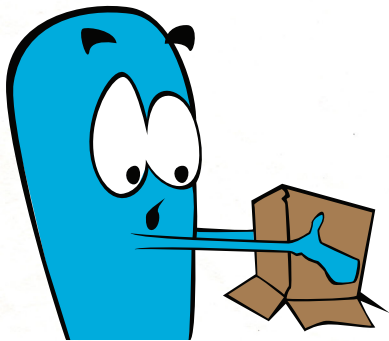# DRINK!

Drink! is a light-hearted game perfect for house parties or other casual social events. It lets people enjoy each other's company while adding intrigue, deduction, and silliness.

Credits

Jake Breish & Dinah Juergens - Artwork
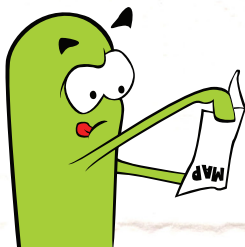Kaylee Breshon - Production
Alexander Jerabek - Design

Thank you to the Drink! Kickstarter backers. Your support made this real.

Rules

Everyone playing takes a card from the box. On it is an action, behavior, or phrase each player privately reads and memorizes. Keep your card secret. Perhaps stow it away in your pocket, purse, phone case, or underwear.

Upon seeing another person perform your action, tell them to "Drink!" You may wait up to 10 seconds before calling out "Drink!" (obfuscating your action). That person takes a sip of their beverage. Do not state why they are drinking if your card is still unknown to the group.

If anyone, including the target of your "Drink!" call, correctly identifies your card's action, they win your card. They now call out "Drink!" for that card in addition to their secret card. Won cards become known to the group.

Once someone identifies and wins a card, they cannot lose it. When you have your card taken, draw another secret card from the box. Everyone always has a hidden card. If someone incorrectly guesses a card, they must drink (again, just a sip).

Do not cheat. Making random "Drink!" calls or lying about your card is poor form. Avoid being friends with people who cheat at a silly party game.

The game ends when the group decides to stop playing. The winner is whoever claimed the most cards. The runner-up is whoever drank the most.

"House Rule" cards are yours to customize for your friends and inside jokes. Have fun!

For more Drinks! visit cherrypickedgames.com/drink

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Clarifications and Tips

- Drink! does not need to be played with alcoholic beverages. Players should consume whatever they feel like. Cherry Picked Games recommends alternating between booze and water for better mornings.

- After you win a card, identify that card's rule when commanding a "Drink!" This is so players do not attempt to guess already-won cards.

- If the action on your card is not happening or not applicable, either trade it in for a new one or trick people into doing the action.

- If people are having trouble guessing your card, give them hints or tell them how close their guesses are.

- If you see or hear your secret card's action, you must call out "Drink!" Calling out won cards is done at your discretion.

- If someone is performing your action for an extended period (e.g. resting with their hand on their face), only call out "Drink!" once. Wait until they stop and resume before calling it out again.

- Long Island Iced Teas are always a bad idea.

Disclaimer

Be smart and be safe when playing Drink! Do not Drink! and drive. Do not Drink! alcohol if you are under the legal age in your region. Do not Drink! to excess. Do not force others to Drink!, especially beyond their limits.