

Seconds

Seconds (named for the amount of seconds a person has to drink for in a given turn) is a card game. It uses a standard deck of playing cards. The play goes around the table with each player taking turns being either the "dealer" or the "drinker", with the former drawing the card that tells the latter how long to drink for. The drinker gets the chance to "challenge" the dealer which may lead to the opposite player doing the drinking.

Equipment:

1 Deck of Cards
2 or more people
Alcohol (most likely beer)

Origins:

The game was invented in Hopewell Valley, New Jersey in 2008 by college students Jon Bershad (me), Zach Nichols, and Takis Tzetzos while home on winter break from school. At a party, the three just started flipping cards and making the others drink based on the card's number. Eventually they began adding rules until Seconds was born.

Drunk Level:

Chances are the players will get pretty hammered, as the game consists mostly of just chugging for large amounts of time.

Official Rules:

The players sit in a circle with the shuffled deck of cards in the middle. Play goes around counter-clockwise with one person being the "dealer", and the person to his right being the "drinker". The dealer picks a card. The drinker has to then drink for as many seconds (hence the name) as the number on the card. If the card is a face card, you just give it the corresponding number as its place in the deck (ie. Jack is 11 seconds, Queen is 12, King is 13, and Ace is 14). Before the drinker drinks, however, he has a choice. He can take the number of that card, or he can challenge the dealer. If he challenges, the dealer draws another card.

*If the card is higher than the first card, the dealer has to drink the number on the higher card and the drinker doesn't have to drink anything.

*If, however, the second card is lower than the first, the drinker gets punished for challenging and getting it wrong and has to drink the combination of the two cards.

*On the rare instances that the drinker challenges and the second card is the same as the first, both the drinker and the dealer have to drink the combination of the two.

Once the seconds have been dealt out, the drinker becomes the new dealer and the person to his right becomes the new drinker and so on, around in a circle until you are out of cards or drink.

Optional Rule:

The game is occasionally played with the rule that if, at any time, the dealer draws a suicide king card (one of the two kings that appear to be stabbing themselves in the head), the drinker has to finish whatever drink they have in front of them.