

Pursuit

Game Name: Pursuit
Needed Tools: Deck of Cards
Learned: Unknown
Drunk Level: Getting Started, Buzzed, Drunk, Hammered, Shit Faced

Group players in a circle. Put any question/answer type game in the center. The game begins by choosing one person as a "chaser" and another as the "runner". The chaser picks a question from the deck and reads it aloud. The runner decides whether to play or pass. If the runner passes then he must drink. Activity cards may make the game more interesting. If the runner answers the question correctly then the chaser has to perform the action on the card. If the runner gets answers wrong then he must do the action.

Obviously, it is possible to avoid a 50% possibility of performing an "activity" by simply continuing to pass... but this also means you drink *every* time. Eventually, you might decide to risk it.

Now if you are the chaser... you are more or less at the mercy of the runner.

Each turn is for only one question, and the runner and chaser position each rotates one person clockwise each turn. Everyone gets to play.