

Game

Game ‐ Instructions

Most intoxicated person is required to start ‘Game’. If no one is intoxicated, chug one full cup of beer and the last player to finish draws the first card.

ACE ‐ ‘Chug…B___ch’

The player who draws this card must finish what is left in their cup immediately.

Two ‐ Rock Paper Scissors Challenge

The player that draws this card challenges anyone to a game of rock paper scissors. The first player to lose 2 games must finish their beer.

Three ‐ Flip Cup Challenge

The player that draws this card must challenge someone to a game of flip cup with another player of choice (Ryan) with the remainder of their drink. Losing player must refill a minimum of 3 fingers and chug.

Four ‐ Rhyme

Standard rhyme-time…The player who draws this card says a word or sentence and players must rhyme that word/sentence with another. Loser finishes their drink.

Five ‐ Category

The player who draws this card selects any category and players must name something within that category. Failure to do so results in finishing the remainder of their beer.

Six ‐ Rules

The player who draws this card makes a rule. This player is also responsible for calling people out that break their ‘rule’. Failure to follow the rule results in finishing your beer. Only one rule may be in play at a time.

Seven ‐ Game of Sevens

Starting from the player who drew the card, players must count up from 1 and swear whenever the number has a 7 (C_NT!) in it or any multiple of 7 (V_GINAL DISCHARGE!). Failure to do so results in finishing the remainder of your beer.

Eight ‐ Thumper

After drawing this card, all players must ‘thump’ the table repeatedly. The player who draws this card must select an action and show all players (i.e. moose antlers). This player then points to another player and they must replicate this action, add one of their own action and point to another player. This continues until a selected player does not do the action in the correct order or just simply fucks up. Losing player must finish their beer.

Nine ‐ Never-have-I-ever

All players put 3 fingers up. The player who drew the card begins by naming something they have done/never done. If any player has done that, they must put a finger down. First player to have all fingers down must finish beer.

Ten ‐ Impersonation

All players must decide who the card-drawer will impersonate. Be creative…when the next 10 is drawn, the impersonator must finish their beer.

Jack ‐ Instant Flip Cup

All players instantly finish their beer and play flip cup. No ‘cheers and go’. Last person to successfully do so must fill up 3 fingers worth of beer and chug it.

Queen ‐ ‘Greg Stand’

Player who draws this card must do a standard keg stand. The longer you hold it, the more respect you earn.

King ‐ ‘Pot…B_tch”

The player who draws this card must pour out their beer into the designated pot and chug their beer. No washing allowed…chirping encouraged!

Rule 1: All of those agreeing to participate in ‘Game’ must abide by all rules. This means drinking when directed and applying optimal drinking ability in every facet of ‘Game’.

Rule 2: There is no crying in ‘Game’.

Rule 3: No doctoring of cards ‐ play it as it lies.

Rule 4: Players must not get offended by any aspect of 'Game', including nature of rules, naming of rules, etc.

Rule 5: 'Game' is welcome to all races, sexual orientation, genders, and species. However, they agree that the rules and the naming of rules will not change under any circumstances.

Rule 6: No liquor allowed – this game is synonymous with 'Keg Finisher', which implies beer drinking/keg finishing.

Rule 7: The person who consumes the most beer or is the most amusing, wins 'Game'. The winner of 'Game' does not have to chug a beer upon finishing 'game'…unless they really feel like it (strongly encouraged – *meaty face*)

Rule 8: All players must have at least 3 fingers (somewhat subjective) of beer in their cups at all times.

Rule 9: Play at your own risk – once 'Game' starts, it may not end until 52 cards have been drawn. Puke-and-rallies are strongly encouraged.

…*pound and explode*