

WINE CRAFT

RULEBOOK - VOLUME III

CLASSIFIED DOCUMENT
CONTAINING IMPORTANT
INFORMATION FOR YOUR
EYES ONLY

CERTIFIED
GGCORP.

CLASSIFIED

CERTIFIED GROGGY
GAMING CORPORATION
DOCUMENTATION

TO BE READ ONLY BY:

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UTILIZED FOR THE
OPERATION
WINECRAFT

BACKGROUND

MINECRAFT. A SIMPLE GAME OF SURVIVAL. A GAME THAT GIVES ITS PLAYERS THE OPTION TO LIVE A LIFE OF EASE. A LIFE OF SHEEP AND BEES. A LIFE OF POTATO FARMING AND RIVER FISHING. EXPLORING THE MOUNTAINS AND TRADING WITH TOWNSFOLK.

FREEDOM IS A GIFT GIVEN TO ALL. IT ALLOWS THE EASY LIFE AND IN THE SAME BREATH GIVES THE URGE FOR MORE. THE URGE FOR ADVENTURE, FIGHT, HARDSHIP. THE URGE FOR A CHALLENGE ONLY ACCEPTED BY GREAT MEN.

A DRAGON LIES WAIT IN A FAR OFF LAND. IT DOES NOT DIE. IT DOES NOT SLEEP. IT WARPS THE MINDS OF ALL, AND SOME CRUMPLE UNDER THE WEIGHT OF ITS BEING. THIS DRAGON HAS NO AMBITION, NO DREAMS, NO GOALS. THIS BEAST EXISTS ONLY TO TORTURE THE MINDS OF THOSE WHO CHALLENGE IT AND FAIL. TO FALL TO THOSE WHO ARE STRONG ENOUGH TO SLAY IT.

STRONG YOU MUST BE TO DEFEAT THIS DRAGON, AS STRONG AS YOU WERE LAST TIME. AS STRONG AS IT TAKES, AND AS CUNNING AS IT TAKES, BUT MOST OF ALL, AS DRUNK AS IT TAKES. AS LAST TIME, TIME COMES WITH A COST, DEATH COMES WITH A COST. THAT COST IS IN THE FORM OF A SIP, A SHOT, A CHUG, OR A WHOLE FUCKING GLASS. WINE IS THE COST OF EVERY MINUTE WASTED, EVERY MISTAKE MADE, EVERY LIFE LOST.

MINECRAFT. A SIMPLE GAME. THIS IS NOT MINECRAFT. THIS IS WINECRAFT. A SIMPLER GAME. NOW DRINK. CHEERS.



PREPERATION

TO ENDURE THE NIGHT AHEAD, THE PROPER ARRAY OF EQUIPMENT IS NESSESARY:

1. 2x 0.75L BOTTLE OF WINE > 10% ALC
OR

1x 1.50L BOTTLE OF WINE > 10% ALC

2. 1x 1L BOTTLE OF WATER

3. 1x ARRAY OF SNACKS

4. 1x LATE NIGHT MEAL

5. 1x ELECTROLYTE DRINK

6. 1x DECK OF CARDS

7. 1x CAFFEINATED DRINK

ARRIVAL

ALL CORPORATION MEMBERS ARE TO ARRIVE AT 4/5/6 CST ON THE CLOCK. ARRIVAL IS DEFINED AS ONLINE PRESENCE IN BOTH THE GROGGY GAMING CORPORATION DISCORD AND THE GROGGY GAMING CORPORATION MINECRAFT SERVER. FAILURE TO COMPLY IS PUNISHABLE ACCORDING TO RULES 1 AND 2. THE G6L MC SERVER CAN BE FOUND VIA [REDACTED]

RULE 1: EACH MINUTE AFTER START TIME THAT A CORPORATION MEMBER IS NOT PRESENT ON BOTH THE DISCORD SERVER AND THE MINECRAFT SERVER HAS A CONSEQUENCE OF ONE SIP.

RULE 2: AT 10 MINUTES AFTER START TIME THAT A CORPORATION MEMBER IS NOT PRESENT ON BOTH THE DISCORD SERVER AND THE MINECRAFT SERVER HAS A CONSEQUENCE OF ONE SIP FOR EACH OTHER CORPORATON MEMBER. THE TARDY MEMBER IS ALSO ADMINISTERED 1 SHOTGUN.

COMMENCEMENT




ONCE ALL CORPORATION MEMBERS ARE PRESENT, THE MISSION MUST COMMENCE AS QUICKLY AS POSSIBLE. THERE IS NO RECON DATA AVAILABLE SO THE PROCEDURE IS UP TO YOU.

HERE ARE SOME NOTES FROM THE PREVIOUS SUCCESSFUL MISSION:

1. VILLAGES TAKE TIME TO FIND, BUT PROVIDE FOOD, SHELTER, AND COMPANY
2. THE PROPER BIOME IN THE NETHER CAN MAKE EYE GATHERING EASIER
3. FINDING A NETHER FORTRESS NEAR THE PORTAL CAN SAVE A LOT OF TIME.

RULES

GROGGY GAMING CORPORATION REQUIRES STRICT COMPLIANCE TO THE FOLLOWING RULES DURING THE MISSION.

RULE 3: FINISH ONE WHOLE DRINK INSTANTLY ON DEATH 

- IN CASE OF MURDER: MURDERER FINISHES THEIR DRINK
- NETHER DEATHS ARE A HALF DRINK
- END REALM DEATHS ARE ONE QUARTER DRINK

RULE 4: FINISH AT LEAST 1 DRINK EVERY 30 MINUTES

RULE 5: TEAM MEETING WHEN A SLACKER'S PUNISHMENT IS TO BE DETERMINED

RULE 6: DRINK MAY BE FORCED ON THE MOST SOBER PLAYER, WHO MUST BE DETERMINED UNANIMOUSLY BY THE TEAM

RULE 7: ALL INCOMPLETE PUNISHMENTS ARE INCREASED BY HALF

RULE 8: ALL MEMBERS MUST DISPLAY THEIR WINE BOTTLES AT EACH MEETING

RULE 9: RULES MAY BE ADDED, REMOVED, AND CHANGED DURING

RULE 10: PAIR STARTS SEARCHING NETHER RIGHT AFTER PORTAL COMPLETION
30 MINUTE SEARCH TIME BEFORE FORTRESS FINDER USE