

CharDee MacDennis

The Game of Games

Rule Book

The Sulli Version

It's not just a game...it's a war.

Now what we did is we took our favorite aspects of a bunch of different board games and we mashed them all together. We did the same thing with the name because we couldn't agree upon one. Now the point of the game is actually quite simple—it's a race to the finish from Level 1 to Level 3...Drinking *is* the game, it's the whole point of it. I'm not going to play any game in which I'm not getting annihilated.

"Soul crushing...like the *Transformers* franchise"

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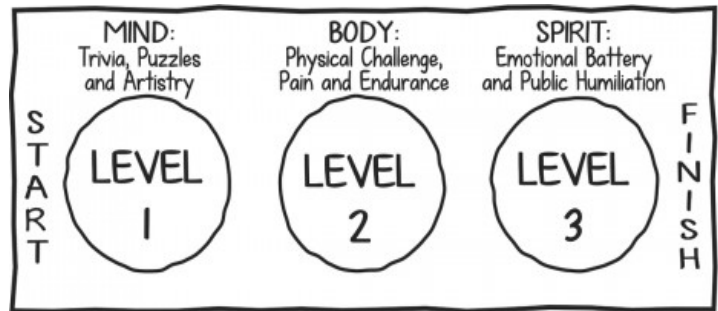
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Items Needed

What you will need for the game, broken down by the host's and individual player's responsibility:

Host

- Game cards
- Game board



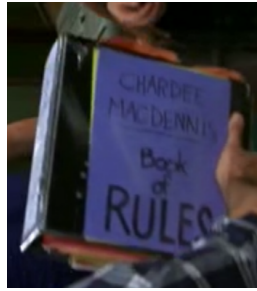
- Hammer and nails (optional)
- A dog cage/crate (or you can use a bathroom, garage, etc...you pussy)



- A timer
- A stereo (or laptop) complete with the CharDee MacDennis The Game Soundtrack

- o Temptation Sensation — Heinz Kiessling (opening theme music)
 - o Moment Musical (Op. 94, No. 3) —Schubert (music for "The Ritual of Sportsmanship" as well as additional classical music)
 - o Thrasher music for the "Maori war dance"
 - o Take My Breath Away – Berlin
 - o Rebecca Black – Friday
 - o Canadian National Anthem with English and French Lyrics
 - o Dayman – Charlie Kelly and Dennis Reynolds (recommended)
- First aid kit – VERY IMPORTANT
- A fancy cheese/appetizer platter with grapes
- Oil/lotion for greasing up a beef cake
- 2 Blankets
- Pitcher full of grapes
- At least two sets of cake ingredients (See Appendix A) or instant cake mix
- Computer with internet access
- At least four SUPER hot peppers (habaneros preferred)
- Hot sauce
- Box of saltines
- Ping pong balls
- Matches
- Ice cubes (at least 20)
- 2 Empty beer bottles
- Paper, pencils/pens, and markers for the group
- Ruler
- Dog bowl
- Cups and table for flip cup and chesties
- 2 Gallons of milk (1%, 2%, or whole milk) and bathrobe
- Maple syrup
- Jar of peanut butter
- Hair clippers and scissors
- Standard deck of playing cards
- 30 pack of cheap, extra beers in case a player runs out (may want more depending on number of players)

- CharDee MacDennis Book of Rules



Each Player

- 1 bottle of wine, 12 pack of beer, at least 375ml of hard alcohol (80 proof or greater).
- 1 Blindfold
- 1 Wine glass
- 1 Whiskey glass
- 1 Shooter glass
- A ruthless attitude
- Representative piece or action figure



Each Team

- Each team must have an official team name
- Each team must have a framed photo of their team with team name




Gameplay, Guidelines, and Rules


1. Rounds and Cards

- "The Ritual of Sportsmanship"


- Level 1 – Mind

 These cards are yellow because to pass this level, one's brilliance must rival that of the Sun.


- Level 2 – Body

 These cards are black because to pass this level, one must be willing to get down and dirty.

- Level 3 – Spirit

 These cards are white because to pass this level, one must be completely pure of spirit.

- Chance

 These cards are gray to represent the uncertainty of Chance. Chance is truly a gray area—it could be good, or it could be bad.

2. Level Advancement - To advance each level, each team must collect cards.

- 3x Mind cards to advance to Level 2.
- 2x Body cards to advance to Level 3.
- 2x Spirit cards to win.
- To advance a level, teams must submit the appropriate number of cards. This means when a team which has advanced a level but is then sent back, they no longer have those cards to advance. However, if they had extra cards (such as from an All-Play on a level they already passed), they can use those for re-passing the level.
- Teams may decide to adjust the number of challenges required to complete a level before the game begins, or they can agree to change the number during the game if they want.

3. To Win - The game ends when one team has completed the required number of challenges from each level. Upon achieving victory, the winning team gets to smash the game pieces of the losing team.

- 4. Drinks** - Each level has an associated drink. Level 1 is wine, Level 2 is beer, and Level 3 is hard liquor (for Level 3, teams may decide to go with straight hard liquor or mix it). Teams must decide how full wine and whiskey glasses (or alternatively, shot glasses) need to be to constitute a full drink for Levels 1 and 3. A full drink for Level 2 is a full beer. After a drink is finished, players must refill their drink to what has been decided as the full level. If a player has run out of drinks before completing a level and if there are no extras to spare, they may drink something from a different level. If nothing is available and they cannot get more without driving, that player is sent to jail.
- 5. Drinking** - Unless they are specified to drink a certain amount or for a certain amount of time, players must take a full gulp when they need to drink. Gentlemen's rules apply.
- 6. Card Piles** - The cards for each level are set out in three piles. Chance cards are divided among the three piles as the two teams (or the judge if need be) see fit. Cards are then shuffled. After a card is drawn and has been attempted (and the other team has had the chance to steal, if applicable), the card is either kept by the team that wins the card, or discarded if nobody wins it. If all the cards from a level have been attempted and a team is still on that level, that's just pathetic. The players from the team(s) still on that level must finish their drinks and shuffle the discarded cards (without the Chance cards or any cards which require items that have been used up and cannot be reused) and continue.
- 7. Turns** - Teams can decide the order they go in, however they must continue with that order for the remainder of the game. Whoever draws the card must attempt the challenge unless the card says otherwise. Turns do not apply to stealing a card (stealing is described later). Flip a coin to see which team goes first.
- 8. Earning Cards** - To earn a card, players must successfully complete whatever is given on their card (answer a question, complete a challenge, etc). Doing so results in the opposing team drinking, failing to do so results in the player and his or her team drinking. Note: it is possible in some cases to have negative cards, in which case when you next earn a card you must immediately discard it. Some trivia questions require exact answers, others do not. It is up to a judge or a reasonable interpretation of players to decide if some answers are acceptable or not.

9. Stealing - If a team fails to earn a card which isn't an *All Play*, the opposing team has the opportunity to steal or pass. Passing results in simply moving on to the potential stealing team's turn. Stealing results in allowing the team the ability to earn the card as well as make the other team drink, however if they fail in their attempt to steal, they must drink as well. Discussion among the stealing team is not allowed **after** the original team fails to earn the card, so they must decide in advance on who will accept the challenge on the card while the other team is up, or non-verbally after the other team has failed the card.

10.All Plays - *All Plays* may not be stolen since both teams have already had an opportunity to earn the card. Players from each team are chosen as specified on the card, or if the card does not specify, each team may decide who competes for them. In the event of an *All Play* where a team wins a card for a level they are not currently on, they can keep the card but they cannot use it until they are on the appropriate level. If they win a card for a level they have already completed, they may hang on to it in case they get sent back a level, or trade it to the other team for something they want (cash, the **Get Out of Jail Free** card, sexual favors, etc.). Unless the card says otherwise, players still drink their level's beverage during *All Plays*.

11.Post Level Breaks - 5 minute break following each level advancement, but only for the first team to reach a given level.

12.Pre-Level Etiquette - Classical music should be played while the participants dine and make small conversation before starting the game or a new level, it gives the illusion of respect for one's opponent. Ask any questions now because asking questions is forbidden while the clock is running, but penalties do not apply during breaks when the clock is stopped. After the reception, wine glasses, beer bottles, or whiskey glasses (depending on your current level) may be smashed and fierce dancing and Maori war dances should occur to intimidate the other team and show off your physical power.

13.Clock - Although not strictly enforced during friendly play the general rules state: 15 minutes on the game clock, with a 3 minute break for halftime (7:30 min) and the 2 minute warning. Time stops for event related cards, breaks, time outs, injury stoppage, and penalties. Add 2 minutes to the clock for each penalty.

14.Time Outs - Each team is awarded three time outs, 3 minutes each.

- 15. Injury Stoppage** - Be sure to always have a first aid kit for injury stoppage. The clock is stopped during this time. There are no penalties for getting injured, but faking an injury is a jailable offense if an impartial judge rules it to be fake.
- 16. Nail Down the Board** - It is highly suggested that the game board be nailed down as Mac will get angry at losing and try to flip the board.
- 17. Process of Elimination Selection** - The team a player is being chosen from goes first. They choose a player from their team who will not be competing in the event in question. The opposing team then chooses a player from that team who also will not be competing, and the original team selects another (and so on so forth). This continues until one player is left to compete in the challenge.
- 18. Cursing During Level 2** - Cursing is not allowed in Level 2. If a player curses during Level 2, their team must chug for 5 seconds. This applies as long as at least one team is on Level 2.
- 19. Questions** - Asking questions is not allowed while the clock is running, and it results in the questioner's team chugging for 5 seconds.
- 20. Vomiting** - Since the goal of the game is to get drunk, vomiting is not allowed. If someone vomits, their team must chug for 5 seconds.
- 21. Chugging** - If a player is chugging their drink but stops at a point when they should not have, they must finish whatever they were supposed to do, and then that player and their team must chug again for 5 seconds.
- 22. Buffalo** - The rules of Buffalo are enforced during this game. Any time a player is caught drinking with their dominant hand, that player must chug the rest of their drink.
- 23. Refusing Chance** - Refusing to do what a Chance card instructs a player or players to do is a serious offense. This penalty results in all of the members of the offending player's team finishing their drink, their team losing their next turn, and the refusing player going to jail.
- 24. Counting** - Counting is to be done with a stopwatch. In certain cases where the time is relatively short, teams can agree to just let players count in their heads assuming gentlemen's rules.

- While any team is on Level 2 and a player commits a penalty where their team must drink for 5 seconds, the other team counts. The counting team selects one player to count and they can do so at whatever pace they like, however they must do it in one breath. If the counter runs out of breath before they have finished counting, then the other team can stop drinking and the counter must finish his or her drink.

25.Spilt Drink - If a player spills his or her drink, his or her team must chug the opposing team's drinks.

26.Tie - In the event of a tie, teams must select a black card and follow the instructions.

27.Completed Beverages - A beverage is not considered completed if a "drinkable amount" remains.

28.Team Sizes - Only two teams may play, but the size of the teams is unlimited. An uneven number of team members is permitted, but some events may need to be adjusted as needed.

29.Cheating - Cheating is a big part of this game. It's tolerated and accepted, but there are penalties for getting caught.

- If a player is caught cheating while both teams are at the same level or while the cheating team is at a lower level, the opposing team advances one level (unless they are on Level 3).
- If the team at the higher level is caught cheating, the opposing team is advanced to the same level.
- If a player is caught cheating while both teams are on Level 3, the cheating team must go back a level. If the cheating team cannot go back a level (i.e., they are on Level 1), they must chug a full drink of their level's beverage and lose all their cards for their current level.
- If a player is caught cheating for a second time in one game, that player must go to jail. That player will also go to jail for any subsequent times they are caught cheating after that.

30.Jail - Jail is a dog kennel (or a bathroom, garage, etc.) and the only way out is to eat the ingredients of a cake (either the ingredients listed in Appendix A or a box of instant cake mix). Only one player is allowed in jail at a time. If a player has failed to eat the ingredients of a cake and another player goes to jail, the first player is set free due to overcrowding. If the host has run out of the ingredients to a cake, players may get out of jail by drinking a full beverage from whatever level they were on when they went to jail (or from another level if they ran out of that).

31.No Cell Phones or Driving - Cell phones and keys will be collected during "The Ritual of Sportsmanship". Failure to follow these rules will result in said person going to jail. Certain challenges require phones, and so phones will be allowed during those times for the relevant player(s). Phones may also be used during breaks, or at other times when agreed upon between the teams or judge (such as for taking pictures for future posterity).

32.Player Ability - Players may impartially rate or be rated on their playing ability based on obvious abilities of Mind, Body and Spirit. It is *suggested* teams should be formed based on balancing these traits evenly.

33.Judge(s) - Judge or Judges may be present to officiate the game. These parties **MUST** have a strict understanding of game play and **MUST** be impartial less be banished from their post.

34.Quitting - If a player from a team quits, that team cannot advance from their current level until they have finished all of their teammate's drinks for that level. No accommodations need to be made during challenges where playing shorthanded is a disadvantage for the quitter's team.

35.Cleanliness - It is the responsibility of each team to clean up after any card's challenge once the play is over. The losing team must clean up everything else after the game is over.

36.Liability - By playing this game, players accept responsibility and liability for their own actions. They agree not to hold the host, other players, or the creator/contributors of this game accountable for any damage done, both physical and emotional. However, players cannot do anything that can get other players in legal trouble, particularly when posing as them while sending texts or posting online. Be more creative than that.

Level 1 – Mind

Trivia, Puzzles, Artistry

At this stage only wine is to be served (in a wine glass or in a can). To advance, the team must complete challenges, taking the card to show proof of victory. Each team picks a card that contains a trivia question, puzzle, or artistic challenge. There are also chance cards taken directly from monopoly, but can be modified. Trivia answers can be found in Appendix B.

Cards

- **Trivia #1** What is the greatest band in the world?
- **Trivia #2** Dennis is Asshole, Y Charlie hate?
- **Trivia #3** What do Charlie and Frank do to sleep through the meowing alley cats living outside their window?
- **Trivia #4** What was the answer to the last two question? First team to answer wins. (This card may not be won if there have not been two questions yet.)
- **Trivia #5** Spell the last names of everyone in the room. No mistakes may be made.
- **Trivia #6** What is the best part of dodgeball?
- **Trivia #7** How long is the answer to this card.
- **Trivia #8** Who can eat the most Olive Garden?
- **Trivia #9** What is the answer to life, the Universe, and everything?
- **Trivia #10** What is the plot of "Event Horizon"
- **Trivia #11** According to US Bird Law, what is a type of bird that cannot be kept as a pet?
- **Trivia #12** How would drunk (Person to your right) describe you in three words?
- **Trivia #13** Who was the first mother fucker?
- **Trivia #14** Name one of Charlie's favorite food, favorite hobby, and likes and dislikes?
- **Trivia #15** Who is the biological father of Dennis and Dee?
- **Trivia #16** What is Rickety Cricket's real name?
- **Trivia #17** What are the first and last names of each of the gang members and the actor/actress who plays them?
- **Trivia #18** What are each of the steps of the D.E.N.N.I.S. system? If you can also identify the M.A.C. system and Frank's system, the other team must finish their drink.

- **Trivia #19** Who is the biological father of Dee's baby?
- **Trivia #20** What Philadelphia Flyer holds the franchise record for goals in a season?
- **Burn in Hell** Name three benefits of the Holocaust.
- **Wheelbarrow Drawing** - *All Play* - Both teams must elect an artist and a holder, and the person who drew this card selects a Topics card. The holder holds the artist's two feet off the ground only using his or her hands. The artist is given a marker and, using only their mouth to hold the marker, must draw the clue. First team to guess correctly in under 5 minutes wins, otherwise both teams finish their drinks. If the artist's feet hit the floor, that team loses and must finish their drink.
- **Sensual Footing** - *All Play* - One member from each team removes their socks and has to draw a picture of their most recent sexual position with their feet. First team to guess within two guesses wins. If neither team wins, select a new member for each team and repeat as necessary.
- **A-Maze-ing** - *All Play* - Each team has 2 minutes to create a maze for the opposing team to solve. Swap mazes and race to finish first. If a maze is not solvable, the team which drew it must finish their drinks.
- **The Great White North** You have 1 minute to name all 13 Canadian Provinces. Teammates can help, but only one answer may be given at a time. Alternatively, correctly name all 13 Provinces and their capitals in under 5 minutes. If you fail to do so, whoever drew this card must recite the Pledge of Allegiance while your teammates drink so you can work on your patriotism. Hand over your heart, terrorist. (Appendix C lists the states and their capitals and the Canadian Pledge of Allegiance.)
- **Charades** Select one of the Topics cards and act out whatever it is. Your team has 1 minute to guess what you are acting out. One of the guessers may buy another minute (once) by drinking a full unit of their level's beverage before the first minute is up.
- **You Scratch My Back** - *All Play* - The artist(s) from your team must draw the clue from the Topics card on a teammate's back. The teammate must guess the clue solely from feel. If nobody gets it in 5 minutes, both teams lose and everyone must finish their drink.
- **Spelling Bee** Spell the word of the day from dictionary.com. If the opposing team gets a chance to steal, the original team attempting this card may pick any of the words in the drop down list of previous words of the day.

- **Word Search** Go to wordgames.com/daily-word-search.html and select "Medium." You have 1 minute to find four words in the word search. If the opposing team gets a chance to steal, they must select "Easy" and find eight words in 1 minute.
- **Mental Math** The opposing team writes down two double-digit numbers. You have 2 minutes to multiply those numbers in your head and come up with the correct answer while the other team is allowed to shout numbers at you. An incorrect answer before the time is up results in losing the card.
- **Artistry** - *All Play* - See who can stack any objects in the room the highest in thirty seconds. The team with the tallest tower or the last team to knock over its tower wins. No interference.

Level 2 – Body

Physical Challenge, Pain, and Endurance

At this stage only beer is served. There is no cursing allowed either, in the event of cursing the team has to chug a drink for 5 seconds while the other team counts as slow as they wish. The team picks a card which has a physical challenge written on it, completing two challenges will allow the team to advance to the third level.

Cards

- **Mac Day** On the 6th day God created Man, and men are beef-cakes. Beef-cakes need to be greased up. The opposing team selects the beefiest of cakes from either team whom you must grease up from ankles to neck (excluding genitals...unless you're both into that).
- **Purple Nurple** You know what it is. Select one player from the opposing team to give you a 5 second purple nurple. If you show any outwards signs of pain, you do not get the card.
- **Drop and Give Me More** - *All Play* - Use Process of Elimination Selection to determine your opponent from the opposing team to compete in a push up contest. Judge sets the pace, first to drop loses. Winner keeps the card.
- **Dumbo** Two players from the opposing team may flick the backs of your ears for 1 minute. Any outward signs of pain during this time results in losing this card.
- **Tickle-Me-Elmo** Any and all players from the opposing team have 30 seconds total to tickle you. You must not react to the tickling in any way. You and your team may not prevent them from tickling you.
- **Relay Race** - *All Play* - Using a predetermined area (e.g., around the house) each player from both teams must chug a beer and run a single lap. Before the next racer may begin running, he/she must then chug his/her beer before starting the next lap and so on so forth until every player has run.
- **Hot Shit!** Eat two hot peppers and do not show any signs of pain for 1 minute after the peppers have been fully consumed. No drinking is allowed until the minute is over, and drinking anything other than the drink of your current round before your round is over will result in forfeiting this card even after you have won it.
- **Cotton Mouth** Eat six Saltines in 1 minute.

- **Grape Gobble** - *All Play* - Each team selects a player to compete. A large pitcher of grapes is dumped in front of both players. Players must fit as many grapes in their mouth as possible in 30 seconds using only their face. Grapes must be counted at the end, so swallowed grapes do not count.
- **Ping Pong Ding Dong** Each member of the opposing team gets to throw one ping pong ball at you from 10 feet away while your arms are outstretched. If you flinch or show any outward signs of pain, you lose this challenge.
- **Arm Wrastlin'** - *All Play* - You must arm wrestle an opponent from the opposing team. Decide if this player is chosen by Process of Elimination Selection or chosen by the opposing team. If the opposing team chooses their player and you win, you get this card AND you can steal a card from the opposing team because clearly they're all too big of pussies to stop you anyways.
- **Blind Balance** - *All Play* - All players, except for one from each team, must balance on one leg with a blindfold and with a drink in their hand. If more than one person is still standing after 30 seconds, the standing players must begin drinking while balancing blind. Whenever a player has fallen, they must drink until a winner is determined.
- **Wall Shits** - *All Play* - All players line up against the wall and do a wall sit (knees at 90 you Jabroni). Players must also chug a full beer while doing the wall sit. Last player squatting (who finished their beer) wins. If nobody finishes their beer, last player squatting wins.
- **Beer Auction** - *All Play* - Player who pulls the card goes first. Pick a number of beers you think you can drink in 5 minutes. An opponent chosen through Process of Elimination Selection can bid higher. Whoever bids the highest must drink that number of beers in 5 minutes. If that number of beers is met, they win the card. If not, the opposing team wins the card.
- **"I was in the Pool!"** Place 10 ice cubes in your underwear for 1 minute. Do not show any outward signs of discomfort.
- **Suns Out Guns Out** Rip the sleeves off of your shirt. If your shirt is already sleeveless, choose any teammate who has sleeves. If none of you have sleeves, you lose. None of you even have big arms anyways.
- **Night Crawlers** -*All Play* - Each team chooses a player. The chosen players are wrapped in a blanket by their opposing team and then line up by the same wall of the

room on their stomachs. The first one to the opposite side of the room without getting up or using their arms wins.

- **Pitcher Perfect** - *All Play* - Use Process of Elimination Selection to determine an opponent. Fill a pitcher with beer and hold it out with one hand at shoulder height with your arm fully extended. Whoever holds the pitcher the longest wins. Losing team must "Macho Mug" their pitcher.
- **Naughty Boy!** Choose one member of the opposing team to strike your ass with a ruler. No flinching or showing signs of pain.
- **The McPoyle Chug** - *All Play* - Each team selects a player to chug as much milk as they can in 2 minutes. The losing player must take off their clothes and wear only their underwear and a bathrobe for the remainder of the game.
- **Flip Flip Flipadelphia** - *All Play* - Flip Cup. You know the rules.
- **Drink, Bitch** Pour a full beer into a dog bowl or similar container. Get on all fours and drink the beer in under 2 minutes without using your hands.
- **Playing with Matches** Light a match and hold it in your fingers until it extinguishes itself.
- **Shot Put** - *All Play* - The player who selects this card picks an item to throw (e.g., paper airplane, log, another player, etc.). The opposing team selects a player to challenge them. Whoever throws it the farthest wins.
- **Slap Hands! Slap Hands!** - *All Play* - Each team selects one player from their team. They play slappers for 1 minute and whoever wins the most slaps get the card.
- **(S)Hot Damn!** Take a full shot of hot sauce. Do not show any outward signs of discomfort.

Level 3 – Spirit

Emotional Battery and Public Humiliation

Your resilience to emotional battery is tested. At this stage only hard liquor is served and mix beverages are allowed as long as proportions are correct. The team picks a card which has an emotional battery or public humiliation challenge. No mercy should be shown.

Cards

- **Stage Fright** You have 3 minutes (from the time you finish this card) to go to the bathroom and pee while the opposing team berates you through the door. If you manage to take a shit instead, you win the card AND everyone on the opposing team must finish their drinks.
- **It's Not Cheating if it's Your Dog** Give yourself a peanut butter goatee and let a dog or cat lick it off of your face. If no animals are available, the opposing team may choose a player from your team to lick it off your face.
- **Come Over and Watch "Gilmore Girls"** The opposing team has 5 minutes from the time they log into Kijiji to create an ad with your personal information (but they can pose as somebody else). You must provide the opposing team with at least your phone number if they do not have it. The ad cannot be removed until the end of the game.
- **Drunk Dial** Call a parent or guardian (grandparents, aunts, uncles, etc. are also acceptable). Speak to them for 1 minute as if you are completely intoxicated, which hopefully should not take much acting at this point in the game. If they do not answer, leave a 1 minute voicemail. If you cannot leave a voicemail, attempt with a different relative.
- **Emotional Beratement** The opposing team has the opportunity to say ANYTHING they want to insult you. Nothing is too far. Everything is in play. Player who selects this card must stand up and resist crying, smiling, or otherwise reacting for 2 minutes.
- **Coming Clean** Allow the opposing team to share three total secrets about you. Any personal information is fair game, as is anything that was previously sworn to secrecy. Even pinky promises do not have to be honored here. If the other team gets a chance to steal, your team can choose which player on their team can accept the challenge.

- **Shot Roulette** - *All Play* - Put a shot glass in front of yourself and each of your teammates. Fill all but one shot glass with water and the other with a shot. Mix up the shots so the opposing team doesn't know which is which. Each player takes their shot one at a time. If the opposing team correctly guesses who had the shot (the judge or one player from the opposing team must be told in advance to confirm) they win the card.
- **Cold Shower** Without removing any articles of clothing except for shoes, take a 1 minute cold shower. Any time you get out from under the water the clock resets. By the end of the shower, your entire body must be wet.
- **O Canada** Flip a coin: heads in English, tails in French. You must sing the Canadian National Anthem (lyrics may be used from Appendix D) while standing on a chair and the opposing team circles around and yells boos and slurs. The person singing must sing with the previously recorded voice and not fall more than one line behind. Failure results in taking a shot of maple syrup.
- **Golden Shower** If you want this card, the opposing team is allowed to pour their own open beverages on you. You may not change clothes until the game is over.
- **Employee of the Month** You must fill out an online job application for Wal-Mart. You must put in proper information. The other team gets to put in your previous work history. You must sign in through facebook.com/walmartcareers and share the link when you are done with the application.
- **The Scarlet Capturer AKA Leave it to Beaver** Select someone from the opposing team. Place their underwear on your head. Once you have done so, you get the card. However, if you take the underwear off before the round ends, you forfeit the card.
- **Dick Head** Allow the opposing team to draw a penis on your forehead with a marker. Detail is encouraged, but coloring it in completely is discouraged. Just because they're a dick head doesn't mean you need to be an asshole.
- **Facebook Fail** - *All Play* - The opposing team selects a player to take as many shots as they want. For each shot taken, their team may post a status to your Facebook. The opposing team wins this card if any individual status gets at least 10 comments in 10 minutes from non-game participants. No soliciting comments from others.
- **Pants Off Dance Off** The team selecting this card must strip down to their underwear and do an interpretive dance of the song "Take My Breath Away" by Berlin. Dancers

must remain in character and dance for the entire song. If anyone breaks character, they lose the card.

- **Gender Bender** Whoever pulls this card has to behave as a member of the opposite sex for the duration of the round. This includes voice, walk, talk, and even clothing if available. Failure to do so the entire remainder of the round forfeits the card.
- **"How About I Suck Your Balls?"** The opposing team selects someone from either team whom you must mime oral sex on for 1 minute without stopping or laughing. If you are miming a blow job and the fellatio'd gets a visible boner, the opposing team players must finish their drinks.
- **Identity Thief** Hand your cell phone over to the opposing team. They have 1 minute to send embarrassing text messages to anyone on your contact list. Each text can only be sent to one person at a time (no mass forwarding). If you complain, ask them to stop, or obstruct the other team in any way, you lose the card. You may not contact these people until the end of the game.
- **Shot or Send - All Play** - Everyone pairs up with someone from the opposite team. Swap phones and write a text message to anyone you want but DO NOT send the text. Return phones to their owner. Each player has the option to send the text or take a shot. The team to send the most texts wins. In the event of a tie, repeat for up to a total of three times.
- **Talk Dirty to Me** Call a sex-line on speakerphone without breaking character. Fake an orgasm with the worker to end the call. Alternatively, cry deeply and demand a refund.

Chance

It could be good, or it could be bad—that's the chance. You must do whatever the card says. Failure to do so results in all team members finishing their drinks, your team losing their next turn, and the refusing player going to jail.

Cards

- **Jail** Go directly to jail. Do not pass go. Do not collect \$200.
- **Get Out of Jail Free** This card may be kept until needed or sold.
- **Big Money No Whammy** Take the money from everyone's pockets (only if you have at least \$5 in your pocket).
- **Navy Semen** You joined the Navy, congrats! Only now you've fallen behind everyone else your age; you lose a turn. On the bright side, people like buying you drinks! The opposing team must get your drinks for you for the rest of the game, each time saying "thank you for your service." They must drink anytime they forget to say that.
- **21st Birthday** Because you're an animal who can't restrict your bodily functions to the toilet, you must go outside any time you need to use the bathroom for the remainder of the game.
- **Until the Cows Come Home** The cows have gotten out and you need to go back to herd them. Go back one level.
- **Chicken Dinner** Congrats! This counts as +1 card for your current level.
- **Vegetarian Dinner** Sorry! This counts as -1 card for your current level.
- **TGIF** You must listen to Rebecca Black's "Friday" on repeat at a reasonably high volume with headphones for the remainder of the level.
- **You Cheap Bastard** If you don't have at least \$10 in your pocket, you have to order and pay for a large pizza for everyone else. You thought you were so smart trying to avoid risking having to give someone all the money in your pocket.
- **Massage Envy** This card entitles you to a 2 minute massage from any player of your choosing.
- **Cheers!** Everyone on the opposing team must finish their drinks.
- **Pucker Up** Kiss the most attractive person in the room on the lips. Tongue is encouraged. 5 second minimum.

- **Scavenger** Go through the deck of your current level and choose which challenge you want to attempt. Shuffle the deck afterwards.

The Black Card

If time expires and both teams are at the same level, regardless of how many cards a team has, players must draw (one of) the black card(s).

In the event of a tie, a winner must be chosen. There can be only one. And so it comes to this:

FLIP A COIN The person who drew the card flips a coin, someone from the other team calls it in the air.

BRIBE THE OFFICIAL A silent auction is held. Each team writes how much money they are willing to pay the judge (or the other team if there is no judge) in order to win. Whichever team offers the highest amount wins as long as they can get that money to the judge/other team within 1 hour. Failure to do so results in the other team winning. In the event of a tie, both teams resubmit an offer. If they tie again they must pay up within 1 hour and then draw another black card. If one team fails to pay up, the other team wins. If both teams fail to pay up, then their word is good for nothing and they are well and truly losers. Nobody wins.

PLAY CHESTIES Each team selects two players from their team to compete in chesties.

STARING CONTEST Each team selects one player to compete in a staring contest.

HIGH CARD A standard deck is shuffled and each player is dealt a card, high card wins. If there is a tie for high card, the players in a tie are dealt a card until a winner is determined. Exception: Ace of Spades automatically wins. It's the prettiest card in the deck.

OVERTIME Play resumes without the game clock until a team wins.

Topics

Kicking
Nightman
Dayman
Boy's Soul (or Boy's Hole)
Dumpster Baby
The Lawyer
The Waitress
Aluminum Monster
Fatty Magoo
Under the Bridge
Glory Hole
Dick Towel
Flipadelphia
Rum Ham
The Implication
Bashing Rats
Ass Blast
Bang
Magnum Dong
Frame Bang
Snaggletooth
Desert Rose
Registered Sex Offender
Gun Fever
Dry Heaving
Kitten Mittens
Cultivating Mass
Cheese
Nothing
Rape
Sandwich

Rape Sandwich
Tim Tebow
Donald Trump
farmersonly.com
Sex Kitten
Balls in Your Face
Turtle
Jurassic Park
Ant-Man
Event Horizon
"Pirates of the Caribbean Tickets"
Delicious Sea Bass
Peaches
Beaver
Tiny
Harry Potter
Burlap Sack
Pump Fake
Jizz Everywhere

Appendices

Appendix A - Cake Ingredients
Appendix B - Answer Guide to Trivia
Appendix C – 13 Provinces and Capitals
Appendix D - O Canada Lyrics
Appendix E - Suggestions

Appendix A – Cake Ingredients

- 1 cup white sugar
- 1/2 cup butter
- 2 eggs (Note: consuming raw eggs risks Salmonella. Pasteurized eggs greatly reduce this risk)
- 2 teaspoons vanilla extract
- 1 1/2 cups all-purpose flour
- 1 3/4 teaspoons baking powder
- 1/2 cup milk
- OR just 1 cup of ready cake mix

Appendix B – Answer Guide to Trivia

- Answer #1: Chumbawamba
- Answer #2 : Becauze Denis is a bastardt man
- Answer #3: Drink beer, huff glue, and eat cat food.
- Answer #4: Varies
- Answer #5: Depends on whos in the room
- Answer #6: Smashing people in the face with your big, red, sweaty balls
- Answer #7: How long
- Answer #8: Cole (if a player answers with "Rory," they get -1 card and have to finish their drink.
- Answer #9: 42
- Answer #10: When the Event Horizon, a spacecraft that vanished years earlier, suddenly reappears, a team is dispatched to investigate the ship. Accompanied by the Event Horizon's creator, William Weir (Sam Neill), the crew of the Lewis and Clark, led by Capt. Miller (Laurence Fishburne), begins to explore the seemingly abandoned vessel. However, it soon becomes evident that something sinister resides in its corridors, and that the horrors that befell the Event Horizon's previous journey are still present.
- Answer #11: Hummingbird, as they are legal tender
- Answer #12: Consult Cole
- Answer #13: Oedipus
- Answer #14: Milk steak, magnets, (funny little green) ghouls, and people's knees
- Answer #15: Bruce Mathis; "that guy from 7th Heaven who got caught diddling kids" is also acceptable
- Answer #16: Father Matthew Mara; "Street Rat" is also acceptable
- Answer #17:
 - Charlie Kelly – Charlie Day
 - Ronald McDonald – Rob McElhenney
 - Dennis Reynolds – Glenn Howerton
 - Deandra Reynolds – Kaitlin Olson
 - Frank Reynolds – Danny Devito
- Answer #18:
 - o D.E.N.N.I.S. system, the acronym:
 - **D**emonstrate value
 - **E**ngage physically
 - **N**urture dependence
 - **N**eglect emotionally
 - **I**nspire hope
 - **S**eparate entirely
 - o The M.A.C. system, the acronym:
 - **M**ove in
 - **A**fter
 - **C**ompletion
 - o Frank's system was to gather the scraps by flashing Magnum condoms and a wad of \$100's.
- Answer #19: Carmen, "The Tranny"

- Answer #20: Reggie Leach

Appendix C – 13 Provinces and Their Capitals

Ontario – Toronto
Quebec – Quebec City
Nova Scotia – Halifax
New Brunswick – Fredericton
Manitoba – Winnipeg
British Columbia – Victoria
Prince Edward Island – Charlottetown
Saskatchewan – Regina
Alberta – Edmonton
Newfoundland and Labrador – St Johns
Northwest Territories – Yellowknife
Yukon – Whitehorse
Nunavut - Iqaluit

Appendix D – O Canada Lyrics

(English)

O Canada! Our home and native land!
True patriot love in all thy sons command.
With glowing hearts we see thee rise,
The True North strong and free!
From far and wide, O Canada,
We stand on guard for thee.
God keep our land glorious and free!
O Canada, we stand on guard for thee.
O Canada, we stand on guard for thee.

(French)

O Canada! Terre de nos aïeux,
Ton front est ceint de fleurons glorieux!
Car ton bras sait porter l'épée,
Il sait porter la croix!
Ton histoire est une épopée
Des plus brillants exploits.
Et ta valeur, de foi trempée,
Protégera nos foyers et nos droits.
Protégera nos foyers et nos droits