

Take a sip every time:

- max rolls/widens his eyes in annoyance
- Samson says "like"
- A bit doesn't work out/goes over someone's head
- A sound effect is used
- Samson laughs at his own joke
- Max mumbles something into the microphone so that only the mic can hear it.
- Background changes
- Max gets interrupted
- Samson drinks if he answers a question for Max/Guest. Max has to drink if Samson's answer was correct
- Max says "what?"
- Samson coughs into the mic
- Someone takes a sip on screen

Take two sips (or one phat glug) every time:

- max starts a story, but doesn't finish
- Samson changes subjects
- Max has a "trick up his sleeve" (silly shirt on, surprise script, etc)
- An "out of pocket" question is asked, throwing off convo
- We mention something that we're "going to do" but we haven't done yet
- Samson echoes Max
- The term "yes-and" is used incorrectly
- Max corrects grammar
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Drink for the amount of time that:

- max starts singing
 - (Finish drink every time Samson comes in with a louder version of the wrong song)
- Samson takes to think of a question for a guest
- We talk about business
- One of us goes to the bathroom
- Readjusting the camera
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Finish drink every time:

- something that was supposed to be edited-in wasn't
- A single sentence that has more than 5 "likes"
- Max is able to continue talking throughout Samson trying to interrupt him.