

## KING'S CUP



Fill the big cup in the middle ¼ more. If you filled it completely, drink it.

## WATERFALL



All players begin to drink at the same time. It goes clockwise where the player next to the card-chooser cannot stop until the chooser does, and so on.

## SKY



Everyone points to the sky, and last to do has to drink.

## BOYS



All boys drink.

## GIRLS



All girls drink.

## GIVING



Chooser points at 3 people who have to drink.

## CATEGORY



Choose a category (like „alcoholic drinks“) and everyone has to name one until somebody fails.

## RHYME TIME



Name a word. All players must clockwise think of a rhyme with the word until somebody fails.

## QUESTIONMASTER

*Keep this card.*



You are not allowed to answer questions.

## COUNTER



Take turns counting up by ones. Each time either a multiple of seven or a number with seven in it is said, the number must be replaced with the word "reverse". Then, the direction of the counting reverses going counterclockwise.

## TOILET-CARD

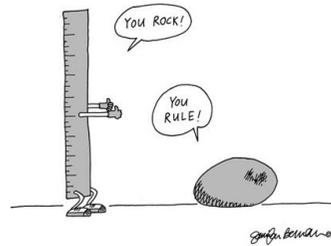
Keep this card until you used it.



With this card you are allowed to go to the toilet.

## RULE

Keep this card.



The player must choose a rule to be in effect for the rest of the game, eg. "Always drink with 3 fingers". (Not valid while actions)

## NAME

Keep this card.



The person opposite of you decides a new name for you which is valid for the rest of the game.

## CHARACTER

Keep this card until somebody else draws it.



The person opposite of you decides a character which you are for the rest of the game, eg. „Rockstar in front of crowd“

## THUMBMASTER

Keep this card until you used it.



Put your thumb on the edge of the table at any time. The last person to notice drinks.

## DO IT AGAIN



Repeat the last action-card as if it were your own.

## DON'T USE „DRINK“

Keep this card.



You are not allowed to use the word drink or similar in any language.

## JOKER



You can put one of the „Keep-this-card“-cards away and give it to someone else.

## I NEVER



Say a true statement about something you've never done. All those who *have* done it must drink.

## LITTLE GREEN MAN

Keep this card.



Pretend that a little green man sits on your glass. You have to remove him before you drink and after you have to put him back.