

DateWorks/Trends International
Drinking Games 2014 Wall Calendar Text



Diva Ball

Each person has two cups: the first cup is filled with beer, the second cup remains empty. One player places a ping pong or Wiffle ball in his empty cup, does a “dance” and tosses the ball to another player who must catch it in his empty cup. The dance can be a simple spin or something more elaborate—be creative (add more spins, air humping, silly dance moves or verbal cues). If the ball is caught, the other players say “one.” If the ball is missed, both the thrower and catcher must take one drink and play resumes. The second player becomes the diva and does the “dance” then tosses the ball to the third player. If caught, the other players say “two.” Drinks are now worth two, and so on. The thrower of the fifth throw will get to create a rule for the rest of the game provided the ball is caught. (Usually, these are additions or alterations to the “dance” but other changes are permitted, such as how to score or end the game, drinking increases, penalties for spilling, etc.) On the tenth throw, the order of the “dance” is reversed. On the fifteenth throw everyone must finish their drinks.

Rhyme or Reason

This is an easy game, but it can become quite difficult as the evening pours on (pun intended). The person with the bushiest eyebrows starts. Player one says a word, any word, like “frog.” Then, the person to his left says a word that either rhymes with the first word, like “dog,” or he must say a word that refers to the first word, like “amphibian.” The next person would then have to rhyme or refer to “amphibian,” and so on (someone’s gonna be drinking!). You must use a real word—words may be challenged with the use of a dictionary—or you drink. Can’t think of a word? You drink. The next person gets to start with his own word. Try to move as fast as you can, and be creative!

31

For this game you will need a deck of cards. The game follows the same premise as Black Jack, but with some essential variations. The object of the game is to get as close to 31 points in your hand without going over. Aces are worth 11 points, all face cards are 10 and all other cards are face value. Each player is dealt three cards—two face-down, and one face-up. The play rotates, like in Black Jack, for additional cards. At any point in the game, if you think you have a high hand (28 points or so) you can “knock,” which means everyone else has one last draw to add to his hand. After everyone plays his last card, the hands are laid down and the person with the lowest point total has to drink an entire beer before he loses again in an ensuing hand. If the person who knocked has the lowest point total, that player must also drink an additional penalty beer for inferior play. If someone does not finish his beer before losing again, he must drink yet another penalty beer. Finally, any time someone has a total of 31 in his hand, he immediately places his cards down and everyone else loses and must drink.

Drown the Clown

Deal players one card each. On the count of three, everyone flips his card over. If any two people have the same card, then they must point at each other and yell “clown.” Whoever says it first gets to watch the other take as many drinks as designated for being the slowest. If a person points at a person who does not have a match or if he says anything other than the word “clown,” then he must take three drinks. No clowning around!

Beer Hunter

This game is a safer version of Russian roulette. Get one can of beer and shake it up. Really shake it up! Place an equal amount of beer cans in a box as there are players. Mix them up and have each person select a can. On the count of three every player is to open his or her can as if to drink (you may want to close your eyes). The one who is sprayed is out and everyone else must drink. The last person to finish his drink must finish what remains of the sprayed out can. This keeps repeating as players are eliminated. The winner is the one who doesn't get soaked.

Waterfall

This is a simple game, but you may want to have the following instructions handy as this game will quickly get out of hand! Shuffle a deck of cards and place face down in the center of the table. Taking turns, each player draws a card from the top of the deck.

Ace: "In your face" (Person across from you takes a drink).

2: "Take two" (Person who draws this card must take two drinks).

3: "Take three" (Person who draws this card may give out three drinks to whomever he chooses).

4: "Fours is for whores" (If you have slept with more than two people, take a drink. This applies to everyone playing).

5: "Five to categorize" (The player who draws a five names a category, like soft drinks, breeds of dogs, or uses for a llama. Going around the table everyone says a unique word that belongs in that category. The first player to repeat a word or not come up with a word in five seconds must drink).

6: "Six is for dicks" (If you have a dick, you drink. This applies to everyone playing).

7: "I never" (The person who draws this card will say something that he has never done; if any players have done it, they must drink).

8: "Bathroom pass" (No one can leave the table for any reason unless he has this card. He can use it at anytime).

9: "Rhyme time" (The person that draws this card has to say a phrase to the next person. The second person has to say another phrase that rhymes with that phrase and so on around the table. You can make it simple: "I have a tattoo on my butt," "My girlfriends call me a slut," "My dog Taffy is a mutt," and so on. Or you can make it more challenging: "I'm feeling a bit tipsy..." The person that fails to rhyme or gets caught thinking has to chug.

10: "Waterfalls" (Everyone must begin drinking with the player who drew this card. When the player who drew the card stops drinking, only the player on his left can stop drinking. When the player on his left stops drinking, the next player to the left has the option to stop drinking. This continues until everyone has stopped drinking in this manner one by one).

Jack: "Social" (Everyone drinks).

Queen: “Beer bitch” (This person must refill everyone’s drinks).

King: “Rules” (The person who draws this card can make up any rule he wants. Anyone who violates this rule must drink).

Flip Cup

An oldie but a goodie, flip cup is a team-based drinking game. Two teams of an equal number of players stand on opposite sides of a table facing one another. The players directly facing are opponents. In front of each teammate is a disposable plastic cup filled with a set amount of beer. Generally, the first line inside a disposable cup is used as a marker. At the start, it is customary for the initiating players to make a toast, after which the first member of each team drinks the entirety of his beverage. When finished, the cup is placed open side up at the edge of the table, and the player who drank it attempts to flip the cup by flicking or lifting the bottom until it flips and lands face down on the table, sitting on its mouth. The player may not use two hands or blow on the cup to “guide” it to flip over. If the player is unsuccessful on the first try, the cup is reset and re-flipped. Only after the first teammate successfully flips his cup can the next person proceed. Additionally, subsequent players may not touch or manipulate their cups until the previous player has successfully flipped his cup. Whichever team finishes drinking and flipping all its cups first is the winner and gets to create a victory dance around the table while each member of the losing team chugs a beer in shame.

Spoons

Place spoons in the middle of the table. This game may also be played with other small objects (forks and knives are not recommended) just as long as there is one less object than the number of players. Deal four cards to each player. The dealer holds the remaining cards and flips over the top card. If the dealer doesn’t need the card he can pass it to the left or keep it and pass another card from his hand. The next player can also choose to pass the card to his left or keep it and pass another from his hand to the left. This routine continues until someone has four of the same cards (example four kings, or four 2’s). Without saying a word the person who has the four of a kind grabs a spoon (be sneaky!) and everyone should follow his lead, the only person to not have a spoon has to drink as much as the winner decrees.

Risky Business

Line up six cups and number them one through six. Cups one, three and five should be filled with your favorite libation. Two, four and six should remain empty. You will roll a die one time and move clockwise around the table. The player with the smallest ears rolls first. Whatever number the die shows is what cup you will be dealing with. If the cup is empty, fill it up as much as you’d like. If it has some in it, drink it. When you are drinking the cup down, it has got to be in one chug—no stopping. If you break this rule you must roll again.

D-R-I-N-K

Use the same rules as you would when playing H-O-R-S-E, only this game can be played anywhere and with empty beer cans instead of a basketball. Players take turns shooting their empty beer cans into a garbage can or, preferably, a recycling bin. The male with the most feminine name or female

with the most masculine name goes first. If player one makes his shot then player two must make the same shot so be creative, like standing on a chair on one leg or banking the can off your poster of John Belushi from *Animal House*. The player shooting must verbally call out what shot he is going to take before the shot. If the shot is made, the next player has to make the same shot or he is assigned the letter D. If the second player makes the same exact shot then it falls to the next player and so on until the original shooter is up. At that point the original shooter takes another shot. If the person shooting first misses then he proceeds to the back and the player next in line becomes the leader and gets to decide on the shot taken. If that person misses, then control proceeds down the line until it returns back to the original shooter. As each shooter misses he earns the next letter in the word drink. When a player reaches D-R-I-N-K he is out. This is continued until there is only one player left. That player is the winner and gets to stand on the couch or bar top and beat his chest and let everyone know just how awesome he is.

Mushroom Cloud

Place a glass or can of beer, or any other drink of your choice, in the center of a table and surround it with a ring of cards face down. The player with the biggest nose starts by drawing a card from anywhere in the circle. Big Nose must call either red or black before he looks at the card. If Big Nose is correct he will have that card value to split up between all players or he can give it all to one player. Big Nose will also have the card to give to anyone he chooses. For example: 7 would be seven drinks to one player or he can split it up four to one player and three to another as long as the total is seven. He then gives the card to someone else to put on the glass. If Big Nose is wrong he will need to drink the value of the card himself and also place the card on top of the glass with two corners hanging off the glass or can. The game goes around the table clockwise. Each new card placed on the glass must have two corners hanging off from the rest of the cards. The game continues around the table as you build an unstable (or stable depending on your skill) mushroom outwards. The mushroom grows until cards start to fall. If one to three cards fall, the person placing the last card on the mushroom must drink the value(s) of the card that fell and place the card(s) back on the mushroom. If four or more cards fall off the mushroom the player must drink whatever drink is in the center glass. It is possible to get all cards on the glass. If this happens play the game in reverse taking cards off one by one calling the colors.

Value of Cards: 1-10 is ten drinks. Face cards are ten drinks. Aces are eleven drinks.

Landmine

This game is played on a table with two shot glasses, a quarter and plenty of beer. The oldest person at the table goes first and fills up the two shot glasses with beer. Next, Old Fart spins the quarter and downs both shots and picks the quarter up before it stops spinning. If he fails to do so, he has to redo his shots until he gets it. If he spills any beer, or doesn't finish the beer in the shot glasses, he will have to go again. Now Old Fart passes the shot glasses to the next person who does the same thing. Once you have emptied a beer bottle or can, it is now designated a "landmine." When someone else is spinning the quarter, you can set your bottle or can on top of the quarter to make it stop spinning. The person has to redo his shots. Once you landmine someone, the bottle or can does not move from that spot. It is now in the way of everyone else spinning their quarter and if at any time the quarter hits a landmine, that person has to redo his shots. Once you cannot spin the quarter because of all of the landmines, the game is over—if everyone is still conscious, that is!

Beer Pong

Fill 12 cups $\frac{1}{3}$ of the way with beer. Arrange six cups in a pyramid—a paddle's length off the back of the table—on either end of a table.

Players bounce a ping-pong ball the length of the table and aim for their opponents' cups. When a ball lands in a cup, the defending team must consume all of the beer inside that cup. Drinking occurs right after a shot is made, and play cannot continue until the cup is empty.

The game is won by eliminating all of the other team's cups before all of one's own cups are eliminated. The losing team must then consume all the beer remaining in the winning team's cups.

It is common to have a glass of water with the purpose of cleaning the ball between throws, and the same rules apply for singles or doubles play; if you play doubles, rotate shots and drinks.

Three Man

Grab some dice and clear the table or a place on the floor to sit in a circle. Have each player roll a die; the first to role a three is assigned to be the Three Man. The player to the left of the Three Man goes first and then play continues in a clockwise direction. The first player rolls the dice and acts according to these combinations:

- 1:1 Doubles (see below)
- 1:2 Three Man drinks
- 1:3 Three Man drinks
- 1:4 Thumb to table or floor
- 1:5 Index finger to side of nose
- 1:6 Player to left of roller drinks
- 2:2 Doubles (see below)
- 2:3 Three Man drinks
- 2:4 Pass turn
- 2:5 Player to left of roller drinks
- 2:6 Pass turn
- 3:3 Doubles (see below)
- 3:4 Three Man drinks; player to left of roller drinks
- 3:5 Three Man drinks
- 3:6 Three Man drinks; social
- 4:4 Doubles (see below)
- 4:5 Social
- 4:6 Pass turn
- 5:5 Doubles (see below)
- 5:6 Player to right of roller drinks
- 6:6 Doubles (see below)

However, if the Three Man ends up rolling a three or sum of three during his turn, he passes along the title of Three Man to another player. (This is also true if the Three Man rolls a three during doubles, explained below.)

If a roll totals nine (making it “social”), then everybody drinks.

If a roll is designated as “doubles,” then the roller can give the dice to one player or each die to two players. Whichever the case, the dice are rolled and the resulting numbers dictate how many sips the player(s) must drink. However, if the rolled dice are doubles, then the original roller has to drink that amount (but gets to keep his turn).

Here’s a cheat sheet for your party:

Total of 7	Player to left of roller drinks
Total of 11	Player to right of roller drinks
Total of 9	Social
Any 3 or sum to 3	Three Man drinks
1 and 4	Thumb to table or floor
1 and 5	Index finger to side of nose
Doubles	Give the dice away