

# General Game Play Instructions:

- **START:** Begin gameplay with the player who most recently celebrated their birthday. Gameplay continues clockwise around the table from there.
- **ROLL:** At the top of your turn, roll the die.
- **MOVE:** Move forward that many spaces on the board.
- **DRAW:** Next, draw a card. Each card will be a game or action. You can find instructions for each game written out here or in video form via the QR code on the card.
- **MOVE:** Based on your performance in your game, you will either advance further on the board or drink more! Each card will let you know how you can move based on if you win or lose.
- **FINISH:** The first player across the finish line wins!

### **\*Super fun legal disclaimer\***

All drinking is undertaken at the players' own discretion and responsibility. If you are playing with alcohol, anytime it says "take a drink" note that we are referring to *small sips*. Pace yourself.

Yes, you can totally play without alcohol! Every game can be played without booze. Just grab your drink of choice and have a great time!

**You can download the PDF version of these instructions by scanning this QR code:**



# ALL PLAY CARDS

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## Would You Rather



### Materials:

One notecard and writing utensil for each player.

### Setup:

Each player gets a notecard and writing utensil.

### Gameplay:

The “would you rather” question is posed to the player who drew the card. Everyone secretly writes what they think *that* person’s answer will be. Once everyone has an answer written, reveal on a count of 3.

### Moves:

If your answer matches the answer of the player who drew the card, move forward one space. If your answer does not match that of the player who drew the card, take a drink. If more than half of the group guesses the player’s answer correctly, the player who drew the card moves up one space; less than half, they take a drink.

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## Party Cup Minefield



### Materials:

Blindfold, 20 standard size party cups and a timer (use a player’s phone).

### Setup:

The player who draws the card picks one player to be their teammate and guide. All players pick an area clear of furniture and physical obstacles and designate a start and finish point. Then banish those two players from

watching the rest of the setup. All other players will set up a “minefield” of 20 standard size party cups in any configuration they choose. When the minefield is set, let the other two players know. The player who drew the card is blindfolded and guided to the designated start line.

#### Gameplay:

Using only verbal cues (no physical touch) the guide must pilot their teammate through the minefield from the designated start point to finish point without touching any cups within 2 minutes. Someone on the team who set up the cups will run the 2 minute timer and must give countdown callouts when the timer is started, at 1 minute remaining, at 30 seconds remaining and a full countdown of the final 10 seconds.

#### Moves:

If the blindfolded player and their guide make it from start to finish in under 2 minutes without hitting any cups, they both advance one space and everyone else drinks. If they fail, all other players advance one space and both of them take a drink.

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## Blow My Deck



#### Materials:

Two standard decks of playing cards and a bottle.

#### Setup:

Balance two decks of cards on top of a bottle.

#### Gameplay:

Beginning with the player who drew the card and continuing in play order, take turns blowing *at least* 1 card off the stack. You may blow off as many or as few cards as you like with one breath. If you blow off the final card, you lose. On your mark, get set, blow!

#### Moves:

The player to blow off the final card takes a shot of whatever alcohol the cards were balanced on AND moves back one space.

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# Rage Cage



## Materials:

Two ping pong balls and double the amount of standard size party cups as there are players, up to a max of 21.

## Setup:

Leave 2 cups empty, each with a ball in it. Set up the remaining cups in the center of the table in a clump filled with a bit of water or beer. One empty cup with a ball goes to the player who drew the card. The other goes to the player on the opposite side of the table from the player who drew the card.

## Gameplay:

On “3” begin rapidly bouncing the ping pong ball into the empty cups. For every successful ball-in-cup you pass the cup and ball to the player to your left. If you make it in on the first try, you can pass it anywhere in the circle (usually to the player directly before or after the player currently bouncing the other ball). If two players next to each other are bouncing the balls and the player to the right is successful before the player to the left, the player to the right stacks their cup into the left player’s cup. (Note that the ONLY player who can stack you is the player to your right.) This taller stack is then passed to the next person to the left along the circle and the player who got stacked drinks a cup from the center and bounces their ball into the now empty cup. If you bounce the ball into any of the center cups at any time, you must first drink that and add it to your empty cup stack before continuing to bounce the ball. The player to drink the final cup in the center loses. The player to stack that final cup wins.

## Moves:

The player to drink the final cup moves back one space. Player to stack the final cup moves forward one space.

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# Shot Imposter



### Materials:

One disposable shot glass per person and a tray or plate.

### Setup:

The player who drew the card is the bartender. The bartender steps away from the group and sets up all the shot glasses on the tray or plate. If players are drinking alcohol, pour one of the shot glasses with a clear liquor and the rest with water. Come back to the table and hand the plate to another player who will rotate the tray or plate and place it on the table without the bartender looking so no one now knows where the shot is. If players are not drinking alcohol you can do this with any two similar looking liquids (some options: Iced tea and soy sauce as the hidden shot, lemonade and lemon juice as the hidden shot).

### Gameplay:

One at a time, starting with the bartender player and continuing in play order, grab the shot in front of you (no smelling) and take the shot. Everyone observes each players' reaction. If you end up with the hidden shot, you are the shot imposter, and your goal is to fool everyone into thinking you didn't get the shot. Any player is allowed to "act" any way they like, even if you aren't the imposter. Once everyone has done their shot, on a count of 3 everyone points to who they think got the hidden shot. After all guesses are cast, the shot imposter then reveals themselves.

### Moves:

Players who correctly guessed the shot imposter move forward one space. If you were the shot imposter and you fooled everyone, move forward two spaces.

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## Mushroom Cup



### Materials:

One standard deck of playing cards and one standard size party cup.

### Setup:

Place the standard size party cup on the table faceup and the deck of cards on the table nearby.

### Gameplay:

Beginning with the player who drew the card, place a card in the center of the cup. Continuing in game play order, place a card on top of that card. Each successive card can have a maximum of 2 corners touching an existing card. (The other 2 corners must be free-floating. The player to place the card that causes the mushroom cup to collapse, loses.

### Moves:

The player to make the cards fall takes a drink AND moves back one space.

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## Squeeze Cup



**\*Note: the minimum number of players for this card is 5; if you have 4 draw another card\***

### Materials:

One coin, one standard deck of playing cards, and one standard size party cup.

### Setup:

Divide randomly into two teams using a deck of cards. To do this, take the number of players and pick half red cards and half black cards. A group with an odd number of players is fine, just add one extra card of either red or black. Randomize them and give one to each player to designate a red team and a black team. Place the coin at one head of the table and the standard size party cup at the other head of the table. Make sure the party cup is centered so neither team has an advantage.

### Gameplay:

The player who drew the card goes to the head of the table on the side with the coin. Each team lines up on opposite long sides of the table (and optionally takes a seat). If there is an uneven number of players on each side, one player on the larger team goes to the side with the party cup and

acts as judge. All players along the sides of the table grab hands with their teammates. All players holding hands close their eyes with the exception of the two players on the side of the table with the coin. The player who drew the card flips the coin over and over until they get heads. Once the two players with their eyes open see that the coin is heads, they silently send a signal to their teammate by squeezing their hand. That hand squeeze then goes rapidly down the line (telephone style). Once the player at the cup end of the table feels the hand squeeze signal, they try to grab the party cup first. The team who grabs the party cup wins.

#### Moves:

Members of the winning team (including the person flipping the coin or the judge) each advance one space. Members of the losing team (including the person flipping the coin or the judge) each take a drink.

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## Spoons



#### Materials:

Pencils (one less than the number of players) and one or two standard decks of cards. If there are less than or equal to 10 players, use one standard deck of cards. If there are more than 10 players, use 2 standard decks of cards.

#### Setup:

The player who drew the card is the dealer. Shuffle the deck(s) and deal each player 4 cards. Place the draw pile to the right of the dealer. Place the pencils (or spoons as this game is traditionally played and named for) in the center of the table, spread out evenly so everyone has at least one within easy reach.

#### Gameplay:

Everyone looks at their cards and on a count of 3 the dealer quickly picks up a card from the draw pile and discards one card from their hand face down to the left where the next person picks it up. The goal is to get 4 of a kind in your hand. Play continues around in a circle with everyone picking up a card to their right and discarding a card to their left. As soon as someone gets 4 of a kind in their hand they grab one of the pencils from

the center. (This can be done quickly and noticeably or with stealth). When one pencil is grabbed, all the other players try to grab one of the remaining pencils. Last player left without a pencil, loses.

Moves:

The losing player moves back one space and takes a drink.

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## Up Chickens, Down Chickens



Materials:

One coin and one standard deck of cards.

Setup:

Divide randomly into two teams using a deck of cards. To do this, take the number of players and pick half red cards and half black cards. A group with an odd number of players is fine, just add one extra card of either red or black. Randomize them and give one to each player to designate a red team and a black team. Sit along the opposite long sides of the table with your team. Coin goes to the player who drew the card.

Gameplay:

If any player on the team with the coin has rings on, remove them for this game. Players on the coin team hide their hands beneath the table and begin miming like they are passing the coin back and forth (while also physically passing the coin back and forth). After a little time, someone on the guessing team shouts "up chickens!". All players on the coin team raise their hands in fists with elbows on the table. Then the guessing team shouts "down chickens!" and the coin team slams their hands flat on the table at the same time. The guessing team eliminates one hand at a time with the goal of guessing which hand has the coin. If the guessing team gets the correct hand, they win. If the coin team fools them, they win.

Moves:

Members of the winning team each advance one space. Members of the losing team each take a drink.

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## Pencil Backflip





Materials:

Full pack of pencils.

Setup:

Give each player 2 pencils to start with.

Gameplay:

Players all balance 2 pencils on the back of their dominant hand. On a count of 3, toss the pencils up and catch them all with the same hand. If you drop a pencil, you are out. If you make the catch, you progress to the next round where you get 2 more pencils for a total of 4. Each round increases by 2 more pencils. As the number of pencils increases, you may have to complete rounds of catches in heats depending on the number of pencils you have. The player who successfully catches the most pencils wins.

Moves:

Player to complete the pencil backflip with the most total pencils advances forward a space AND picks a player to go back a space.

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## Cups and Downs



Materials:

Double the number of standard size party cups as the number of players, one standard deck of cards, and a timer (use a player's phone).

Setup:

Divide randomly into two teams using a deck of cards. To do this, take the number of players and pick half red cards and half black cards. A group with an odd number of players is fine, just add one extra card of either red or black. Randomize them and give one to each player to designate a red team and a black team. If there is an odd number of players, the team with the additional person designates one player to sit out on the action and be the timer. If the teams are even, the player who drew the card still plays

but will also start the timer. The player who drew the card is on team “cups up” and the other team is “cups down”. Give each player 2 party cups to place anywhere on the floor, up or down base on their team to set the playing field. Once the playing field is set, all players start in a circle around the outside edge of all the cups.

#### Gameplay:

All players start with one hand behind their back; all gameplay is done with one hand. The timer begins a 1 minute timer at which point all players go into the playing field and try to flip cups to right-side-up or upside-down depending on their team. At the end of the 1 minute timer, hands go up. The team with the majority of the cups facing their way, wins. If it’s a tie, all players lose.

#### Moves:

Members of the winning team each advance one space. Members of the losing team each take a drink.

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## Suck and Blow



#### Materials:

One balloon for each player, 4 standard size party cups, and a timer (use a player’s phone).

#### Setup:

Everyone gets their own balloon. Setup 4 standard size party cups in a line at the edge of a table. This is a timed task, to be completed one at a time.

#### Gameplay:

Another player starts the timer and you must stack the cups into one another using nothing but the balloon. Ready, set, blow! Your time is recorded and the next player completes the task. Fastest time to stack all 4 cups, wins.

#### Moves:

Fastest time to stack all four cups advances one space AND picks one player to go back a space.

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# Ping Pong Reflex Challenge



## Materials:

One ping pong ball.

## Setup:

This is a task to be completed one at a time.

## Gameplay:

Drop the ping pong ball with one hand, palm facing down. With the other hand, slide along the table in a windshield wiper motion back and forth one time in between each bounce while the other players count. Player to have the most swipes without the ball touching their hand wins.

## Moves:

Player with the highest score advances one space AND chooses one player to go back one space.

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# Muffin Tin Challenge



## Materials:

Metal muffin tin (not included – if you do not have one handy, skip this card and pull another) and 6 ping pong balls.

## Setup:

This is a task to be completed one at a time.

## Gameplay:

Players bounce ping pong balls into the muffing tin, one at a time. You must bounce the ball on the table at least once (but can be more depending on the technique you choose). At the end of 6 ping pong balls

the number you get successfully in the muffin tin is recorded as your ball score. Player with the highest ball score wins. (If multiple players get the same high score, they all win)

Moves:

The player with the highest score advances one space AND selects a player to go back the number of spaces equal to their ball score.

## 2 PLAYER CARDS

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### Balloon Cup Battle



Materials:

Two balloons and 1 standard size party cup.

Setup:

The player who drew the card challenges any player on the board. Who you challenge can be based off perceived skill level at this game, or current standing on the board as the winner may trade places with their challenger. Place 1 party cup upside-down on the table in between the two players. Each player gets a balloon.

Gameplay:

On a count of 3 each player attempts to move the cup off the opposite side of the table using only the balloon. (Blow into the balloon and release the air from the balloon toward the cup to make it move). The player to get the cup off the table on their opponent's side wins.

Moves:

Winner advances one space OR trades places with their challenger. Loser takes a drink.

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### Flip Cup Tic-Tac-Toe



Materials:

Ancillary “Flip Cup Tic-Tac-Toe” Board, 8 standard size party cups and a permanent marker.

Setup:

The player who drew the card challenges any player on the board. Who you challenge can be based off perceived skill level at this game, or current standing on the board as the winner may trade places with their challenger. Mark the bottom of 4 party cups with a “X” and the other 4 with an “O” using the permanent marker. Lay the ancillary “Flip Cup Tic-Tac-Toe” board in between the two challengers. Each challenger gets “X” or “O” cups and sets all 4 in a line along the edge of the table.

Gameplay:

On a count of 3, flip the cups bottom to top as fast as you can. For every successful flip, you play as you normally would in tic-tac-toe by placing the cup in your desired square. Player with three of their symbols in a row, wins.

Moves:

Winner advances one space OR trades places with their challenger. Loser takes a drink. Both drink if it’s a tie.

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## Flip Cup Challenge



Materials:

Ancillary “Flip Cup Challenge” Board, 2 standard size party cups and disposable shot glass.

Setup:

The player who drew the card challenges any player on the board. Who you challenge can be based off perceived skill level at this game, or current standing on the board as the winner may trade places with their challenger. Lay the ancillary “Flip Cup Challenge” board in between the two

challengers. Each challenger gets 1 standard size party cup in front of them. Place the shot glass in the center of the lines on the board and fill it with water or a shot of your choice depending on if the players are drinking alcohol.

Gameplay:

On a count of 3, flip the cups bottom to top as fast as you can. For each successful flip, move the shot over the line towards your challenger. The player to get the shot outside of the board on their opponent's side wins.

Moves:

Winner advances one space OR trades places with their challenger. Loser drinks the shot.

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## Beat the Deck



Materials:

One standard deck of cards.

Setup:

The player who drew the card chooses any player on the board to be their dealer. Who you choose should be based solely on their current standing on the board as the winner may trade places with their challenger and the dealer role requires no special skills. The dealer shuffles and cuts the deck in half. Half the deck is used for play, and the other half is set aside. Dealer then deals 9 cards out face up in a 3x3 grid.

Gameplay:

The dealer points to one of the cards as the starting pile. The player who drew the card must rapidly guess if the next card will be higher or lower. Once the player guesses, the dealer deals the next card. If the guess is correct, they may proceed. Incorrect and that pile is overturned and out of play. You successfully "beat the deck" if you run through all the cards before all your 9 piles are overturned.

Moves:

If you beat the deck, advance one space OR trade places with the dealer. If not, take a drink.

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# Cup Stack Challenge



## Materials:

18 standard size party cups.

## Setup:

The player who drew the card challenges any player on the board. Who you challenge can be based off perceived skill level at this game, or current standing on the board as the winner may trade places with their challenger. Each of the two challengers gets 9 party cups in 3 stacks of 3, facing down.

## Gameplay:

On a count of 3 (from someone not stacking), players must complete and dismantle a speed stacking formation of 3/3/3. Making 3 pyramids of cups and dismantling them back into 3 stacks of 3 and then placing their hands on the table. First player to place their hands on the table wins (winner to be judged collectively by the other players).

## Moves:

Winner advances one space OR trades places with their challenger. Loser takes a drink.

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# Mini Beer Pong



## Materials:

One ping pong ball and 6 standard size party cups.

## Setup:

The player who drew the card challenges any player on the board. Who you challenge can be based off perceived skill level at this game, or current standing on the board as the winner may trade places with their challenger. Set up 3 cups with water on either side of the table in a pyramid or triangle formation.

### Gameplay:

Beginning with the challenger who drew the card, shoot the ping pong ball into the cups. Then the other challenger follows suit. The first player to make a cup when their challenger misses theirs, wins. (You do not have to make all 3 cups. However if you each make a shot in the cup that round, that respective cup is removed from the playing field for the next round)

### Moves:

Winner advances one space OR trades places with their challenger. Loser takes a drink.

# 4 PLAYER CARDS

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## Flip Grid



### Materials:

Ancillary “Flip Grid” Board, 1 disposable shot glass and 4 standard size party cups.

### Setup:

The player who drew the card challenges any 3 players on the board. Who you challenge can be based off perceived skill level at this game, or current standing on the board as the winner may trade places with any of their three other challengers. The player who drew the card picks which player of the 4 will be their direct challenger. The other two challenge one another. Each player stands at an edge of a small square table on the opposite side of their direct challenger. (Note: if you table is long and rectangular two players stand at each end of two adjacent sides of the table and pick a direction so that each player’s direction is unique) Lay the ancillary “Flip Grid” board in the center of the table. Place a shot of water or liquor of the card drawer's choosing in the center box. Each of the 4 challengers gets one standard size party cup at the edge of their side of the table.

### Gameplay:



On a count of 3 begin rapidly flipping the cup in front of you from bottom to top. For every successful flip, move the shot one square in the direction away from you. Player to get the shot fully out of the grid on their direct challenger's side, wins. The player to have the shot pushed out of their side of the grid, loses.

Moves:

Winner advances one space OR trades places with any of the other challengers. Loser drinks the shot.

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## Bouncy Castle



Materials:

One ping pong ball and 6 standard size party cups.

Setup:

The player who drew the card challenges any 3 players on the board. Who you challenge can be based off perceived skill level at this game, or current standing on the board as the winner may trade places with any of their three other challengers. Set up one standard size party cup upside-down with another balanced right-side up on top of it. Fill that cup just a bit with water or beer. Place 4 right-side up party cups around the upside-down cup to form a tower. Each player is assigned one of the 4 cups and pours a bit of their respective drink into their respective cup.

Gameplay:

One at a time starting with the player who drew the card, bounce the ping pong ball on the table attempting to get in in the tall tower cup. As soon as any player gets the ball in the tower cup, that triggers all players to drink their respective cup and flip the empty cup bottom to top. Last player to successfully flip their cup, loses.

Moves:

The player to flip the final cup drinks the center cup. The other three challengers each advance one space.

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## Playing Card Horse Race



Materials:

One deck of standard playing cards.

Setup:

The player who drew the card challenges any 3 players on the board. Who you choose should be based solely on their current standing on the board as the winner may trade places with any of the other three challengers and the game outcome is entirely based on chance and requires no special skills. The player who pulls this card is the dealer. Pull all 4 aces from the deck of playing cards and line them up in a row face-up at the bottom of a table. Then shuffle the remaining cards in the deck and deal 5 cards face-down in a column to the side of the aces at the bottom. Each player picks a suit that is their “horse” in the race.

Gameplay:

Using the remaining cards in the deck, the dealer flips them over one at a time and for each suit that is revealed that “horse” moves up a space along the side columns. Once all 4 cards have met or exceeded a given column height, that face-down card is overturned, and the “horse” of that suit must go back a column. The first suit to reach the 6<sup>th</sup> column (without a card to the side) wins.

Moves:

Winning suit advances one space OR trades places with ANY of the four challengers. The other three losing suits each take a drink.

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## Flip Cup Catch



Materials:

20 standard size party cups.

Setup:

The player who drew the card picks one player to be their teammate and challenges any 2 additional players on the board. Who you choose to be your mate and challengers can be based off perceived skill level at this

game, or current standing on the board as the winning team members each move up a space. Within each team of two, pick one player to be the flipper and one player to be the catcher. Both flippers stand at the edge of a table with 9 cups and both catchers stand in front of the table with 1 cup.

Gameplay:

The flippers flip cups one at a time with the cup starting upside-down high into the air towards their teammate. The goal of their teammate is to catch the flying cup inside the cup in their hand (one hand only). Flippers continue to rapid fire flip until a cup is caught. The first team to catch a cup wins. If both teams run through all their cups and don't catch one, all 4 players lose.

Moves:

Members of the winning team each advance one space. Members of the Losing team each take a drink.

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