

THE NEVER-ENDING DRINKING GAME!

HOW TO PLAY



MEN
STUDIO

PREPARING FOR THE GAME

Players get ready! The start of the never-ending drinking game is almost upon us.
All players take a seat around the board with one tall glass for long drinks and one shot glass. Make sure there are enough refreshments to play the game. Anything else that you need is included in the board game.

HOW TO PLAY

All players choose a pawn and place it on the start/finish field. The player who brought the board game may start the game. The players take turns by throwing the dice, moving clockwise and carrying out the tasks of the field that their pawn lands on. If the dice rolls off the table, the player who is responsible drinks the number they threw in sips.
The board game is divided into 4 different categories. Each category has matching cards that have different challenges and questions. The categories are:

1. Start / finish: This is where every player starts the game. The first player to finish, wins the game.

2. Competition: Are you up for the challenge? Will you find inner strength or lose all confidence? This category will give you the answer.

Keep up

If a pawn lands on "keep up", the player has to drink every time another player has to drink in that round (the exact same amount). If the player fails to do this, they have to go 5 spaces backwards.

3. Extreme: Are you brave and strong enough for this category or will it break you? Watch your step while moving through these brutal fields!

No excuse

Decision time! The player decides how many shots they want to take:
- **0 shots:** the player has to go back to 'keep up'.
- **1 shot:** the player stays where they are.
- **2 shots:** Go 9 steps forward.

4. Social: After a rough couple of tasks you need the people around you to support you, don't you? This category will put your group to the test.

Spin the bottle

Take an (empty) beer bottle or another object that can spin and point. The player who lands on spin the bottle has to spin the bottle 3 times. The player to whom the bottle points when it stops spinning, has to perform a task.

First spin: The player has to take a shot.

Second spin: The player has to strip all upper body clothes off. Women can keep their bra on, if they don't want to, the player is allowed to skip this task for a price: taking 2 shots.

Third spin: The player who spun the bottle must kiss the person to whom the bottle points.

DEFINITIONS

Card - The player draws a card from the category they are standing in.
Secrets - It is possible that a player draws a card with a secret on it. They can't tell the other players what is on the card. It contains a challenge which the player has to fulfil in secret.

Down your drink - Drink your entire drink in one go.

Drinking buddy - If players are assigned drinking buddies, they both have to drink the given sips/shots.

Special powers - In every row there is a special field. In this field a player is given a special power which can be used against other players. The special powers are:

Double attack - With this power the player can double the amount another player has to drink.

Reverse - For 1 round everybody has to move their pawn in reverse, except the player with this power.

Decision time - A big decision to make... the player with the power decides if everyone has to play one more round before a player can win. The choice is yours.

Give out 2 cards - The player gives out 2 cards to another player of their choice.

TIPS & TRICKS

1. Playing with more than 6 players:

You can either make teams and play the game or create your own pawns for the extra players.

2. Winner:

Decide on a price for the winner before the game starts.

3. Drinking alternative:

If you don't feel like taking the type of drink that is given to you, you can swap them. 1 shot equals down your drink and down your drink equals 1 shot. (or create your own alternative).

4. Teams:

We recommend mixed teams of men and women to play the game.

5. Easy mode:

Play the game and take only half of the sips / shots that you are normally supposed to take.

6. Important:

If some of the tasks exceed your capabilities, feel free to replace them with your own rules.