

## Brain Damage

Game Name: Brain Damage  
Needed Tools: Deck of Cards  
Drunk Level: Getting Started, Buzzed, Drunk, Hammered, Shit Faced

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.

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