

## Race to 99

Game Name: Race to 99  
Needed Tools: Cards  
Drunk Level: Getting Started, Buzzed, Drunk, Hammered, Shit Faced

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.

Courtesy of: [Nic.funet.fi](http://Nic.funet.fi)