

# War

Game Name: War  
Needed Tools: Deck of Cards  
Learned: State College, PA (Penn State University)  
Drunk Level: Getting Started, Buzzed, Drunk, Hammered, Shit Faced

War is simple and doesn't have many rules, making it a good one for drunk people.

Someone is designated the dealer, and gives everyone 3 cards.

They then start drawing a card and alternating between 'drink one' and 'give one' as they draw a card.

If someone has a card that the dealer has drawn, and the dealer has said 'drink one', they must either take a sip of their drink or a shot, depending on what everyone's drinking.

If someone has a card that the dealer has drawn, and the dealer has said 'give one', they can tell one person of their choosing to drink.

Variations:

If your crew are better drinkers, you can speed things up by going 'drink one', 'give one', 'drink two', 'give two', 'drink three', and so on. Pick a number of drinks at the start of the game and go 1 - 3 (for example), and then restart the order after 'give three'. Makes losing extra painful!