

## **Beat the Barman.**

Another game for the insane, very very high buzz factor. As the story goes, nobody has ever won, lost or drawn.

Some tips:

- don't play it in a crowded bar (you may lose 'your' barman).
- Make sure the bar staff are friendly and can take a joke (very important to avoid a draw).
- Don't make any plans for the following morning.

The steps are very simple:

1. The drinker approaches the bar and orders a shot (whisky, bourbon, vodka, etc.)
2. The drinker pays for the drink with too much money (i.e. hand over a \$5-bill for a \$2 drink)
3. As the barman goes away to get change, the drinker shoots the shot
4. When the barman returns with the change, go to step number 1

The game ends in a number of possible ways:

- |                                       |                      |
|---------------------------------------|----------------------|
| - drinker falls over                  | Result: Bar wins     |
| - barman punches drinker's lights out | Result: Draw         |
| - drinker gets thrown out             | Result: Draw         |
| - bar closes                          | Result: Drinker wins |

## **Beer Pong.**

Just like ping-pong, this can be played either in singles or doubles. Supplies: players, beer, and a ping-pong table (or make your own, described later).

Each player fills a cup with beer and places it one paddle-width from the end of the table, in the center (or a paddle-width from the side for doubles). Hitting your opponent's cup earns you a point and requires the opponent to sip (5 sips to a cup). If you get the ball in your opponent's cup, you are awarded 5 points and the opponent must drink whatever remains in the cup (excluding the ball).

No player may touch the ball prior to its hitting the table or a cup; if the ball hits a cup before hitting the table, it remains in play even after a single bounce on the table. A player may attempt to save a point after the ball hits a cup by returning it (provided of course the ball has bounced no more than one time). Multiple hits count only as a single point (exception: a ball hitting a cup and then bouncing inside the cup, or inside the partner's cup, counts as a 5-point inside-the-cup "poofter").

A number of house rules are common - knocking a cup over is grounds for a penalty chug (but no points); ball may not be "auto-returned" via a fortuitous bounce off the cup, etc. The trajectories of the volleys should be high arcs, to keep things civilized (and to maximize your chance at a poofter).

Travel hints: Beer pong nets can be created using some string, two chairs, and three or four paper towels.

## **Beer 99.**

An interesting card game involving that "new" math. Mid level buzz factor.

Supplies: people, beer, and a deck of cards.

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, 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.

Four used as a skip card when you have none to play, can also be used to skip drinking responsibilities goes.

Tens When in the 90's, this drops the value of pile by 10; otherwise it's a regular card.

Socials occur whenever the total equals a number ending in 9.

Special socials on 69 and 71. On special you must drink twice.

Whoever gets hit with 99 must drink 1/2 glass.

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

## **Beeropoly**

An adaptation to the classic game of Monopoly, with a slight twist. Buzz factor is very high. Supplies: players, the game itself and beer.

The game is Monopoly, but no money is needed; players use beer instead.

Each \$100 = a drink (sip usually).

The rules of money changing hands is a bit tricky. If a player owes money to the bank or another player, that player that owes drinks. If a player is owed money by the bank only (passing GO, for instance) that player must drink. (a variation is to have everyone ELSE drink when a player should collect money from the bank). All dollar values are rounded UP. (i.e. \$2 for Baltic is still one drink). It's a social game, and extra rules should be added as needed. Buying property at the start of the game is the hardest part. But then again, imagine paying \$2000 rent on Boardwalk with a hotel!

## **Give One, Take One.**

You need a deck of cards. Before playing, the deck is shuffled and cut.

The host is original dealer. Dealer changes each time the last card is flipped on the deck.

Each player is dealt 3 cards, face up. The dealer asks the person to their right, "give or take?" (We will pretend the individual said give). The first card remaining on the deck is turned face up. Any player that has the matching card instructs any player of their choice to take a drink. They must comply. If the player with the matching card has two of the same card, the player may instruct two different individuals to take a drink, or may "give" both drinks to one individual.

The next card is turned over "give 2". Any player having that matching card instructs another player to take 2 drinks. Next card, "give 3".

Next card is "take 1". You got it. If you have a matching card, you take a drink. Of course, if you have 2 matching cards, double whatever number you are on.

Continue "give 2, give 3", and start all over with "take 1". When the deck is completely flipped, pass the deck to the next dealer.

When you can no longer read the cards, stop playing!

## **Russian Beer Roulette.**

### Introduction

For this game you need at least two players. Six is a good number. (You can play on your own, provided that you're fairly far gone to begin with). To play it you need one can of beer per player for each round. The cans must, for obvious reasons, all be of the same brand in any one round.

### Gameplay

One player takes one of the cans, shakes it up vigorously, then returns it to the others. The beers are shuffled until nobody knows which is the shaken-up one.

Each player then takes one can of beer and opens it, holding it so that one who got the shaken-up one gets sprayed with beer. The players who weren't sprayed laugh, and finish their beers. As a compensation, the player who got sprayed gets to shake up the can in the next round.

The game continues until nobody can shake the can.

## **Hockey.**

All you need is 4 people, a deck of cards, and plenty of beer.

First, the players divide into teams of 2. Partners sit across the table from each other. The cards are all dealt out. The point of the game is to score the most points. You score a point every time you lay the card of the same value as the person before you laid. To make things more interesting, there are "safe cards": Eights and Jacks. You cannot lay a safe card on another safe card (i.e. no 8 on 8, J on J, 8 on J, J on 8).

The team that was scored upon drinks until told to stop by a member of the scoring team (this explains the variation in the buzz factor). After each point, the cards are cleared by the scoring team (be sure to keep track of each point for scoring purposes). After all the cards have been laid, that's the end of a period.

As in the actual game of hockey, there are 3 periods. The person to the left of period 1's dealer becomes the new dealer, and the same rules apply.

Keep score like this:

End of period 1:

Team 1 scored 5 points - Team 2 scored 12 points  
Team 2 leads 7-0 after 1 period

End of period 2:

Team 1 scored 7 points - Team 2 scored 8 points  
Team 2 now leads 8-0 after 2 periods (7 + (8-7))

End of period 3:

Team 1 scored 15 points - Team 2 scored 3 points  
Team 1 wins, 4-0 (15-3 = 12; 12-8 = 4)

## **Sixes.**

Simple game, high boot factor.

Line up six cups, size unimportant. Get a pitcher(s) of beer. And a single die.

Everyone sits around and someone starts by rolling the dice. (clockwise or counter, direction matters not)

The number you roll corresponds to the number of the cup in the line. If it's empty fill it as much as you want, if it contains beer, drink it all, and roll again.

If you clear the table chances are the party will become more enjoyable (at least to you).

## **Multiple Party Game.**

A Game Composed of Other Drinking Games.

Equipment needed:

- |          |   |
|----------|---|
| Cards    | Suggested, 1 deck for every 3 to 4 people.  |
| Alcohol  | Suggested, enough for everybody.  |
| Optional | - Shot glass for measuring drinks.<br>- 1 die for determining number of drinks to be taken. |

### Game Rules:

Lay out all the cards across the table. First person takes a card and the game is on. Recommended: use cheap or old cards as the chances of them getting beer spilled all over them is high, especially in the latter stages of the game.

### Ace = Do it

The person drawing an ace gives a Task to any other player. Must be something that can be done in the room you are playing in. Person has to at least try to do the Task. If the Task is completed the Task Giver does the drink, If not completed the Victim does the drink. If the Task is not completed 1 other person can attempt it.

If they can do it, both the Task Giver and the Victim drink. If not completed, the Victim and the Second Person both drink.

Optional: Can roll a die to determine how many drinks the Victim is playing for. This is called incentive!

### King = Sentence

The person drawing a King starts a sentence. The person who either cannot give a word that makes sense or cannot give a word at all drinks.

### Queen = Question

The person drawing a Queen asks another player a Yes/No Question. If the question is not a Yes/No Question they drink. If the Person asked does not respond with a Yes/No answer they drink. They immediately ask another person another Yes/No Question. Cannot repeat a Question, and cannot ask the person who asked them a Question. If either of these are done the Questioner drinks.

### Jack = Name Game.

The person drawing a Jack says a name. Next person says another name using the first letter of the last name of the original name. If a one word name is used, (Cher), or a double name is used, (Janis Joplin), the rotation reverses. Person who makes a mistake or repeats a previously said name, drinks.

### Ten = Social

The person drawing a Ten calls Social, and everybody touches glasses and drinks.

### Nine = I Never

The person drawing a Nine says a statement. I Never (and something they say they never did). Anybody who has done it drinks.

### Eight = Category

The person drawing an Eight names a Category, (Types of cars, kinds of beer, etc). Person who cannot come up with an answer to fit the Category drinks.

### Seven = Buzz

The person drawing a Seven starts by saying 1, next person says 2, and so forth. When 7 or any multiple of 7, (14, 21, 28) comes that person must say BUZZ. Person not saying BUZZ or forgetting the count drinks.

### Six = Letter

The person drawing a Six says a letter. The next person says a word that begins with that letter, and so forth. The person, who repeats a word or cannot think of a word, drinks.

### Five = Rule

The person drawing a Five makes a rule, (keep fingers crossed while smoking, close eyes while drinking, etc). The Rule is in effect until the end of the game or another person drawing a Five cancels it. This can easily be abused, so be careful.

### Four = True / False

The person drawing a Four makes a statement. The other players must say whether they think it is true or false. Then the original person tells if it was true or false. Everybody, who guessed wrong, drinks.

### Three = Rhyme

The person drawing a Three says a word. The next person must say a word that rhymes with it. Whoever cannot think of a rhyming word or repeats a word must drink.

### Two = Take

The person drawing a Two must take a drink.  
Optional: Can roll a die to determine the number of drinks taken.

### Joker = Give

The person drawing a Joker gives drinks to every other player.  
Optional: Can roll a die to determine the number of drinks taken.

## The Name Game.

Another good "get to know ya" kind of game. Mid buzz factor. Only the standard supplies are needed: people and beer. (also referred to as "Think While You Drink")

Everybody sits in a circle, (isn't this how most games start?) and someone starts by saying the name of someone famous, or pretty close to being famous as far as those people are concerned.

The next person says a name that starts with the first letter of the last name of the previous name. Sound confusing? Not really.

Mel Brooks

Bart Simpson

Sam Donaldson

Dick Vitale

Vincent Price

Pat Robertson

Rick Mears

Michelle Pfeiffer

If a player can't think of a name IMMEDIATELY, they must consume for the DURATION until they can think of an appropriate name.

Play never stops, it is always moving. Now, if someone says a name that begins with the same letter on first and last names (ie: Donald Duck, Mickey Mouse) or is a single name (ie: Madonna, Cher) then the direction of the circle reserves.

For example:

Michelle Pfeiffer

Patty Duke

Donald Duck (direction change)

Davy Jones

Jesus (direction change)

Jim Morrison

Mike Tyson

and so on.

## Queens

Another decent card game with a mid-level buzz factor. Supplies: people, beer, and a deck of cards.

Shuffle the deck of cards. Spread them out so that any card can be chosen. Someone, doesn't matter who, goes first by choosing a card. The following tells what action is going to be taken:

Ace	Pick any player to drink
King	All players drink
Queen	Ladies drink
Jack	Men drink
10	2nd person on right of chooser drinks
9	2nd person on left of chooser drinks
8	All players drink
7	Person to right of chooser drinks
6	Person to left of chooser drinks
5	change direction (i.e. from clockwise to counter-clockwise)
4 to 1	the person picking the card drinks that many drinks.

Play continues to the left, unless a five, the change of direction card was drawn.

## **Red and Black #1.**

Simply a simple game with a pretty high buzz factor. Simple supplies: people, beer, deck o' cards.

One player goes first. Using mental telepathy, s/he tries to predict the color of the card about to be turned over. If correct, s/he continues; if incorrect - drink.

If correct three times in a row, the player can make a rule concerning procedure for the game. Interesting rules are:

"Can't say red"  
"Can't say black"  
"Tap head before drinking"  
etc.

As always, be creative.

Of course, if some is caught "violating" a rule, s/he drinks. But be sure not to break the rules while enforcing them.

## **Red and Black #2.**

This game is like high and low and it is a very simple game even though the instructions seem long.

The best way to play this game is if you are all seated near each other (like at a table).

The first player guesses if the card that the dealer flips over is going to be a red or a black card.

If the player guesses right then he/she guesses again.

If the player is right again then he/she is passed and the next player goes. If the player guesses wrong then he/she either has to take a chug of his/her beer and the next player goes.

If the player guesses wrong then he/she guesses again after taking a sip of their beer. If the player is wrong again then he/she has to finish their beer and the next player goes. If the player guesses right then he/she is passed and the next player goes.

## **Up and Down the River.**

Quite an excellent game with a potentially very high buzz factor. Required materials: many people and at least two decks of cards. A good rule of thumb is one deck for six people, than an additional deck for every additional eight to ten people.

Everyone sits in a circle, one player is the dealer as well as a participant. Each player is dealt four cards face up, to be kept in front of that player.

The dealer then starts 'up the river' by turning over the first card, each player with the same card in front of him/her (suit doesn't matter), must take one drink. If the person has more than one of the same card, it is a drink for each card.

The dealer then turns over the next card. Same thing, except this time it is two drinks. The next deal is three drinks, and the the last is four drinks.

After the fourth card, the dealer returns 'down the river' by dealing the next card on top of the fourth card dealt. Players with matching cards now GIVE four drinks away in any combination; four to one player, or maybe one drink to four different players. Same situation of the player has more than one of the same card; the player gives drinks for each card.

The dealer continues back 'down the river' by dealing the next card on top of the third card dealt. This time players give three cards for each matching card. The next deal is a give of two drinks, and the last deal is a give of one drink.

After all the cards are dealt, simply shuffle and deal again. Lastly, the dealer starts turning over cards, while counting from 1 (ace) to 13 (king), if the count and the card turned over are equal in value then all players drink that many drinks. Play continues until everyone is sick of the game, or sick from the beer.