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BEER PONG # of Players: 2 teams

Need: 2 ping pong balls, 12 plastic cups.

Set Up: Fill all cups half-way with beer. Arrange six cups at each end of a long table, staggered in bowling pin fashion. Divide players into two teams. Teams stand opposite each other with 6 glasses in front of them.

Play: Playing in turn, Player 1 from Team 1 tries to throw the 2 balls into the opposing team's cups of beer. If they land inside a cup (s), Player 1 from Team 2 must immediately drink the beer from the cup(s) the ball landed in then remove the cup(s) from play. The remaining cups are rearranged so that they are close to each other. Player 1 from Team 2 now plays.

Winning: The team that manages to make the opposing team drink all 6 cups of beer wins! At the end of the game, the losing team must drink all remaining beer on the winning side.

BASEBALL # of Players: 2 teams

Need: 1 ping pong ball, 8 plastic drinking cups.

Set Up: At opposite ends of the table, each team arranges 4 cups vertically and touching so that each cup is one cup's diameter closer to the person "at bat". Fill the cups with beer so that: the "single cup" (the cup closest to the batter) is filled 1/4 of the way,

the "double cup" is filled ½ way, the "triple cup" is filled 3/4, and the "home run cup" is filled to the top. Divide into two teams and decide who plays first.

Play: Preceding like a game of beer pong, Team 1 shoots the ball until they accumulate three "outs" by: getting 3 strikes (missing the cups), or being caught out (this can occur when a ball bounces off a cup and the opposing team catches it). A shot is taken after each out and at this point, the other team begins to shoot.

Winning: After nine innings the score is calculated and the team with the most runs wins.

TUG OF WAR # of Players: 2 teams

Need: 2 or 4 ping pong balls, 9 plastic cups.

Set Up: Fill cups half-way with beer. Place one cup in the center of the table. Each team lines up 4 cups in a straight vertical line from opponent to opponent. Each team creates a shooting line four feet away from each end of the table. Divide into 2 teams.

Play: Standing at the shooting line, Player 1 from Team 1 must throw the ping pong balls into the cups on the far side (opponent's side) of the designated middle cup. They must get the ball into all of the opponent's cups as fast as possible without getting it in the middle cup. Each cup that is made must be

drunk by the team whose cup it is (E.g.: If Team 1 makes a cup on Team 2's side, someone from Team 2 must drink the cup). If the middle cup is made before all opponents' cups are made, there is a one cup penalty (which means that you must remove one of your cups so your opponent has fewer cups to make). Once all opposing cups are made you must shoot for the middle cup.

Winning: When the middle cup is made, the game is over. Winners of the last game shoot first for the next round.

THE BLOW OFF # of Players: 2 teams

Need: 2 ping pong balls, straws, 12 plastic cups.

Set Up: Mark the cups from 1 through 12. Fill the cups half-way with beer and position them in numerical order into an obstacle course on the table top. Divide into 2 teams.

Play: Player 1 from Team 1 must blow one ball through the course from one end to the other. If the ball falls off the table or the ball passes a cup out of sequence, the cup number is noted. Player 1 from Team 2 goes next. Whichever player advances the furthest along the course wins the round and the loser drinks the beer from the cup they stopped at. The cup is refilled and replaced in its proper

position. Player 2 from Team 1 plays next.

Winning: The team that manages to go furthest and have the opposing team drink more is the winner. Blow Offs: When 2 opposing members tie, the player who can blow their ball the furthest in one breath wins and the loser must guzzle a beer of winner choice.

FLIPPED OFF # of Players: 2 teams

Need: Plastic cups.

Set Up: Divide into 2 teams. Line up the 2 team members at opposite sides of the table. Give each player 1 cup and a beer. Players fill their cup with two shots of beer.

Play: When someone shouts 'GO', Player 1 from both teams chug their beer then flip their cup. *FLIP YOUR CUP BY PLACING IT ON THE EDGE OF THE TABLE, RIGHT SIDE UP, HALF OFF THE TABLE. PUT YOUR FINGERS UNDER THE OVER-HANGING PART AND FLIP THE CUP SO THAT IT LANDS UPSIDE DOWN ON THE TABLE. Players must keep flipping their cup until it lands properly before the next player takes their turn.

Winning: The first team to have all team members' drink and flip wins one point. Refill the cups and start Round #2. The first team to accumulate five points wins.

BOUNCING BALL # of Players: 4+

Need: Imaginary ball.

Set Up: All players sit around a table and are given one cup of beer. Only three words may be said during this game:

WHIZ = the ball is passed to the player to your right. BOUNCE = the ball skips the next player and goes to the following player.

BOING= the ball hits the wall and reverses direction. Play: One player starts off by saying one of the words and hitting the imaginary ball to the appropriate player. The penalty for errors is drinking a chug of beer. The player who finishes their beer first is removed from the game.

Winning: The player with the most beer at the end of the game wins.

THREE QUARTERS # of Players: 3 - 6

Need: 1 quarter, glass of water.

Set Up: Decide who plays first.

Play: The first player, the 'Shooter', tries to bounce the quarter off the table and into the glass. If the quarter goes inside, 'Shooter' gets one point and chooses one player to drink a shot before playing again. If 'Shooter' misses the glass, it is the next players turn. If 'Shooter' gets three quarters in a row

and three points, all players must drink. It is then the next players turn to be the 'Shooter'.

Winning: At the end of the game, the first player to accumulate 10 points wins.

THUMBMASTER # of Players: 3+

Set Up: Decide who will be the first 'Thumbmaster'.

Play: At some point, the 'Thumbmaster' will discreetly place their thumb on the table. As the other players notice the thumb on the table, they must also place a thumb on the table. The last person to place their thumb on the table takes a drink and a new 'Thumbmaster' is decided for the next round. The first player to notice the thumb on the table gets 10 points. However, if no one notices the 'Thumbmaster's' thumb on the table within five minutes, the 'Thumbmaster' receives 10 points.

Winning: The first player to accumulate 50 points wins.

TONGUE TWISTERS #of Players: 2+

Need: Three Tongue-twister cards.

Set Up: Start with Tongue Twister #1 and progress through to #10 as the night progresses.

Play: At the start of the party, and at every half-hour interval, each player must read the tongue-twister

aloud to the other players. If a players tongue gets twisted and they cannot say it properly, they are out of the game. As the night progresses, the twisters become more difficult to say as the intoxication level increases!

Winning: Whoever stays in the game the longest is the winner.

TET # of Players: 4+

Set Up: If there are 4 players, begin by saying any number from one to three. For eight players you would choose a number between one and seven, etc. *THE MAX NUMBER SHOULD BE ONE NUMBER LESS THAN THE NUMBER OF PLAYERS.

Play: If you say three, then the third person to your right has to say a number. If they say four, the fourth person to their right says a number and so on and so forth. Players can also use negative numbers. When somebody gives a number out of turn or doesn't realize it's their number, they take a drink.

GET TANKED # of players: 2+

Need: 40 DRINK cards

Set up: Choose a dealer who deals 5 cards to each player. Place the remaining cards face-down in a pile. Players match up two of the same drinks and

lay the set face-up to the side. Each set counts as a point each set. Decide who plays first.

Play: Trying to make sets of two same drinks, in turn, Player 1 asks any other player if they have a particular drink card (Player 1 must have the card asked for in their hand already). If the player has the drink card, they hand it over and drink a shot. If they do not have any, they say "Get Tanked" and Player 1 drinks a shot. Player 1 then takes the top card off the face-down pile. If a set of two Drink cards is made, Player 1 puts the set face-up on the side and plays again. If a player runs out of cards, they must pick up 5 new cards from the center pile, until no cards remain in the center.

Winning: The player with the most drink sets at the end of the game wins.

CHASE THE ACE # of players: 4

Need: 2 dice, 2 plastic cups, 1 shot glass per player with their preferred beverage.

Set Up: Sit two players on each side of a table. Give two of the players (sitting opposite each other) a die and a plastic cup.

Play: The two chosen players (A & B) must roll their dice until a one is rolled. As soon one of the players, say 'A', rolls a one, 'A' quickly passes their cup and

die to the player to the left who quickly starts rolling for a one. Meanwhile, 'B' keeps rolling for a one. Play is always the same: roll, get a one, pass the cup and die to the left. If you end up with both cups, you have to drink your shot.

Winning: The last person to retain their shot wins.

GUZZLE # of players: 2+

Need: 40 DRINK cards.

Set Up: Randomly pick a dealer and distribute the cards amongst the players as evenly as possible. All cards remain face-down. *SOME PLAYERS MAY HAVE MORE CARDS BUT THIS DOES NOT MATTER.

Play: Starting to the dealers left, each player turns over one card from their face-down deck. When two face-up cards match from different piles, the player who shouts "Guzzle" first wins both face-up piles of cards and takes a drink. If a player yells "Guzzle" and there is no match, they take two shots.

Winning: The player to collect all the cards wins the game.

KINGS # of Players: 4+

Need: Deck of playing cards, plastic cups.

Set Up: Give everyone a filled cup. Place all of the cards face-down around the empty cup.

Play: In turn and as each card is picked, the agreed upon rules must be followed until the 4th King is picked. Agree before starting that: A = Social – everyone takes a drink. 2 = Pick 2 players to drink. 3 = Take 3 drinks. 4 = Pick 2 players to drink and take 2 drinks yourself. 5 = Set a rule that must be followed for the rest of the game (if you break the rule you must drink). 6 = Try to put your thumb on the table without anyone noticing. As they notice they place their thumb on the table; the last one to do so drinks. 7 = Raise your right hand towards heaven; the last person to do so drinks. 8 = Choose a mate to drink with for the remainder of the game. 9 = Pick a word and each player must say a word that rhymes with it, until someone messes up and must take a drink.

10 = Choose a category and everyone must say a word that fits in that category. The first person who can't think of a word must drink. J = All guys drink. Q = All gals drink. K = All players must pour a small amount of their drink into the center cup. When the fourth King is picked, that player must drink the contents of the center cup.

Winning: The fourth King picker wins.

STUMP THE DEALER # of players: 4+
Need: Deck of playing cards, 4 shot glasses.

Set Up: Decide who the "Dealer" is; Dealer shuffles the deck.

Play: Holding the deck face-down, Dealer looks at the top card then asks the player to their left to guess what card value it is. *SUITES DO NOT MATTER. If the player guesses wrong, the dealer gives a hint by saying higher or lower. If the second guess is wrong, the player drinks shots equal to the difference between their second guess and the actual value. If their guess is correct, the dealer takes a shot. Play continues with the player to the left being the new Dealer.

Winning: The game ends when all the cards have been guessed.

SPEECHLESS # of players: 2+
Set Up: Decide who plays first.

Play: In turn the first player says the name of a Beer, E.g. Budweiser. Player to the right says another name of a beer. Play proceeds round and round in clock-wise fashion until a player cannot think of a name and takes a drink. The next player thinks of a new subject (cars, countries, body parts etc.), and play proceeds.

Winning: The player who HUH's the least amount of times wins.

99 # of players: 2+
Need: Deck of playing cards

Set Up: Pour each player four shots. Decide who plays first and deals. Player 1 shuffles the deck and deals three cards per player. Remaining cards are placed face-down in a pile. Players keep their cards private.

Play: Player 1 lays down one card from their hand face-up next to the pile, calls out the face value of that card and replaces it with the top card from the face-down pile. In turn, each player lays down a card from their hand to the face-up pile, calls out the new total and picks up the top card from the face-down deck. *ANY PLAYER WHO CANNOT KEEP THE COUNT AT, OR BELOW 99 LOSES THE ROUND AND DRINKS ONE SHOT. The round is over and a new round begins.

CARD VALUES
Ace to 10 = exact number / JACKS = REVERSE DIRECTION / QUEENS = 10 / KINGS = 99. *WHEN A KING IS PLAYED, THE TOTAL OF THE PILE IMMEDIATELY EQUALS 99 AND THE NEXT PLAYER MUST PUT DOWN ANOTHER KING, QUEEN OR JACK IN ORDER TO STAY IN THE GAME.

Winning: The last player with shots wins the game and takes a well-deserved drink.

31 # of Players: 2+
Need: Deck of playing cards.

Set Up: The object is to get as close to 31 points in your hand without going over. Aces are 11, all face cards are 10 points and all other cards are face value.

Play: 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 their hand. After everyone plays their last card, the hands are laid down and the person with the lowest point total has to drink an entire beer before they lose 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 poor play. If someone does not finish their beer before losing again, they must drink yet another penalty beer.

Winning: Finally, anytime someone has a total of 31 in their hand, they immediately place their cards down and everyone else is a loser.

SEVENS # of players: 4 - 6
Need: Deck of playing cards.

Set Up: Sit around a table. Decide who deals first. Dealer shuffles the deck and deals out ALL of the cards face-down to the players. IT DOES NOT MATTER IF SOME END UP WITH MORE CARDS THAN OTHERS. The players arrange their cards in hand by suit and rank, aces high. E.g.: 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A. The player holding the seven of diamonds plays first and lays that card face-up in the middle of the table. THIS IS THE CARD EVERYONE MUST BUILD UPON, IN EITHER DIRECTION, TO ULTIMATELY CREATE ONE ROW FOR EACH SUIT, STARTING WITH THE SEVEN IN THE MIDDLE AND BUILDING DOWN TOWARDS THE TWO ON THE LEFT AND UP TOWARDS THE ACE ON THE RIGHT.

Play: In turn, you must add one card of your choice to the table. A player who is unable to play a card must pass and take a drink. The cards that can be played are: Any seven; a seven starts a new row for its suit. Any card which is next in sequence up or down to a card of the same suit that is already on the layout. Place cards side by side so that they will form a 13 x 4 grid.

Winning: The first player to play all their cards wins.

SUCK IT UP! # of players: 2+
Need: 2 straws minimum, 4 plastic cups.

Set Up: Place two empty cups at one end of the table; place two full cups at the opposite end. Divide into 2 teams. Decide who plays first.

Play: Player 1 from each team must suck beer into their straw from their team cup and transport the beer to their empty team cup at the other end of the table. When they have emptied the contents into the cup, they race back and hand the straw to the next player in line. It is the next players turn to suck it up and race to the cup at the other end.

Winning: The team who fills their cup first wins.

THE SLOW BLOW # of players: 2+
Need: 1 ping pong ball, 2 straws minimum.

Set Up: Stand at one end of the table with ball and straw.

Play: In turn, each player attempts to gently blow the ball from one side of the table to the other in one breath without the ball falling off the table. *CAN BE PLAYED ON THE FLOOR AS WELL FOR THOSE ALREADY UNDER THE TABLE. USE A DOORWAY TO DOORWAY ROUTE.

Winning: The player to get closest to the edge wins and all other players take a drink. Tie breakers are

decided by who can blow the ball the furthest in one breath.

INHALE # of players: 2+
Need: 1 ping pong ball, 4 straws.

Set Up: Stand at one end of the table with ball and straw.

Play: In turn and sucking it onto the end of the straw, each player attempts to carry the ping pong ball from one end of the table to the other without dropping it. If you drop the ball, you take a drink!

Winning: The player who carries their ball to the other end wins. Tie breakers are decided by who can carry the ball the furthest in one inhale.

PING PONG POOL # of Players: 2+
Need: 2 ping pong balls, 6 plastic cups, tape

Set Up: Number the cups from 1 to 6. Tape the cups at the four corners and at mid-section of each long side of the table in sequence and just below the table edge. Decide who plays first.

Play: Using your mouth only, gently blow a ball into the 1st cup (pocket). If you sink it, try for #2. Play continues until you miss a cup and the ball falls off the table. When this happens, you take a drink.

Winning: The player to get the most balls in the cups wins.

50 GULPS # of players: 4
Need: 2 dice, tape.

Set Up: Using the tape, mark an end-zone at each end of the table, approx. 4-5 inches from the edges. Divide into two teams of two players and sit each team at opposite ends of the table. Decide which team goes first and which member.

Play: In one throw, try to land your dice in the opponent's end-zone. If you succeed, your team gets that number of points while the opponents must drink that number of gulps of drink. If your dice rolls off the table, you must take a gulp and subtract 1 point (negative points are allowed). The opponents play next.

Winning: The first team to reach 50 points wins.

TAKE YOUR BEST SHOT # of players: 2 - 6
Need: 2 - 6 dice, shot glasses.

Set Up: Sit around a table. Each player is given 1 dice. Pour each player a shot.

Play: Everyone rolls their dice at the same time. The

player who rolls the smallest number has to take a shot and take a hit to the arm by the player with the highest number*. All other players receive 1 point. Tie breakers roll again. *BE RESPECTFUL AND DON'T PLAY TOO ROUGH*
Winning: The first to accumulate 10 points wins.

DOCTOR PEPPER # of players: 3 - 6
Need: beer, cola, amaretto, 3 - 6 dice, shot glasses, mugs or glasses

Set Up: Sit around a table. Each player is given 1 dice. Learn how to make the special drink: Fill a glass/mug half-full of beer, add a very small amount of cola; pour a separate shot of amaretto into a shot glass. When you drop the shot glass into the glass and chug it down, it tastes just like a Dr. Pepper.

Play: Everyone rolls their dice at the same time. The player who rolls the smallest number has to take a drink (only drop the shot glass of amaretto into the beer/cola mixture right before drinking it). All other players receive 1 point. Tie breakers roll again.
Winning: The first player to accumulate 50 points wins.

ODDS & EVENS # of players: 4+
Need: 2 dice, plastic cups.

Set Up: Fill a cup half-full with beer and place it in the middle of the table. Decide who plays first. Set a time limit of 30 minutes.

Play: Player 1 starts by rolling both dice onto the table. If the dice total 2, 4, 6 or 8, player 1 adds 1/4 cup of beer to the glass. *ONCE THE GLASS IS FULL, ANOTHER GLASS IS ADDED TO THE TABLE. If the dice total 3, 5, 7 or 9, player 1 adds 1/2 cup of beer to the glass. Doubles: If you roll double 1, 2, 3 or 4's, you must drink 1/4 of the beer on the table. For Double 5's, one full glass of beer must be drunk. If the dice total 10 in any combination, you must drink 1/2 cupful of beer.

Winning: The least inebriated player at the end of 30 minutes wins.

FLY-CATCHER # of players: 4+
Need: Two dice minimum, plastic cups.

Set Up: Fill the cups with beer. Positioning players evenly on opposite sides of the table, two opposing players are given 1 dice each.

Play: The game starts when everyone shouts "Fly Catcher". Quickly, the two competing players try to be the first to roll a one. The first to roll, the

"Catcher", receives 1 point. The other, the 'Fly', must take a drink. The dice are then passed to the players to the left. If your dice falls off the table, take a gulp of your drink.

Winning: The first to accumulate 10 points wins.

TAPS # of players: 4+
Need: Coins

Set Up: Give every player a coin and sit them around a table. Decide who plays first.

Play: Player 1 taps their coin on the table: once for play to the right and twice for play to the left. If tapped once, the person to the right must tap their coin either once or twice. If it was tapped twice, the person on the left must tap their coin once or twice. When someone taps out of turn they are out of the game and must take a drink.

Winning: The last player in the game wins.

THE DIRTY DRINK # of players: 4+
Need: One coin, one plastic cup.

Set Up: Place the plastic cup in the middle of the table. Decide who plays first.

Play: The first player adds a small amount of their own drink into the center cup, a.k.a. "The Dirty

Drink". They then toss a coin, predicting which side it will land on. If they guess correctly, "The Dirty Drink" is passed to the next player. If incorrect, they must swallow a gulp from the cup. The next player adds an amount of their drink to the cup, tosses the coin, and guesses the outcome and so on and so forth. Play continues until the drink becomes unbearable. *THE MORE DIVERSE THE DRINKS, THE BETTER!
Winning: The last person to tolerate "The Dirty Drink" wins.

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