Asshole

This is a slightly more complex game, but very, very fun when mastered. This game requires a minimum of 5 people to play. High boot factor.

The first hand of asshole is the establishing hand. This will decide who is the President, V-Pres, Normal People, and the Asshole for the next round.

Approxiametly 6 or 7 cards are dealt to each player, depending on the number playing this can be higher or lower. The rank of the cards is as follows (most powerful to least powerful) 2, A, K, Q, ... 4, and 3. Some is chosen to go first and they play a card, the next person has two options:

1) to play a card higher than (but not the same) as the previous card.

2) or to pass on that turn.

For example, if a 4 is lead, a next player must play HIGHER than a 4, the the next player has to play higher than that. A new hand starts when all players pass, or when someone plays a 2 (the most powerful card). The last person to play a card, leads the next hand.

This proceeds until all players are rid of their cards. The first player out of cards is the Pres for the next round, the next out becomes the VP, the next players out are normal, and the last person out is the Asshole.

However lets say that the person leading has two 5's, this person may play them both, then the next player must play two of the same card HIGHER than five; this player cannot play one card or three cards, only two. As well, three, or even four, of the same card may be lead. The only time a player may lay one card in a situation like this is if it is a two (the power card); a single two, beats everything, and the hand ends followed by a new lead.

The roles for each player are as follows:

President: can make any player drink at any time, no-one may make the President drink but self. The Pres is the first player to start each round (benefits of power). And the Pres should never have to refill own beer.

Vice Pres: can make any player drink at any time (except Pres), the only the Pres or self can make the VP drink. The VP goes second in each round.

Normal People: These players can make each other drink as well as the Asshole. They play in the order they finished the previous round; first normal out follows the VP, second normal out follows first, etc.

Asshole: for many reasons, this player is truly the Asshole. This player has to do all dealing of cards, all sweeping of cards after the hands, and can not make any other player drink. The asshole plays last in each round.

A few recommendations, at the end of each round, the players should move seats in order to reflect the hierachy, and proper playing order. Play your lowest cards first. Abuse the power when Pres or VP, but remember it will always come back to haunt you, especially when abusing the Asshole.

Play as many rounds as desired.

Beer Blow

Another very simple game (the best kind) with a high buzz factor. Supplies: people, beer, deck of cards, empty bottle.

The deck of cards is placed on the empty bottle. Each player blows cards off the deck on the bottle in turn. The one who blows the last card off the bottle has to drink one glass of beer.

Variation: If sombody spots an ace among the cards a player blew off - that player has to drink once. So if someone blows down a bunch of cards and two aces are visible that person would drink twice.

Beer Hunter

The rules are so easy, a drunk person could understand. All you need for this game is a sixpack, a box, and people to play it with you.

Take one can. Shake it. Now I don't mean just shake it, I mean SHAKE the sucker! Till it's about to blow up. Then put it in the box with the others and mix them around (one person not looking) and then switch them around again (the other person not looking) Basically, nobody knows where it is.

Now, one person picks a can, holds it to his/her head at an angle, and opens it. If it's not the one, s/he has to drink it. If it is the one, s/he gets a wet head and you can start all over or whatever. Then, if it wasn't the one, the next player takes one and tries. etc.

Beer Pot

An incredibly simple game that will knock you out of your chair. Basic supplies: beer and people (as usual), plus a big pot, or pitcher.

All players sit in a circle. Each player contributes one beer to the pot. One player starts drinking from the pot. This person can drink as much or little as s/he chooses. When done, the pot passes to the next player who does the same thing. The person who empties the pot is the winner. The person who drink immediately before the winner is the loser.

The loser must then put a beer in the pot for each of the players; then play starts again. Or a variation is that the loser puts in two beers, the winner zero, and everybody else puts in one.

This is also a great game to be played in bars. Buy a big pitcher of beer. Pass it around. The loser buys the next pitcher.

It is important that the pot/pitcher is big - it makes it harder to judge the amount of beer remaining.

Beer Race

The rules are quite simple; potentially high buzz factor. As usual the basic supplies are people and beer.

Each person starts with a full glass/mug/stein/tankard/cup of beer. Any beer will do, but preferably something quite inexpensive.

All platers start drinking at the same time. To signal that you have finished you hold the glass *upside-down* above your head; if anyone does so then the other players must do the same whether or not they have finished drinking.

IMPORTANT NOTE: It isn't required that you actually drink the beer before claiming to have won; the winner is the first person to invert their glass above their head regardless of whether they actually drank the contents.

Boat Races

One of those classic endeavors that leaves everyone wet and drunk. Very high buzz factor. Supplies: people and lots of beer.

Have everybody divide up into two even teams. Each team lines up opposite each other, preferably down a long table, or just sitting on the ground. Fill each glass full of beer and place in on the table in front of each player. The players can not touch their glass before they are allowed. The first players on each team start the game by drinking all of their beer and setting the glass back on the table. When the glass touches the table the second person drinks his beer and sets his glass on the table. This continues until the last beer is gone. The first team to place their last empty glass on the table wins. Wins what you may ask? Nothing.

Alternate version: each player has two glasses of beer. The race goes down the line and returns. That means the turn-around players have to drink two beers in a row.

Bouncing Ball

A very interesting and imaginative game. Mid level buzz factor. Supplies: people, beer, and an imaginary ball.

Everyone sits around a table. There are only three words that can be said: WHIZ, BOUNCE, and BOING. Someone starts by saying one of the words.

WHIZ = the ball passes to next player.
BOUNCE = the ball skips the next player and goes to the following player.
BOING = ball hits wall and reverses direction.

The penalty for errors is drinking.

Variation: play with difficult words such as PERFIGLIANO, SCHWARTZ, and a players name.

Bullshit

Another mentally challenging card game that involves beer. High level buzz factor. Supplies: beer, people (not more than 6 for a good game), and a deck of cards.

Sit in a circle, deal out the entire deck of cards evenly, or thereabouts, to each player. The object of the game is to get rid of all your cards. Starting with aces, the first player lays down the number of aces s/he has, stating the number of cards. EVEN if the player doesn't have any of the card, LIE.

If someone thinks that you are lying, they say "Bullshit!" If that person is right, you drink an amount proportional to the number of cards in the stack; lots of cards already played = lots of drinks. However, if you were honest in your play and someone says "Bullshit!" that person ends up drinking the prescribed amount.

Play starts with aces, then goes on accordingly, through kings, then repeats back to aces.

Oh, by the way, if have to drink because of either being caught bullshitting or falsely accusing, in addition to drinking, you must also pick up all of the cards already played and add them to your hand.

Play continues until someone runs out of cards. If you so choose, play could continue down to the last two players.

Buzz

Simple game, low buzz factor. None the less entertaining when a good buzz is already attained. Required supplies: people, and of course, beer.

Sit in a circle. The first player says 'one,' the next player says 'two,' and so on down the line. However, when someone reaches a number that is divisible by 7, s/he says "buzz."

If the player misses a "buzz" when needed, or when an unnecessary "buzz" occurs, that player drinks.

The obvious challenge is to see how high of a number can be attained; but this also means very little drinking. The known current record is over 1200.

Variation: An honest "buzz" would change the direction of the circle. Or add '11' into the rotation and say 'Bizz' for divisibles of 11. In this case, watch out for 77.

Century Club

This is another straight forward simple game, the best kind. You will end up very drunk, very quickly if you play this. The necessary materials are: people, lots of beer, and a designated time keeper.

Every minute for 100 minutes, each player takes a shot of beer (1 oz or 1.5 oz, you choose). At one oz, this equates to just short of nine cans of beer in just over 1.5 hours. That's a lot of beer.

The game starts out slow, but in the later rounds you wonder where the time went.

It helps to have a timekeeper because otherwise, you tend to miss a few shots in there.

Remember, not everyone makes it to 100. But if you do, feel proud.

Dice

Quite similar to, but not as involved as Three Man. Still, a high buzz factor. Standard supplies: beer, people, liquor, dice.

Roll two dice. Anything that adds up to six (i.e. 2-4,5-1) or has a six in it (i.e. 6-1, 6-2, 6-2, 6-3, 6-4, 6-5), you drink a "good" gulp of beer. Any time you roll double 2s, 4s, or 5s you drink that many (2, 4, or 5) "good" gulps of beer (You can modify this to just one "gulp" on doubles). If you roll double 3s you are penalized twice, for getting doubles and adding up to six. Thus four "good" gulps (or 2 if you play the modified rules). The killer is double 1s or double 6s. For this you do a SHOT of your favorite poison (i.e. JD, Southern Comfort, tequilla, etc). Lastly...you continue rolling until you get something that you don't drink on (i.e. 1-2, 1-3, 1-4, 1-5, 2-3, 2-5, 3-4, 3-5, 4-5). If you roll the dice off the table, you are also rewarded with a gulp of beer.

Drop the Dime

To play this game you will need a cigarette, a glass, a napkin, and a dime. Unfold the napkin and place it over the mouth of the glass so that it will stay in place (may need to secure with tape or rubber band). Then place the dime in the center of the napkin. The object is to see how much of the napkin you can burn away, taking turns, with the cigarette. The player to cause the dime to drop consumes a full glass of beer.

Drug Dealer

Quite a simple game actually, with a low-mid boot factor.

This is a game to play while doing other things at a party. To play the game you need one playing card for each participant. You always need one King and one Ace, and a variety of numbered cards some low, some mid, some high, but just one card per player.

The cards are dealt face down, take a quick peek. The person who gets the King is the cop, the person who gets the ace is the drug dealer, everyone else are bystanders.

It is the drug dealers job to very VERY discreetly wink at another player, this person while enventually say 'the deal has been made.' At this time the cop identifies him/herself and tries to figure out who the dealer is. The cop chooses a player, if wrong the cop drinks the number shown on the card, and then chooses again, if wrong again, he drinks the number on that card. When the cop chooses correctly, the drug dealer drinks the NUMBER OF CARDS remaining NOT the total of the numbers on the cards.

After that, the cards are redealt and the game goes on.

This is a great game for when people don't feel like playing a game because it's the regular socializing that helps disguise any winks and keep the cop on his/her toes. However, it helps alot if the players do sit in a circle while playing, and not spread around a room.

Obviously if you want to increase the boot factor, play with high numbered cards.

Drunk Driver

The rules for this are easy, there is a dealer and one 'driver.' The dealer deals 6 cards (more for a greater challenge, less for an easy road) face down to the driver. The driver turns over a card and one of the following will happen:

if the card is a non-face card or ace, nothing happens and the driver moves onto the next card.

if the card is a face card or ace, the driver is dealt additional cards based on which card; Jack = +1 card, Queen = +2 cards, King = +3 cards, and Ace = +4 cards. As well, as being dealt more cards, the driver also has to have a drink for each additional card. (ace turned over --- 4 cards and 4 drinks).

The game continues until the driver has successfully made it off the road (gone through all cards dealt). If the dealer runs out of cards, simply reshuffle the cards already played.

Fuzzy Duck

A good get-to-know-ya kind of game. Simple supplie: people and beer. Low buzz factor. Not too bad of a game after everybody's had a few.

Begin the game by saying "fuzzy duck" to the person to your left. That person then says "fuzzy duck" to the person on his/her left. This continues until someone decides to change the direction of play by saying "does he" (duzzy). "Does he" changes the direction and the phrase that is said. Not only does the direction change but the people must say "ducky fuzz." Now the game is going to the right with "ducky fuzz." The direction is then changed back by saying "duzzy." The words to say go back to "fuzzy duck."
Any screw-ups ===> drink. After awhile when the mistakes are more frequent, it turns into, "Does he F**ck?" or "F**k he does."

Variation: the same player cannot say the same thing consequtively within the same round. ie: if player 1 starts with "Fuzzy Duck," and play comes back around to him, he must say "Does He" before being able to say "Fuzzy Duck" again.

Guess the Note

As many people as are interested can play, the more the merrier. A game for the more musically inclined. Low buzz factor. Supplies: people, bottled beer, and some musical instruments (piano is best).

One player takes a seat at the instrument. The other players drink unspecified amounts of beer from the bottles. The first player blows a note on his bottle, as if playing a flute. The person at the instrument has 3 tries to repeat the note with the instrument. If repeated correctly, the first player drinks. If the person never matches the note, he drinks three and passes his turn.

"Hi, Bob"

Similar to "TV Characters," another old style drinking game steeped in tradition. Mid-High buzz factor. Supplies: people, beer, and episodes of the original "Bob Newhart Show," or even "Newhart," if desperate.

Simple rules: whenever anybody on the show says "Hi, Bob!", everybody calls out "HI BOB!" and takes a very generous drink of their beer. People on the show say "Hi, Bob" so often, that even the guys who can hold their alcohol the best will get at least a good buzz.

High - Low

This is another very easy game with a pretty decent buzz factor. Materials needed: people, beer, cards.

Player one is dealt a card. S/he then guesses whether the next card will be higher or lower than the next card. If wrong, s/he drinks once (because one card was showing). If correct, s/he guesses again. After taking at least three cards, the player may choose to continue or pass, BUT ONLY after having taken at least three cards. If the player pass, the next player starts where the previous left off.

When a player guesses incorrectly, s/he drinks for each card showing. SO, the strategy is to build up a lot of cards and then pass it to the next player.

Before play starts, determine by vote if equal cards are a loss or correct guess.

Indian Poker

A pretty silly looking game, but that's what makes it fun. Supplies: people, beer, and a deck of cards. Mid-high buzz factor.

Each player is dealt one card that they can not look at. They must place the card on their foreheads so that everyone else can see the cards. That means you can see everyone card but your own.

Dealer begins by betting that he has the highest card by saying how many drinks he wishes to bet. Players who don't think they can win fold and take as many drinks from their beer that the current bet is at. The player who ends up losing with the lowest card with the lowest card must drink the total of the bets.

The Name Game

Another good "get to know ya"' kind of game. Mid buzz factor. Only the standard supplies are needed: people and beer.

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: Doanld Duck, Mickey Mouse) or is a singel 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.

(also referred to as "Think While You Drink")

Peuchre

A drinking game adapted to the card game Euchre. If you don't know how to play Euchre, don't ask. It has to be seen to be understood, and not many people get it after that. So, this game is for those who know how to play the game.

Lose a point: one drink per point.
Get Euchred : five drinks, plus drinks for points.
Take all during loner: losers drink 10, plus points.
Partner over-trumps when not necessary: partner has two.
Caught Reneging: Kill entire beer.
Victorious: Have a few to celebrate.

Add to and adjust as needed.

Quarters

A mindless game that actually requires a certain amount of coordination. Supplies: people and beer (as usual), a quarter (hence the name), and a shallow juice-type glass.

All players sit around a table, or similarily hard surface, and, in turn, try to bounce the quarter off the table into the juice glass. If successful, the player tells any other player to have a drink, as well as receiving another turn. If the player fails, play passes to the next in the circle.

If the player is fortunate enough to make three bounces in a row, this player may make a rule. Anything goes. Some favorites are:

"Can't say drink, drank, or drunk."
"Can't point with your fingers."
"No proper names."
"Have a drink before each attempted bounce."
etc. (be creative)

If any rule is broken during the course of play, the violator subsequently "consumes some beverage."

Early days variations:

The glass that you bounce into also contains the beer to drink. The trick is to then drink the beer without swallowing the quarter.

If the player bounces and hits the rim of the glass, without the quarter going in, s/he receives another free attempt.

If the player misses, and feels confident enough, s/he may "chance" for another attempt. If the player makes the chance attempt, things proceed as if it were a normal turn. However, if the chance attempt fails, that player must drink the beer.

Following a failed "chance" attempt, the player may wish to attempt a "kill." if the attempt is succesful, play continues as normal, but if the attempt fails, the player must drink a full glass/can/bottle of beer non-stop.

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 (ie 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.

I Never

This is a great game for a group of close friends or people who really like to share hints of their dark pasts. Only supplies are people with enquiring minds, and beer. You probably won't get drunk playing this, but it's a great ice-breaker for a party.

Everyone sits around around a table, or on the floor if you so desire. One person goes first by making a TRUE statement that begins with "I never...." For example, "I've never been to Disneyland." Then, if any other player HAS DONE what the person said, they simply drink.

As the game progresses, the statements tend to get more personal and explicit. But the game only works when people are honest. However, if somebody drinks on an "I never..," no explanation is necessary. For example, if someone says, "I've never had sex with an inflatable doll," and someone ends up drinking to it, no explanation is needed, just a drink of affirmation.

Kings

A simple game, could be quite interesting. A game that could very easily be played in a bar, making the lives of others more interesting. Played with liquor not beer. Supplies: people, a variety of liquor, and a deck of cards.

Shuffle the cards. Start dealing one card at a time, face up, to each player. The first person to be dealt a king picks a liquor, the second dealt a king picks the mixer, the third makes the drink (or buys it), and the last dealt a king drinks it.

This can turn out to be quite a laugh; it relies purely on chance, and if you pick a really disgusting liquor or liquor/mixer combination, it could happen that you'll be the one required to drink the concoction.

Master of the Thumb

This game is played in conjunction with any other game during the course of the evening. It is very simple and easily adapted.

The game starts by picking the person who will be the first Master Of The Thumb. While sitting around the table having a good time, the Master Of The Thumb can, at any time s/he chooses, non-chalantly place her thumb on the edge of the table. After she has started this, anyone who notices must follow example. The last person to place his/her thumb on the table loses and has to drink, but they do become the new Master Of The Thumb. If anyone places their thumb on the table without the real Master Of The Thumb starting it, they have to drink.

Mexican

Takes a bit to catch onto, but once understood, quite a competitive game. Requires people, beer and dice. Mid buzz factor.

Someone arbitrarily goes first by rolling the dice. The score for the dice is as follows:

2 & 1 = Mexican, the highest possible roll.
(if you throw one of these, the eventual loser has to drink double the standard drinking quantity being used for the game.) (each subsequent mexican in that round will double the required drink for loser). More easily understood later.
3 & 1 = scumbag
the thrower immediately has to consume one drink. This throw does not count as one of the thrower's goes.
Any double = 100 times the double i.e., double 1 scores 100, double 2 scores 200 etc.
Any other throw = The highest number multiplied by 10 + the smallest number i.e., 5 & 4 scores 54, 6 & 1 scores 61 etc.

The starter has the choice of one, two of three rolls to obtain the best score they can. The starter's score is the score of their last throw i.e., if you throw a 61 then 63 with your first two throws and elect to take a third throw, you must count the third throw even if it's lower. Every other player in the game has the choice of throwing up to as many times as the starter i.e., if the starter takes one throw, all other players have only one throw.

Holding a dice - if a player has more than one throw available, they may hold a 1 or a 2 (if thrown) for subsequent throws i.e., if you have 2 or 3 throws and you throw a 4:1 on your first go, you may, if you wish, only pick up the 4 and throw it as your next go. This tactic will increase your chance of a mexican, while also increasing your chance of a low score or scumbag. If you throw a scumbag you may not hold the 1.

The loser is the person who throws the lowest score. In the event of a tie, all players with the lowest score must roll one dice and the lowest number loses.

Play as many rounds as desired.

Questions

This is a favorite drinking game, although it's often difficult to find people willing to play it. Mid level buzz factor. Basic supplies only: people and beer.

It starts with a room full of people, the more the merrier. The object is to ask a question when it is your turn, but this is much more difficult than it seems. The rules are:

1. Obviously, the infraction of any rule is punishable by a drink.

2. You can only ask one person one question at a time.
   a. The person who asks the question must address the person queried by name; no pointing. (newcomers to a crowd are allowed some leeway until they learn names.)
   b. The questions must be answerable by <> or <>. (This rule is optional, but be certain beforehand if it will be observed.)

3. The person asked the question must immediately ask another person
   a. Any hesitation, answering the question, laughing, or doing anything else besides asking somebody else a question is punishable by a drink.
   b. Asking a question back at the person who asked is punishable by a

drink.

c. Any question can be asked only once. Simply rephrasing somebody else's question is a cheat. A person who repeats a question must take a drink.

Other notes:

If the crowd cracks up (after, for example, a spectacularly personal question), a <> is called.

The best way to play is to keep a question or two rolling around in your head, to be spewed out after you are asked a question. Good questions are the innocent sounding ones: <>
<> <>

The other best way to play is to get personal (the game usually descends to this level fairly quickly): <> <> <> <>

You can see the game demonstrated (after a fashion) in the tennis court scene in _Rosencrantz_and_Guilderstern_Are_Dead_.

Red and Black

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. Intersting 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.

Shotgun

This is not really a drinking game, but more or less a contest to see who could drink a can of beer the fastest. Very high buzz factor. Supplies: beer, and something to puncture the can with.

Punch a hole near the bottom of the can, on the side. BE CAREFUL: that can is now dangerous with sharp edges possibly exposed. Put your mouth over the hole, lift your head upo with the can while opening the can. Drink fast. The first person to finish is the "winner."

Sink the Battleship

A game of skill, a game of challenge, a game of intrigue? Low-Mid buzz factor. Supplies: people, beer, pitcher, and glasses.

Each player will need a glass of beer. Float an extra glass in the pitcher of beer (adding some beer to the glass may be needed for stability). Each player takes turns pouring beer into the floating glass. After a five second wait, the next player then pours into glass. Whoever causes the glass to sink must retrieve it and drink its contents.
The object is to leave the glass just short of sinking and leave the care upto the next player.

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