



THE **JOY** OF

DRINKING GAMES

Thanks for choosing Perfect Pregame! The nights of wondering what to do as you pregame are over – no more defaulting to Kings or Beer Pong just because you can't remember the rules to any other games.

Here are clear and concise directions for games using balls, dice, cards, and wits. Many of these games have different variations in rules and terminology, and the versions here are by no means authoritative. Like any drinking game, they are not meant to be taken too seriously.

Have a great time, and use these rules as a starting point. We encourage you to innovate and add your own twists! Drink responsibly - remember that half the fun is knowing your limits and remembering what happened during your epic nights!

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# Ball Games

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## Civil War

Civil War is a beer pong variant, but it's a faster paced 3v3 format. Every player has their own rack, and shoots as quickly as possible at their choice of the opposing player's cups.

### **How it Works**

Two teams of three players face off, with every player having an individual rack of equal size (three, four, six, ten – whatever). There are no turns as in traditional beer pong, any player can shoot at any time. The exception is if one of your cups is made, you must drink before you can shoot again, but you can also pass the ball off to another team member while drinking.

Rollbacks of any ball are allowed and don't need to be shot behind the back, but it's usually a good idea to respect the middle of the table line, or else things can get violent or messy. Same cupping is always allowed and carries the same three cup penalty, but since the game is so fast paced it may actually be advantageous to block the shot and give the ball back instead of allowing a same cup shot.

The first team to make all the opposing team's cups wins. Since it's unlikely that every player will get knocked out at the same time, the players who are out can still grab rollbacks for their team and it might be

smarter to leave a weak shooter with one cup than let them play D. A fun variation of Civil War with larger racks allows players to build fortifications, making towers out of their empty cups to guard their remaining beer cups.

## Baseball

Much like Beer Pong, the main goal of Baseball is to toss a ball into a cup full of beer, but the similarities end there. A great option for longer games and larger teams. Helps to know how to play actual baseball.

### **How it works**

At each end of a long table, each team sets up four cups in a straight line with gaps in between, representing the possible base hits (single, double, triple, home run). In the middle of the table on each side, each team also sets up three cups to represent the bases (the first base cup should be  $\frac{1}{4}$  full of beer, second base  $\frac{1}{2}$  full, third base completely full) and one cup for the catcher  $\frac{1}{3}$  full of beer.

Just like in regular baseball, the teams take turns at bat, and the members of the team at bat will keep taking turns shooting until they have three outs (three misses). Make sure to shoot at the cups that represent base hits, not the cups that actually represent the bases.

After making a cup, players go stand beside the cup in the middle of the table representing the base hit they just made. The next player on their team then takes their shot.

Players advance through the bases via base hits from their teammates or by stealing a base. Stealing involves playing an impromptu game of flip cup against the other team's catcher – someone from the other team assigned to man their team's catcher's cup while your team is at bat.

The player who steals can choose to try and steal any base (e.g. jumping from first to third), but remember the opposing catcher's cup will only be one third full vs a full cup for third base and a half cup for second.

If the runner wins the game of flip cup, they advance to the base they stole. If the catcher wins, the runner is out. If the catcher lifts their cup first, they automatically lose. Don't be a jerk and try to steal before the opposing team can refill their cup.

Whether through stealing or base hits, players continue to advance around the “bases” while their team is at bat to score runs. Whichever team has more runs at the end of nine innings wins.

**Alternative Version:** You can make the game more like actual baseball by giving every batter three strikes before they are out and/or adding a rule where if the opposing team catches the ball before it hits the table or ground also counts as an out.

# Corners

A faster paced version of beer pong that minimizes luck and maximizes skill since there are no racks and only four individual cups to shoot on.

## **How it works**

Two teams of two line up across from each other, with each person at one corner of the table with one solo cup of water and a full side beer. Unlike traditional beer pong, there are no racks, and there are no turns. Players can shoot at any time (after they finish any penalty drinks of course).

The rules are simple: players can shoot at either opposing team member's cup, but can't shoot at the same cup twice in a row. A sunk shot forces the opponent to drink half their beer. A rim shot equals one quarter of a beer, but the opponent can avoid the penalty by catching the rebound before it touches the ground.

A player is eliminated when they are forced to finish their beer, however they can still help their teammate rebound. The team with the last player standing wins.

# You Got Served

A fast paced and competitive drinking game, the main objective is to bounce a ball into an empty cup before your neighbors. Also known as slap cup or boom.

## How it works

To set up the game, grab a bunch of cups, fill them about 1/3 with beer, and arrange them in a circle around the table. To make the game even more interesting, you can make a death cup with a full beer or some liquor to be consumed by the final loser.

Next, grab two empty cups and two pong balls and give them to two players across from each other in a circle. These two players will start the game.

The goal of the game is simple: bounce the ball into the cup without getting lapped. If a player bounces the ball into the cup on the first try, they can pass the ball and cup to any player who doesn't already have one. If it takes more than one try, they must pass to the left.

If you and the player to your right are shooting and the player to your right bounces their ball into their cup first, they can slap your cup away forcing you to grab a new cup from the middle of the table, drain it and keep trying.

Meanwhile, the player to your right passes their cup to the player on your left and the game continues. No one has to wait for you to drink, so drink quickly, focus, and don't get lapped again!

Eventually the cups in the middle of the table run down

to the "Death Cup" that has either a full beer or liquor in it - the last player to have their cup slapped away has to drink this.

If you make the cup on the first try, choose wisely who you want to target – people hold grudges!

## Vietnam War

A pong variant with two teams of three who play as Vietnam and the US, with each side having different rules and formations.

### How it works

Two teams of three, one for the US and one for Vietnam. Each team has ten cups. The US sets up their cups in a standard ten cup triangle formation and puts about a third of a beer in each cup. Vietnam's cups can be put anywhere on their side of the table and an entire beer goes into each one.

US starts with the three balls. Each time one of Vietnam's cups are made, they drink the beer and pull the cup. Each time one of US's cups are made, the US team drinks the beer, refills it, and puts it back into the triangle. The game goes until all of Vietnam's cups are gone or the US team gives up.

**Bonus:** Tet Offensive – after all of Vietnam's cups are gone, the Vietcong shoot continuously for an entire minute, all while someone is continuously flipping the lights on and off, and if the Vietcong make all the cups they win, if not USA wins.



# Dice Games

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## Three Man

An excellent social drinking game, that despite the name can be played by any number of players. All players can wind up drinking based on dice throws.

### How it works

To begin the game, everyone takes turns rolling a single die until someone rolls a three. They are now the three man.

Once the game begins, players take turns rolling the dice, with each combination of dice rolls leading to a different event.

The basic roll results (sum of both die) are:

**3 (or if any single die is 3)**: The three man drinks

**6**: Person to the left of the roller drinks

**7**: Roller drinks

**8**: Person across from the roller drinks

**9**: Social! Everyone drinks!

**10**: Reverse direction

**11**: Person to the right of the roller drinks

There are also specific dice combinations that have special rules associated with them:

**4 & 1**: If someone rolls this combo, they become the

thumb master. Whenever the thumb master places their thumb on the table, everyone else must do so and the last person with their thumb on the table drinks. Passes to the next person to roll this combo.

**Doubles:** If a player rolls doubles they can give both dice to one player or one to two players, who then roll and drink for the number of seconds on the die/dice.

The three man drinks any time a combo adding up to three or a single die with three on it is thrown. They stay the three man until they roll a three (one die or two), then they choose a new three man.

## Seven, Eleven, Doubles

A wildly fun and simple drinking game for only the most intense pregame. 7/11/Doubles involves throwing dice and chugging beer in a race to see who can stay sober for longer than fifteen minutes while playing this game.

### How it works

At any given time there is one designated dice roller and one designated beer chugger, and the object is simple: the person drinking the beer must consume a cup filled to a level of beer determined by the dice thrower before the dice thrower can roll seven, eleven, or doubles.

If the roller gets any of these combinations before the drinker finishes, the cycle repeats itself. If the drinker finishes first, the roller loses and passes the dice off to the next person who can then challenge someone else (or the same person if they're feeling sadistic).

The game is straightforward but there are a few wrinkles. The drinker may not touch their cup before the roller touches the dice. If they touch the cup first, they must drink their cup before the round begins as a penalty, then refill it to play the round.

At any time before the round begins, any player who is not the designated drinker can steal the cup and initiate a round versus the current roller. This is a useful tactic for bailing your friends out if they can't keep up, or if you're just feeling a little thirsty.

## Avalanche

Avalanche is a game of chance suitable for any number of players, and involves rolling dice to determine whether to add more to a communal cup or drink it.

### How it works

All players form a circle and the first player adds an amount of their drink that they choose to a communal cup. They then roll a single die with the different rolls corresponding to different outcomes:

- 1:** No event, play passes to next player.
- 2:** The player doubles the amount of liquid in the glass or fills it, whichever is less. Play passes to the next person.
- 3:** Current player must drink the glass.
- 4:** Current player yells "Floor!" and all players must point downward or touch the floor. The last player to do

so drinks the glass.

**5:** Roll again. If another five is rolled, then the roller has "Power Fives" and may make anyone drink the glass. Any other roll is treated normally.

**6:** No event, play passes to the next player

After the event, the die (and potentially a full glass) passes on to the next player. When someone has to drink the game glass, play continues with another glass and with the next player in line from the original roller.

If the player who had to drink the game glass has not finished drinking it by the time play returns to them, they lose the game and are out.

Once a player consumes three game glasses, they are also out with a loss. The winner is the last person standing.

## Snake Eyes

A very simple dice game for any number of people where players drink based off how hot or cold their hand is rolling two dice.

### **How it works**

The rules are simple – players take turns rolling both dice. If a player roles doubles, they then role one single die and drink for the number of seconds they role. If a player rolls snake eyes (double ones) they have to finish their drink and then role both dice again. A faster pace leads to more fun results!

# Get 20

Get 20 is a simple, fun, luck based game that involves socially drinking based on the value of four dice as players roll in turn.

## How it works

Every turn of Get 20 has the current player roll four dice and give or take drinks depending on the value.

If the total of the dice is under twenty, the roller drinks the difference (e.g. you roll sixteen, you drink four)

If the total of the dice is over twenty, the roller picks someone else to drink the difference and drinks the difference also (e.g. you roll twenty-three, so you pick someone else to drink three and drink three yourself)

If you roll twenty, everyone drinks two!

# Fiesta

A brilliantly simple dice game, players take turns rolling two dice, one at a time. If the second die is higher than the first, the roller gives out the difference in number of drinks. If the second die is lower than the first, they take that number of drinks. If the second die is the same as the first, social! Everyone drinks.

# Card Games

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## Kings

A game that hardly needs any introduction, kings has been and will continue to be the catalyst for many a great pregame.

### How it works

Fan out a deck of cards around an unopened can of beer. Players take turns drawing a card and performing the according action.

After the event associated with the card, the player puts the card underneath the unopened beer tab, making sure not to open the can. If the can is opened by a player's card (even a little bit – listen for the hiss), that player drinks the beer, and puts a new unopened beer in the ring of cards.

Keep playing until you run out of cards.

Below is a list of common card associations for Kings:

**Ace:** Waterfall - Every player begins drinking in turn, no one can stop until the player before them stops

**2:** You - Whoever drew the card assigns a drink

**3:** Me - Whoever drew the card drinks

**4:** Floor - Everyone races to touch the floor, last person to do so drinks

**5:** Guys - All guys drink

**6:** Chicks - All girls drink

**7:** Heaven - All players point to the air, last player to do so drinks

**8:** Mate - Pick a person to drink with

**9:** Rhyme - Say a phrase, and everyone else must say phrases that rhyme in turn

**10:** Categories - Pick a category, and players must say something from that category in turn (e.g. colors, states, dog breeds)

**Jack:** Never have I ever - Each player puts up 3 fingers, then starting with the person who drew the card, each player in turn says "never have I ever [done whatever]". If you've done it, you put a finger down. Play until someone loses

**Queen:** Questions - The person who drew the card asks a random person a question, and they then turn and ask a different random person a question, until someone loses by either failing to ask a question or by responding to the person who just asked them a question

**King:** Ruler - Make a rule that everyone must follow until the next King is drawn. Be careful with this one – bad rules have been known to kill a game of Kings!

# Spoons

Spoons is a game of speed, dexterity, luck and spite. To play, you'll need four or more players, cards, and a spoon for every player (minus one).

## How it works

Get a spoon for every player except one (so if there are seven players, get six spoons) and place them on the table. The cards should be dealt out so that each player receives four cards. The ultimate goal is to get four of a kind and grab a spoon.

The dealer begins by drawing a card from the deck and either keeping it and discarding one from their hand or passing it on to the player on their right. The next player in line then looks at the card and does the same and so on around the circle as the dealer continues to draw and pass cards. Cards are passed completely around the table as many times as it takes.

As soon as one person gets four of a kind, they must grab a spoon from the pile, at which point everyone else must also scramble for a spoon; the loser being the one who misses out. If two players grab a spoon and neither lets go, the one holding the bowl end wins.

Loser finishes off their whole drink, or drinks for the number of seconds as the denomination of the winning four of a kind, whichever is more.

Penalty drinks are levied against anyone who is caught with more than the original number of cards in their hand at any time during the game, or if someone is



obviously ignoring the cards and watching the spoons.

A good tip for Spoons is to take the spoon very discreetly when you've got a four of a kind; most players are so intent on their cards they completely miss it. Alternatively, if you're feeling spiteful, smash the spoons all over the place when you pick, as this will create a mad rush to grab spoons off the floor.

### **Alternative Version**

Take one denomination of card from the deck for each player, so if there are four players, take the Aces, Kings, Queens and Jacks from the deck. If there are twelve players, use the whole deck. Place the spoons on the table as before.

Shuffle the cards well and deal them out, so that each player has four cards. Everyone picks up their cards, and then the dealer calls "Pass!", at which point every player must take one card from their hand and pass it to the left. The dealer can also shout "Pass right!" to change direction. The game works best if the dealer calls every 3-4 seconds, so that nobody has a chance to relax with their cards.

As soon as someone gets four of a kind, that player must grab a spoon and put down their cards. All the other players then have to grab for a spoon, the loser being the one left out.

# Indian Poker

An intuitive game that involves guessing how your own card's value (which you don't know) relates to your opponent's cards (which you can see). Great with a light buzz.

## How it works

Everyone draws a card and holds it to their head without looking, so everybody can see the value of the other players' cards, but not their own. Players decide whether they will play or fold, based on whatever info they can gain from everyone else. The goal is to have the highest card of the round. Feel free to play Aces high or low.

The player to the left of the dealer decides whether to play or fold first, then each person continues clockwise around the circle until all players have made their decision. Once everyone's made their choice, all players put their cards down face up. The player with the highest card wins.

- Any player who folded with a lower card than the winner drinks two
- Any player who folded with a higher card than the winner drinks their card value
- Any player who didn't fold and lost drinks the difference between their card and the winner's card

Repeat until desired level of drunkenness is achieved

# Fuck the Dealer

A classic game of cards and luck that involves guessing and drinking for both the dealer and the players.

## **How it works**

To start Fuck the Dealer, the dealer asks the first player (usually the person to their left) to guess the card at the top of the deck's suit. If they guess right, the dealer drinks two and the next player's turn begins, otherwise the guesser drinks two.

If the first player guessed incorrectly, they must now guess the value of the next card in the deck. If they guess correctly, their turn ends and the dealer drinks three, otherwise the guesser drinks four.

If the guesser didn't get the value of the card right in their second guess, they have one last chance to redeem themselves. They must now guess whether or not the next card from the deck will be higher or lower than the previous card. If they guess correctly, the dealer drinks four, otherwise, the incorrect guesser drinks five and becomes the dealer!

Of course you can add rule variations – for example two players in a row must guess incorrectly all three times for dealer to change, or you can add or remove any one of the questions. If the dealer doesn't change before all cards in the deck are used, a new dealer begins with the new deck.

# Other Games

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## Most Likely

Straight to the point drinking game best suited for mid-sized groups and that requires no equipment.

Everyone sits in a circle and takes turns asking everyone "most likely" questions about the members of the group – e.g. Who here is most likely to have lost their virginity first, who is most likely to end up stranded on a desert island, etc.

After asking the question, everyone in the group points at the person they think is most likely to be the answer. The person with the most people pointing to them drinks, or alternatively everyone drinks for the number of people pointing at them.

## Fuzzy Duck

A round starts when someone says "Fuzzy Duck", which is followed by the next person on the left saying "Fuzzy Duck", which continues the cycle to the person on their left. The player may also say "Does He?" which reverses the order to that person's right. In the following turns people must say "Ducky Fuzz" (unless it's reversed again by saying "Does He").

The purpose of Fuzzy Duck is to go as quickly as possible without saying the wrong phrase. As people go quicker and become more intoxicated, the harder it is for the next player in line. Drinks are given out when

someone messes up or pauses for too long.

## Sip Sip Shot

The drinking version of Duck Duck Goose. Everyone sits in a circle, while one player gets nominated as the "caller". The caller goes round the circle patting the other players on the head one at a time, while calling sip or shot. Each person that caller pats on the head and says "sip" has to take a sip of their drink.

If the caller says "shot" instead of "sip" while patting a player on the head, that player has to chase the caller round the circle. Just like in Duck Duck Goose, that player now has to catch the caller before they get back to the place they were sitting. The caller must at least do one lap of the circle.

If the caller is caught they must take a shot if not the player they patted on the head has to take a shot. If the player does not catch the caller, that player becomes the caller.

## Water

Place many shots on a table: gin, vodka, tequila, or any other clear liquor, and as many shots of water. Every player takes turns taking a shot, then saying "mmmm water." If they aren't convincing, they have to do another and the cycle repeats. If the accusers were wrong and it was water, they must drink. Be careful with this one and don't play for too long.

## Arrogance

All you need is a coin and a large communal cup.

Players take turns pouring an amount of whatever they're drinking into the cup (hence the name "Arrogance", you can be cocky and pour in your whole drink or you can add next to nothing), then the player flips a coin and tries to guess the result.

If wrong, they have to chug the drink. If right, the cup goes to the next person, and they have to add some, and flip a coin. Repeat.

## Text or Shot

Everybody puts their phones into the middle, and everybody grabs a random phone. Compose a text to anybody in their contact list and they have to either send the text or take a shot.

For a slightly safer version of this game, parents, grandparents, coworkers and probation officers are off limits!

## Drunk Drawing

This one is a bit of free for all and requires at least two players and one judge, some paper and pens. Anyone can start a round by shouting out a random object or scene to draw (the weirder the better) and all the contestants take twenty - maybe thirty seconds - depending on how late at night it is, to draw the challenge. All players and judges vote on best and

worst drawings. Winner gets to give out a drink to any player, and loser drinks a double.

## Wizest Wizard

This game requires some supplies, namely tape and beer cans. After consuming a beer, a wizard will tape their freshly opened beer onto the top of the previous empty beer, eventually leading to a long wizard staff of empty beers over time, plus one beer to drink on top.

The wizard must continue drinking out of the topmost beer on their wizard staff to remain in the game. If at any point their topmost drinking beer comes off the staff, then they are out of the game, but their final score stands as the number of beers can left on their staff.

Additionally, they can now use their staff as defense to prevent other wizards from extending their own staffs. The winner is the the wizard with the highest score at the end of the game.

## Drink the Beer

Open face-hole, pour in beer, repeat as necessary to achieve desired level of intoxication. Everybody wins!



Please drink responsibly!

This booklet is for entertainment purposes only  
and should not be read or used by anyone  
under 21.

Excessive drinking can lead to physical harm,  
an emotional morass, and acting like an  
asshole. Know and respect your limits.

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