

Red & Black

Game Name: Red & Black
Needed Tools: Deck of Cards
Drunk Level: Getting Started, Buzzed, Drunk, Hammered, Shit Faced

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.

Courtesy of: Nic.funet.fi