Drinking Games
Rule Book

First Edition
A Retard Brothers Company Ltd.
www.violenceisfunny.com

Since 2001
Chapter One

DRUNKENING GAMES
The Drunkening Factor

This rates how much drinking you will do. On an average night, where we aren’t doing anything, we usually are around 3. 2 is about where the average drinker stands on an average night, I think.

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Channel Surfing

Everybody drink to start surfing the channels. Without looking, stop on a random channel. You must stay on the channel for at least 30 seconds. You must spend your time on the channel trying to come up with a drinking game for it, and following the rules below. Once more than half of the people playing agree to change, go back to the beginning.

1. every time a channel shows its logo (once it disappears, drink again the next time it shows up, even if it’s a single second later)
2. every time you stop on a channel with any news or editorial show on
1. every ad for a show or movie that’s on the same channel you’re on
2. every ad for a show or movie that’s on a different channel
MacGyver

1 the theme music plays in any form (listen carefully)
1 the word “Phoenix” is used
1 the word “Foundation” is used
1 something insane or nonsensical happens
3 MacGyver’s first name is mentioned
2 MacGyver uses a gun for something other than shooting at somebody
2 MacGyver kisses a girl
1 MacGyver punches somebody
1 there is a bad joke
1 a single note of music lasts for 5 seconds
1 any internal monolog
The A-Team

1  any explosion
1  every fishtail (they come in large groups)
-  slow motion - chug for duration
1  they build a tank-like vehicle or a weapon of any kind
1  they defeat a person with foodstuffs (per person)
1  Hannibal is smoking
1  Hannibal says the word “plan”
1  Face tries to make it with a girl
1  Face succeeds in making it with a girl
1  BA says “fool”, “jibba-jabba”, or “jazz”
1  BA is put on a plane
-  BA says “I pity the fool”, chug a Fosters can. If one is not available, chug a beer and a half... I don’t care if you’re drinking vodka, I said beer.
1  Murdoc pisses off BA
1  Murdoc does something particularly insane (even for him)
Monk

1 Monk does something obsessive-compulsive
1 Monk is afraid of something
1 Monk hallucinates
1 Monk talks to his (dead) wife
1 Monk chases somebody
1 Monk shoots a gun
1 Monk thinks he solved a case
1 Monk has his assistant do something
1 his assistant does something illegal in her job
1 an illegal act his assistant does helps solve the case
1 Monk says “gift” or “curse”
Batman (60s)

1. Batman, Robin, Gordon, O’Hara, or the announcer say “bat-<blank>”
1. Mention of an “abandoned <blank>” (usually used for villain’s hideout)
1. Any incomprehensible jump in logic
1. Bruce Wayne sleeps with a girl or is referred to as a playboy
1. Robin says some stupid catch phrase
1. Somebody steals something completely useless/invaluable
2. Alfred beats Batman or Robin to the bat-cave
1. Alliteration (“dynamic duo” and “caped crusaders” don’t count)
1. Mention of something that doesn’t actually exist
1. Batman/police/media give a villain an idea for a heist
1. Any bat-climb sequence
1. Batman is ambiguously behind Robin in a bat-climb
1. <Blank>-gas
1. Any nonsensical <flash> in a fight sequence
10. “bong” is used for a <flash> in a fight sequence
- chug during any Adam West dance sequence
1. Riddler says “Riddle me this” (twice if it’s a disembodied voice)
1. Penguin says “Hwewh hwewh hwewh” (drink again if you realize this is a palindrome)
1. Penguin uses an umbrella
1. Catwoman purrs
1. Joker uses a practical joke toy
V.I.P.

1 gratuitous sex
1 misuse of guns (all use of guns)
1 misused or nonexistent technology
1 stupid or wrong computer usage
1 bad graphics
1 bad wipes
1 pam’s boobs bounce
Megas XLR

1  Explosion not caused by Coop
1  Coop makes an upgrade
1  Coop’s new upgrade fails
1  Jamie screams
1  somebody lands an attack on megas
1  Coop complains about being hungry
1  Kiva talks about training
1  Kiva talks about returning to the future
2  somebody gets captured (2 drinks per person captured)
Star Trek (TOS)

1. when Kirk gets a girl
2. when Spock or McCoy gets a girl
1. some hypercolor thing appears
1. each time Kirk succumbs to something’s mental power
1. the maritime whistle sounds
1. somebody says warp
1. something is explained with a simple analogy
1. Spock says “illogical” or “improbable”
1. McCoy says “damnit”
1. another race threatens the Enterprise or its crew
1. Scotty apologizes
1. Kirk says “log”
My Name Is Earl

1. gratuitous sex
2. somebody makes fun of or curses at the list
3. Randy gets distracted by something
4. somebody says “hey crabman.”
5. anytime you see the list (sticking out of his pocket counts)
6. Earl and Randy disagree
7. Earl drinks a beer or takes a shot
8. Catelina refers to something back home in Mexico
9. Catelina dances
10. Joy makes out with somebody
Futurama

1 Bender drinks
1 Bender shows emotion
1 Bender says “ass”, double if its “bite my shiny metal ass”, triple if its “bite my __ ass” with either one or both different (like “bite my glorious golden ass”)
1 Fry gets surprised or shocked, or yells
1 Fry complains
1 Leela fights anybody
1 Leela references the orphanarium or being an orphan
1 Professor says “good news”, double for “bad news”
1 Professor talks about or shows an invention of his
1 Amy is a klutz
1 Zoidberg screams or whoops
1 Hermes says “Sweet __ of __!”
1 the word “Slurm” appears (not spoken)
1 Mom lashes out
Invader Zim

2 GIR does something that helps Zim
1 GIR does something that hurts Zim
1 GIR dances
1 Gaz scares somebody
1 Zim shouts in triumph without reason
1 Zim interacts with food (eating, throwing, etc)
1 any reference to Dib’s head being large
1 Dib tries to tell anybody about something paranormal (including Zim)
1 Professor Membrane appears as a floating tv screen
1 Ms Bitters talks about something horrible
1 the tallest laugh at Zim
1 random person sees Zim out of costume
1 some random destruction caused by Zim, GIR, or Dib
1 anybody eats or drinks a “Poop” brand product
The Shield

This is a very simple drinking game. Just watch the show, and drink every time there is a random/unnecessary camera zoom. This game can be quite deadly, depending on the episode.
Reno 911

1 Car Crash
1 Nudity of any kind (even partial)
1 Each bleeped out word
1 Any gun fire
1 Racial slurs or general racism
1 Sexual harassment
1 Calling people gay or lesbian etc.
That 70’s Show

Simple form of the game is this. You pick one of the main characters. Then watch the show, and whenever that character gets a laugh track, you drink. You can pick Donna, Eric, or Jackie if you don’t want to drink a lot, or you can pick Kelso, Hyde Fes, or Red to drink more.

If you really want to be a man, and get blind stinking drunk, follow the same rules, except for all of the main characters. That means by the end, you will end up praying for Bob or Kitty to get a laugh.
Baywatch (opening credits)

This game is only for the opening credits for the show. We always found something better to do when this show came on, but we always stuck around to play this game.

The game is very easy to remember. Every time you see a red floatation device, drink. The number of these depends on the season, but it gets up there.
Bruce Campbell Movies

- one-liners
- Bruce kills something… anything
- Bruce narrowly avoids death
- Bruce argues with somebody or belittles them
- any poorly done effects
- something (tool, weapon, etc) is MacGyvered
- an explosion
- any part of the name of the movie is mentioned
Super Smash Bros. Melee

Take an old NES instruction booklet (or any that is wider than it is tall). Open the booklet and throw it into the air. If it lands front cover up, you drink every time you kill somebody. If it lands back cover up, you drink every time you die. If it lands any other way (on its side, open to a page, both front and back covers facing up… this is much more common than the other ways), drink both when you kill somebody and when you die. There is no pausing in a game like this for any reason, and you must take a drink as soon as the rule tells you (I recommend drinking with one hand and attempting to dodge with the other). We usually play a score game with this, but that’s because we prefer score when playing anyways.

Alternately, if you don’t have a booklet like described above, you can use two coins. If both coins land heads, drink when you kill. If both coins land tails, drink when you die. One of each and you have to drink both when you kill and when you die.

Alternately, just pretend you flipped something and drink when you kill and when you die you pussy.
This is just a drinking game from that song “Roxanne” by The Police. It should have a higher rating because of the amount you must drink in a certain time period, but nobody really wants to play this game more than once (especially if you dislike the song as much as me), so it’s not really a game to keep drinking a lot.

Every time you hear the word Roxanne, drink.
Asshole

Classic drinking game. You can look up the basic rules to this anywhere, but everybody has their own variations.

For the first round, one person declares themselves the dealer. Dealer always deals to the right, starting with themselves. Whoever has the 3 of clubs must start the first round with that card, and the turn moves to the left.

After each round, the first person out is declared the president, the second person is vice president, second to last is vice asshole, and last is the asshole. President sits in the best seat with the VP on their left, and the asshole is on their right with vice asshole in the next seat to the right (pres is last to get dealt to, and VP gets the second turn). Asshole is always dealer for the next round, and vice asshole is always beer bitch. President gets to ask for one card from the assholes hand (you don’t get to look at their hand), and then the president replaces it with a card from their own hand. President gets to start out the round with anything they want. If somebody is president for three rounds in a row, they get to make up a rule.

Four of the same (number/letter) card in a row is a social. Socials can be completed out of turn. Socials clear and the person who completed it has control.

A card thrown on top of the same (number/letter) card skips the next person’s turn.

Any two clears immediately. Jokers also clear, but if you use one, you must drink for the Joker Tax.

Drink every time you pass or get skipped.

You can start with single cards, pairs, three of a kind, or four of a kind. No two pair hands, straights, flushes, or full houses.
Each round, people roll three dice together to try and make a hand. Your turn is over once you make any hand (see below), or if you’ve rolled three times and haven’t gotten any hands. The turn moves to the left. The person with the highest hand wins, and gets the first turn the next round. Depending on how much you want to drink, you can go with only the winner doesn’t drink, or top two don’t drink.

If there is a tie for any position (even if it doesn’t matter) when a round ends, each person involved in the tie must drink to initiate the roll-off. Each person in the tie gets one die, and whoever rolls the higher number wins the roll-off. If there is a tie in the roll-off, the people who tied must drink again and have another roll-off. If you lose a roll-off, you must drink again.

In the highly unlikely event that everybody rolls an automatic loss, everybody has to drink twice. Then drink again to start the roll-off.

Hands:

[4-5-6] Automatically win the round. Nobody else even gets to go. Every other player MUST drink.


[single #] Get a pair, and the other number is what counts.

[6-6-1] ties [2-2-1], and [1-1-4] beats [6-6-3].


Action Quarters

Find a nice solid table that quarters can bounce off of, lots of quarters, and a minimum of 2 shotglasses (single shot, should fit inside of each other.) Plastic shotglasses are highly recommended. For games with more than 5 players one glass for every 2 people (rounded down) is about right; of course there is no actual limit as long as there are fewer glasses than players. To start, give one person a glass, then give a glass to every second person going to the right (if this would give someone 2 glasses to start, skip that person and give one to the next one). At this point anyone who has a shotglass attempts to bounce a quarter off the table into their glass (one hand only); if they make it on their first shot they may give the glass to anyone on the table who doesn’t already have one (including themselves), if they make it on a later shot they pass it to the person on their right. If the person on their right already has a glass, the glass being passed must be put inside of that person’s glass before a quarter is bounced in (this is referred to as being double-stacked); if the quarter gets in before the glass before the person who’s stacking can put it on top, then the person getting double-stacked can pass their glass off and avoid it. Otherwise, the person who has been stacked has to make the physical challenge. They get 1 shot to get a quarter into the double-stack; if they fail they drink (several drinks worth), if they succeed they pass the stack to the person who stacked them in the first place, who must then try to do the same or drink; however if they succeed the stack goes back to the person who was stacked; this continues back and forth until someone misses and drinks. If there are more than 2 glasses in use, play continues while someone is stacked and if a glass would be given to someone with 2 glasses, that person becomes triple-stacked and must make a quarter into a stack of 3 glasses (or if someone has 3 already they would have to do 4, and
so on); this is treated in all other respects like a double-stack. After drinking, the drinker gives out their glasses in the same manner as when the game started, starting with the person to their right. If a person gets another glass while they’re drinking, they have to start over with their new larger stack.

There are also several socials in this game. If a quarter ever stays on the lip of a shotglass from a throw (it’s actually happened on several occasions), everybody drinks. If during a physical challenge, it gets passed back and forth until all of the quarters are in the stacked shotglasses, that’s a social. If any pair of shotglasses leapfrogs backwards all the way around (skipping any third or fourth shotglass in the game), drink up. Leapfrogging is when two people next to each other both have shotglasses, and the person on the right gets it in on their first try, and then passes it to the person on the left of the person with the other shotglass. This has actually continued multiple times around backwards a couple times before somebody missed their first shot.
High/Low

High/Low is a very simple card game. You can play by yourself, but it’s more interesting to have another person deal the cards for you. You must make four guesses correctly in a row to win. When you win, pat yourself on the back and take a drink. Anytime you guess wrong, you must drink and you must start over at the beginning of the guesses. When you are guessing something that depends on any previous cards, and the card comes up the same, drink because you just lost. Do not reshuffle the deck until it is completely used. The records for this game are two and a half decks (with cheating) and one and two thirds decks (not cheating) before finally winning. You are not allowed to stop playing until you win, so prepare yourself. The game can last one drink or fifty.

1\textsuperscript{st} Guess if the card is going to be red or black
2\textsuperscript{nd} Guess if it will be higher or lower than the last card
3\textsuperscript{rd} Guess if it will be higher or lower than the last card
4\textsuperscript{th} Guess if this card will be red or black

Alternatively:

This is just a different set of guesses to make. This makes the game harder to win, and god only knows how long it can go on for. All of the same rules apply.

1\textsuperscript{st} Guess if the card will be red or black
2\textsuperscript{nd} Guess if it will be higher or lower than the last card
3\textsuperscript{rd} Guess if it will be in the middle (in between the last two cards) or on the outside
4\textsuperscript{th} Guess the suit of the next card
Giant Spoon Game

Slop somehow got his hands on a giant wooden fork and spoon, and they were both awesome for fighting and whatnot. We decided to take turns chugging strong mixed drinks out of the giant spoon. It takes one person to hold the spoon while somebody else drinks, but you’re forced to drink a lot quickly, so it’s a fun way to get drunk. If you come across a giant spoon, see how much it costs.
Chapter Two

DRUNKENED GAMES
The Drunkened Factor

The games are rated on a scale of which night we would be drunk enough to participate. Some of these games can be very dangerous, so always think hard about it and get very drunk before attempting. And never do it without somebody watching, because any drunk observers will find it quite entertaining.

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Beer Box Boxing 2
Beer Can Toss 4
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Tussin Game 5
Peeps Challenge 1
Campus Golf 3
Freezer Game

Open freezer
Wet your hand (beer, spit, urine – all acceptable)
Apply wet hand to any exposed metal. If no metal is available, apply to any flat cold surface
Allow water to freeze
Endure cold as long as possible
When limit is reached, try to remove your hand

Alternatively:
Ice Chest Game
Fill ice chest with ice
Two or more people place hands in ice. Completely submerge hand
Endure
Remove hand prior to serious frostbite

Alternatively:
Frying Pan Game
You can guess the rules
This was only mentioned, never actually tried. I highly recommend you avoid this one.

To the winner:
You may slug the loser
Beer Box Boxing

Empty two beer boxes (racks of cans are preferable) large enough to completely cover head and face
Ensure both boxers can not see each other with boxes over their heads
Impartial judge begins match with predefined “go” word
Each person slaps the other’s head until one of the two boxers loses head gear
May play single or best of _ matches
Loser is winner’s beer bitch until manhood is won back
Beer Can Toss

Empty at least one beer can
Two players stand 10ft apart
Cover mouth with non-throwing hand
Flip a coin for who goes first
First player throws can at other player
Second player throws can back
Purpose is to hit other player (in head) in such a way that they yield
Loser may lick wounds and sulk with minimal ball busting
Super-glue is recommended for any gaping wounds
St. Patty’s Day Olympics

This is sort of an all day drinking marathon. There are some basic guidelines to follow but really you just need to decide on a days worth of your favorite drinking games, and or other games and play the (any games that are not drinking games must be played as drunk as possible).

Basic Rules:
1 Everyone competing must be wearing a suit (at very least shirt and tie) or nice dress clothes for the ladies. Pretend you are going to a wedding or funeral and dress accordingly.
2 Wake up about 1 hour earlier than is comfortable for everyone (i.e. if you usually get up around 10:00 the competition starts at 9:00.
3 As soon as you wake up take a shot of whiskey (preferably before you turn your alarm clock off).
4 Make up additional events and schedule accordingly.

Breakfast:
Automatic gold medal in this event to anyone who can stomach more than one spoonful of lucky charms and whiskey. For those who know better or the faint of heart, pour a big bowl of your favorite cereal then dump a beer in it. Enjoy.

Keg Toss:
Get your hands on an empty keg.
Go outside (extra points to anyone willing to do it inside).
Draw a line and take turns throwing the keg as far as possible.
Farthest throw wins
When the police cruise by and see a bunch of idiots in the throwing a keg around you’ll be damn glad you have your suit on.
Baseball/Kickball:
   Normal rules apply, but you must be drunk as hell.
   Rules will deteriorate quickly, depending on the level of drunkenness.

IRA Shooting Gallery:
   Print out some pictures of some government fuckers you hate.
   Have a shooting contest with airsoft guns only. Real guns bad.

Other general guidelines and additional games:
   Mandatory shots of whisky every 2 hours, additional shots are optional but preferred.
   Funneling beer is a must. Go for something cheap.
   Whisky iced tea while watching an Irish movie (like Boondock Saints).
   Beer box boxing tournament is always good. Make sure to do this in the middle of the day.
   Action quarters must also be played.
Tussin Game

Do not attempt this drunk, although drinking during is acceptable. The number is how fucked up you get compared to getting fucked up with alcohol on a given day.

Skip this paragraph if you’re robotripped before. Cough syrup, like Robitussin, is not recommended in high doses, but if you do enough you will trip. Dextomethorphan Hydrobromide (DXM or DXM_HBr) is the drug that makes you trip. It can dangerous if you’re not prepared, and can have extremely bad effects (up to death) if you are on certain medications, so research on your own before doing it, or anything else you have never done before. www.erowid.org is a good place to start. We’ve always preferred CVS brand, and usually used a chaser of sprite or 7up.

Once you’re tripping (stimulant at lower doses and dissociative at high doses), it’s time for the tussin game. First pick out a tree. When the game begins, you must then defeat the tree in combat.
Peeps Challenge

It is highly recommended that you do NOT do this drunk. Drinking during the event is also not recommended.

This game was inspired from an episode of Malcolm in the Middle, where Francis had to eat 100 peeps in one hour. The best time to gather peeps is the day after Easter, but now they do a few more holidays, and you can order them online anytime if you’re willing to pay extra. Stock up 100 peeps per player. Also buy a few (clear is recommended) 2-gallon or 3-gallon buckets if you don’t have enough per player. A video camera is also good to have (check out our video of the 2nd annual peeps challenge).

Each player should get a specific color peep, divide it up as best you can. If you can’t, leave the wrong color for each player til the end of their 100. Start the timer, and each player starts eating. Once somebody throws up the peeps (funniest real vomit ever) they are out, and whatever number they’re at is their score. When a player does vomit, they use an empty bucket, preserving the volume and color. If somebody eats the whole 100 peeps, they’re time is their score, and if they think they can continue eating them without vomiting, you can up your record amount, but 100 and above you have to keep down for at least 2 minutes. Yes, 100 was accomplished at the 3rd challenge, so it is possible.

By the way, we eventually found out there’s an official peeps competition each year, but the rules are a little different. It’s worth taking a look at though. And seeing the records they have.
Campus Golf

Fill up containers with alcohol (whisky iced tea, vodka punch, or vo-tang are least conspicuous). Go to a nearby college campus, park or other mostly open area, carrying golf clubs and tennis balls. Pick your first hole to play, usually some object like a tree, garbage can, statue, shed, etc. Hit your tennis ball until you complete the hole, and record each person’s score (optional). The person with the highest number of strokes on a hole picks the next one, and takes the first swing on it.

Don’t worry too much about parked cars, they’re only tennis balls. But golf clubs can break on pavement, so you should use clubs purchased from a salvation army, and don’t use a driver on pavement unless the owner allows it. You do not need a full set, but drivers and irons are good to have.

Don’t forget to continue drinking while you play. Continue the game until people are too drunk to stand or until you get chased away by the cops.
Chapter
Three

DRUNKENERS
# The Drunkener Factor

This is a compilation of all the drinks we’ve enjoyed. The better ones are noted. Each is rated for how drunk it will get you. Beer would be around a 2.

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<td><strong>Vodka and Jolt</strong></td>
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<tr>
<td>Vodka and Red Bull</td>
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**Vodka Coolaid**

Pretty simple, make some coolaid with a mixture of water and vodka. We drank it with at the very least 1/4 vodka. Try it out with various flavors.

**Vodka Lemonade**

Also simple enough. Lemonade mix, with vodka and water. We usually drank this one 1/3 to 1/2.

**Votang**

This is an amazing drink. Nobody knows why, but mixing tang together with a vodka and water mixture works better than anything else. Start out with a pitcher of 1/3 vodka, then switch to 1/2 vodka. You will be impressed, supposing you’re sober enough to think.

**Vodka Raspberry Iced Tea**

One day we had vodka but nothing good to mix it with, iced tea is nothing special. We then tried the only thing we had left, and it worked out pretty good. Not as good as any of the above, though.

**Vodka and Jolt**

Get one of those awesome cans of Jolt soda, in whatever flavor, and add some vodka to it. It tastes good, and you get wasted. Caffeine and alcohol, together at last.
Red Bull and Vodka
Simple enough, mix some vodka into a can of red bull. And no I won’t make a joke about wings. Fuck you.

Screwdriver
A classic drink, vodka plus orange juice. Too often it started out as half vodka half orange juice, but it's normally weaker on the alcohol side of things. It’s a pretty good tasting mix.

Jungle Juice
Alex, wanna give up the recipe?

Whisky Iced Tea
This is a surprisingly little known drink, but it works great. We drank this all the time, it’s just powdered iced tea with a mix of water and whisky. Great drink.

Whisky Brewed Tea
A fun mix of alcohol and caffeine, but it makes you a little too wired. Brew up some tea from bags. Cool it down and add whisky and sugar. Whisky iced tea tastes better.
**Whisky and Water**

Whisky plus water. Make sure both are cold before trying. It looks kind of like urine, and doesn’t taste that much better. You’re way better off drinking straight whisky, but it’s an option.

**Sambuca and Root Beer**

Sambuca is an 80 proof licorice flavored drink, not a schnapps. It mixes with root beer pretty well, and I’ve heard it works with Dr. Pepper too.

**Gin and Tonic**

This is obviously dry gin and tonic water. The quinine in the tonic covers up the taste of gin pretty well. We usually went with Seagram’s gin. The empty bottle can easily be used for other things.

**Ghetto Martini**

There are four steps to this drink. Disposable plastic cup. Very cheap gin. Olive (habanero olives are great for this). Fuck vermouth.
Boiler Maker
This is a somewhat common drink, you drop a shot of whisky into a Guinness. Chug. Fast.

Jello Shots/Tray
Jello is very easy to make. Try the same thing with a mix of vodka and water. Just don’t let it boil for long when making it, the alcohol evaporates at that temperature. Once it’s chilled, go right ahead with it. You will notice how drunk you are eventually.

Fuzzy Navel
Gay gay gay gay gay gay, gay gay gay. Fucking Ben…

Snake Bite
This is a standard shot of Yukon Jack whisky with two drops of lemon juice added to it.

Jackhammer
This is a rough drink. Mix a shot of Yukon Jack whisky, and mix it with a shot of Yukon Jack permafrost. Now take the double shot.
Votang-X

Votang is covered earlier, and this is very similar. You mix the tang into straight vodka. Harsh drink.

Flaming Sambuca

One of the oddest drinks we know, it’s a little more complicated than it sounds. First pour out a shot of sambuca into a normal sized shot glass, making sure there’s some room for air at the top. Next, light the alcohol on fire, and quickly cap it with the palm of your hand. The vacuum created will suck on your hand, and you should be able to let go of the shot glass and it was stay stuck to your palm. Next, take the shot quickly, covering it back up with your hand when you’re done. Finally, get a straw, stick it into the glass, and inhale the alcohol fumes. The effects are almost immediate. It only works because sambuca is so sugary, but is possible with some things above 150 proof.

Chilly Willy

There is a reason this drink is rated so high. Here’s the basic idea of it. Take half a shot of tequila, and use a short straw to snort it, yes into your nose. If you aren’t still on the ground after three minutes, you win.