



TEENAGE DRINKING GAMES

The following are descriptions of various current teen drinking games popular. Rules vary. Variations are often invented as the games progress. New games are continually being invented.

BOARD GAMES

Several games are for sale at some local stores in the Omaha area. You do not have to be 21 years of age to purchase these games, although there is often a weak disclaimer: "Warning, minors are forbidden to play." The purpose of the games is to have fun as you get drunk.

PASS OUT - A board game for 2-4 players, though 2 or 3 players can play on each of the four markers. Players roll dice and land on squares such as "Take a drink" and "All drink." If a player cannot read tongue-twister cards, he/she must take a drink and try again. The attempts and drinks are repeated up to 5 times.

CHUG IT - (subtitled "For All You Party Animals") - Simple, dice-rolling game for players to land on squares and earn letters to spell "Chug It." Combines memory and agility tasks, such as "Sing the first verse from 'Green Acres' theme song, if not - "chug it," or "Do 15 push ups, if you don't succeed - "chug it".

GAMES WITHOUT BOARDS

BUZZ - Players sit in circle or around table. A number is chosen (such as 3). Each player counts in turn. "Buzz" must be said instead of any number with a 3 or multiple of 3. Example: "1, 2, buzz, 4, 5, buzz, 7, 8, buzz, 10, 11, buzz, buzz, 14, buzz, etc. If "buzz" is missed, player must take a drink and the game continues.

UP THE RIVER...DOWN THE RIVER - Played with a deck of cards. Dealer, who does not drink, deals 4 cards to each player, face up. Dealer then turns 1 card from the deck to a player. If he matches 1 of the 4 cards, the player takes a drink. Dealer turns over another card from the deck. If it matches another of the 4, the player drinks 2 drinks, 3 with the next, 4 with the next. The next player gets 4 drinks for the first match, 3 for the 2nd, etc.

HIGH/LOW - Card game also. Dealer deals a card face up to a player. Player guesses if the next card is higher or lower. If player is wrong, he/she takes a drink. Sometimes it is played that the next card is turned and the player has to take a drink if the next card is higher, no drink if it is lower.

THUMPER - This is a coordination and memory game. Each player has his own hand signal. Players chant, "What's the name of this game...Thumper - why do we play...to get drunker," as they tap two fingers of each hand on a table. Player does his hand signal plus another person's. That person does his and another's. With each miss, players chug.

QUARTERS - Still the most popular game because players can purposely get another player drunk. Non-drinkers, inexperienced drinkers and girls whose dates or friends want sex from them later, are targeted and singled out so they get drunk. A player tries to bounce a quarter on the table into a glass of beer. If the player makes it, he/she can name the person who must drink it and end up with the quarter in his/her teeth. If the player misses, that player must chug it.

INTERNATIONAL RULES can be used, and then, any "funky" method, such as rolling the quarter off the player's nose into the glass can be used. (Also known as mega-quarters). Variations also include using 2 glasses, chugging both, and double-or-nothing if you miss getting the quarter in the glass from the first time.

HOSE MONSTERS (BEER BONGS) - The person who chugs a beer poured into a funnel with a hose attached in the fastest time wins. Sometimes, just finishing the drink as gravity is forcing it rapidly into the back of the mouth is the game. One local fraternity is said to have a "two-story" beer bong.

SHOTGUNS - A beer can is turned upside-down and a screwdriver or a ballpoint pen is used to punch a hole in the bottom of the can. The user places a finger or thumb over his/her's open mouth, the "pop top" of the can is flipped open, and the beer rushes into the mouth and down the throat. As with the beer bong, the contest is not only to finish the whole beer, but also to see how many beers can be consumed in a row in this manner.

Rev 10/09