

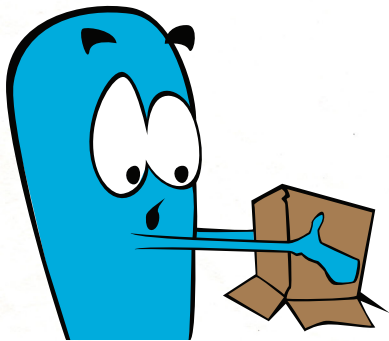


Drink! is a light-hearted game perfect for house parties or other casual social events. It lets people enjoy each other's company while adding intrigue, deduction, and silliness.

Credits

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

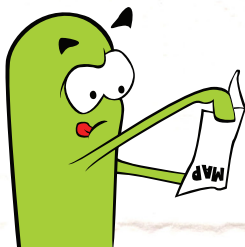
Thank you to the Drink! Kickstarter backers. Your support made this real.



Aidan Dennis AJ<3 Alex LordThorsen Amelia
 Aron Stern B Flow Bennett Durfee Brenna Dixon
 Brian "Death's Pimp" Bailey Brittismmerri Casey Gwinn
 Christopher Nam Cobra Conboneeshnahad Cory Evans
 CuddleDragon Danielle Bortone-Holt Daryl Ducharme
 David Jung David Roy Jr Deadwood Dan Deggy Eel
 Double Bagel Drew Dustin Helak Emily Ethan Madden
 gl0x Gus Catalano Herr Doktor Professor Essington iono
 Jake Kalos James Coberly James Griffin Jared Moore
 Jarren Kinch Jay Simonetto Jason DeLeo John Araya
 John C John Terrill Jonah Jolley Joshua Buckley Kai M
 Kakes Kapnobatai Kelsey Cox Kevin Kevin Wood
 Kirill Kogan Landon Alder M. Cannon Marina
 Matt L. Matt Ralphs Matt Snider Max Jerrell
 Michael Williams Nathan Two, The Slashing
 Parker Thompson Patrick Paul Mather Reece Gibbs
 Russell Lowke Ryan Billings-Reber SBS Scott Hudon
 Scott Kean Sean Munday Seek, Cedar, Riser simon chang
 Smotastic SSieni steak Taiyo Sogawa
 Tanya 'Alanis' Plucknett Tess Madeleine The Januszewskis
 The Professor Tim Slayhern Tyler Crone Westicle Xiph0s
 Yolanda Hong Your boy Layth Sihan Zack S Zurka

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.