

## Race to 99 (Alternative Version)

This is a version of "Race To 99" with some new rules. I find the game a bit more involving now and gets you a little drunker than before. after all that's why you here right?

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, and 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.
- “ Queen – increases the pile number by 12.
- “ Jack – increases the pile number by 11.
- “ Tens - When in the 90's, this drops the value of pile by 10, otherwise its a regular card.
- “ Six – when playing with more than 3 people person to the right has to drink.
- “ Five – When playing with more than 3 people the person to the left has to drink.
- “ Four - used as a skip card when you have none to play.
- “ Ace – increases the pile number by 1.

IF you through the same card as previous player you have to drink.

When total of pile is above 90 whatever card thrown exceeds 99 then that number is subtracted to instead of added. Person throwing card has to drink.

If you throw a face card you must drink

Socials occur whenever the total equals a number ending in 9. Special socials on 69 and 71. On special you must drink twice.

Whoever makes 99 picks a person to drink.

After you play a card, draw another from the stack. When out of cards, reshuffle those already played.