

Sixty Seconds

Game Name: Sixty Seconds Needed Tools: Beer Drunk Level: Getting Started, Buzzed, Drunk, Hammered, Shit Faced

This is one that is only good for quickly getting sloshed on cheap nasty beer (the best kind). Required supplies: one analog clock with second hand, lots of beer, people with nothing better to do.

Each person chooses a number (either 1 through 12 or 1 through 60).

Whenever the second hand passes a player's number, s/he drinks, that simple, eh.

Game ends when either: no more beer, nobody conscious, clock broken, or players find a real life.

Courtesy of: Nic.funet.fi