

Rules:

- You must begin each game with the ritual of sportsmanship with the pregame wine and cheese reception, to give the illusion of respect for the other team.
- If the team who draws a card is unable to complete a task or answer a question the other team has the chance to steal the card.
- Each time a team completes a task or answers a question successfully the other team members have to take a sip of their drinks.
- Questions are not allowed once the level begins; if one is asked, all players must chug their drinks for 5 seconds.
- If a team is caught cheating the other team jumps to the next level. If the cheating team is ahead, the other team may advance to the same level.
- Once the timer runs out of time, the teams must flip a coin to choose who will be the winner of the game.
- If you spill your drink, your team has to chug the drinks of the other team.
- No swearing after round 1 - if you do, the team of the swearer must chug the rest of their drinks
- 15 minute timer - if still tied at the end of the game, you draw the black card and do whatever it says. (Note: the timer can be stopped along the way between rounds and for penalties)
- No Vomiting: Since this is a drinking game, and the goal is to get drunk, then vomiting should be punished. Any player who vomits from alcohol consumption must then slam a container of the cheapest alcohol in the room. Short of that, they must consume a volume of some kind of booze greater than what they shot out. (Exceptions are made for when the purpose of the activity is to vomit.)
- If a player answers their phone or replies to a text when the timer is going their team must drink for 5 seconds.
- Richard Garfield Corollary: If a card says to do one thing and the rules say to do another, the card wins.
- 3 cards per level to move on to 2nd level. 2 cards to move to the 3rd level. One card to win the game.
- All players drink the alcohol of the team at the highest level.