

NETWorld's

ENCYCLOPEDIA OF
DRINKING
GAMES

Shareware Edition

Please Register This Program.

OK



Introduction



Drinking games are a fundamental part of our culture. In days of old, it is written that ancient armies would get liquored up and make war as a beer drinking game. Thankfully they have grown a little less dangerous over history, though certainly no more sophisticated.

In this software you will find a collection of games you can play until the wee hours of the morning (if you last that long) with your friends and neighbors. We do hope that you will remember to be responsible. Games are only fun as long as no one gets hurt. Please take care that you do not drink and drive or play reckless variations on these games that endanger your safety and that of others.

We have tried to design this program so it will be easy for you to use. Clicking on the Contents button will bring forth the index, which will appear at the right side of the screen beside this box. You will find all the authors in alphabetical order with the list of drinking games beneath. Clicking on any of the titles (they are in green) will cause them to appear on this portion of the screen. For more information click your mouse on Instructions, in the Help menu (also above).

Please remember that this is shareware and if you enjoy and continue to use this program, you should register it. As an added bonus, registering gets you a complete guide to drink mixing: the perfect addition to this program. Please click on the [Bargain](#) button to see more information on this and the other incentives we hope will entice you. For full information on [the Shareware concept](#), or [how to register](#) please view the NetWorld menu at the top of the screen.

Feel free to contact us if you have any questions or problems. We look forward to hearing from you.

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Warning!



Needless to say, these games are for fun and amusement. Whenever playing these games you should have a designated driver to make sure that you get home safely. Not only is drunk driving dangerous and stupid, it is a crime. NEVER drive while under the influence of alcohol.

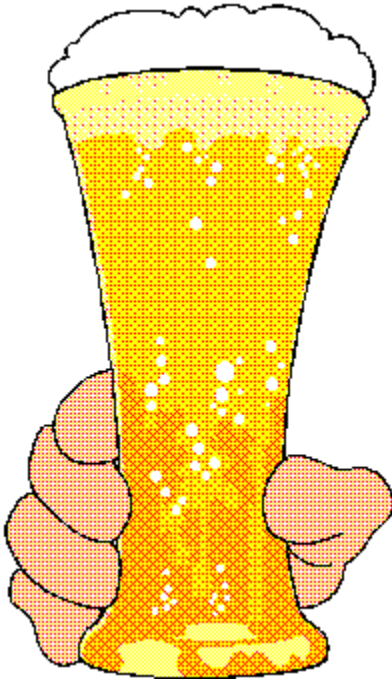
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Acey Ducey



With a bit of preparation, any outing to a bar can be turned from a simple evening of camaraderie to a drunken party. For this game, all you need is a deck of cards and, naturally, beer. A dealer is chosen and he gives two face up cards to each player. The player can then bet one to three shots that the third dealt card will fall (in terms of rank) between the first two. If the player wins, the dealer drinks. If the player loses, the dealer drinks. The first player dealt to will decide if aces are high or low for that round. **BONUS:** If two successive cards are dealt to a player, they must drink a shot.

Asshole



This is a slightly more complex game, but very, very fun when mastered. This game requires a minimum of 5 people to play. High boot factor. The first hand of asshole is the establishing hand. This will decide who is the President, V-Pres, Normal People, and the Asshole for the next round.

Approximately 6 or 7 cards are dealt to each player, depending on the number playing this can be higher or lower. The rank of the cards is as follows (most powerful to least powerful) 2, A, K, Q, ... 4, and 3. Some is chosen to go first and they play a card, the next person has two options:

- 1) to play a card higher than (but not the same) as the previous card.
- 2) or to pass on that turn.

For example, if a 4 is lead, a next player must play HIGHER than a 4, the next player has to play higher than that. A new hand starts when all players pass, or when someone plays a 2 (the most powerful card). The last person to play a card, leads the next hand.

This proceeds until all players are rid of their cards. The first player out of cards is the Pres for the next round, the next out becomes the VP, the next players out are normal, and the last person out is the Asshole.

However lets say that the person leading has two 5's, this person may play them both, then the next player must play two of the same card HIGHER than five; this player cannot play one card or three cards, only two. As well, three, or even four, of the same card may be lead. The only time a player may lay one card in a situation like this is if it is a two (the power card); a single two, beats everything, and the hand ends followed by a new lead.

The roles for each player are as follows:

President: can make any player drink at any time, no-one may make the President drink but self. The Pres is the first player to start each round (benefits of power). And the Pres should never have to refill own beer.

Vice Pres: can make any player drink at any time (except Pres), the only the Pres or self can make the VP drink. The VP goes second in each round.

Normal People: These players can make each other drink as well as the Asshole. They play in the order they finished the previous round; first normal out follows the VP, second normal out follows first, etc.

Asshole: for many reasons, this player is truly the Asshole. This player has to do all dealing of cards, all sweeping of cards after the hands, and can not make any other player drink. The asshole plays last in each round.

A few recommendations, at the end of each round, the players should move seats in order to reflect the hierarchy, and proper playing order. Play your lowest cards first. Abuse the power when Pres or VP, but remember it will always come back to haunt you, especially when abusing the Asshole.

Play as many rounds as desired.

Another (slightly modified) rules:

1. First of all, the ideal number of people to have play is four. If more than four play, take out enough cards (starting with the threes) or add jokers (jokers come in as high cards - higher than the two) to make sure everyone will be dealt an even number of cards. If more than seven are playing, use two decks of cards. (Hierarchy of cards (l->h) 3,4,5,6,7,8,9,10,J,Q,K,A,2,Joker)
2. The object of the game is to get rid of your cards first. The person who gets rid of their cards first becomes President, the next becomes VP, and so on.
3. The idea of the hierarchy (President,VP,Treasurer,. . .,asshole) is that as soon as the cards are dealt you can make anyone below you drink. Asshole also has some extra jobs. He must shuffle the cards, sweep the cards after each round is played, and fill everyone's drink. If there is too much for the asshole to do, and the game is slowing down, vice-asshole will be requested to assist the asshole in his duties.
4. Before the hand starts, President gives the asshole his lowest card, and asshole gives the President his highest card. If either is caught not giving his absolute lowest or highest card (this means breaking up a pair of threes if you are the President) they are automatic asshole for the next hand. If eight or more are playing, President and asshole exchange their *two* highest and lowest cards, and VP and vice-asshole exchange their *one* highest and lowest card.
5. The President leads off the *first* round. After the first round, whoever won the last round leads the next round. If the person who won threw his last card, the lead follows to the left.

6. After the first card is led, play follows down the hierarchy. When play reaches you, you can play or pass. You can play by matching the card played or by playing a higher card. Also, if a single card is led, you must follow with a single card. If a pair is led, you must follow with a pair, and so on. If you can not match or beat the card or cards played, you must pass play to the next player. Even if you can play on the cards, you may choose to pass anyway (to save your high cards). The last card played wins the round.

7. Once a person leads, play only goes around *once*. For example, if the President leads with a 5, VP plays a J, Treasurer plays a 2, and the asshole passes, the round ends, and the Treasurer leads since he won that round.

8. Play continues until everyone has thrown all of their cards and the hierarchy is established for the next hand.

Other fun ways to drink more:

9. Before the hand starts, someone must give the President a toast (this is an opportune time to kiss-ass to the President). If no toast is presented, the President can give out his own punishment.

10. There is a "social" (everyone must drink) when three cards of the same value are played in one round. Not only for three cards played by different people, but also for triples!

11. Then there is the board meeting. Everyone starts drinking and is not allowed to stop drinking until the person above him stops drinking (i.e. the VP cannot stop until the Pres. stops, the Tres. cannot stop until the VP stops, et cetera). As you can see, this another disadvantage of being the asshole (low man on the totem pole). Only the President can call a board meeting.

Baseball



Supplies: 4 shot glasses, beer, a quarter, and two teams of people. Set up the four shot glasses in a row going away from home base (the designated shooting spot for the quarter). Each player on the visiting team takes turns shooting the quarter at the shot glasses. The first glass represents a single, the second a double, the third a triple, and the last a home run. Three strikes (misses of all shot glasses) and you are out. Three outs and the other team is up to bat. Game follows as regular baseball and runs are scored in the same way (except that you have to keep track of the runners on base in your head). Drinking happens in the following manner:

- Fill the shot glasses with beer.
- If a player makes the quarter into a shot glass (gets a hit), he must drink the contents of the shot glasses behind the one he made. For example, if he hits a single, he must drink the remaining three shot glasses full of beer. If he hits a triple, he only has to drink one. If he gets an out, he must drink all four.
- The opposite team must drink for each run the other team scores.

BatBeer

Holy cow Batman, it's a drinking game about our campy antics. Grab some beer and tune in.

BatBeer is played while watching a "Batman" movie (original 60's or those Michael Keaton ones), or the TV show, (original or 90's animated). Every time anybody says "bat"-anything, you take a drink. If Robin says "holy"-anything then finish your beer. If Robin is in really being "holy," you may want to change this to 5 gulps or so. If O'Reilly says anything Irish (original shows), then you chug an entire beer.

Beat the Barman



Another game for the insane, very very high buzz factor. As the story goes, nobody has ever won, lost or drawn. A few tips to begin with: Don't play it in a crowded bar (you may lose 'your' barman), make sure the bar staff are friendly and can take a joke (very important to avoid a draw), and don't make any plans for the following morning.

The steps are very simple :

- 1 The drinker approaches the bar and orders a shot drink (whisk(e)y, bourbon, vodka, etc., etc..).
- 2 The drinker pays for the drink with too much money (i.e. hand over a \$5-bill for a \$2 drink).
- 3 As the barman goes away to get change, the drinker shoots the shot.
- 4 When the barman returns with the change, go to step number 1.

The game ends in a number of possible ways:

- drinker falls over (Result: Bar wins).
- barman punches drinker's lights out (Result: Draw).

- drinker gets thrown out (Result: Draw).

- bar closes (Result: Drinker wins).

Beer 99



An interesting card game involving that "new" math. Mid level buzz factor. Supplies: people, beer, and a deck of cards. The object of the game is to play cards into a pile and have the value of the pile equal 99. You start off by dealing four cards to each player, then turn the top card over. Play goes around the circle with each person playing a card, mentally keeping track of total value of the pile.

Special cards:

King - Kept to avoid drinking or place drinking responsibilities on Someone else, usually used near end of game.

Four - used as a skip card when you have none to play, can also be used to skip drinking responsibilities goes.

Tens - When in the 90's, this drops the value of pile by 10, otherwise its a regular card.

Socials occur whenever the total equals a number ending in 9. Special socials on 69 and 71. On special you must drink twice.

Whoever gets hit with 99 must drink 1/2 glass.

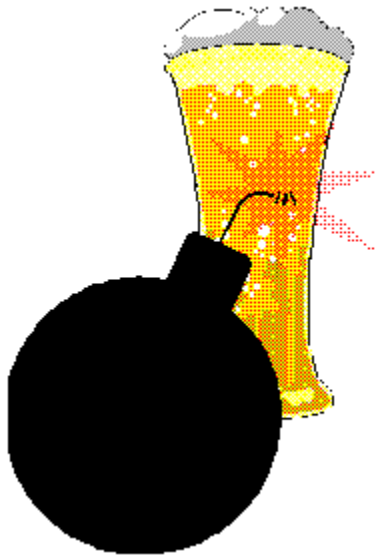
After you play a card, draw another from the stack. When out of cards, reshuffle those already played.

Beer Blow



Another very simple game (the best kind) with a high buzz factor. Supplies: people, beer, deck of cards, empty bottle. The deck of cards is placed on the empty bottle. Each player blows cards off the deck on the bottle in turn. The one who blows the last card off the bottle has to drink one glass of beer. Variation: If somebody spots an ace among the cards a player blew off - that player has to drink once. So if someone blows down a bunch of cards and two aces are visible that person would drink twice.

Beer Bomb



A game of fierce skill in the land of the very high buzz. You're going to need two card tables, ping pong balls, and of course, beer. Set up the card tables on opposite sides of a room, the farther apart, the greater the challenge. Place a cup of beer on the far table for each player.

Each player takes turns bouncing a ball off the near table trying to land the ball in the cup on the far table. If a player bounces a ball that does not make it to the opposite table, that player must drink from his/her beer. If a player is successful in landing the ball in an opponents cup, the opponent must immediately bounce a ball into the cup of the successful player. If unsuccessful in the match, that person must drink the entire cup of beer with the ball in it. But, if the challenger is successful, the first player must drink his entire beer.

If you ever land the ball in your own cup, you must drink the entire beer with the ball in it.

Beer Bungee

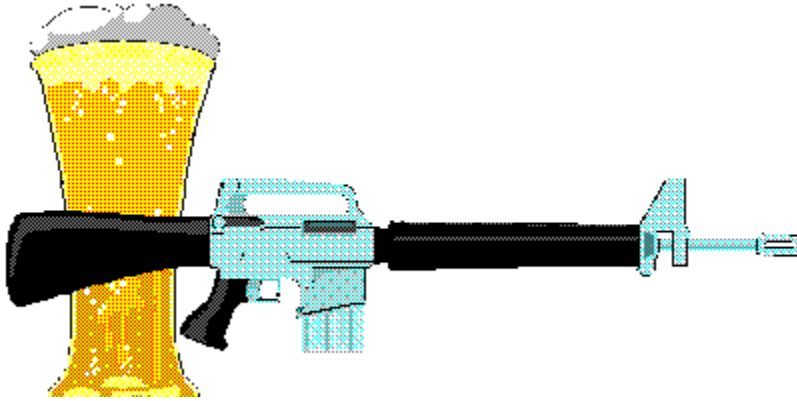
Maybe not a game that you will be able to play every weekend, but will be highly entertaining when you get the chance. You will need a good 20 feet of bungee cord (or proportional to room size), beer, and willing participants.

Attach the rope onto a wall facing a bar or table. Make the gap between the bar and the wall about 20-30 feet. But make sure that the bungee rope is only 20 feet long, but when stretched, reaches 30 feet or thereabouts.

Then place a beer onto the bar, tie someone to the other end of the rope and watch as they try to stretch their way to a beer.

Try and make it so that some of them can reach it, they will grab it and the bungee rope will then drag them back to the wall with the beer all over them. The game itself doesn't get you drunk, but watching others do it whilst drinking heavily does - then try doing it yourself!!

Beer Hunter

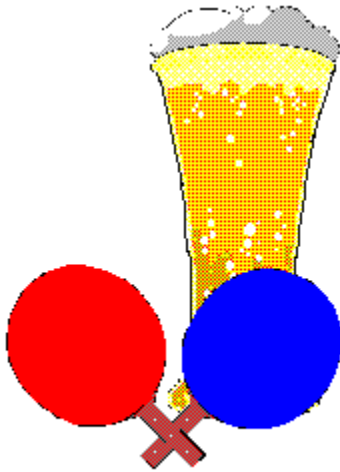


The rules are so easy, a drunk person could understand. All you need for this game is a six-pack, a box, and people to play it with you.

Take one can. Shake it. Now I don't mean just shake it, I mean SHAKE the sucker! Till it's about to blow up. Then put it in the box with the others and mix them around (one person not looking) and then switch them around again (the other person not looking) Basically, nobody knows where it is.

Now, one person picks a can, holds it to his/her head at an angle, and opens it. If it's not the one, s/he has to drink it. If it is the one, s/he gets a wet head and you can start all over or whatever. Then, if it wasn't the one, the next player takes one and tries. etc.

Beer Pong



Just like Ping-Pong, this can be played either in singles or doubles. Supplies: players, beer, and a Ping-Pong table (or make your own, as described later). Each player fills a cup with beer and places it one paddle-width from the end of the table, in the center (or a paddle-width from the side for doubles). Hitting your opponent's cup earns you a point and requires the opponent to sip (5 sips to a cup). If you get the ball in your opponent's cup, you are awarded 5 points and the opponent must drink whatever remains in the cup (excluding the ball).

No player may touch the ball prior to its hitting the table or a cup; if the ball hits a cup before hitting the table, it remains in play even after a single bounce on the table. A player may attempt to save a point after the ball hits a cup by returning it (provided of course the ball has bounced no more than one time). Multiple hits count only as a single point (exception: a ball hitting a cup and then bouncing inside the cup, or inside the partner's cup, counts as a 5-point inside-the-cup "poofter").

A number of house rules are common - knocking a cup over is grounds for a penalty chug (but no points); ball may not be "auto-returned" via a fortuitous bounce off the cup, etc. The trajectories of the volleys should be high arcs, to keep things civilized (and to maximize your chance at a poofter).

Travel hints: Beer pong nets can be created using some string, two chairs, and three or four paper towels.

Beer Pot

An incredibly simple game that will knock you out of your chair. Basic supplies: beer and people (as usual), plus a big pot, or pitcher.

All players sit in a circle. Each player contributes one beer to the pot. One player starts drinking from the pot. This person can drink as much or little as s/he chooses. When done, the pot passes to the next player who does the same thing. The person who empties the pot is the winner. The person who drink immediately before the winner is the loser.

The loser must then put a beer in the pot for each of the players; then play starts again. Or a variation is that the loser puts in two beers, the winner zero, and everybody else puts in one.

This is also a great game to be played in bars. Buy a big pitcher of beer. Pass it around. The loser buys the next pitcher.

It is important that the pot/pitcher is big - it makes it harder to judge the amount of beer remaining.

Beer Race

The rules are quite simple; potentially high buzz factor. As usual the basic supplies are people and beer.

Each person starts with a full glass/mug/stein/tankard/cup of beer. Any beer will do, but preferably something quite inexpensive.

All players start drinking at the same time. To signal that you have finished you hold the glass *upside-down* above your head; if anyone does so then the other players must do the same whether or not they have finished drinking.

IMPORTANT NOTE: It isn't required that you actually drink the beer before claiming to have won; the winner is the first person to invert their glass above their head regardless of whether they actually drank the contents.

Beeramid

Beeramid (rhymes with pyramid, go figure) is a game that involves a tremendous amount of drinking. Supplies: people, beer, and a deck of cards.

A Beeramid (pyramid) of cards is constructed by placing a certain number of cards face down in a row (usually seven) as the base and building up until there is one card as the top of the Beeramid. The remaining cards are distributed as evenly as possible among the players. The dealer turns over the first card at the base of the beeramid and calls out the card value. Anyone who claims to have that card may give one drink to anyone else. That person may either drink or call the bluff by saying "bullshit". If the first person has the card after all, he shows the card and the victim drinks twice. If he doesn't have it, he drinks twice himself. Once a row of the Beeramid is completed, the first card on the next row is drawn, and every card now has the same value as its row. Each person with a card on the second row can give two drinks, on the third row three drinks, all the way up to the seventh row. All bullshit calls double the value of the row, of course, making them risky propositions as time goes on.

If someone has more than one of a card (say a five is drawn and someone has two fives in his hand) he can give both fives to the same person or split them up. He only needs to show both cards if both players call bullshit; if only one player calls bullshit he only needs to show one card.

At the seventh row, if people are taking honest drinks, a bullshit call should result in about a full beer's consumption by SOMEBODY. For this purpose we usually buy a bottle or two of a heinous-tasting beer (your choice) to serve as the "Penalty Beer". Anyone losing a bullshit challenge on the seventh row must finish the Penalty Beer without taking it from his lips...

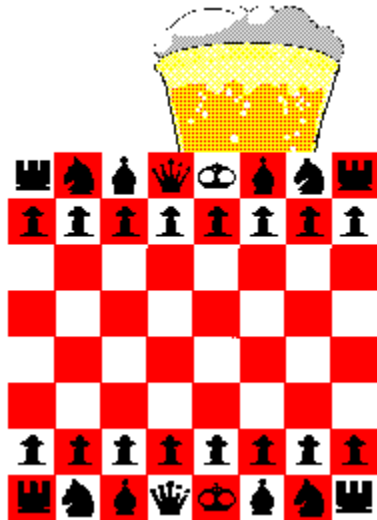
This game has a surprisingly high intoxication factor, especially if played with eight levels instead of the usual seven.

BeerChesi

An adaptation of the game Parcheesi. If you already know how to play, it's just as easy. If you don't know, learn. Supplies: people how want to play Parcheesi, the game itself, and some brew. Low-mid buzz factor.

Play the game as usual, if you get sent back, or cannot move, take a drink. It's that easy. Good with two players, each player taking two sets of pieces on opposite corners.

BeerChess



Beer Chess is chess played with beer as the pieces. Beer chess is the unification of the intellect with the inebriated. Beer chess is stimulating brain cells as you kill them. Beer chess was created during a weekend retreat at the McEnaney Estate in Jackman, Maine, thus making Jackman, Maine the Beer Chess capital of the universe.

PLAYING THE GAME

Beer chess is played with beer, a lot of beer. One side uses Light Beer (white), the other side uses regular (black) of the same brands. (see list below) Our research and development team has concluded that one can expect a standard Beer Chess game to last up to five hours, assuming neither player passes out. Intermissions, however, may be declared on a bilateral basis.

BOARD CONSTRUCTION

As you may have realized, this game requires a big board. While beer chess boards are now commonplace in Jackman, in other places their availability is still limited. Again, our RD team has arrived at a clever solution: bathroom tiles-large white bathroom tiles. Placed on a darker table at regular intervals, one can quickly construct a professional looking Beer Chess set. For an even cheaper board, cardboard coasters, available at most bars, serve as impromptu, portable boards.

PIECES

| | White: | Black: |
|------------|-------------------------|----------------------------------|
| 8 pawns: | Bud Lights (8oz can) | Budweiser (8oz cans) |
| 2 Rooks: | Miller Light (12oz can) | Miller Genuine Draft (12 oz Can) |
| 2 Knights: | Busch Light (12 oz Can) | Busch (12 oz Cans) |
| 2 Bishops: | Coors Light (12 oz Can) | Coors (12 oz Cans) |
| Queen: | Michelob Light (Bottle) | Michelob (Bottle) |
| King: | Bud Light (Bottle) | Budweiser (Bottle) |

STANDARD RULES:

1. When one moves a piece, one must sip from the piece moved.
2. When one's piece is captured, one must drink the entire piece.
3. Castling requires two sips: one from the King, one from the Rook
4. En passant requires only one sip (as in a standard pawn move)
5. When one's pawn reaches the eighth rank, and is exchanged for a queen (or other piece), one's opponent must drink the remainder of the pawn.
6. Once a piece is sipped, that piece must be moved. (taking back moves is not allowed)
7. One may take as long as one wants to drink a captured piece, but the piece must be quickly consumed when a second piece is captured.
8. After each exchange of pieces, the players must toast each other's health with the exchanged pieces.
9. When one is put in check, one must sip from the King.
10. Passing out constitutes a resignation.
11. A player may not go the bathroom before his move.
12. When one is checkmated, one must drink:
 - 1) The remainder of one's King
 - 2) The remainder of opponent's King
 - 3) The remainder of one's pieces.
(That's a lotta beer)

General Hints

1. Take big sips out of pieces you expect to trade, when moving those pieces. This technique evenly distributes the amount of beer you will consume, and decreases the amount you will have to drink from that piece when it is traded or captured.
2. If you are a light drinker, avoid exchanges (especially if you are down a piece)
3. Avoid sacrificing pieces for position. A sacrifice will only force you to drink more. Remember, in this game, you can be beating your opponent, not only by the fact that you have a greater number of pieces left on the board, but also by the fact that you have a greater number of surviving brain cells left.

BeerGammon

Another adaptation of board games, this one obviously to Backgammon. A pretty tame game, that just gets tamer. Supplies: you and a partner who wants to play Backgammon, the game itself, and some beverage. Low-mid buzz factor, depending on how fierce the competition is.

Play the game as usual. Any time one of your pieces gets sent to the bar, drink. As well, each time you take a piece off the board, drink again. Pretty straightforward.

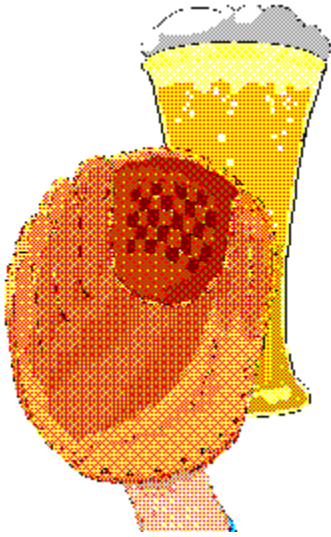
Beer Golf



When out playing golf with friends, there is no point playing sober. In this game, players may deduct one stroke for every beer they drink per round (9 holes) of golf.

It is advisable that you either seek explicit permission of the golf club, or hide your empties while playing if you plan on paying Beer Golf at that course a second time.

Beer An Inning



An unpredictable game where a beer is drank during each inning of baseball. It is recommended that King Cans (or the equivalent) be used instead of girly-man cans for the proper effect.

Be warned though, that although the game seems simple a quick double play can leave you chugging and double headers are recommended only for the stout of heart.

BeerOpoly

An adaptation to the classic game of Monopoly, with a slight twist. Buzz factor is very high. Supplies: players, the game itself, and beer.

The game is Monopoly, but no money is needed; players use beer instead. Each \$100 = a drink (sip usually). The rules of money changing hands is a bit tricky. If a player owes money to the bank or another player, that player that owes drinks. If a player is owed money by the bank only (passing GO, for instance) that player must drink. (a variation is to have everyone ELSE drink when a player should collect money from the bank). All dollar values are rounded UP. (i.e. \$2 for Baltic is still one drink). It's a social game, and extra rules should be added as needed. Buying property at the start of the game is the hardest part. But then again, imagine paying \$2000 rent on Boardwalk with a hotel!

Beer Shooting

Less a game, than a (life) style of drinking, it can be used ideally to attract or disgust members of the opposite sex.

An opened can of beer is held upside down and punctured at the bottom with either a pen or other sharp (semi sharp, at least) instrument. The player then places his mouth over the hole and sucks as much air as possible to create pressure in the can. Then, turn the can rightside up and pop open the top. The beer will zoom out of the can through its second hole (hopefully into your mouth).

Towels are recommended for the novice.

Beer Softball

While many beer games use television baseball as an excuse to get drunk, this one actually makes you play the game for real.

In the spirit of Darwin, you get to drink when you arrive at each base. It is recommended that you have either kegs or (pseudo) friends shellping these drinks and handling problems with bottle openers.

Beers for Cheers



Very simple. Low-mid buzz factor. Grab a few beers, watch old episodes of "Cheers." Everytime Norm touches his beer, you must take a gulp of your beer. Anytime he actually drinks from the beer you must pound your beer during the entire time he is drinking.

Beirut

This game is similar to the game "Libya" but more violent. You can play with more people and of course more beers. You'll need the same gear as with "Libya," cups, ping pong balls, a long table, beer, and participants.

You fashion the cups in a pyramid with a base as large as of however drunk you want to be. When Team 1 lands a ball in a full cup, Team 2 must drink it. However, unlike "Libya", do not remove the cup. Drink it and place it back where it was. Now if Team 1 lands the ball in any empty cup, Team 1 must drink a penalty from beer not on the table.

Keep firing until all the cups on one team have been drained. Once this happens, the losing team (the one with no full cups left) must drink the remaining cups from the other team. Again, very simple

Bladder Bust

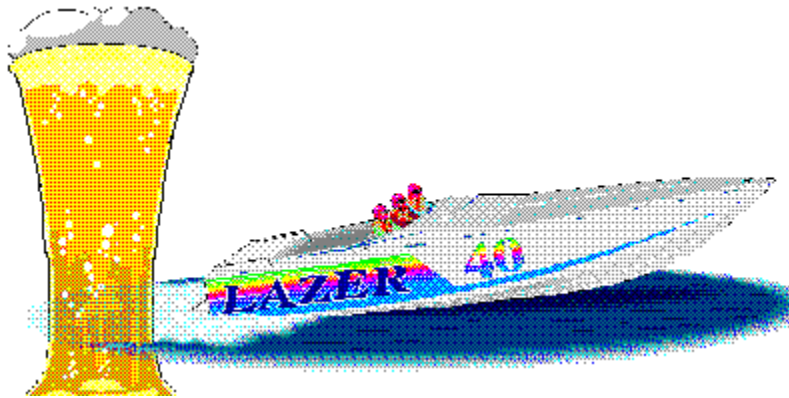
Once your group of friends is assembled, all must start drinking a beer every ten minutes. The first one who goes to the bathroom loses. In the advanced version, the loser must pick up the tab.

Blow Pong

Almost too athletic for a beer game, all you need for this is a good group of people and a ping pong table (and balls).

The goal of the game is to blow the ping pong ball off the far side of the table, which is guarded by the "goalies" of the other team. Before you start playing, remove the net. Once teams are made, each one kneels at their end of the table. The ball is dropped into the middle of the table and the blowing begins. If one team manages to blow the ball past the other, the losing side must drink.

Boat Races



One of those classic endeavors that leaves everyone wet and drunk. Very high buzz factor. Supplies: people and lots of beer.

Have everybody divide up into two even teams. Each team lines up opposite each other, preferably down a long table, or just sitting on the ground. Fill each glass full of beer and place in on the table in front of each player. The players can not touch their glass before they are allowed. The first players on each team start the game by drinking all of their beer and setting the glass back on the table. When the glass touches the table the second person drinks his beer and sets his glass on the table. This continues until the last beer is gone. The first team to place their last empty glass on the table wins. Wins what you may ask? Nothing.

Alternate version: each player has two glasses of beer. The race goes down the line and returns. That means the turn-around players have to drink two beers in a row.

Boot a Bout

Assemble your friends around a table and buy a pitcher for them. Once you drink amply from the pitcher, pass it to the next person who then drinks from it and passes it on. This continues until the pitcher is empty and a new pitcher is purchased.

The key is that the player immediately before the player who finishes must purchase the next pitcher. Hence, this game combines endurance with strategy as you should try to gage how much the person beside you is willing to drink.

Bouncing Ball



A very interesting and imaginative game. Mid level buzz factor. Supplies: people, beer, and an imaginary ball. Everyone sits around a table. There are only three words that can be said: WHIZ, BOUNCE, and BOING. Someone starts by saying one of the words.

WHIZ = the ball passes to next player.

BOUNCE = the ball skips the next player and goes to the following player.

BOING = ball hits wall and reverses direction.

The penalty for errors is drinking.

Variation: play with difficult words such as PERFIGLIANO, SCHWARTZ, and a players name.

Bullshit

Another mentally challenging card game that involves beer. High level buzz factor.
Supplies: beer, people (not more than 6 for a good game), and a deck of cards.

Sit in a circle, deal out the entire deck of cards evenly, or thereabouts, to each player. The object of the game is to get rid of all your cards. Starting with aces, the first player lays down the number of aces s/he has, stating the number of cards. EVEN if the player doesn't have any of the card, LIE.

If someone thinks that you are lying, they say "Bullshit!" If that person is right, you drink an amount proportional to the number of cards in the stack; lots of cards already played = lots of drinks. However, if you were honest in your play and someone says "Bullshit!" that person ends up drinking the prescribed amount.

Play starts with aces, then goes on accordingly, through kings, then repeats back to aces.

Oh, by the way, if have to drink because of either being caught bullshitting or falsely accusing, in addition to drinking, you must also pick up all of the cards already played and add them to your hand.

Play continues until someone runs out of cards. If you so choose, play could continue down to the last two players.

Brain Damage

A fantastic game. Undoubtedly when you first explain this game, people give blank stares and are confused, but after a quick round, everyone usually gets the hang of things. You'll need a deck of cards with all 8s, 9s and the red 10 tens removed, people, and the ever-important beer. The buzz factor starts out low, but with lots of people, dealing last can be dangerous at best.

The ranks of the cards are:

| | |
|------------|------------|
| Face cards | .5 points |
| Aces | 1.0 point |
| 2-7 | face value |
| 10s | wild |

The game is played just like BlackJack but to 7.5 points.

First, lay out all cards face down, everyone "cuts for deal". Highest card deals first (10 would be 7.5, 7 is very good). Deal will go from highest draw to lowest. Very important: you cannot leave the game until after you have dealt. That's why dealing first is great, dealing last has been known to result in "Brain Damage."

Dealer takes deck, deals one card face down to first player, one card face down to self. Player looks at card, then bets any amount of beer, a large shot glass is usually a good limit.

Player keeps first card face down, and can take as many hits as he wants. If he goes over 7.5, he must announce that fact, and then drink the bet. If not, when he stops, dealer turns over his card, and then hits until he thinks he has the player beat. If dealer busts, he drinks the bet.

When the dealer is satisfied with his hand, the player turns over his card. Lower total drinks. Ties mean player drinks. The dealer then goes to the next player, repeating the process until the deck is exhausted.

If the player gets a "five card charlie" (5 cards, not busted), he wins immediately, dealer cannot draw, dealer loses even with a 10 in hand. If player draws to 7.5, dealer can of course try to tie (win).

If the dealer begins dealing begins with six or less cards, the penalty is to deal again. With six or less cards, dealer lays them face down, the player bets, they both draw a card, loser drinks (tie == player drinks) Play continues until everyone has dealt.

Buzz

Simple game, low buzz factor. None the less entertaining when a good buzz is already attained. Required supplies: people, and of course, beer.

Sit in a circle. The first player says 'one,' the next player says 'two,' and so on down the line. However, when someone reaches a number that is divisible by 7, s/he says "buzz."

If the player misses a "buzz" when needed, or when an unnecessary "buzz" occurs, that player drinks.

The obvious challenge is to see how high of a number can be attained; but this also means very little drinking. The known current record is over 1200.

Variation: An honest "buzz" would change the direction of the circle. Or add '11' into the rotation and say 'Bizz' for divisibles of 11. In this case, watch out for 77.

Caps

Number of players: minimum of two

Equipment: at least two cups (standard keg cups work great), as many bottle caps as you can get a hold of, water, beer

Players sit approx 10 feet from each other on the floor (depends on the size of the room and the skill of the players). Players alternately flip the bottle caps at each others goal - the cup, which is filled about half way with water (this prevents caps from popping out). If a player makes a shot he scores one point; however the opposing player is allowed the chance to "cancel" the point by making his next shot. If the opposing player misses his cancel shot he is required to take one drink (we generally equate six points to one 12oz beer - no milking). If the opposing player makes his cancel shot, no points are immediately scored. Player one shoots again and if he misses he must drink once (no points). If he makes his second shot it is once again up to player two to cancel - if he misses he drinks twice, if he makes then player one must make or else drink twice. This can go on to the point where a player must chug his whole beer before he can shoot again - only one point is awarded, though.

The only other rule is that any ricochets are worth two points (i.e. a bounce off the floor, or a thigh, or the wall. To cancel, player two must ricochet his cap also. If he just makes a normal shot he cancels out one of the two points and must take a drink.

Games generally go to 15 and you must win by two.

We have played this with as many as four people to a team, or if your room is large enough you can spread individuals into various formations for individual play.

This game was originally played with your beer in the cup that was being shot at - it got pretty disgusting - use the water method. Not only did beer get all over the carpets/floors but whatever was on the carpets/floors got in your beer. Blech.

Cardinal Puff

Unfortunately I can't tell you anything about the game, because it involves a "secret society" called Cardinals. If you find a Cardinal at a party/bar/on the street, and s/he is willing to pass on the secret, go for it; you can become a Cardinal too. It's an elite group.

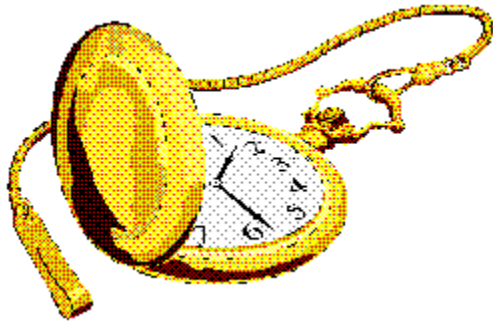
Categories

A simple game that requires a little bit of thought. Standard supplies: people and beer.

Any player can start the game, all it takes is the calling out of a category. The next player then has to say some that fits into that category. Play ends when somebody repeats something that has already been said, or can't think of anything new. The player at fault takes a drink, then play starts again with a new category.

Sample categories: States, Cars, Brands of Beer, Sexual Positions, Brands of Cigarettes, Animals, Colors, etc.

Century Club



This is another straight forward simple game, the best kind. You will end up very drunk, very quickly if you play this. The necessary materials are: people, lots of beer, and a designated time keeper.

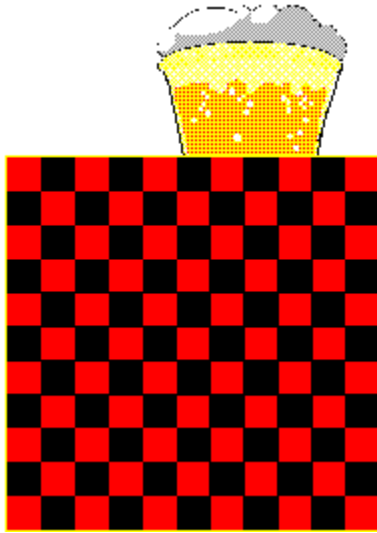
Every minute for 100 minutes, each player takes a shot of beer (1 oz or 1.5 oz, you choose). At one oz, this equates to just short of nine cans of beer in less just over 1.5 hours. That's a lot of beer.

The game starts out slow, but in the later rounds you wonder where the time went.

It helps to have a timekeeper because otherwise, you tend to miss a few shots in there.

Remember, not everyone makes it to 100. But if you do, feel proud.

Checkers



Nothing quite like a drinking game based on games we grew up on. The normal supplies are needed: Beer and people. But you will also need a checkerboard (or something similar), and instead of checkers, lots of small glasses, such as a shot glass. Actual the glasses should be of two different types, one for each player.

Set up the board normally, and fill the glasses with beer or some other mixed drink. Straight shots will cause death.

Play the game as you normally would, except that you have only five seconds to make a move. When you jump a player, that person has to drink the glass. The losing player then also has to drink the remaining shots on the board.

Another version is a tag-team game. Each player on a team alternates the moves. The only stipulation is that there is no talking allowed between partners.

Chutes and Ladders

You need the board game of Chutes and Ladders to play the game. This exercise is a simple variation on the childhood distraction, except whenever you go UP a latter, count the number of squares OVER and UP that you are propelled, and distribute that many drinks among your opponents. (e.g. 4 over and 3 up--7 drinks: 2 to person A, 3 to B, 2 to C, for ex.).

Whenever you go DOWN a chute, count the number of squares OVER and DOWN that you are propelled, and drink that many YOURSELF. For computer geeks, just tell them to count the Hamming distance.

If, when you spin the 'spinner', and it comes up a tie (i.e. it doesn't land on a number, but the line in between), you must spin again, and take the number of drinks that is shown. Then proceed normally.

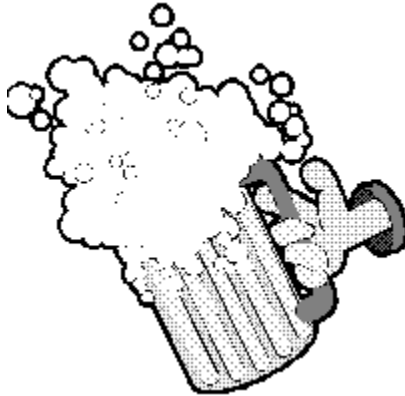
Cups

The game for cheapskates and bad planners, no equipment is needed except for beer and plastic cups.

The object of Sups is to flip your cups in the air (at least one rotation) and have it land right side up when it hits the table. If it lands right side up, the next player must drink a full beer. If it lands upside down, they must drink half a beer. If it lands on its side, they must drink a good swallow of beer. If it falls off the table, they don't get to drink.

Any player, after drinking a full beer, may reverse the direction merely by saying so.

Death Ring



The name alone should inspire great caution. Gather many risk-loving friends, mass hordes of beer, two decks of cards and get ready for some serious consumption.

Everyone is in a circle. The first person draws a card. The next person draws a card. If the card is related to the first card drawn (related meaning it is the same value or if it is the same suit) then both players must drink the number of sips as on their card. (jack=11 drinks, queen=12, etc.). If they have both have the exact same card then they have to drink double the face value. OK, if that doesn't sound bad enough, it gets worse. The next person in the circle is the one who gets to count the sips the first two are drinking, as fast or slow as he/she wants. But, and this is a big but, if one of the drinkers finishes their beer before the counting is done, then the person counting has to finish his beer. (It is best to play this game with cans of beer or cups so you can bluff as to how much beer you have left).

OK, now, the third person draws, if the card is related to either the 1st or 2nd card, then all 3 have to drink (the fourth person counts), and say that one and two had a match, then they still drink double. Now continue around the circle. If a card drawn fails to be related, the ring is broken, and start again. If the ring makes it all around the circle, then the first guy gets rid of his card and becomes the counter, then is next to draw a new card.

OK, a sample round. Let's have 6 people in the ring.

Player 1 draws a 7 of clubs

Player 2 draws a 9 of clubs

Player 3 counts to 9 while players 1 and 2 drink

(Player 1 stops at 7 drinks)

Player 3 draws a 7 of hearts

Player 4 counts to 14, player one finishes beer before 4

is done counting, player 4 has to finish beer

Player 4 draws a 10 of hearts

Player 5 counts to 14

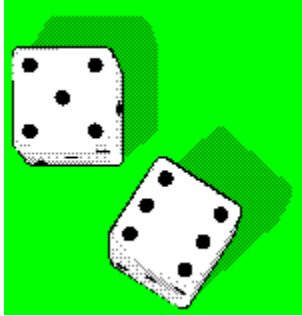
Player 5 draws a 9 of diamonds

Player 6 counts to 18

Player 6 draws a 4 of hearts
Player 1 discards his 7 of clubs (no longer in play)
and counts to 18
Player one draws....etc.

Be careful with this one.

Dice



Quite similar to, but not as involved as Three Man. Still, a high buzz factor. Standard supplies: beer, people, liquor, dice.

Roll two dice. Anything that adds up to six (i.e. 2-4, 5-1) or has a six in it (i.e. 6-1, 6-2, 6-2, 6-3, 6-4, 6-5), you drink a "good" gulp of beer. Any time you roll double 2s, 4s, or 5s you drink that many (2, 4, or 5) "good" gulps of beer (You can modify this to just one "gulp" on doubles). If you roll double 3s you are penalized twice, for getting doubles and adding up to six. Thus four "good" gulps (or 2 if you play the modified rules). The killer is double 1s or double 6s. For this you do a SHOT of your favorite poison (i.e. JD, Southern Comfort, tequila, etc.). Lastly...you continue rolling until you get something that you don't drink on (i.e. 1-2, 1-3, 1-4, 1-5, 2-3, 2-5, 3-4, 3-5, 4-5). If you roll the dice off the table, you are also rewarded with a gulp of beer.

Dictator



As the name implies, dictator is another "abuse of power game," such as "Asshole." Standard supplies: people, beer, and a deck of cards. Of course, a bad joke regarding potatoes always comes to mind, but that's a different story.

Begin play by have all players draw a card. The player with the highest card is the dictator. The dictator then announces some card-based condition(s) and deals out as many cards as he likes (try to keep it less than 5 per player). For every card a player has that meets the announced conditions, they take a drink. The dictator is also dealt a hand of cards, except giving, rather than taking drinks. After dealing, the dictatorship passes to the left.

Easy conditions are: all odd cards, all red cards, etc. (as always, be creative).

Conditions can be combined. For example: if the conditions are all red cards drink once, all even cards drink once, and all aces drink twice, then a player with the ace of hearts would drink four times (face cards are Jack=11, Queen=12, King=13, and Ace=14).

Variation: The dictator can use other non-card based conditions as they want. This is the reason and rationale of being dictator, to change the rules as you please and keep the game interesting.

Dimes



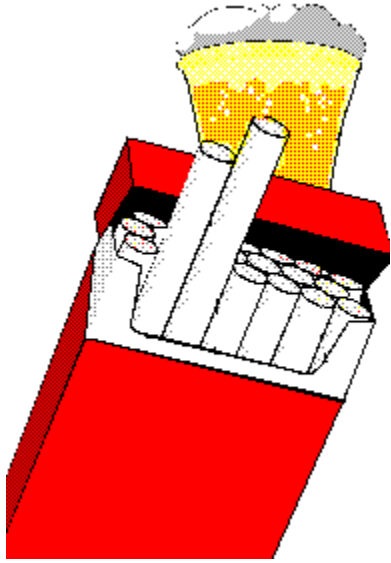
Call heads or tails. One player flips three coins in the air. If you are heads, for each heads that lands face up you drink a shot of beer (and visa versa). Not the most strategic game in the world, but for the power drunk, it is a must.

Dominoes

Another straightforward and simple game. If you know how to play Dominoes, and if you know how to drink, then this game will come easy. Grab a partner or a few, a box of dominoes, and some beer.

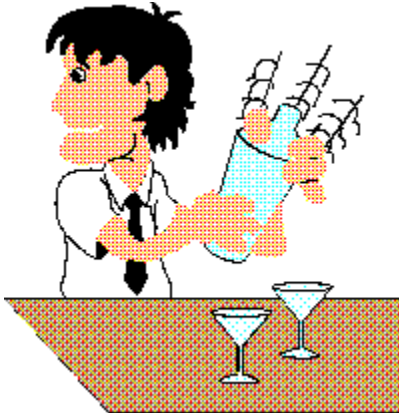
Play your average game of dominoes following rules on the box. Everytime a player plays a domino, the other player(s) drink(s). For every domino a player has to pull from the pile to be able to play, they drink. It's all that simple.

Drop the Dime



To play this game you will need a cigarette, a glass, a napkin, and a dime. Unfold the napkin and place it over the mouth of the glass so that it will stay in place (may need to secure with tape or rubber band). Then place the dime in the center of the napkin. The object is to see how much of the napkin you can burn away, taking turns, with the cigarette. The player to cause the dime to drop consumes a full glass of beer.

Drug Dealer



This is a game to play while doing other things at a party. To play the game you need one playing card for each participant. You always need one King and one Ace, and a variety of numbered cards some low, some mid, some high, but just one card per player.

The cards are dealt face down, take a quick peek. The person who gets the King is the cop, the person who gets the ace is the drug dealer, everyone else are bystanders.

It is the drug dealers job to very VERY discreetly wink at another player, this person while eventually say 'the deal has been made.' At this time the cop identifies him/herself and tries to figure out who the dealer is. The cop chooses a player, if wrong the cop drinks the number shown on the card, and then chooses again, if wrong again, he drinks the number on that card. When the cop chooses correctly, the drug dealer drinks the NUMBER OF CARDS remaining NOT the total of the numbers on the cards.

After that, the cards are re-dealt and the game goes on.

This is a great game for when people don't feel like playing a game because it's the regular socializing that helps disguise any winks and keep the cop on his/her toes. However, it helps a lot if the players do sit in a circle while playing, and not spread around a room.

Obviously if you want to increase the boot factor, play with high numbered cards.

Drunk Driver

The rules for this are easy, there is a dealer and one 'driver.' The dealer deals 6 cards (more for a greater challenge, less for an easy road) face down to the driver. The driver turns over a card and one of the following will happen:

if the card is a non-face card or ace, nothing happens and the driver moves onto the next card.

if the card is a face card or ace, the driver is dealt additional cards based on which card; Jack = +1 card, Queen = +2 cards, King = +3 cards, and Ace = +4 cards. As well, as being dealt more cards, the driver also has to have a drink for each additional card. (ace turned over --- 4 cards and 4 drinks).

The game continues until the driver has successfully made it off the road (gone through all cards dealt). If the dealer runs out of cards, simply reshuffle the cards already played.

Dunk the Duchess

This game needs two pitchers of beer, one glass per person, and one empty glass. Put the empty glass in one of the pitchers so it floats at the top with about an inch above the surface of the beer.

All the players then fill their glass with beer from the second pitcher. One by one players must pour beer into the floating glass from their personal beer. The person who sinks the glass to the bottom of the pitcher must retrieve the glass and chug it.

You are not allow to rest your hand on the pitcher rim for balance.

Each person is responsible for the floating glass for five seconds. It should be counted aloud if you have any arguments about how long a person poured.

Fizz Buzz



Fizz Buzz is a counting game that will not only make you smarter, but drunker than virtually any other game. There is no high praise.

One player starts by saying any number between one and fourteen. The player on their left continues by adding one, the next player again adds one, and so on. When a player reaches a number that has a five in it or is a multiple of five (e.g. 5,10,15,20...) they must say fizz instead of the number. If a number has a seven in it or is a multiple of seven (e.g. 7,14,17,21,27) they must say 'buzz.'

Anyone who screws up by saying 'fuzz' or 'bizz' or some such nonsense, must chug.

This becomes harder since there are many numbers that have both seven and five in it (e.g. 35) and so they must say "fizz buzz". The following designations are possible: fizz,buzz, fizz-buzz,fizz-fizz,and buzz-buzz.

Whenever the word buzz is said (depending on the size of your group) the direction should be reversed.

Frisbee

A game for a summer day at the beach. Two players start about forty feet or so apart and place a bottle of beer in front of them. The goal is to throw the frisbee so it hits the other person's beer. If you hit it, they must drink.

After each hit, you must take one pace towards your opponent. This continues until you are inches away from each other. Then, take one pace backwards for each hit beer.

For more than two players, just form a shape of some kind (e.g. triangle, square) and continue the game following the same rules.

Fuzzy Duck



A good get-to-know-ya kind of game. Simple supplies: people and beer. Low buzz factor. Not too bad of a game after everybody's had a few.

Begin the game by saying "fuzzy duck" to the person to your left. That person then says "fuzzy duck" to the person on his/her left. This continues until someone decides to change the direction of play by saying "does he" (duzzy). "Does he" changes the direction and the phrase that is said. Not only does the direction change but the people must say "ducky fuzz." Now the game is going to the right with "ducky fuzz." The direction is then changed back by saying "duzzy." The words to say go back to "fuzzy duck."

Any screw-ups ==> drink. After awhile when the mistakes are more frequent, it turns into, "Does he F**ck?" or "F**k he does."

Variation: the same player cannot say the same thing consecutively within the same round. i.e.: if player 1 starts with "Fuzzy Duck," and play comes back around to him, he must say "Does He" before being able to say "Fuzzy Duck" again.

General Hoover

A game usually played by more women than men. Each player starts off the found by placing their hands palm down, hovering over the table. The player who starts must make Mickey Mouse ears by holding one hand on each side of their head. The player on either side must make either a left handed Mickey Mouse ears or a right handed one, depending on which side they are on. Anyone who hesitates or screws up, must drink. Once the 'ears" are made, the hands return to "general hover" and the next person takes their turn.

Go Fish

A very simple adaptation to the card game of the same name. Supplies: people, beer, and cards.

Deal the game as you normally would. Anytime you ask for a card and are told to "go fish," you drink once. Everytime you have to give a card to another player, you drink twice, three times for face cards and aces. Everytime time you lay down a pair, your opponent(s) drink twice. It's that simple.

Graduation

There are few things as refreshing as getting tremendously drunk on the eve of a graduation, letting off steam after years of hard work. This is the game to play at graduation ceremonies. You will need either a spot amongst all the other graduates or a ticket for the audience, a robe, cap, and all the other paraphernalia (if you are a graduation candidate) and a lot of beer.

Take a drink whenever a speaker uses the words:

- | | | |
|--------------------|---------------------|----------------------------|
| - bright future | - budgeting time | - debt (see also below) |
| - deserving | - drinking | - endurance |
| - faculty | - finally / at last | - fond memories |
| - fraternity | - friendship | - future |
| - hard work | - honor | - interesting |
| - job | - knowledge | - late nights/all-nighters |
| - love of learning | - party | - perseverance |
| - preparation | - sacrifice | - sorority |
| - study/studies | - support | - tuition |
| - vision | - volunteer | - work |

Take three drinks when someone quotes:

- Lydia Moss Bradley
- Martin A. "Party Marty" Abegg
- any other former president of the university
- any of our country's Founding Fathers
- a current rock hit

Slam one whenever a speaker:

- mentions the "great debt we/you owe our/your parents."
- makes a cute remark about the length of time it takes to graduate nowadays (e.g., "your six or seven years here"), (slam and a half if that person has been out of college for more than two years)
- makes a cute remark about how hard it is to find a job right now (slam and a half if that person gets paid simply to be important).
- makes a serious remark about how hard it is to find a job right now.
- mentions how many National Merit Scholars there are in this graduating class.
- mentions any of the different surveys that rank colleges and universities.
- implies that college in general, and your institution in particular, is still affordable.

Slam two whenever a speaker:

- implicitly or explicitly implies that the number of National Merit Scholars in this class is a measure of the quality of education this class received at your institution.

Whenever a speaker makes a comment that is completely meaningless and obviously intended only to draw laughs, drink until the laughter dies out.

Whenever a graduate's friends and relatives are tacky enough to cheer/yell/etc. when their name is read, drink until they stop.

Drink until you lose it whenever a speaker quotes the Grateful Dead.

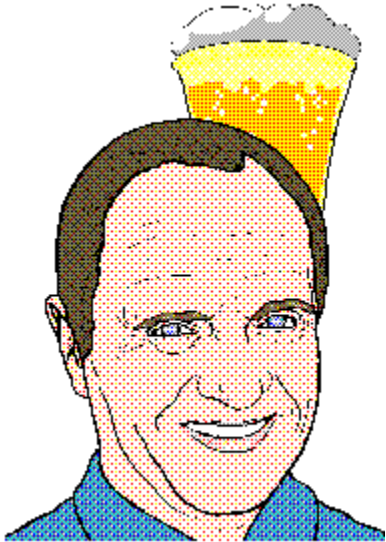
When in doubt, drink.

Guess the Note

As many people as are interested can play, the more the merrier. A game for the more musically inclined. Low buzz factor. Supplies: people, bottled beer, and some musical instruments (piano is best).

One player takes a seat at the instrument. The other players drink unspecified amounts of beer from the bottles. The first player blows a note in his bottle, as if playing a flute. The person at the instrument has 3 tries to repeat the note with the instrument. If repeated correctly, the first player drinks. If the person never matches the note, he drinks three and passes his turn.

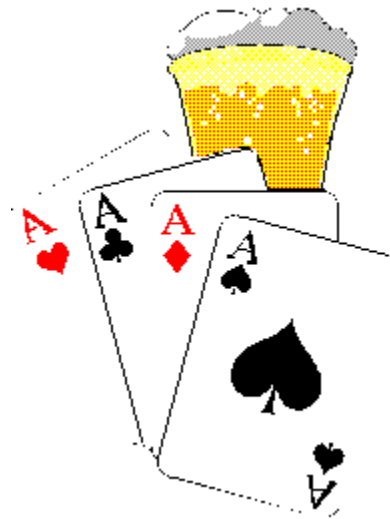
Hi Bob



Similar to "TV Characters," another old style drinking game steeped in tradition. Mid-High buzz factor. Supplies: people, beer, and episodes of the original "Bob Newhart Show," or even "Newhart," if desperate.

Simple rules: whenever anybody on the show says "Hi, Bob!", everybody calls out "HI BOB!" and takes a very generous drink of their beer. People on the show say "Hi, Bob" so often, that even the guys who can hold their alcohol the best will get at least a good buzz.

High or Low



This is another very easy game with a pretty decent buzz factor. Materials needed: people, beer, cards.

Player one is dealt a card. S/he then guesses whether the next card will be higher or lower than the next card. If wrong, s/he drinks once (because one card was showing). If correct, s/he guesses again. After taking at least three cards, the player may choose to continue or pass, BUT ONLY after having taken at least three cards. If the player pass, the next player starts where the previous left off.

When a player guesses incorrectly, s/he drinks for each card showing. SO, the strategy is to build up a lot of cards and then pass it to the next player.

Before play starts, determine by vote if equal cards are a loss or correct guess.

Ibble Dribble

WHAT YOU WILL NEED:

1 cork (at least), some matches or lighter, copious amounts of scullable liquids, numerous party animals (some of which have hilarious accents).

TERMINOLOGY:

An IBBLE-DIBBLE is a player wanting to get drunk,

A DIBBLE-IBBLE is a mark made on the player using a blackened cork.

SETUP:

Get everyone at least 1 drink give the people around the table a number, i.e. go clockwise and assign 1,2,3,4 etc. char one end of the cork by lighting it, letting it burn and blowing it out. start the game.

PLAY:

Play continues by the player who is called, naming himself ("number 3 ibble-dibble" identifying how many marks he has ("with 6 dibble-ibbles") then calling another player and identifying the number of marks they have. ("calling number 7 ibble-dibble wit no dibble-ibbles"). Any mistakes or pausing requires the player to scull and try again, they aren't allowed to count the marks or anything. The player who makes a mistake also a dibble-ibble put on him by one of the other players.

For example. a game might go something like:

1 says: "This is number 1 ibble-dibble with no dibble-ibbles calling number 5 ibble-dibble with no dibble-ibbles"

5 says: "This is number 5 ibble-dibble with no dibble-ibbles calling number 6 ibble-dibble with <PAUSE> no dibble-ibbles"

Everyone says "NO WAY you paused.." etc. and someone makes a mark on his face. (usually marks are spots on cheeks etc., but as the game progresses, people get eyes blacked out, groucho mustaches, horns, beards etc.)

5 has to scull, and pours another drink and says: "This is number 5 ibble-dibble with 1 dibble-ibble calling number 7 ibble-dibble with no dibble-ibbles"

7 says: "This is number 7 ibble-dibble with no dibble-ibbles calling number 5 ibble-dibble with NO, OOPS ONE AAAH SH*T" gets a mark, has to scull, and game continues.

FINISHING THE GAME:

You finish once you get really pissed and want to go out and party. Then you go out without washing the marks off (or alternatively use a toxic marker or something) and

everyone at the clubs you go to wonders what stupid disease these idiots who just walked in have.

Ice Tray Quarters

Supplies: Ice tray, beer, a quarter, and people

Drinking involved: LOTS!

Play follows as regular quarters except you are shooting into an ice tray. The right side of the tray is the "give" side and the left side is the "take" side. The number of drinks to be given or taken corresponds to how far away the hole is. One drink for the hole closest to you and then one more for each one further away. You shoot until you miss or hit the "take" side and must drink yourself.

Indian Poker

A pretty silly looking game, but that's what makes it fun.
Supplies: people, beer, and a deck of cards. Mid-high buzz factor.

Each player is dealt one card that they can not look at. They must place the card on their foreheads so that everyone else can see the cards. That means you can see everyone card but your own.

Dealer begins by betting that he has the highest card by saying how many drinks he wishes to bet. Players who don't think they can win fold and take as many drinks from their beer that the current bet is at. The player who ends up losing with the lowest card with the lowest card must drink the total of the bets.

I Never

This is a great game for a group of close friends or people who really like to share hints of their dark pasts. Only supplies are people with inquiring minds, and beer. You probably won't get drunk playing this, but it's a great ice-breaker for a party.

Everyone sits around a table, or on the floor if you so desire. One person goes first by making a TRUE statement that begins with "I never...." For example, "I've never been to Disneyland." Then, if any other player HAS DONE what the person said, they simply drink.

As the game progresses, the statements tend to get more personal and explicit. But the game only works when people are honest. However, if somebody drinks on an "I never...", no explanation is necessary. For example, if someone says, "I've never had sex with an inflatable doll," and someone ends up drinking to it, no explanation is needed, just a drink of affirmation.

As always, be creative.

James Bond

Just put on a James Bond Film

Every time someone says "James" drink twice.

Every time someone says "Bond" drink twice.

Every time someone says "James Bond" drink half a beer.

Can be quite amusing, especially when our hero says,
"My name is Bond, James Bond"

Jenga

A simple adaptation of the skill game with wooden blocks. You're going to need "Jenga," players, and beer.

Play the game. If you successfully move a block according to the rules, you may command another player to drink. However, if you cause the tower to topple, you must drink an entire beer.

Keg Stand

Simply cheap, crazy entertainment to liven up any old party. This stunt will put you well on your way to a long, fun-filled evening of saying really stupid things to that person you've been staring at across the room. So, what do you need? A keg, a mouth, and a couple of assistants. The object is to drink as much as you can, for as long as you can, without stopping. Put both hands on the keg. Have your friends get your feet, and tip you upwards do you're doing a handstand on the keg. Wrap your thirsty lips around the tap, open it, drink. Keep track of your time. Compare times with your friends. Oh yeah, shake your head to signal somebody to close the tap.

Kill the Keg

This is not really a game, but beautifully referred to as "a call to action, a frenzied rally for a cause held dear by the participants." Supplies: people eager to drink themselves silly, and a keg of beer, brand irrelevant.

At some time during the course of a party, particularly at a low point, maybe near the end of an evening, all it takes is for someone to shout, "Kill the Keg!" Participation is mandatory. Everyone heads to the keg, and doesn't stop drinking until the keg is done, emptied, drained, dry, KILLED!

Kings

A simple game, could be quite interesting. A game that could very easily be played in a bar, making the lives of others more interesting. Played with liquor not beer. Supplies: people, a variety of liquor, and a deck of cards.

Shuffle the cards. Start dealing one card at a time, face up, to each player. The first person to be dealt a king picks a liquor, the second dealt a king picks the mixer, the third makes the drink (or buys it), and the last dealt a king drinks it.

This can turn out to be quite a laugh; it relies purely on chance, and if you pick a really disgusting liquor or liquor/mixer combination, it could happen that you'll be the one required to drink the concoction.

Kings and Blood

Simple game, simple rules. Very High buzz factor. Supplies: people, beer (as usual), and a deck o' cards.

Shuffle a deck of cards, spread out face down on a table. Place a cup, or some sort of container in center of table. Go around table drawing cards one at a time.

If you draw a red card, drink twice. If you draw a black card, don't drink.

If you draw ANY king, pour a desired amount of beer into the center cup. Whoever draws the final (fourth) king, must chug the center cup.

Letters

Another pretty simple game that requires minimal thought, that is the best kind. Only the barest of supplies are needed: people and beer.

Any player has the power to start the game; all it takes is the calling out of a letter. The next player must then say a word that starts with that letter. Play ends when a word gets repeated or the person is unable to think of a word. That person who screws up takes a drink and play begins again with a new letter.

Libya

A game with skill, strategy, risk, sorry no bloodshed. You'll need lots of cups, a few ping pong balls, a long table, and plenty of beer. Recommended numbers of players not to exceed four, but if you want to, live a little.

Each team sets up 10 cups in a pyramid at each end of the table. The point of the pyramid should be facing the center of the table. Use one or two ping pong balls and begin bombing. The first team shoots the ball. If the ball lands in a cup, the other team has to drink that cup. Each team goes in turn, take your time, no rush.

After one cup has been hit the cups change to the next formation shown below. The team that drinks all its cups first loses and also has to drink the remaining cups from the other team.

The formations are as follows:

- 1) X
 XX
 XXX
 XXXX
- 2) XXX
 XXX
 XXX
- 3) XXX
 XX
 XXX
- 4) X
 XX
 XXX
 X
- 5) X
 XX
 XXX
 XX
- 6) XX
 X
 XX
- 7) XX
 XX
- 8) X
 XX
- 9) XX
- 10) X

Very simple game.

Master of the Thumb

This game is played in conjunction with any other game during the course of the evening. It is very simple and easily adapted.

The game starts by picking the person who will be the first Master Of The Thumb. While sitting around the table having a good time, the Master Of The Thumb can, at any time s/he chooses, nonchalantly place her thumb on the edge of the table. After she has started this, anyone who notices must follow example. The last person to place his/her thumb on the table loses and has to drink, but they do become the new Master Of The Thumb. If anyone places their thumb on the table without the real Master Of The Thumb starting it, they have to drink.

Mexicali

One of those potentially very sinister games, a chance to piss a lot of people off, or likewise be pissed off yourself. But hey, you'll be wasted because this game has a Very Very High buzz factor. You'll need people, beer, and a deck of cards to play.

All the cards are dealt to players BUT THEY DON'T LOOK AT THEM. Person #1 turns over a card, let's say it's the 3 of hearts. Person #2 then turns over a card, say the 8 of hearts. Now Person #3 tells them both to start drinking because they have a pair (two hearts) and Person #3 starts counting. When he gets to the number 3, then person #1 can stop drinking and when he gets to number 8, person #2 can stop. The problem(?) is that person #3 can count as fast or slow as he wants and others have to keep drinking no matter what. Also, person #3 has to catch the pair BEFORE he plays his card.

Okay, now say person #3 puts down an ace of hearts, then person #4 tells #'s 1, 2, and 3 to start drinking and counts until 14. Aces=14.

Now say that person #4 puts down an ace of spades, then the next person (before playing his card) catches them and then starts counting to 28. Because $14+14=28$. (same value is doubled/tripled) Both #3 and #4 drink until 28.

This will get you very drunk if you're friends are cruel. If counting, feel free to go the bathroom, get another beer, go on a food run, etc., while in the process of counting.

Mexican



Takes a bit to catch onto, but once understood, quite a competitive game. Requires people, beer and dice. Mid buzz factor.

Someone arbitrarily goes first by rolling the dice. The score for the dice is as follows:

2 & 1 = Mexican, the highest possible roll. If you throw one of these, the eventual loser has to drink double the standard drinking quantity being used for the game. Each subsequent Mexican in that round will double the required drink for loser. More easily understood later.

3 & 1 = scum bag. The thrower immediately has to consume one drink. This throw does not count as one of the thrower's goes.

Any double = 100 times the double i.e., double 1 scores 100, double 2 scores 200 etc.

Any other throw = The highest number multiplied by 10 + the smallest number i.e., 5 & 4 scores 54, 6 & 1 scores 61 etc.

The starter has the choice of one, two or three rolls to obtain the best score they can. The starter's score is the score of their last throw i.e., if you throw a 61 then 63 with your first two throws and elect to take a third throw, you must count the third throw even if it's lower. Every other player in the game has the choice of throwing up to as many times as the starter i.e., if the starter takes one throw, all other players have only one throw.

Holding a dice - if a player has more than one throw available, they may hold a 1 or a 2 (if thrown) for subsequent throws i.e., if you have 2 or 3 throws and you throw a 4:1 on your first go, you may, if you wish, only pick up the 4 and throw it as your next go. This tactic will increase your chance of a Mexican, while also increasing your chance of a low score or scum bag. If you throw a scum bag you may not hold the 1.

The loser is the person who throws the lowest score. In the event of a tie, all players with the lowest score must roll one dice and the lowest number loses.

Play as many rounds as desired.

Mexico

Modified rules to Mexican; but unlike Mexican, its got a Very High buzz factor. Supplies: beer, people, dice, and a cup that you can't see through.

Choose someone to go first, and roll the dice, take a peek, and don't let anyone else see the roll. You can either tell the truth on what you rolled or lie about it.

The bigger of the dies is tens, the smaller is ones. So, if you have 4 and 5, your hand is 54. 6 and 1 is 61 and so on. So hand 16 does not exist.

You always have to roll, by truth or lie, better than the previous player. The hands are in numerical order with the following modifications (starting with the highest):

1-1 special

2-1 special

6-6 5-5 4-4 3-3 2-2 pairs are better than a mixed hand

6-5 6-4 6-3 6-2 6-1 5-4 ... 3-1

The next player decides whether he believes the roll or not. If he doesn't, he lifts the cup to check. If the truth was told, the person who questioned must drink (1/3 of a bottle/can is standard). If the liar is caught, the liar drinks. However, if the person chooses not to question the previous roll, he takes the dice (not looking at them) and rolls, continuing the game.

If you roll (or lie) 1-1 (the highest roll), you may tell someone to drink. If the person believes, he drinks once and the next player continues. If the person wrongly accuses him of lying, and the 1-1 was true, he drinks twice. (Once for 1-1 and once for checking a true hand.)

2-1 (Mexico) changes the direction of the game, and, of course, can be challenged.

Basically, that's the game. There is, however, special sanctions in some cases:

- If you drop a die (and someone notices), drink once
- in case of two dice, drink twice. If no one notices, continue normally (If the following player believes your 5-4 with only one die, it really isn't your concern after that.)
 - If you roll, and one die escapes the cup, drink once
 - two dice, twice
 - If you break the cup, drink three bottles and fetch another cup.
 - If you lose a die, again three bottles.
 - If you say a lower hand than the previous, or say an unexisting hand (2-3 for example), and if someone notices, drink once. If no one notices, continue normally.

In all cases (except 1-1), when someone drinks, the player next to the drinker begins from zero.

Multi

This is a game composed of a number of other games and drinking activities. It is a super game for a large group, and getting to know people. Standard supplies are required: people, beers, and cards.

All 52 cards are randomly spread face down across the table. Play begins by the first player flipping over a card and placing it in front of him/her. Each card corresponds to a fixed course of action. After the action is completed, the next player flips over a card, and this continues until every card has been turned.

You can decide what games or 'actions' you wish to assign to each card, but here is a pretty acceptable guide to follow:

| <u>Card</u> | <u>Game</u> |
|-------------|------------------|
| Ace | Buzz |
| King | Categories |
| Queen | Questions |
| Jack | Rhyme |
| 10 | BIG DRINK |
| 9 | Social |
| 8 | Sentences |
| 7 | Letters |
| 6 | Rule |
| 5 | Name Game |
| 4-2 | Drink Face Value |

Refer to the rules for each game. Play only one round to complete the action. Here's the summaries of the rest:

BIG DRINK: Whoever draws a ten has to go get a new drink for this one. The two players seated adjacent to the 'big drinker' will count alternatively (back and forth) from 1 to 10. The 'drinker' must keep drinking until the 'counters' reach 10 or the drinker finishes the drink.

Social: Cheers. Everyone has a drink.

Rule: The player who draws a six gets to make up any rule they wish. When the rule is broken, the offender takes a drink. The rule lasts until the last card is flipped or is abolished by another rule.

Drink Face Value: The person who drew the card must take how many drinks the card says, 2, 3, or 4.

Name Game

Another good "get to know ya" kind of game. Mid buzz factor. Only the standard supplies are needed: people and beer.

Everybody sits in a circle, (isn't this how most games start?) and someone starts by saying the name of someone famous, or pretty close to being famous as far as those people are concerned.

The next person says a name that starts with the first letter of the last name of the previous name. Sound confusing? Not really.

```
Mel Brooks
  |
Bart Simpson
  |
Sam Donaldson
  |
Dick Vitale
  |
Vincent Price
  |
Pat Robertson
  |
Rick Mears
  |
Michelle Pfeiffer
```

If a player can't think of a name IMMEDIATELY, they must consume for the DURATION until they can think of an appropriate name.

Play never stops, it is always moving. Now, if someone says a name that begins with the same letter on first and last names (i.e.: Donald Duck, Mickey Mouse) or is a single name (i.e.: Madonna, Cher) then the direction of the circle reserves.

For example:

```
Michelle Pfeiffer
  |
Patty Duke
  |
Donald Duck
  | (direction change)
Davy Jones
  |
Jesus (direction change)
```

|
Jim Morrison
|
Mike Tyson

And so on.

N.B. Also referred to as "Think While You Drink"

One Big Chicken

A great bar game, any number of people may play. High buzz factor. Supplies: people and beer, the basics. But what's really important is to have someone who knows all ten phrases.

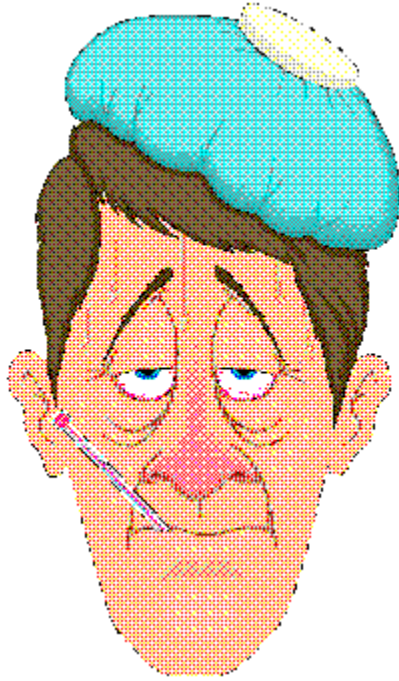
The person who knows all the phrases begins, one phrase a time. The game follows the same routine as the Twelve Days of Christmas. So, the sixth person in the circle would have to repeat the sixth phrase, as well as the previous five.

If you mess up a phrase you drink the number of phrases you had to complete, and then start over at the first phrase. This continues until the game is completed, saying all ten without screwing up.

The phrases are:

- 1 Big Chicken
- 2 Cute Ducks
- 3 Brown Bears
- 4 Hairy Running Hares
- 5 Fat Females Sitting, Sipping scotch, and smoking cigarettes
- 6 Sheets Slit by Sam the Sheet Slitter
- 7 Sexy Siamese Sailors sailing the seven seas
- 8 Echoing egotists echoing egotistical ecstasies
- 9 Naughty Knocked up Nuns navigating the Nigerian desert towards the nunnery
- 10 fig pluckers plucking figs, I'm not a fig plucker or a fig plucker son but I'll pluck figs until the fig plucking's done!

One Hundred Beer Club



An endurance test. All participants have from Thursday midnight to Sunday midnight to finish one hundred beers. That is roughly one beer every forty-three minutes.

Best in groups where peer pressure keeps participants from dropping out (if not passing out). If you succeed, don't plan to go to work on Monday.

Peuchre

A drinking game adapted to the card game Euchre. If you don't know how to play Euchre, don't ask. It has to be seen to be understood, and not many people get it after that. So, this game is for those who know how to play the game.

Lose a point: one drink per point.

Get Euchred : five drinks, plus drinks for points.

Take all during loner: losers drink 10, plus points.

Partner over-trumps when not necessary: partner has two.

Caught Reneging: Kill entire beer.

Victorious: Have a few to celebrate.

Add to and adjust as needed.

Pookie

A ping pong ball game.

Each player stands a half foot from the wall and throws the ball in the air, trying to pin it to the wall with their forehead.

If the player is successful, everyone else must drink. If they fail, they must drink.

There are two alternative versions. In one, the player may make a double or nothing bet for a second try, drinking twice as much if they fail again. In another, they may also use their nose to catch the ping pong ball. In this case as well, everyone must drink twice as much.

Pub Crawl

The world needs more fun things to do in public, such as this next game. What you will need for supplies are people (in pairs), money, and a list of your favorite bars (within walking distance).

This game, in it's simplest form, is a race. The two people who choose to be partners become a three-legged team by tying one of their legs together. Then, depending on the number of teams, everyone starts at the same bar. The procedure is that each team must consume two beers (one per person). As each team finishes their beers, they quickly head onto the next establishment, preferably after paying, still joined at the leg.

The team that finishes their beers first at the last bar, wins. Wins what, I don't know. A good number of bars to play with is about five.

Pyramids

A very excellent card game. Get some people together, grab two decks of cards, some beer, and get ready to play.

This game is similar to "Up and Down the River." Each player is dealt four cards which they can look at, but shouldn't let others see.

The dealer out a pyramid of cards, one card at a time (diagram below). If you have this card, you can tell someone else to drink the number of times for that row. However, considering this is a game of bullshitting and lying, you can even tell people to drink when you don't have that card. But, if the person thinks you are lying, they can call your bluff - which doubles the drinking stakes. If you are suspected of lying, you must show your card. If you are caught lying, you drink double for the number of that is being dealt. Likewise, if you are not lying, the other person drinks double.

```
rows - 1 2 3 4 5 6
      x x x x x x
      x x x x x
      x x x x
      x x x
      x x x
      x x
      x x
      x
```

When you finish the pyramid, the game is over. But if you want to keep on going, simply bring the sixth row back down into another point.

Quarters



A mindless game that actually requires a certain amount of coordination. Supplies: people and beer (as usual), a quarter (hence the name), and a shallow juice-type glass.

All players sit around a table, or similarly hard surface, and, in turn, try to bounce the quarter off the table into the juice glass. If successful, the player tells any other player to have a drink, as well as receiving another turn. If the player fails, play passes to the next in the circle.

If the player is fortunate enough to make three bounces in a row, this player may make a rule. Anything goes. Some favorites are:

"Can't say drink, drank, or drunk."

"Can't point with your fingers."

"No proper names."

"Have a drink before each attempted bounce."

Etc. (be creative)

If any rule is broken during the course of play, the violator subsequently "consumes some beverage."

Early days variations:

The glass that you bounce into also contains the beer to drink. The trick is to then drink the beer without swallowing the quarter.

If the player bounces and hits the rim of the glass, without the quarter going in, s/he receives another free attempt.

If the player misses, and feels confident enough, s/he may "chance" for another attempt. If the player makes the chance attempt, things proceed as if it were a normal turn. However, if the chance attempt fails, that player must drink the beer.

Following a failed "chance" attempt, the player may wish to attempt a "kill." if the attempt is successful, play continues as normal, but if the attempt fails, the player must drink a full glass/can/bottle of beer non-stop.

Queens

Another decent card game with a mid-level buzz factor. Supplies: people, beer, and a deck of cards.

Shuffle the deck of cards. Spread them out so that any card can be chosen. Someone, doesn't matter who, goes first by choosing a card. The following tells what action is going to be taken:

Ace - Pick any player to drink

King - All players drink

Queen - Ladies drink

Jack - Men drink

10 - 2nd person on right of chooser drinks

9 - 2nd person on left of chooser drinks

8 - All players drink

7 - Person to right of chooser drinks

6 - Person to left of chooser drinks

5 - change direction (i.e. from clockwise to counter-clockwise)

4 to 1 - the person picking the card drinks that many drinks.

Play continues to the left, unless a five, the change of direction card was drawn.

Questions

This is a favorite drinking game, although it's often difficult to find people willing to play it. Mid level buzz factor. Basic supplies only: people and beer.

It starts with a room full of people, the more the merrier. The object is to ask a question when it is your turn, but this is much more difficult than it seems. The rules are:

1. Obviously, the infraction of any rule is punishable by a drink.
2. You can only ask one person one question at a time.
 - a. The person who asks the question must address the person queried by name; no pointing. (newcomers to a crowd are allowed some leeway until they learn names.)
 - b. The questions must be answerable by <<yes>> or <<no>>. (This rule is optional, but be certain beforehand if it will be observed.)
3. The person asked the question must immediately ask another person
 - a. Any hesitation, answering the question, laughing, or doing anything else besides asking somebody else a question is punishable by a drink.
 - b. Asking a question back at the person who asked is punishable by a drink.
 - c. Any question can be asked only once. Simply rephrasing somebody else's question is a cheat. A person who repeats a question must take a drink.

Other notes:

If the crowd cracks up (after, for example, a spectacularly personal question), a <<Team Drink>> is called.

The best way to play is to keep a question or two rolling around in your head, to be spewed out after you are asked a question. Good questions are the innocent sounding ones: <<Has the game started yet?>> <<Is it past midnight?>> <<Is that button on your shirt undone?>>

The other best way to play is to get personal (the game usually descends to this level fairly quickly): <<Do you often pick your nose like that?>> <<Do you masturbate often?>> <<Are your breasts really 36DD?>> <<Does your girlfriend arch when you make love?>>

You can see the game demonstrated (after a fashion) in the tennis court scene in *Rosencrantz and Guildenstern Are Dead*.

Red and Black

Simply a simple game with a pretty high buzz factor. Simple supplies: people, beer, deck o' cards.

One player goes first. Using mental telepathy, s/he tries to predict the color of the card about to be turned over. If correct, s/he continues; if incorrect - drink.

If correct three times in a row, the player can make a rule concerning procedure for the game. Interesting rules are:

"Can't say red"

"Can't say black"

"Tap head before drinking"

etc.

As always, be creative.

Of course, if some is caught "violating" a rule, s/he drinks. But be sure not to break the rules while enforcing them.

Ren and Stimpy

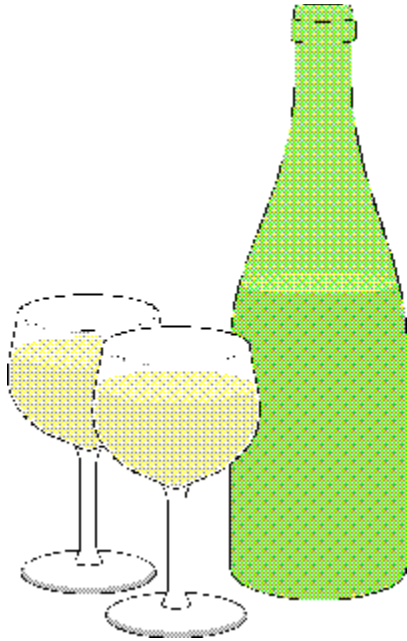
Although the buzz factor is only low-mid, you'll still have a damn good time playing this one. Either acquire a tape of previous "Ren and Stimpy" episodes or tune in whenever it airs on Nickelodeon. Bring some beer, too.

Consume some beer whenever one of the following happens.

- 1 - anyone says 'man'
- 2 - bodily function (like fart)
- 3 - eyes bug out
- 4 - first time a *new* species is shown
- 5 - gratuitous violence
- 6 - unusual background (art)
- 7 - anytime 'log' is said or sung.

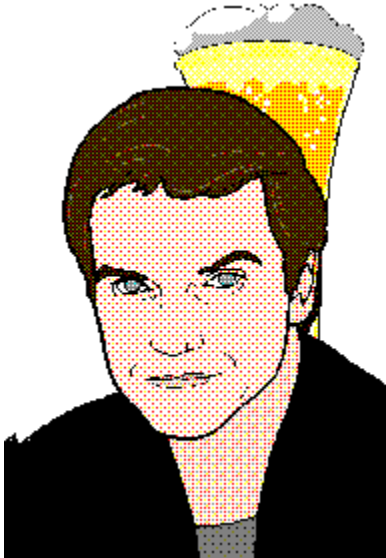
Add to as necessary.

Rhyme



A drinking game for aspiring poets, well, not really. You'll need people and beer to play, that's it. Any player can begin the game, all it takes is for the person to say a word, any word. The next player must say another word that rhymes with the previous word. Play ends when a word is repeated or a non-rhyming word is said. The violator then takes a drink. Play begins again with a new word.

Roxanne



Nothing quite like a musical drinking game. Get yourself a copy of the Police's "Roxanne" (originally released on Outlandos D'Amour in 1978), a lot of beer, and plenty of people.

Divide the room in half, one half being "Roxanne," the other half being "Red Light." Play the music. Anytime "Roxanne" is sung, the Roxanne side drinks. Likewise, anytime "red light" is sung, the "red light" side of the room drinks. It's that easy.

Alternate version: everybody drinks when either "Roxanne" or "red light" is sung.

Scud Attack



This one is a bit dated, but a classic of the genre that was used while watching the Gulf War on TV. It is included mostly for historical reference, but feel free to adapt it to future wars. The order of channel-hopping is NBC, ABC, CBS, and CNN. At each commercial, unless otherwise indicated by further rules, the channel is changed.

If you hear someone on TV say "scud," take a swig of beer and change the channel except during scud attacks (see below).

If someone says "Patriot," everyone in the room must salute. The last person to salute takes a shot.

If a scud attack is reported, everyone must hold their breath. The first person to breathe must go to a sealed room while everyone else takes a shot. That player remains in the room until the "all clear" is sounded.

If someone says "somewhere in eastern Saudi Arabia" everyone must shout "Dhahran." The last person takes a shot and must forego the next "scud." The same applies for shouting "Riyadh" upon hearing the phrase "a large airbase in central Saudi Arabia." Anyone naming the wrong city must also take a shot unless they shout "Taif" before they are called on the error.

Whenever Wolf Blitzer appears on the screen, everyone must shout "woof woof" and drink a wine spritzer.

A shot of Kahlua and coffee is kept on the table. Whenever the phrase "ground war," "ground assault," or "ground attack" are used, the first person to grab the shot gets it.

Every time Dan Rather says something stupid, all shout "change the channel." The last person to do so takes a shot and is forced to watch CBS on another TV until the next "scud." I realize that this one is a judgment call, but the odds are that it won't be long before he says something stupid anyway. Of course, if Sam Donaldson is on ABC,

change the channel.

Sentences

Now this is a game that has the potential for some very good humor. All you need to play is people and beer, really, believe me.

The game begins by a playing saying a word. The next player must say a word that helps form a sentence from the previous words. The game continues until someone says a word that doesn't make any sense in the sentence, takes too long to think of a word, or is unable to speak due to excessive laughter. The player at fault takes a drink and play begins again with a new word.

Shot a Minute



Similar to Century, except players must drink only one shot of beer (and a half ounce) each minute for an hour.

Shotgun

This is not really a drinking game, but more or less a contest to see who could drink a can of beer the fastest. Very high buzz factor. Supplies: beer, and something to puncture the can with.

Punch a hole near the bottom of the can, on the side. BE CAREFUL: that can is now dangerous with sharp edges possibly exposed. Put your mouth over the hole, lift your head up with the can while opening the can. Drink fast. The first person to finish is the "winner."

Shra

Rhymes with raw. A simple game with a high buzz factor. Supplies: people, beer, and a deck of cards with 10 through Ace only.

Place one full cup of beer in the center of the table, and arrange the 20 cards in any desired formation around the cup of beer. Play goes in a circle around the table. The first player draws a card. The following table shows what will follow:

- 10 - Word Association
- J - Social drink
- Q - that player drinks
- K - Give one drink to anybody
- A - the first three aces drawn don't do anything.

Whoever draws the fourth and final Ace must drink the entire cup of beer in the center of the table.

A few rules about Word Association. The player who draws the 10 starts by saying any word. The next player continues on by saying an associated word. This ends when either somebody can't think of another word IMMEDIATELY, or if a previous word is repeated from that round. Both instances results in a drink. It's that simple.

Simpsons



With our thanks to Roger Carasso. Have one sip of the cheapest beer per successfully met condition:

Homer:

- "D'oh!" --2 sips if it's not Homer
- eats donuts
- drools
- has an erection

Lisa:

- mentions humanity
- participates in another dike feminist cause
- plays the sax --2 sips if one sings with her playing

Bart:

- makes crank phone call --2 sips if someone dies from prank
- goes to France --2 sips if he goes to Amman, Jordan

Grandpa Simpson:

- complains
- writes a complaint letter --3 sips

Marge:

- hair casts a giant shadow
- kisses Homer
- growls at Homer
- douches

Marge's sisters:

- are in a scene --3 sips if they are separated
- smoke --2 sips if they shootup

Flanders:

mention God --5 sips if they convert to Islam

Itchy and Scratchy:

are in a scene

one of them dies --10 sips if Scratchy sodomizes Itchy

their theme song is played

Maggie:

falls down

says something in a flash forward

urinates and excrements in her tight silk panties

One sip for the following:

a warm fuzzy happy ending where the family gets closer together.

a life in hell type character is shown

someone talks to God or Allah

CARASSO is seen in Moe's tavern

Sink the Battleship

A game of skill, a game of challenge, a game of intrigue. Low-Mid buzz factor. Supplies: people, beer, pitcher, and glasses.

Each player will need a glass of beer. Float an extra glass in the pitcher of beer (adding some beer to the glass may be needed for stability). Each player takes turns pouring beer into the floating glass. After a five second wait, the next player then pours into glass. Whoever causes the glass to sink must retrieve it and drink its contents. The object is to leave the glass just short of sinking and leave the care up to the next player.

Sixes

Line up six cups, size unimportant.

Get a pitcher(s) of beer.

And a single die.

Everyone sits around and someone starts by rolling the dice. (clockwise or counter, direction matters not)

The number you roll corresponds to the number of the cup in the line. If it's empty fill it as much as you want, if it contains beer, drink it all, and roll again.

If you clear the table chances are the party will become more enjoyable (at least to you).

Slush Fund



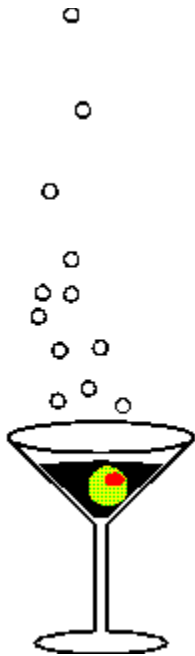
Finally, a way to drink and get rich at the same time. A pitcher is purchased. To drink from the pitcher a person must ante up by putting at least a quarter into the pitcher. Each person drinks straight from the pitcher. Any player, at any time, may collect all the money by finishing the pitcher.

S-M-A-S-H

A very very fun game. Very high buzz factor. Supplies: people, beer, and episodes of MASH, the television show.

Simple rules: watch the show, any time a rank is said, drink. (i.e.. corporal, private, major, etc.).

Smile



Highly adult game. Low buzz factor, nonetheless quite enjoyable to play. Approx 6-8 guys or girls (all one sex or mixed, for that matter) sit around a table with a table cloth that hangs to the floor. The participants drop their pants/skirts/shorts to their ankles and a willing person goes under the table to do whatever s/he wishes. The first "player" to smile has to drink. Originally a bachelor party game with hired prostitute.

Snap



A game of speed, challenge, and intellect? (or was that Thumper?) Anyway, a good game with a Very High buzz factor. Supplies: people, beer, and cards. Best played with a large number of people (for obvious reasons). One person is designated as the dealer. (This person should be changed every round because the dealer is at a distinct disadvantage. Some people play that the dealer does not play on his/her turn.) The dealer begins by placing cards, face up, in a stack, and calls out the number on each turn. When two cards of the same number come up in a row, the first person to bring his/her hand down onto the top of the pile gets the top card, and is then allowed to "give out" the number of the card in drinks to whomever he/she wishes. Rounds end when the dealer runs out of cards.

Some people try to add some more fun to the game by requiring that all players have the 'snap hand' behind their backs. Others call snap on two face cards of same suit in a row, or cards in either ascending or descending order.

Speed Quarters

This one is said to be more fun than the original game. This one doesn't allow for those certain people to concentrate for half-an-hour while everyone else gets bored. The cardinal rule in this game is - you snooze, you loose! Supplies: people, beer, a shallow glass, and two quarters.

Situate everyone in a circle. Give the two quarters to two people opposite each other in the circle (or as opposite as possible). Then, say "GO!" and the two people try to bounce their quarters into the same glass. They get as many tries as it takes and can take as long as they want...BUT when one does make it in, that person passes his/her quarter to the person on their left. Then this person must bounce the quarter in. This goes on until a person gets passed a quarter when s/he already has a quarter. This person then must drink some beer, you choose the amount.

Sometimes, depending on the number of people playing, it's better to play with two glasses. Then both the quarter and glass get passed after a successful attempt.

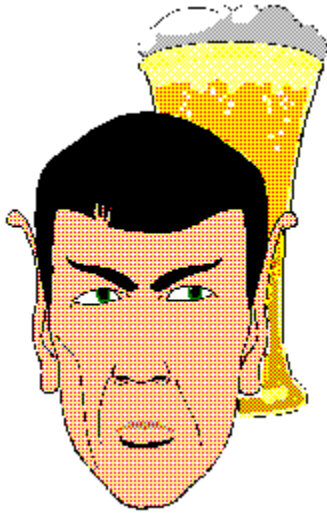
States

A mental game, a manipulative game. "States" is a great game to play with gullible people and really simple to play, if you know the pattern. Gather up some people who want to play, and don't forget the beverage.

You have a circle of drinkers, only a few of which know the game. You go around the circle naming states and the people that don't know the pattern try to guess it. The pattern is this: you have to say 'um' before you say a state. There are many psyche out techniques such as repeating the same state as the last person, asking what other people said. You're whole goal is to deceive those who don't know into thinking they do.

There is not really a penalty or drinking rule for this game. It's very casual, drink as you like type of game.

Star Trek



With our thanks to Christopher S. Hanley for originally posting it and helping us investigate its copyright.

Sip if any of the following occur:

Bones says "He's dead, Jim."

Bones points out he's a doctor, not a _____

Kirk gets the girl

Kirk outwits a computer

Kirk violates the prime directive

Kirk's shirt gets ripped

Kirk bluffs his out

Kirk takes responsibility for the whole crew

Kirk saves the day with a stirring speech

Kirk kisses the girl

Kirk says "We come in peace" and "shoot to kill" in the same sentence

Kirk says "Phasers on stun"

Spock shows emotion

Spock uses the Vulcan neck pinch

Spock looks into the science station

Spock refers to the doctor as illogical

Spock says "Fascinating" or "Indeed"

Scotty complains about the warp speed requested/demanded

Scotty pulls off a miraculous technological feat

Scotty says "The engines canna take much more a this, Captain"

Chekov promotes Russian history

Chekov says "But Keptin...."

Chekov pronounces a 'w' like a 'v'

Sulu sets course

Sulu has the con

Uhura says "Hailing frequencies open"
Uhura opens a channel in all frequencies and all languages
Uhura sings
Yeoman Rand gives Kirk something to initial
Yeoman Rand serves coffee
Nurse Chapel lusts after Spock
Kyle makes his appearance as transporter chief
Lt. Leslie appears or is mentioned
A redshirt dies
The weapons are powerless
The transporter is inoperative
Dilithium crystals are drained/inoperative/missing
Communicators malfunction
The shields are about to collapse
The Enterprise goes faster than it is possibly able to
The Enterprise is taken over by a superior alien power
You see a Styrofoam planet or a planet with no atmosphere
A newly discovered planet is "Much like Earth"
Klingon and Romulan technology is mixed up
Special effects people cannot tell phasers from photon torpedoes

CHUG if any of the following occur:

Kirk does not get the girl
Sulu gets a sword
Major character dies/is assumed dead
Starfleet exonerates the crew for their violation of regulations/orders
The episode was blatantly ripped off by ST:TNG
Lt. Leslie speaks
Anybody makes a "historical" reference to the 20th century

Star Trek - DS9

With thanks to Christopher S. Hanley for posting it and clearing up the copyright for us.

Commander Benjamin Sisko

Every time Jake is actually *on* the episode.
Every time Jake (the son) whines/complains profusely.
Every time Jake has some kid/teenager kind of problem.
Every time that problem is about girls (take two drinks).
Every time Jake and/or Naag perform a prank (or business deal).
Every time Commander Sisko is with Dax and there are romantic overtones.
Every time Sisko is compared to Picard

Major Kira Nerys

Every time she talks about the good ol' days of Bajoran freedom-fighting
Every time she talks about the Bajoran "underground" or other terrorist factions
Every time she has a different hairstyle than from the last episode
Every time she's especially bitchy
Every time she takes off her uniform top
Every time she actually in civilian clothes or otherwise out of uniform (take two drinks)

Odo

Every time he shapeshifts (take two drinks)
Every time he nods in acknowledgment by tilting his head to precarious angle.
Every time it seems that he and Quark are friends.
Every time he has to regenerate (take two drinks)

Lt. Jadzia Dax

Every time she mentions that she's a Trill to a character who *already* knows she a Trill.
Every time someone mentions to HER that she's a Trill, take two drinks.
Every time anyone mentions the former (Kerzon) Dax.
Every time Sisko calls her "Old Man."
Every time she smile shyly but proudly - almost to herself - when she completes a task.

Chief O'Brien

Every time he *still* has to beam somebody.
Keiko is mentioned in the episode.
Keiko appears on the episode (take two drinks).
The school is in the episode.
Molly appears (take two drinks)
Every time he is conspicuously missing from an episode

Doctor Julian Bashir

Every time he hits on a woman
Every time he hits on Dax
Every time he brags (take two drinks if it's prolonged)

Every scene in which he is actually cool and competent (i.e., *not* a schmuck)
If Doctor Bashir is cool throughout the episode, drink the entire beverage.

Quark

Every episode in which Quark's nephew Nog is mentioned.

Every episode in which Naag appears (take two drinks)

Every time Naag and/or performs a prank or incites Jake to do so.

Every time he and Odo seem really like friends.

Every time he lusts after a woman (main characters included)

Every time he gets kind of lusty over a business venture.

Every time someone threatens him through his business or other financial concerns.

Every mention of a Rule of Acquisition

Others

Every time Deep Space Nine uses its thrusters or weapons in the episode (except in a major battle, in which case maybe one drink will suffice)

If Deep Space Nine uses its tractor beam

Every time a ship blows up (except in a major battle, in which case maybe one drink will suffice)

Every time the worm hole appears outside of the opening theme

If a Cardassian appears on the episode.

Every time there is a Next Generation reference, character, &c. (i.e. bitchy Klingon women from the House of Duras, they mention Picard likes a challenge, Mrs. Troi)

Every time a main/recurring Next Generation character appears (take two)

Every time the Enterprise appears (take two drinks)

Every time the neckless alien "Morn" appears.

Every time Morn does more than just appear (shakes his head at someone, gets locked out of Quark's) (take two)

Every time Morn makes a verbal noise (take three)

If ever Morn gets a line (drink the rest of the beverage)

Every time the Madonnoid appears (take two drinks)

They encounter a new space phenomenon.

Every time someone wears a hat looking like the Sydney Opera House.

Advanced Rules

If a player predicts a line correctly, everyone else takes a drink.

Otherwise, that incorrect predictor takes a drink and gets embarrassed. However, this may be an inappropriate rule when the alien says, "I am Tosk," every other line and *everyone* knows it.

"Where's Odo": If a player guesses correctly picks out Odo's disguise on-screen, all the other players take two drinks. Otherwise, the incorrect predictor takes a drink.

Every episode in which it is generally deemed that Dax got a significant role *and* number of lines, drink the remainder of the beverage.

Players should call out "Morn!" when he appears at the bar.

Star Trek - TNG

Instructions: Simple. Watch the show, and whenever a condition is met, take the appropriate number of drinks. The definition of "drink" should be decided before game play starts. Usually, a good mouthful will suffice. Optional rules are included at the end of the list for fun variations on the "standard" game.

| Category | Condition | # of Drinks |
|------------------------|---|-------------|
| General Quotes | | |
| | "Open hailing frequencies" | 1 |
| | "Medical emergency" | 1 |
| | "Belay that order" | 1 |
| | "Energize" | 1 |
| | "Hell", "Damn" and other swearing. SEE ALSO Riker's special swearing rules. | 1 |
| | "It's not like anything I've ever seen before" | 1 |
| | "Impossible" | 1 |
| | "Impossible" while watching the "impossible" | 2 |
| | "Shut up, Wesley" | |
| 3 | | |
| | "On screen" | |
| 1 | | |
| | "Understood" | |
| 1 | | |
| | "Set phasers on..." | 1 |
| | "Acknowledged" | |
| 1 | | |
| | "Priority One" | 1 |
| | "Just a little more time...!" | 1 |
| | "Eastern/Western/Southern/Northern Continent" | 2 |
| | "The Klingon Home Planet" or other reference without actually giving it a name | 2 |
| | "Level (x) Diagnostic" | x |
| General Actions | | |
| | A female crew member has flawless makeup after she's been put through the wringer | 1 |
| | A crew member straightens his/her uniform SEE ALSO Picard's special uniform rules. | 1 ea. |
| | A crew member drinks (outside of 10 Forward) | 1 ea. |
| | A bridge officer is seen in casual clothes | 1 ea. |
| | A bridge officer is seen in dress uniform | 1 ea. |
| | "Ensign Ethnic" or "Ensign Buxom" gets a line | 1 |
| | Someone is referred to by their first name | 1 |

| | | | |
|-----|--|---|-------|
| | First names while sexual tension present | 2 | |
| | The sarcophagus is used in sickbay | | 2 |
| | A shuttlecraft appears unsafe | 1 | |
| | Someone reads a book | | 1 |
| | Someone references a list of "notable" people | 1 | |
| | That list of "notable" people contains a token non-Earth-human | | |
| 2 | | | |
| | Someone adopts a persona (Dixon Hill, Sherlock Holmes, etc.) | | 1 ea. |
| | There's an emergency and people walk (not run) somewhere to fix it | | 2 |
| | Someone receives a shot | | 1 |
| | Someone receives a shot from a non-medical officer | | |
| 2 | | | |
| | Someone preaches the Prime Directive | 1 | |
| | Someone other than Picard preaches the P.D. | 2 | |
| | Someone preaches about "Humanity's Unique Potential" | | 1 |
| | An "Old Earth Saying" is brought up | 1 | |
| | A member of the bridge crew takes over a by pushing someone out of the way | | 2 |
| | Someone wakes up from a nightmare | 1 | |
| | The bridge crew contemplates mutiny | 3 | |
| | The holodeck appears in its "natural" state | 2 | |
| | Holodeck characters become aware of their own ephemerality | | |
| 2 | | | |
| | Someone implies that 10 Forward is a Happening Place | | |
| 1 | | | |
| | They fade to commercial playing the "ominous horns" | | 1 |
| | They fade to commercial with a soap-opera-like close up on someone's face | | 1 |
| | Picard or Riker order a course change by exact X, Y, and Z coordinates, rather than something like "Set course for Starbase 8" | 3 | |
| | The computer makes that "I'm listening" chirp | 1 | |
| | The Enterprise receives a distress call | 2 | |
| | An "expendable" is killed | | 1 |
| ea. | | | |
| | Yellow Alert | | 1 |
| | Red Alert | | 2 |
| | Intruder Alert | | 3 |

| | | | |
|---|---|---|---|
| | Another Captain or Starfleet Command officer is shown | | |
| 1 | | | |
| | A desk hologram is seen | | 2 |
| | There is a countdown | | 1 |
| | Someone stops the countdown | | 2 |
| | Bridge command is handed over | | 1 |
| | The battle bridge is used | 1 | |
| | The battle bridge is used with the saucer section still attached | | 2 |
| | TNG contradicts a fact stated in TOS | | 2 |
| | Dialogue in the turbolift | | 1 |
| | A poker game is shown | | 1 |
| | A log entry is made | | 1 |
| | A log entry is made - not by Picard | 2 | |
| | A stardate is mentioned - not in a log entry | 1 | |
| | An Old Earth Date is mentioned | | 2 |
| | Someone requests that an image on the main viewer be magnified | | |
| 1 | | | |
| | Someone requests magnification when it's painfully obvious that it's necessary | 2 | |
| | Readings go off the scale | 1 | |
| | The ship/crew is seconds away from disaster | 1 | |
| | Someone who normally pronounces "sensors" as "SEN-sers" pronounces it as "SEN-sohrs" | 1 | |
| | Someone changes their pronunciation of a word within the same scene | | 2 |
| | A member of the bridge crew looks WAY too pleased with him/herself | 1 | |
| | A Captain's Log entry is made by someone other than Picard | | 2 |
| | A sound effect from TOS is heard | | 1 |
| | Someone throws/is hit by/etc.. Styrofoam props | 1 | |
| | Someone quotes Shakespeare, etc. (See Picard) | 1 | |
| | A bad fight scene occurs | 1 | |
| | Hand weapons are rendered useless | 1 | |
| | Someone alludes to a work/person/event/etc. that hasn't been made/existed/happened yet | 1 | |
| | Security alert or request | | 1 |
| | Part of a set is destroyed in a fist fight | 2 | |
| | A succession of five face closeups with no dialogue | | |
| 1 | | | |
| | A shuttlecraft or probe is launched | 1 | |
| | Someone mentions Jack Crusher | 2 | |

| | | | |
|---|--|----------------|---|
| | Someone is seen out of uniform (in civvies) | 2 | |
| | The Enterprise is boarded by hostiles | | 2 |
| | The warp engine light goes really fast | | 2 |
| | The auto-destruct sequence is activated | | 3 |
| | A principle character is put on trial | | 1 |
| | A star returns from the dead | Whole Beverage | |
| | A medical officer other than Beverly or Pulaski gets a line | | 1 |
| | There is a power surge | | 1 |
| | Nobody does anything about the power surge | 2 | |
| | The power surge isn't resolved by the next commercial | | |
| 3 | The holodeck malfunctions | | 1 |
| | A crew member does something that's just stupid | 2 | |
| | That stupidity results in their own death | 3 | |
| | Crewmembers, rather than living through a situation, just talk about it | | 1 |
| | There is a concert shown | | 2 |
| | A new alien has latex on its forehead | | 1 |
| | A new alien also has differently shaped hands | 1 | |
| | A new alien doesn't have latex on its forehead | 2 | |
| | A new alien has latex on its nose | | 1 |
| | A new alien has latex on its ears | | 1 |
| | A new alien has latex on its ears and its ears are not pointed | | 2 |
| | A new alien is an energy form | 3 | |
| | That alien can assume human form | | 1 |
| | That alien can't assume human form | | 2 |
| | A token alien is shown in the background and has no lines | | 1 |
| | The token alien is a Vulcan | 2 | |
| | Klingon is spoken | | |
| 1 | English is spoken by Klingons when they are alone and have no reason to speak English | | 2 |

Other Ships and Planets

| | | | |
|--|--|---|---|
| | Nobody leaves the ship, but we still see more than one room of the alien ship/planet/etc. | 2 | |
| | The same matte painting of an alien planet is used after each commercial break | | 1 |
| | The matte painting has a moving ground vehicle | | 2 |
| | A new alien ship is revealed | | 1 |
| | Ancient alien technology screws things up | | 1 |

| | | | |
|-----|---|---|---|
| ea. | A Klingon ship de-cloaks | | 1 |
| | Another ship is destroyed | 1 | |
| | That ship is a Federation vessel | 2 | |
| | We actually get to see/hear a Federation ship get destroyed | | |

3

The Enterprise (Exterior)

| | | | |
|--|--|----------------|----------------|
| | The Enterprise is hurled somewhere by another force (Q, Tin Man, etc.) | 2 | |
| | The Enterprise docks at a starbase | 3 | |
| | The Enterprise avoids a conflict rather than using force | | 1 |
| | The Enterprise actually fights (shots must be fired) | | 2 |
| | The camera pans > 90 degrees to show how BIG the ship is | | 1 |
| | The saucer section separates | Whole Beverage | |
| | The ship's weapons are rendered useless | 2 | |
| | The Enterprise is captured in a nebula/cloud | 1 | |
| | The Enterprise fires phasers from some part of the ship other than the saucer section | 3 | |
| | We see a probe or shuttlecraft launched | 2 | |
| | The Enterprise takes slight damage | | 1 |
| | The damage is from weapons fire | | 2 |
| | The Enterprise takes heavy damage | 2 | |
| | After taking heavy damage, everything immediately returns to normal onboard | 3 | |
| | The Enterprise is "destroyed" | 4 | |
| | The Enterprise actually explores strange new worlds, and goes where no one has gone before | | Whole Beverage |

The Plot

| | | | |
|--|--|---|---|
| | Someone uses the episode's title in a sentence | 2 | |
| | The Enterprise is taken over | | 3 |
| | A guest appearance is made by someone from TOS | 3 | |
| | The Enterprise encounters an unknown energy form | | |
| | 1 | | |
| | The crew meets someone born before the 23rd century | | 2 |
| | A plot element is included just to make the story fit in the Trek universe | 2 | |
| | The whole conflict is wrapped up in the last | | |

| | | |
|---|---|---|
| five minutes of the show | 3 | |
| Transporters | | |
| Transporter Room 3 is used | | 1 |
| Transporter goes down | | 1 |
| The transporter room can't lock on to someone | 1 | |
| The transporter room pulls someone through AFTER their ship explodes | 2 | |
| Someone is transported to somewhere other than a transporter room or sickbay from somewhere other than a transporter room | 2 | |
| Communications | | |
| Communications malfunction/go out | 1 | |
| They contact someone via communicator or intercom without activating it | 1 | |
| Communicators don't work | | 1 |
| Communicators are out of range | | 2 |
| Someone removes their communicator | 1 | |
| Someone places their communicator on something so it can be beamed away or destroyed | 2 | |
| Someone gives their communicator to a non- crew member so they can communicate with the Enterprise | | 3 |
| Trek-nology | | |
| Mention of Dilithium crystals | 1 | |
| Something escapes the sensors | 1 | |
| Something escapes the sensors and they use the word "interference" as an excuse | | 2 |
| Someone brings up the matter/antimatter ratio | 1 | |
| Phasers are used for a different function than intended (e.g. overload, power a transporter, etc.) | | 1 |
| Harmonics are changed in shields/phasers/etc. | 1 | |
| A new element is created | | 3 |
| "Treknobabble" is spoken | | 1 |
| Picard | | |
| "Make it so" | | 1 |
| "Engage" | | 1 |
| "Come" | | 1 |
| "Come" (in personal quarters) | 2 | |
| "Captain's Log" | | 1 |
| "Captain's Log, Supplemental" | 2 | |
| "Proceed" | | 1 |

| | | | |
|---|---|---|----------------|
| "Number One" | | | 1 |
| "The boy" in reference to Wesley | | 1 | |
| "I appreciate your concern..." | | 2 | |
| "All hands abandon ship!" | | 2 | |
| Straightens his uniform | | 2 | |
| Straightens his uniform before giving a speech | 3 | | |
| Drinks | | | 2 |
| Drinks tea | | | 3 |
| Drinks tea identified as Earl Grey | | 4 | |
| Wears chest-revealing bedwear | | | 3 |
| Has an accident or is attacked | | 2 | |
| Accident or attack draws blood | | | 3 |
| Calls a crew member by his/her first name | | 2 | |
| Is possessed | | | |
| 4 | | | |
| Makes a speech that saves the day | | | 1 |
| Tries to avoid Lwuxana Troi | | 1 | |
| Surrenders | | | |
| 1 | | | |
| Leaves the ship | | | |
| 1 | | | |
| Leaves the ship to lead an away team | | | 2 |
| Demonstrates knowledge of a foreign language | | 1 | |
| Swears/hurls an insult in a foreign language | 2 | | |
| Appears uncomfortable (around women, children) | | 1 | |
| Quotes Shakespeare, etc. | | | 2 |
| Leaves the bridge during a crisis to talk with Dr. Crusher or Guinan | | | 1 |
| Talks about death to Dr. Crusher | | 1 | |
| Takes a communiqué from Starfleet in his ready room | | | |
| 1 | | | |
| Is called upon to mediate a dispute | | 2 | |
| Takes the helm in a tricky situation | | 3 | |
| Is seen on the bridge out of uniform | | 2 | |
| Calls a meeting | | | |
| 1 | | | |
| Calls a meeting in the middle of a crisis | | 2 | |
| Cries | | | Whole Beverage |
| Stops someone from leaving his ready room | | 1 | |
| Looks thoughtfully out the ready room window holding a drink | | | 1 |
| Dinks around mindlessly with the ready room desk computer | | | |
| 1 | | | |

| | | | |
|-------------|--|---|---|
| | Reveals he is a Renaissance man by quoting some obscure bit of knowledge | | 2 |
| | Bad set lighting glares off his bald head | 1 | |
| Worf | | | |
| | "Impressive" | | 1 |
| | "Admirable" | | 1 |
| | "Grrrrr" (A simple sneer qualifies) | 1 | |
| | "I am a Klingon" | | 1 |
| | "Klingons do NOT..." | | 1 |
| | "A TRUE warrior would not..." | 1 | |
| | "Security Override!" | | 2 |
| | "Human women are too fragile" | | 2 |
| | "Phasers are ineffective" | 2 | |
| | Uses the word "human" in a sense meaning puny, weak, or otherwise >not< Klingon | 2 | |
| | Gets beat up | | |
| 1 | | | |
| | Actually wins a fight | | 2 |
| | Uses a weapon other than a phaser | | 2 |
| | Throws someone in the brig/Arrests someone | 1 | |
| | Asks for an explanation of a human term/custom | 1 | |
| | Says something with a tilt of his head/nod | 1 | |
| | Has a suggestion shot down offhandedly | 2 | |
| | Fusses about his discommendation | 2 | |
| | Makes a reference to his sexual prowess | 2 | |
| | Mentions or participates in some bizarre Klingon ritual | | 2 |
| | Suggests an aggressive or overly defensive course of action | | 1 |
| | Is seen in a Klingon uniform | 2 | |
| | Intimidates a non-crew member | | 1 |
| | Sings | | |
| 2 | | | |
| | Sings Klingon opera | | |
| 4 | | | |
| Data | | | |
| | "Fascinating" | | 1 |
| | "Accessing" | | 1 |
| | "Inquiry" | | 1 |
| | "Intriguing" | | 1 |
| | "I am an android" | | 1 |
| | "I cannot feel emotions", etc. | 1 | |
| | "Increase speed" | | |

| | | | |
|--------------|---|----------------|---|
| 1 | | | |
| | Uses his strength | | 1 |
| | Uses his strength and shows up Worf | 2 | |
| | Uses his superior android speed | | 1 |
| | Innards are revealed | | |
| 1 | | | |
| | Innards are revealed other than his head | | 2 |
| | Is cut off mid-sentence | | 1 |
| | Is cut off during a list of synonyms | | 2 |
| | Stops himself during an inappropriate speech | 2 | |
| | Has to have "An Old Earth Saying" explained | | 2 |
| | Gives a list of synonyms for the term he did not understand | | |
| 1 | | | |
| | Is able to interpret/use alien technology in no time | | 1 |
| | Uses a new colloquialism | | 1 |
| | Uses a contraction | Whole Beverage | |
| | Affects a human mannerism (e.g. Sherlock Data) | 2 | |
| | Corrects somebody's grammar | | 1 |
| | Brent Spiner breaks character for comic effect | 1 | |
| | Gives an "approximation" out to several decimal places | | |
| 1 | | | |
| | Does that little head twitch | | 1 |
| | Gets kissed, etc. | | 3 |
| | Is told that he's more human than he thinks | 2 | |
| | Is "used" to save the ship, beam down, or hang around infected people because the situation is too dangerous for humans | | 3 |
| | Plays in a concert | | 2 |
| | Tries to appear more human by doing something "artistic" (painting, listening to music) | 2 | |
| Riker | | | |
| | "Hell" | | |
| | 2 | | |
| | "What the hell is going on?" | Whole Beverage | |
| | "You are personally responsible for the Captain's safety" to Worf | 2 | |
| | "With pleasure, sir" | | 1 |
| | Walks forward as if he's trying to knock an imaginary door down with his forehead | 1 | |
| | Demonstrates knowledge of a foreign language | 1 | |

| | | | |
|---|---|---|---|
| | Swears/hurls an insult in a foreign language | 2 | |
| | Thrusts his chin out with a smug look | | 1 |
| | Pronounces a word in a way that does not match his heritage (e.g. charade=shur-AHD) | | 2 |
| | Acts blatantly like Kirk | | 1 |
| | Gets that annoying smirk on his face | 1 | |
| | Gets the girl | | 1 |
| | Gets the girl for no apparent reason | 2 | |
| | Requests permission to go to the holodeck, even though he's on duty | | 2 |
| | Stands just behind Picard and glares belligerently at the viewscreen | 1 | |
| | Stands just behind Picard, inhales, and thrusts his chin belligerently at the viewscreen | | |
| 2 | | | |
| | Stands just behind Picard and tries not to look too fat | | 1 |
| | Scene opens with him telling a lame joke in Ten-Forward, and everybody (but Data) politely laughing | | 3 |
| | Entire episode passes without him even thinking about scamming on some babe | | 4 |
| | Entire episode passes without him yelling | 1 | |
| | Hears bad news from Data or Geordi and feels compelled to double-check it with the computer | | 2 |

LaForge

| | | | |
|---|--|---|----------------|
| | "...lost a lotta good people down there..." | 1 | |
| | "Maybe not" in response to "Impossible" | 2 | |
| | "I'm workin' on it!" | | 1 |
| | "We got a problem..." | | 1 |
| | VISOR is taken or knocked off | | 1 |
| | Crawls around looking for his VISOR | 2 | |
| | Actually finds it | | 3 |
| | Tweaks the warp engines/shields/tractor beams | 1 | |
| | Wishes he had human vision | | 1 |
| | Is used as a "human tricorder" | 1 | |
| | Sees with his own eyes (VISORless) | | Whole Beverage |
| | Interacts with a woman (real or not) in the holodeck | | |
| 2 | | | |
| | Refers to a member of his team by name | | 1 |

Beverly

| | | |
|--|---|---|
| "This won't hurt a bit" | | 1 |
| "This shouldn't be happening" | 1 | |
| "Nothing yet, but we're working on it" | 1 | |
| "He's dead <pause>" | | 1 |
| "He's gone..." | | 2 |
| "This man is dying!" | | 3 |
| "Jean-Luc, there's something I have to tell you..." | | |
| 4 | | |
| Can't figure out some bizarre medical problem | 1 | |
| Uses the word "stumped" in regards to problem | 2 | |
| Is seen in a sweater | | 2 |
| Beams directly to sickbay or orders someone to be beamed directly to sickbay | | 1 |
| Is seen on the bridge for no apparent reason | 1 | |
| Appears without her lab coat | | 1 |
| Appears without her lab coat in sickbay | | 2 |
| Uses one of her ridiculous 24th century medical terms | | |
| 1 | | |
| Performs major surgery | | 2 |
| Diagnoses something really obvious | | 1 |
| Shows maternal instinct | | 2 |
| Loses a patient | | 2 |

Deanna

| | | |
|---|----------------|---|
| "What do YOU think about that?" or other quote reminiscent of ELIZA | | 1 |
| "Are you troubled?" (when they obviously are) | 1 | |
| "Mother! Please...!" | | 1 |
| Senses something really shocking | 1 | |
| Gives us Betazoid insight into something really obvious | | 2 |
| Senses (and lists) more than one emotion | 1 | |
| Cries | | |
| 2 | | |
| Is hit on | | |
| 1 | | |
| Rolls her eyes | | 1 |
| Can't shut out all the feelings | 1 | |
| Feeds the Captain's ego | | 1 |
| Takes command of the Enterprise | | |
| Sits on the command couch and just looks | Whole Beverage | |

| | | | |
|---|---|---|---|
| worried | | | 1 |
| O'Brien | | | |
| Has a line in a first or second season episode | 1 | | |
| Disables a weapon during transport | | 1 | |
| Wesley | | | |
| "It's easy!" (or "simple", etc.) | 1 | | |
| "Wow", "Gee", "Ooh", etc. | | 1 | |
| Talks back to his mom | | 1 | |
| Saves the day | | | 1 |
| Saves the day and nobody understands his pseudoscientific babbling | | 2 | |
| Saves the day and nobody thanks him | | 2 | |
| Appears to be hitting on someone | | | 1 |
| Gets that annoying "impish" grin | | 1 | |
| Creates some spiffy new science project | | 1 | |
| Gets that "I'm not just a kid" attitude | | 1 | |
| Swallows really hard | | | |
| 1 | | | |
| Has his life threatened | | | 2 |
| Is seen with a girl (other than when on duty) | | 3 | |
| Is reprimanded by an alien for having too keen an insight on how the universe works | | | |
| Whole Beverage | | | |
| Lwuxana | | | |
| "Little One" in reference to Deanna | | 1 | |
| "Oh, Jean-Luc, you should be ASHAMED!" | | 2 | |
| Reads Picard's mind (or pretends to) | 1 | | |
| Is referred to in an episode in which she does not appear | | | |
| 1 | | | |
| Mispronounces Worf's name (e.g. "Mr. Woof") | | 2 | |
| Yar | | | |
| Suggests that the Enterprise fight, upon meeting another ship, etc. | | | 1 |
| Denise Crosby makes a guest appearance | | 1 | |
| Decks someone | | | |
| 1 | | | |
| Decks someone just to show her strength, etc. | | 2 | |
| Shows sexual desire | | | 3 |
| Gets desire fulfilled | | | |
| Whole Beverage | | | |

Pulaski

| | | |
|--|---|---|
| Mispronounces Data's name | 1 | |
| Calls Data "it" or accuses him of being unable to do something because he's an android | 1 | |
| Cuts Picard off | | 1 |

Guinan

| | | |
|---|---|--|
| Makes someone sigh at the end of a talk | 1 | |
| Talks about "her people" | 1 | |

Q

| | | |
|-------------------------------|---|--|
| Calls Worf something creative | 2 | |
|-------------------------------|---|--|

Alexander

| | | |
|--------------------------------------|---|---|
| "Ha!" | | 1 |
| "But why, father?" (Or similar) | 2 | |
| Alexander Whines or acts like a brat | 1 | |
| Cries | | 2 |

Variations

"Engage", "Make It So", "Energize", "Accessing", "On Screen" and "Magnify" are shot words - you must take a drink unless you say the exact word _in unison_ with the dialogue. Two drinks if you say the wrong word.

Whenever Riker appears in a scene, the last person to say "Oink Oink" takes a drink.

If Troi "senses" something, everyone must stick a finger down their throats and make gagging sounds - last one to do so takes a drink. (This one could be dangerous in the latter stages of the game.)

At the start of a commercial break, guess who will do the next log entry. Take a drink if you're wrong. If there's no log entry, everyone drinks.

When Data launches into a long explanation, the last person to interrupt with "Thank you, Commander..." takes a drink. Doesn't count if you say it after it's said on the screen.

Whenever Wesley saves the ship, throw something at the TV. Take a drink if you don't hit Wesley.

Before the show, everyone predicts Dr. Crusher's hairstyle. Everyone who is wrong has to take a drink.

Whenever Troi gets a headache, drink until the headache subsides.

Before the show, everyone predicts Guinan's hat style (stop sign or teardrop).
Everyone who is wrong has to take a drink.

Whenever Data embarrasses himself, drink until somebody stops him.

Strange Brew

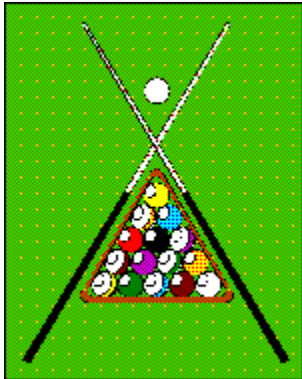
One of the all-time classics, a beer lovers "movie of a lifetime." What you need to do is get A LOT of beer and a copy of the movie "Strange Brew," starring Bob and Doug McKenzie, those whacked-out Canadian beer hounds.

Version 1 Watch it. Anytime somebody says "eh" (pronounced like the letter 'A'), drink. For example, "Get me a beer, eh?"

Version 2 Watch it. Anytime somebody says "hoser," drink. For example, "You're a hoser."

Version 3 Watch it. Anytime somebody says "eh" or "hoser," drink. It's all that simple.

Stripes/Solids



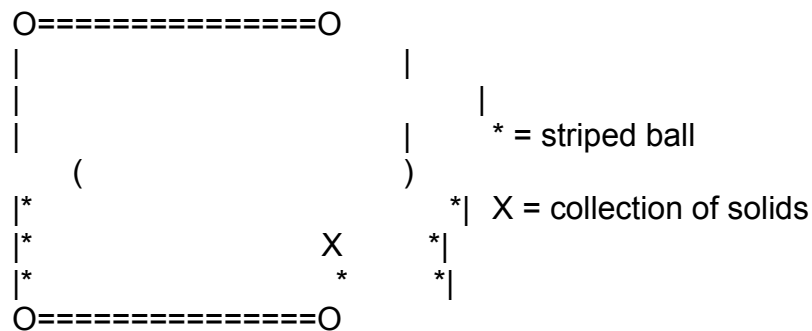
Finally a game for the billiards player. A challenging game with a High buzz factor. Supplies people, beer, and your favorite pool table.

This game is a variant on just plain 8 ball. However, the set up is quite different. All of the solid balls are placed in a cluster over the dot. The set up should look something like this (The 8 ball is over the dot)

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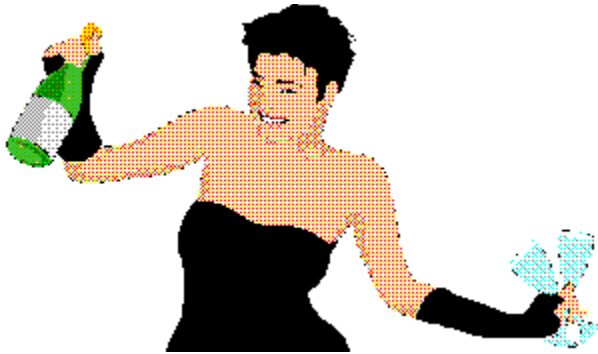
      7
     1 8 2
     3 6 4
      5
  
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Meanwhile, the stripes are placed along the side rails, two balls 1/4 of the way from the side pockets, two more half way, two more 3/4 of the way, and one centered between the two corner pockets on the end.



If a player sinks a solid ball, the player gets to give out the number of the ball in healthy swigs of beer. If a player sinks a stripe, the player must drink the number of the ball. In the event of a scratch, the player must finish his/her drink. When all of the stripes have been sunk, the game is over. Until that point, whenever there is only one solid left on the table, all the other solids are placed on the table with the five position deleted.

Suck and Blow



A classic game for the purpose of meeting people, not for getting drunk. Supplies needed people of both sexes (depending on sexual preference) and something along the lines of a good sized index card or sheet of paper.

Everyone sits in a circle, generally male - female. Someone chooses to start, and places the card against his/her lips, then using nothing but air pressure passes it to the person sitting next to him. This person takes the card by sucking on it and attempts to pass it to the next person, of course, never touching the card with hands.

If the card is dropped during the exchange, those involved take a drink. Then the game resumes.

There is another version where after the card is dropped, it is torn in half, and then the game continues. Eventually, there becomes more lips involved in the exchange than actual card.

Super Quarters



An extension of Quarters, and Speed Quarters. This game has also been referred to as Chandeliers. Supplies people, beer, many cups, and a quarter. High buzz factor.

Take one cup, "the big chug," fill it with beer, and place in center of table. Put a small amount of beer in a cup for each player, and place these cups around the big chug; remember which cup is your own.

The game begins with a player attempting to bounce the quarter into any of the cups. If the player misses, s/he must drink the contents of his/her own cup. If the player makes it, whoever's cup the quarter landed in must drink. If the quarter lands in "the big chug," everybody must drink, and the last one to finish must drink the "big chug."

Thirty One

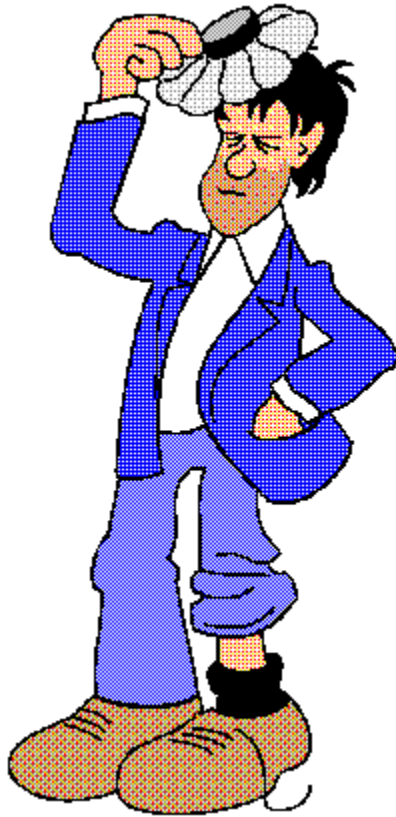
A game of math and drinking. You'll need a deck of cards, people, and beer. The game follows the same premise as BlackJack, but with some important variations.

The object of the game is to get as close to 31 points in your hand without going over. Aces are 11, all face cards are 10 points, and all other cards are face value.

Each player is dealt three cards, two face-down, and one face-up. The play rotates, like in BlackJack, for additional cards. At any point in the game, if you think you have a high hand, 28 points or so, you can "knock," which means everyone else has one last draw to add to their hand. After everyone plays their last card, the hands are laid down and the person with the lowest point total has to drink an entire beer before they lose again in an ensuing hand. If the person who knocked has the lowest point total, that player must also drink an additional penalty beer for poor play.

If someone does not finish their beer before losing again, they must drink yet another penalty beer. Finally, anytime someone has a total of 31 in their hand, they immediately place their cards down and EVERYONE else is a loser. Fast play can be a killer.

Three Man



A most excellent good time dice game. Supplies needed are the standard people and beer, plus dice. Check the variation below for additional optional supplies.

Everyone sits in a circle. The first order of business is to determine the Three Man. This is done by each player rolling a die in turn. The first to roll a three becomes the Three Man (see below for variation with the Beer Helmut.)

The player to the left of the Three Man goes first, and play continues in a clockwise direction. The player then rolls both dice and acts according to the following combinations

- 11 Doubles - see below
- 12 Three man drinks (sum to 3)
- 13 Three man drinks (three on die)
- 14 Thumb to table or floor (playing surface)
- 15 Index finger to side of nose.
- 16 Player to left of roller drinks (7 left/11 right)
- 22 Doubles - see below
- 23 Three man drinks (three on die)
- 24 Pass turn
- 25 Player to left of roller drinks (7 left/11 right)

- 26 Pass turn
- 33 Doubles - see below; three drinks twice
- 34 Three man drinks; player to left of roller drinks
- 35 Three man drinks
- 36 Three man drinks; Social
- 44 Doubles - see below
- 45 Social
- 46 Pass turn
- 55 Doubles - see below
- 56 Player to right of roller drinks (7 left/11 right)
- 66 Doubles - see below

However, if on the Three Man's turn, s/he rolls a three or combination thereof, s/he is no longer the Three Man and then can designate any other player as the new Three Man. (This also includes if the Three Man rolls during a doubles give; see below)

Social: Everybody drinks

Doubles: The roller has the option of giving both dice to one player or one dice to two players. Whatever the case, the dice are rolled and the number on the dice is what that person(s) have to drink. (i.e.. roller gives the dice to Y and Z. Y rolls a 3 and Z rolls a five, Y drinks 3, Z drinks 5. Or Y gets both dice and rolls a 35, Y then drinks 8.) However, if the given dice roll to doubles, the original roller has to drink that amount. But the original roller also keeps the turn.

To condense everything

- Total of 7 - player to right of roller drinks
- Total of 11- left
- Total of 9 - Social
- Any 3 or sum to 3 - Three man drinks
- 1 and 4 - thumb on floor
- 1 and 5 - finger on nose
- Doubles - give 'em away

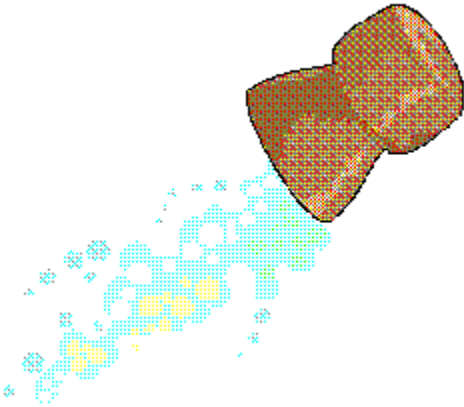
Variation with the Beer Helmut

To make the visual effect of the game more interesting, the Three Man should have to wear some of strange hat, the Beer Helmut. The Helmut could be almost anything that can be worn on the head, orange hunters' hat, lampshade, undergarments, etc. But tradition holds that the Helmut be made from a discarded case of beer, cut so the handle serves as eyepieces and a nose bridge. Other ornamentation may be freely added, such as a plume from other cardboard or feathers. It should look like something worn into battle. Thus the name, Beer Helmut.

When the Three Man no longer is the Three Man due to skillful rolling, part of the

ceremony is the passing of the Helmut onto the new Three Man.

Threshold



This is one of those "gee, lets get blasted" games invented after tireless rounds of other games. Very high buzz factor. Supplies people, beer, a quarter, a cup, and a die.

The cup is passed, containing a quarter and a die. The shaker shakes to the person next to her/him (the shakee). The shakee then calls heads or tails. If the shakee is correct, the shaker drinks once for each spot showing on the die (6 times if you roll a 6). If the shakee is wrong, s/he drinks that many times. Pretty simple game. Variation use two dice.

Thumper

Simple game for highly energetic people. Low buzz factor. Required supplies people and beer.

The first thing to do is for each person to choose a hand gesture that they would like to have represent him/her during the game. Can be simple, polite, or sexually enticing, but it must be SHORT.

Everyone sits in a circle, everyone starts the game by "drumming" their hands on the table or floor or whatever the playing surface may be. During the drumming, someone says "WHAT'S THE NAME OF THE GAME?" everyone responds with "THUMPER!!!" then the leader says "AND WHY DO WE PLAY THE GAME?" responded with "TO GET FUCKED UP!!"

At this point the leader performs his/her own hand gesture, immediately followed by the gesture of any other player. This player then performs his/her own gesture followed by another players, etc.. and so on. When a cue is missed or when someone responds too slowly, the "violator" must drink. This person then is the leader for the next round.

Also be creative with what is said during the drumming, it's not limited to the above two questions. You could also call a slo-motion or high speed switch at anytime.

The game takes a lot of emotional involvement, good when played when everyone's hyper because there's no where to go, or nothing better to do.

Trapped



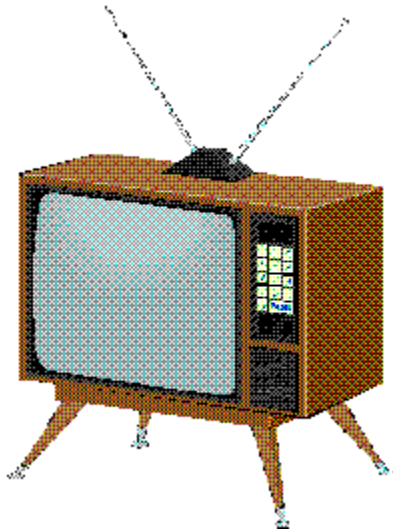
This is a very simple game to play. It is best played with a group of 3-6 players. Necessary equipment deck of cards, people and beer. The deal alternates clockwise. All of the cards are dealt out face down to each player. The players should make sure to keep their hand hidden from the other players.

Play begins with the player seated clockwise from the dealer. That player lays down any card he/she wishes. The next players (clockwise) need to lay down the same face value card (1 per player) as the previous player.

When the play gets to someone who does not have a card of the same face value, that player becomes 'trapped' and must take a drink. The next player may then play any card. If the 'trapped' player doesn't have that card they remain trapped, and must take another drink. Then plays shifts back to the other player adjacent to the trapped player. This person then plays any card. This goes back and forth until the 'trapped' player becomes untrapped by playing the same face value card as one of the adjacent players.

Play continues until a player plays their last card. Once this happens, the rest of the players must count their remaining cards and take that many drinks.

TV Characters



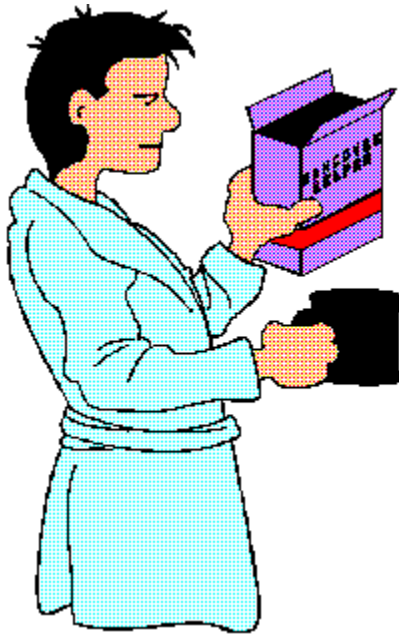
Originally named the "Love Boat Drinking Game." Very fun, with a high buzz factor. Supplies people, beer, and a TV show with enough different characters for each player.

Before the show starts, each player chooses what character s/he will play. For example, if watching the "Love Boat," someone will play the Captain Stuebing, one will play Gopher, another the Doctor, another Isaac, and even someone will be the Pacific Princess.

During the show, when ever the character appears on screen, the player must drink for the duration of the appearance. If the character is simply referred to without being present, one drink must be taken.

Many shows are very well designed for this game. For example, "Cheers" has many characters on screen for long durations. This means that a lot of beer is necessary.

Twenty-One Aces



This is a good game to start in a Bar. Simple, straight-forward, no gray areas. Mid-high buzz factor. Supplies people in a bar (preferably ones you know, or people you want to know), and five dice.

The game is played by counting the "ones" that are rolled. The person who rolls the seventh 'one' gets to pick the shot that will be consumed at the end of the game. The person who rolls the fourteenth "ace" gets the honor of paying for the shot. The person who rolls the twenty-first ace has to drink the shot. Play the game by taking die out of the roll so that you only have one die left when the twenty-first ace is rolled.

For example

| <u>Count</u> | <u># dice rolled</u> |
|--------------|----------------------|
| 1-16 | 5 |
| 17 | 4 |
| 18 | 3 |
| 19 | 2 |
| 20 | 1 |
| 21 | You Drink |

Tympani

This game is adapted to the annual "Jerry Lewis Telethon," fundraising event. All you need to do is tune in during the telethon, generally Labor Day weekend, and have some beverage on hand.

The game is broken down into three categories performances, fund raising, and phrases. Here's the rules and how many drinks each one requires

| Performances | | # of drinks |
|--|---|-------------|
| Jerry sings a full song | 2 | |
| Jerry sings "You'll Never Walk Alone" | | 3 |
| Ed sings a full song | 5 | |
| Someone you've never heard of before | | 1 |
| A performer who has done nothing new in the past 15 years (i.e. Wayne Newton, Maureen McGovern, Glen Campbell, etc.) | 3 | |
| A juggler | 1 | |
| A magician | 1 | |
| Anyone from "a hit Broadway musical" | | 2 |

Fund Raising

| | | |
|---|---|---------------|
| A switch from "local network" <--> Las Vegas | 2 | |
| The local network updates the tote board | | 1 |
| Las Vegas updates the tote board | 2 | |
| Jerry screams "Oh Yeah!" after L.V. updates | 3 | |
| The president/CEO of a large corporation gives Jerry a check (round up) | | 3/\$1,000,000 |
| Some toady from a large corporation gives Jerry a check (round up) | | 2/\$1,000,000 |
| Anyone else gives Jerry a check (round up) | | 1/\$1,000,000 |
| A heart-wrenching video clip is shown in Las Vegas | 2 | |
| A heart-wrenching video clip is shown locally | 1 | |
| The local phone number is given (main number, not any of the dipshit other numbers) | | 1 |
| The 1-800-FIGHT-MD number is given | | 1 |
| Phone numbers STOP scrolling across the bottom of | | |

| | | |
|---|---|-------------|
| the screen | | 1 |
| When the poster child is shown to beg for calls | 1 | |
| When a phone operator is interviewed to beg for calls | | 1 |
| When a phone operator does something stupid "until we get every phone ringing" | | 3 |
| When the emcee issues a dipshit challenge ("Let's get 200 pledges before going back to Jerry!") | 3 | |
| When the challenge is met | | 1 full beer |

Phrases

| | | |
|---|---|---|
| "Tympani!" (from Ed) | | 2 |
| "Tympani!" (from anyone else) | | 3 |
| "...the 40 neuromuscular diseases...." | 1 | |
| Anyone names one of the 40+ diseases (DuChen, ALS) | 2 | |
| "Jerry's kids" or "....your kids...." | | 1 |
| "....----a-thon..." (bowl-a-thon, dance-a-thon...) | 2 | |
| "...it is my pleasure to present you with this check...." (must be these exact words) | 3 | |
| Any joke made by Jerry that only Ed laughs at | 1 | |
| Any joke made by Ed that only Jerry laughs at | 1 | |
| Any joke made that nobody laughs at | | 3 |
| Whenever Jerry plugs the name of the hotel | | 1 |
| Whenever Jerry mentions the name of a crew member (producer, director, etc.) | | 1 |
| Whenever Jerry thanks his wife | | 1 |
| Whenever Jerry thanks a crew member | | 1 |
| Whenever anyone thanks Jerry for his work with MDA | 1 | |

Up and Down the River



Quite an excellent game with a potentially very high buzz factor. Required materials many people and at least two decks of cards. A good rule of thumb is one deck for six people, than an additional deck for every additional eight to ten people.

Everyone sits in a circle, one player is the dealer as well as a participant. Each player is dealt four cards face up, to be kept in front of that player.

The dealer then starts 'up the river' by turning over the first card, each player with the same card in front of him/her (suit doesn't matter), must take one drink. If the person has more than one of the same card, it is a drink for each card.

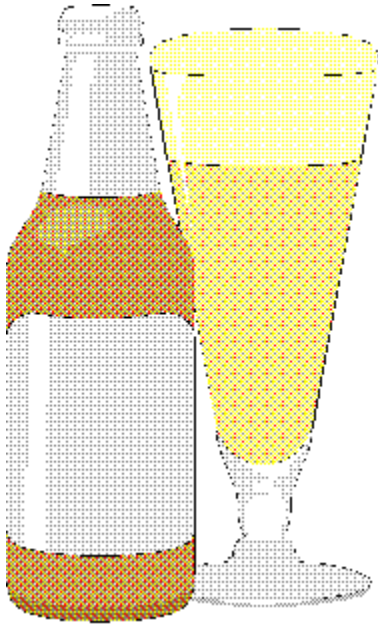
The dealer then turns over the next card. Same thing, except this time it is two drinks. The next deal is three drinks, and the last is four drinks.

After the fourth card, the dealer returns 'down the river' by dealing the next card on top of the fourth card dealt. Players with matching cards now GIVE four drinks away in any combination; four to one player, or maybe one drink to four different players. Same situation of the player has more than one of the same card; the player gives drinks for each card.

The dealer continues back 'down the river' by dealing the next card on top of the third card dealt. This time players give three cards for each matching card. The next deal is a give of two drinks, and the last deal is a give of one drink.

After all the cards are dealt, simply shuffle and deal again. Play continues until everyone is sick of the game, or sick from the beer.

Viking



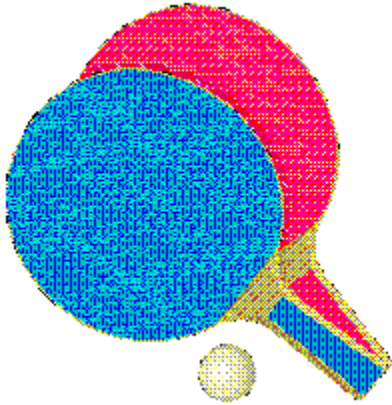
Another very simple game, with a low boot factor. No limit on number of players, but more than ten or so is not recommended.

The players sit in a circle, one person goes first. The player makes "wiggly viking horns," simply thumbs in, or near, ears and wiggles the remaining fingers for a second or two, then claps both palms together, and points them at any other player.

This player then does the "viking horns," but the player on each side of the "viking" must "steer the boat." This entails rowing to whatever side of the Viking the player is sitting on; right of the Viking rows right, left rows the boat left. The Viking then claps both palms together and designates another Viking.

This continues until either the designated Viking misses his/her cue, or either rower fails to row the boat in the appropriate direction; whomever fails drinks, and then that person resumes play with "the horns."

Volley Pong



An advanced version of Beer Pong that is for doubles only. As with Beer Pong, you need a ping pong table to play. Two cups of beer are placed beside each other on the center line of the table. You should flip a coin to see who goes first, since serving is a disadvantage.

The goal is to hit the other team's cup with the ping pong ball. If you hit their cup on the serve, they must chug the glass. At this point the game begins to resemble volleyball. When the other team receives, one person must hit the ball in the air for the other person to spike. If they "hit" a glass, the other team must drink 1/3 of the beer. If they knock the glass over, the table must be wiped, the glasses refilled and the other team must then chug.

Any team that misses the ball, or screws up in general must chug.

Whales Tales



Very confusing at first, but you'll get the hang out it, eventually. Beer and people with an imagination are needed. Any number of people stand together in a circle & 1 person (the prince of wales) starts by saying...

"Whales tales, the prince of wales calls <type of> tales, on a court of <court size>, on <someone>"

There are thousands of different types of tales, many of the custom jobs, but I'll list those at the end.... The court size is the number of people counted off from the prince, depending on the type of tales it could be just numbers, letters, etc. when introducing a new type of tales, it is polite to point to each person as you count off the ordinal for them.

Once the prince picks someone ('on four') for example that person must say 'nay', the prince then responds 'who', and the person then picks a new person '1' which would be the person next two him, who would respond, 'nay' and the person who said one would then say 'who' and the person who said nay would then pick a new number... here's a graphical? picture

A
B C
D

A "whales tales, the prince of wales, calls regular rotational tails, on a court of 4 on 2"

D "nay"

A "who"

D "3"
B "nay"
D "who"
B "4"
B "nay,who,1" <- this is legal, generally it is polite to use the size of as max
D "nay"
B "who"
D "1"
C "nay"
D "who" and so on....

There are like i said, many variations on the type of tales you can play though generally there are only 3 types of rotation, regular, reverse, & counter regular & reverse are counterclockwise & clockwise & counter oscillates between if it goes to C clockwise, from C it goes counterclockwise...

Tales

Regular (1,2,3,4,etc)

Greek (Alpha,Beta,Gamma,Delta,etc)

<insert foreign language here>

Fat Albert (One-ba, two-ba, three-ba, etc. Note all words are -ba'd as well
ex on 1-ba, nay-ba!, who-ba?, 3-ba)

Jamaican (One-mon, two-mon, three-mon, etc. (See Fat Albert for the rest))

Canadian (One-eh, two-eh, three-eh, etc.)

Also, you can add in speed tales... in which the nay/who lines are removed

As in most of the beer games, when you screw up or it takes you too long to respond you drink... The person who drinks becomes the new prince for the next round & gets to call the type of tales, etc.

Who Shit



Who Shit is very similar to Thumper. But where Thumper was a game of hand gestures to identify a person, Who Shit has a type of "Shit" to identify a person. Supplies beer and people.

Prior to the beginning the game, everybody playing decides what type of "Shit" they are going to be. No, not actual feces, but...well, here are some examples He Shit, Book Shit, Car Shit, Dumb Shit, Coffee Shit, etc. Basically anything can qualify as a type of Shit, including proper names, adjectives, and so on.

One person starts the game by saying, "Who Shit, <another player's> Shit." Then the person who was called responds by saying their own Shit followed by another player's shit. Example

You have four people playing Dumb Shit, Captain Shit, Sexy Shit, and Mystery Shit.

Dumb Shit begins:

DS "Who Shit, Mystery Shit"

MS "Mystery Shit, Sexy Shit"

SS "Sexy Shit, Mystery Shit"

MS "Mystery Shit, Captain Shit", etc.

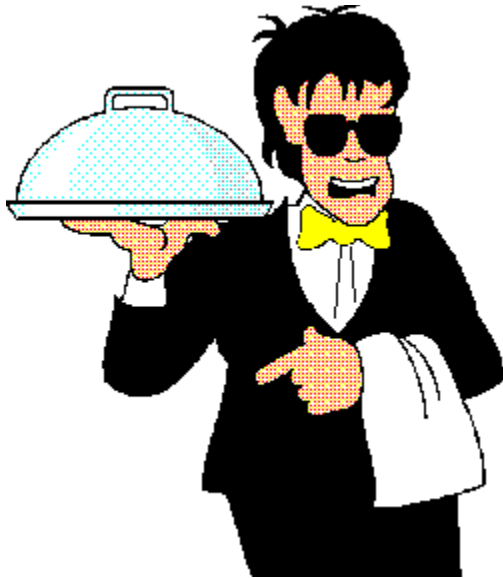
This continues until either somebody fails to immediately respond when called, or somebody calls on a non-existent shit. The person who screwed up then takes a drink and starts with "Who Shit."

Whoville

I've said it before, I'll say it again, there is nothing quite like a game based on stuff out of our childhood. And what is more childlike than anything from Dr. Seuss? For this fine game you will need people, beer, and either the book or video of "How the Grinch Stole Christmas." If you choose the book, then choose somebody with good storytelling skills to be the narrator.

Only one rule for this game anytime the word "who" is said, take a drink. "All the Who's down in Whoville" would be two drinks.

Wuss Douchebag Fucker



Nothing quite like a game where you must use these three words. The play is very similar to "Bouncing Ball." This game is best played among people who know each other well enough to get away with calling them names.

Basically, you can't wuss a wuss, and you can't look a fucker in the eye.

One player begins by looking at another player and shouting "Wuss." The next player has three options

- 1 - "Wussing" another player than the one who called him (That player then must call something)
- 2 - Saying "Douche Bag" while looking at the player, in the eye, who called him a wuss. (The other player again has control)
- 3 - Saying "Fucker" and looking away from the player who called him. (The original calling player must then call again.)

As with any drinking game, if you screw up, you drink.

Alternate rule

In addition to saying "fucker," one can say "Barney" but must look towards Pittsburgh. If in Pittsburgh, one must look towards "alumni corner" (I guess you have to see it).

Yards

A game for true beer champions. Like any Olympic sport, this one requires specific equipment. The needed glass has a long, fluted neck with a small bowl at the bottom. It is integral to the game because it was hold one yard (36 ounces) of beer.

The design of the glass makes it particular difficult to drink the last bit of beer. Here, the strategy begins. Many people enjoy the tactic of spinning the glass as they drink to help the flow of beer. Regardless, any spilled beer means a penalty drink.

N.B. Some fraternities use this game as a punishment.

Zoom, Shwartz, Perfigliano

A word game for drunkards everywhere.

The first player begins by saying "The name of the game is Zoom, Schwartz, Perfigliano." Whoever begins is "it." The goal of the game is to pass being "it" to other players without making an error.

At the beginning of the game there are only three ways to make someone it.

1. They can look at anyone except the person who gave "it" to him and say "Zoom." That person is now it. It is against the rules to "zoom" who ever just gave it to you.
2. They can look right back at the person who gave it to them and say "Schwartz." This also makes the other person "it."
3. They can look at any person except the player who just gave "it" to them and say "Perfigliano." This, as well, gives "it" back to the first player.

And so it goes from there. People must make eye contact with who their speaking with. Otherwise, an already difficult game becomes impossible. Make people who don't look at their target drink beer. As well, any fumbling of the words also means a penalty drink. These penalty drinks must be followed by their commencing of a new game. If they get it wrong, they drink again.

For the advanced players, you can begin adding other names to the first three.

Examples are:

Buttaman: gives "it" to the speaker's right, regardless of where he is looking

Coleman: gives "it" to the speaker's left (same as Buttaman)

Smith: does nothing and can be used to stall or tease

