

INSTRUCTIONS

1. CHOOSE SOMEONE TO BE THE MODERATOR.
2. PLAYER WHO SHOWERED LAST STARTS.
3. GOING AROUND THE GROUP, TAKE TURNS DRAWING CARDS FROM THE DECK.

RULE CARDS ARE PLACED IN THE CENTER OF THE TABLE AND APPLY TO EVERYONE PLAYING. A MAXIMUM OF 3 CAN BE IN PLAY AT A TIME.

ACTION CARDS MUST TAKE ACTION THE MOMENT THEY ARE PICKED UP AND THEN DISCARDED.

SPECIAL CARDS ARE ACTION CARDS WHICH CAN BE KEPT BY PLAYERS TO BE USED ONLY ONCE WHENEVER

POWER CARDS PLACED IN FRONT OF THE PLAYER FOR EVERYONE TO SEE. EMPOWER AND APPLY TO THE PLAYER WHO OWNS THEM.

WEAKNESS CARDS ARE LIKE POWER CARDS BUT NEGATIVE AND MUST ALSO BE PLACED IN FRONT OF THE WEAKENED PLAYER.

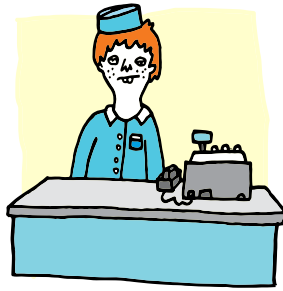
THIS DEMO IS ONLY 12% OF THE WHOLE DECK!

IF YOU ENJOY THIS PLEASE SUPPORT OUR KICKSTARTER!

DRINKDRANKORUNK@ 2017 - DRINK RESPONSIBLY - USE WATER



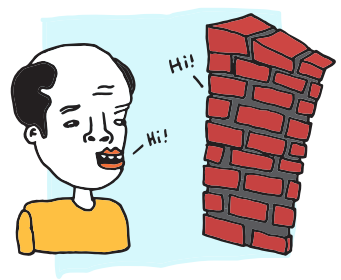
SPECIAL [COUNTER]



USE THIS TO COUNTER ANYTHING THAT ANYONE THROWS AT YOU.



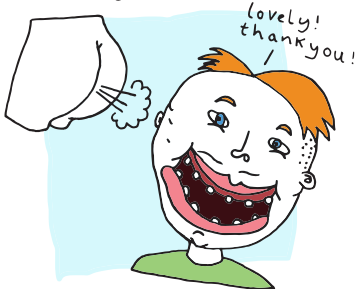
WEAKNESS [ECHO]



REPEAT THE LAST WORD OF EVERY SENTENCE YOU SAY.
DON'T AND DRINK DRINK.



WEAKNESS [WELL MANNERED]



COMPLIMENT, SMILE AND THANK ANYONE WHO MAKES YOU DRINK.
FORGET,
AND YOU DRINK.



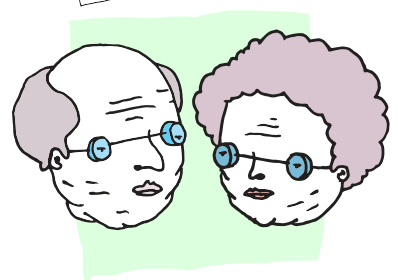
WEAKNESS [3 Y/O CHILD]



EVERYONE MUST TALK TO YOU AS IF YOU ARE A VERY SMALL CHILD.



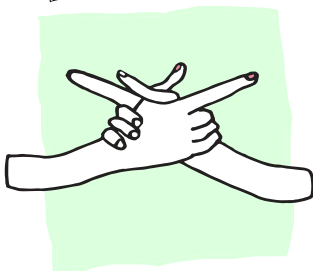
ACTION [OLD FART]



OLDEST PERSON DRINKS.



ACTION [SWORDFIGHT]



SWORDFIGHT TOURNAMENT! FIGHT BY HOLDING HANDS AS PICTURED, FIRST TO POKE THE OTHER, WINS. WINNER ALLOCATES 10 SIPS AND STEALS A POWER!



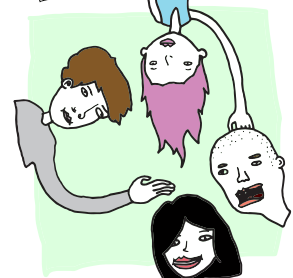
ACTION [HEY SEXY]



GIVE SOMEONE YOU FIND ATTRACTIVE 1 DRINK.



ACTION [DRUNK PICTURE]



POINT A CAMERA ANYWHERE IN THE ROOM. EVERYONE HAS 3 SECONDS TO GET IN THE PICTURE. ANYONE OUTSIDE, DRINKS.



ACTION

[SERIOUS ROUND]



NO ONE LAUGH FOR
ONE ROUND.

LAUGH, AND YOU
DRINK.



ACTION

[BUST-A-MOVE]



DO A DANCE MOVE.
GOING CLOCKWISE,
PLAYERS TAKE TURNS
REPEATING EVERY
MOVE ADDED AND
ADDING THEIR OWN.
FAIL AND DRINK



SPECIAL

[MEDICATE]



GET RID OF ONE
WEAKNESS CARD.
THIS CARD IS
TRADEABLE.



POWER

[QUESTION MASTER]

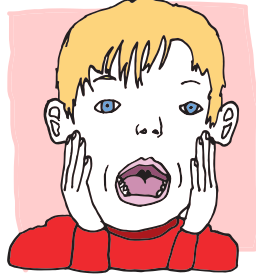


ANYONE WHO ANSWERS
ANY OF YOUR QUESTIONS
MUST DRINK.



POWER

[HOME ALONE]

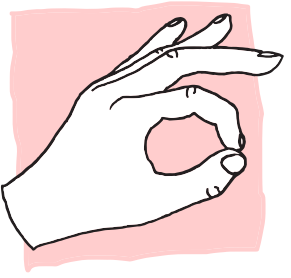


ONCE EVERY ROUND, YOU
MAY PLACE TWO HANDS
ON YOUR FACE LIKE
PICTURED.
LAST PERSON TO JOIN
YOU DOING SO DRINKS.



POWER

[CIRCLE GAME]



IF SOMEONE SEES YOU
MAKING THE ABOVE HAND
SIGN FROM BELOW YOUR
WAIST THEY DRINK.
IF THEY POKE THROUGH
IT BEFORE YOU PULL
AWAY, YOU DO A SHOT.



POWER

[TOILETS 50¢]



YOU MAY CHARGE ANYONE
GOING TO THE
TOILET WITH ONE SHOT
OF YOUR CHOICE.



ACTION

[WATERFALL]

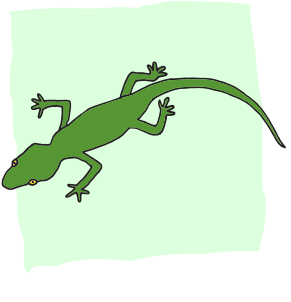


EVERYONE STARTS
DRINKING.
YOU MAY STOP WHEN-
EVER, BUT OTHERS
CAN ONLY STOP AFTER
THE PERSON ON THEIR
RIGHT HAS STOPPED.



ACTION

[GECKO]



EVERYONE PLACE 3
LIMBS AGAINST THE
NEAREST WALL.
LAST PERSON TO DO
SO DRINKS!

ACTION
[DRUNK LECTURE]



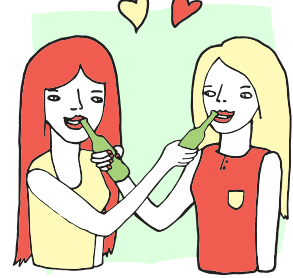
TALK FOR 60 SECONDS ON A TOPIC OF THE GROUP'S CHOICE.

ACTION
[HOW RUDE!]



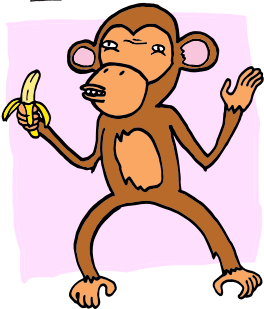
ANYONE WITH THEIR PHONE VISIBLE MUST DRINK. THOSE WITH PHONES IN HAND DO A SHOT.

ACTION
[CUTE COUPLE]



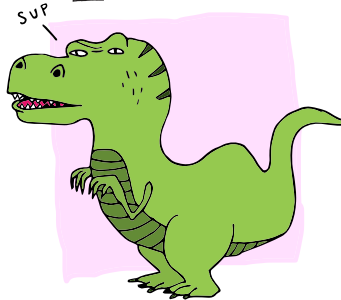
PICK TWO PEOPLE. THEY MUST HOLD EACH OTHER'S GLASS AND HELP EACH OTHER DRINK.

RULE
[MONKEY]



EVERYONE MUST PEEL THEIR DRINKS AND SAY "OO OO" LIKE A MONKEY BEFORE DRINKING. FORGET AND DRINK!

RULE
[JURASSIC PARK]



EVERYONE MUST DRINK WITH ELBOWS LOCKED TO THEIR SIDES, LIKE A T-REX.

RULE
[HATS]



EVERYONE PUTS A HAT OR HAT-LIKE THING ON THEIR HEAD. WHENEVER IT FALLS, THEY DRINK.

WEAKNESS
[SHIT BOMB]



THIS CARD GETS PASSED WHENEVER SOMEONE SWEARS. SET A TIMER FOR 5 MINS. WHEN THE TIMER GOES OFF, WHOEVER IS HOLDING THIS CARD DOES A SHOT!