

SIMPLE BAR GAMES

To Jumpstart Your Night

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Dice, a leather cup and a pack of cards: guaranteed to pep up your pub night (when used wisely)!

Bar games are like card tricks: delivery is king.

Chances are, your drinking buddies didn't come out for the fun and games. And they're perfectly happy sipping away at their beers, exchanging the odd novelty of the past week or excitements of the weeks to come. And all this is fine, and even commendable, this being the primary purpose of the proud institution we know as "the pub".

But when the conversation ebbs, and the spark has left your once lively circle, it may be time to whip out the jumpstarter (see image above), and get your friendly get-together reignited.

And this pamphlet was created for just this case.

Enter Simple Bar Games

It's your golden opportunity: squander it, and push the evening deeper yet into the doldrums, but: seize the day, and restore your floundering fest to a state of communicative carousing!

So Grab Their Attention.

Produce from your pocket, ideally in a hyperbolically theatrical way apt to induce curiosity, your tool of choice. SMACK go the dice: you lay down a challenge, and provoke your comrades to pick up the gauntlet.

Mix in the Sales Pitch

Once you have their attention, it's time to pitch the game itself. What's in it for them- entertainment? Bragging rights? And what will they have to invest- how much mental energy (or legal tender) will they have to expend? Plead your case with emotion and appeal.

It Takes Two

Yet for your cunning ploy to be successful, you'll need more than just a pitch: you need that one moment in a night when a casual contest becomes the missing piece to your party's puzzle. Find that moment, exploit that golden opportunity, and the doors to rambunctious revelry will stand open before you.

Reading the Room

Scan your surroundings. Gauge the level of group activity. Are you neck-deep into a scintillating story? Is the back-and-forth of discourse still backing and forthing? If not, and that uncanny quiet known as awkward silence is creeping in, it may be time to take countermeasures.

Now, an easy one could be to proffer your own escapade of the week. You could ask a perceptive question, or perhaps coax your companions into proffering their own. Poke around a little bit, and try to revive the room with minimally invasive techniques. But! Be on the alert, battle-station manned (or womaned), ready to pounce when that golden moment broaches the horizon.

Tools of the Trade

The next pages of this booklet contain instructions for simple bar games to bust out in just such situations.

Good luck and have fun!



Also known as "don't roll a one", and equally playable with a standard die, the skull of "Doom Dice" augments the sense of impending misfortune when you lose a roll.

Doom Dice!

Prepare to die... You'll need exactly one (die), a dice cup and pen and paper. Each player may roll the die as many times as desired to add up points— just don't roll a one! ☠

The aim of the game is to roll as high as possible for as many times as possible and to pass off the die before rolling a one. ☠ If you roll a one, you're dead as a doornail, and lose all points made this turn (points scored in previous turns are retained).

Your turn ends when you dare not tempt fate again and you yield the die to the next player— or, at the latest, when you meet your untimely demise ☠.

Aim of the Game

The aim of the game is to reach 100 points before any other player. If multiple players reach at least 100 in the same round, these players vie for victory in the rite of Sudden Death.

Points are best tracked as a running total, so that players can see how far they are from winning:

Jim	Bob	Sal
19	15	☠
37	☠	11
☠	☠	36
58	33	☠
82	56	☠
☠	78	70
👑 101	☠	☠

Sudden Death

Everyone gets the same number of chances to win. So if a player reaches 100 in a given round, all players after her still have a chance to reach 100 in that final round. In this case, we invoke the rite of Sudden Death:

Each survivor has one last chance to entreat Lady Luck for mercy, rolling as many times as she dares to emerge victorious— or face utter destruction.

Good luck— and godspeed.

TO BE CONTINUED...