break sequence every time she uses it.

Yuffie asks to date Cloud at the Gold Saucer: Entire beverage.

Barret asks to date Cloud at the Gold Saucer (yes, it happens): Drink a whole goddamn 12-pack.

Cid or Tifa ask to try the snowboard game or chocobo races: five drinks.

Every Materia liberated from Huge Materia: Entire beverage.

Every Sephiroth clone encountered: One drink.

Sephiroth clone dies, leaving item behind: Three drinks.

Sephiroth clone turns into boss monster: Entire beverage.

Any reference made to the play "Loveless" be it a poster, sign, or in dialogue: Entire beverage.

Cid yells at Shera: One drink.

Cid says something nice to Shera: Entire beverage.

Someone refers to Cid as "The Captain": One drink.

Shera calls Cid "Cid": Five drinks.

Any appearance by one or two Turks: three drinks.

Appearance by ALL Turks: Five drinks.

Appearance by Vincent as a Turk: Entire beverage.

Battle with one Turk: Three drinks.

Battle with two Turks: Five drinks.

Battle with all Turks: Entire beverage.

Elena slips up and gives important info away: Three drinks, plus all players must throw something at her (that won't break the TV). All players who miss must consume an entire beverage. Beating the piss out of anyone who breaks the TV is well within the rules.

Any reference to Elena's crush on Tseng: Three drinks.

Each cross-dressing item obtained in Wall Market: One drink. Two drinks for getting makeup put on.

Corneo actually picks Cloud in the cross-dressing sequence: Entire beverage AND continue to chug until party is dumped in sewer.

Cid falls asleep at any time outside an Inn (i.e. in the gondola at the Gold Saucer, on the bridge of the Highwind, etc.): Three drinks.

Reference made to Marlene by Barret: One drink.

Reference made to Marlene by any other character: Three drinks.

Any reference made to Zack: Three drinks.

Zack makes appearance in flashback: Five drinks.

Bugenhagen, Scarlet or Heidegger laugh (Ho Ho Hoooo, Kya ha ha and Gyaa ha ha, respectively): Three drinks, PLUS all players must imitate. Last one to do so must drink an entire beverage.

Rufus smooths his hair: Three drinks.

Any Shinra exec (Pres and Rufus Shinra, Hojo, etc.) dies: Three drinks and cheer.

Sephiroth uses Supernova: Chug for entire duration of Supernova sequence. Or just take a pee break.

Each Enemy Skill learned: Three drinks, except Chocobuckle, White Wind, Big Guard, and ????. For those, an entire beverage is in order.

Each "silly weapon" found (i.e. Aeris's Umbrella, Cid's Mop, Cloud's Nail Bat): Three drinks.

Each best weapon found: Three drinks.

The Planet's scream is heard: Five drinks.

The half-naked chick on the side of the Highwind is plainly visible: Five drinks.

Someone calls Red XIII "Nanaki": One drink.

Each new Limit Break learned: One drink.

Any reference to Seto or Lucrecia: Three drinks.

Palmer says "Hey-hey!": One drink.

Each new vehicle gained (including Chocobo mutations): Three drinks.

Reeve slips up and talks in Cait Sith's voice and vice versa: Three drinks.

Clearly visible Shinra logo anywhere on screen: Two drinks per logo.

Materia reproduces itself: Three drinks.

Yuffie gets airsick/seasick: Three drinks.

Sephiroth says "I am becoming one with the Planet": Five drinks.

Each reference to the Nibelheim incident: Three drinks.

Any battle against any of the Weapons: Entire drink.

Ultima Weapon defeated: Entire beverage.

Ruby or Emerald Weapon defeated: Drink until you pass out.

Each usage of Knights of Round: One drink per Knight. Much fun with a mastered KoR, a Mimic Materia, and Emerald/Ruby Weapon...I personally guarantee SOMEONE will either pass out or throw up (possibly both) by the time that battle is over.

Since I am a responsible woman, I hereby provide the following rules for the NON-ALCOHOLIC version:

Substitute water for alcoholic beverage.

Drink as prescribed.

Last person to pee wins.

[Final Fantasy VII and all its characters are property of Squaresoft, please don't sue. The Final Fantasy VII Drinking Game belongs to ME. If you steal it you will die a slow and painful death by dismemberment.]