



THANK YOU FOR DOWNLOADING REKD!

WE'VE HAD THIS GAME SINCE 2011, AND NOW WE WANT TO SHARE IT WITH YOU. WE HOPE IT BRINGS YOU AS MANY INCREDIBLE, FUN, RIDICULOUS MEMORIES AS IT HAS US.

OUR KICKSTARTER CAMPAIGN WILL BE LAUNCHING SOON, SO IF YOU ENJOY THE GAME, REMEMBER TO SIGN UP FOR OUR NEWSLETTER TO GET THE EXACT DATE!

THANK YOU AND ENJOY!

ARRI, ALEX AND JAY
BDC ENTERTAINMENT

CHALLENGE CARD**SILENCE IS GOLDEN**

BUT DUCT TAPE IS SILVER. ALL PLAYERS MUST COMMUNICATE NON-VERBALLY MOVING FORWARD. FIRST PERSON TO MAKE A SOUND MOVES TO LAST PLACE. ONCE SOMEONE SPEAKS, THE CURSE IS LIFTED.

CHALLENGE CARD**OVER THE TOP**

PICK ANOTHER PLAYER TO ARM WRESTLE. WINNER DECIDES IF THEY SWITCH PLACES.

CHALLENGE CARD**LITTLE BY LITTLE ONE TRAVELS FAR**

YOU GET TO ROLL AGAIN! CONGRATS?

CHALLENGE CARD**SO CLOSE YET SO FAR**

IT WAS GOOD WHILST IT LASTED. UNFORTUNATELY, YOU'RE GOING BACK TO WHEREVER LAST PLACE IS.
BYEEEE.

CHALLENGE CARD**ROLL OFF**

YOU AND ANOTHER PLAYER GET A ROLL OF THE DICE EACH. WINNER DECIDES IF YOU SWITCH PLACES.

CHALLENGE CARD**UNIQUE WINS**

IF ANY PLAYER IS DRINKING THE SAME TYPE OF ALCOHOL AS ANOTHER PLAYER, THEY ALL DRINK ONCE FOR EACH PLAYER DRINKING THAT DRINK.
NOW, DRINK.

CHALLENGE CARD**NOSTRADAMUS**

EACH PLAYER PICKS A NUMBER FROM 1-6. YOU THEN ROLL THE DICE. ALL PLAYERS WHO GUESSED THE WRONG NUMBER DRINK THE NUMBER ON THE DICE.

CHALLENGE CARD**IS IT WORTH IT?**

YOU CAN EITHER DRINK ONE (ALONE) OR ALL PLAYERS (INCLUDING YOU) DRINK 4. WHAT'S IT GONNA BE?

CHALLENGE CARD**LAST SURVIVOR**

YOU'RE ALL STUCK IN A HORROR MOVIE AND SOMEONE HAS TO GO FIRST. ALL PLAYERS VOTE FOR WHO WOULD DIE FIRST IN THE GROUP. THE PLAYER WITH MOST VOTES DRINKS THE NUMBER OF VOTES.

CHALLENGE CARD**FINDING DORY**

LIKE DORY, YOU ALL FORGOT HOW MUCH YOU DRANK LAST ROUND. YOU ALL DRINK THAT NUMBER AGAIN TO REMIND YOURSELVES.

CHALLENGE CARD**REVERSE IT**

FOR THE NEXT ROUND, ALL PLAYERS MOVE BACKWARDS.

CHALLENGE CARD**KEEP YOUR FRIENDS CLOSE...**

BUT YOUR ENEMIES CLOSER. PICK ANOTHER PLAYER AND MOVE THEM TO YOUR SPOT.

CHALLENGE CARD**GET OUT OF JAIL**

ALL PLAYERS MUST ROLL THE DICE. THE WINNER KEEPS THIS CARD, WHICH CAN BE USED AS A GET OUT OF JAIL FREE CARD FOR A PUNISHMENT (SINGLE USE).

CHALLENGE CARD**PRO BONO**

EVERY PLAYER ROLLS THE DICE. EACH PLAYER MOVES FORWARD THE NUMBER ON THE DICE THEY GET.

CHALLENGE CARD**PRICE TO PAY**

ALL PLAYERS CAN MOVE FORWARD 1 SPOT FOR EVERY TIME THEY DRINK 1. YOU CANNOT LAND ON THE FINISH SPOT.

CHALLENGE CARD**MOVING UP**

ALL PLAYERS MUST ROLL THE DICE. THE WINNER GETS TO MOVE FORWARD 6 SPOTS AND MUST COMPLETE THE NEW BOX THEY LAND ON.

CHALLENGE CARD**DOUBLE TROUBLE**

ALL PLAYERS MUST VOTE FOR TWO PLAYERS TO THROW THE DICE TWICE DURING THEIR TURN UNTIL THE NEXT CHALLENGE CARD. YOU CANNOT VOTE FOR YOURSELF.

CHALLENGE CARD**HEALTH POINTS**

YOU START WITH 20 HIT POINTS. EVERY PLAYER ROLLS THE DICE, YOU DEDUCT THE NUMBER FROM YOUR TOTAL HIT POINTS. YOU MOVE FORWARD (OR BACKWARDS) THE TOTAL LEFTOVER SCORE.

CHALLENGE CARD**NO
TOUCHING**

FIRST PLAYER TO TOUCH THEIR PHONE MUST PICK UP A PUNISHMENT CARD.

CHALLENGE CARD**CATCH UP**

THE TWO PLAYERS WITH THE LEAST DRINK IN THEIR CUP HAVE TO CHUG A NEW ONE.

CHALLENGE CARD**CHUG RACE**

EVERYONE HAS TO CHUG WHATEVER'S LEFT IN THEIR DRINK. LAST ONE TO FINISH, REFILLS THE DRINKS.

CHALLENGE CARD**LAND MINE**

OH NO, YOU'VE STEPPED ON A LAND MINE! YOU AND EVERY PLAYER 10 SPOTS OR LESS AWAY FROM YOU CHUG YOUR DRINK AND GO BACK TO LAST PLACE.

CHALLENGE CARD**SPICE
THINGS
UP**

THE PLAYERS IN FIRST AND LAST PLACE MUST DO A CHUG RACE. LOSER TAKES LAST PLACE.

CHALLENGE CARD**BUCKLE UP
BUCKAROO**

YOU CAN EITHER CHUG A WHOLE DRINK OR MOVE BACK TO LAST PLACE.

CHALLENGE CARD**LESS
IS MORE**

PICK ANOTHER PLAYER. WHO EVER HAS LESS DRINK, HAS TO CHUG IT. HIDING YOUR CUP IS ACCEPTABLE.

CHALLENGE CARD**BAD LUCK
BRIAN**

DRAW A PUNISHMENT CARD. ALL PLAYERS CAN EITHER COMPLETE THE PUNISHMENT OR CHUG THEIR DRINK.

CHALLENGE CARD**PERFORMING
MONKEY**

WHILST YOU CHUG YOUR DRINK, YOU MUST ACT AS OTHER PLAYERS TELL YOU. PERFORM EVERY SUGGESTION. ONCE YOU'RE DONE, ALL OTHER PLAYERS DRINK 3.

CHALLENGE CARD**ALL OR NOTHING**

ON THE COUNT OF THREE, ALL PLAYERS MUST SAY "SAUSAGE" OR "BUN ". IF THERE IS UNANIMITY, YOU DRINK 3. IF NOT, ALL OTHER PLAYERS DRINK 2.

CHALLENGE CARD**THINK DIRTY**

ALL PLAYERS TAKE TURNS MAKING UP A NAME FOR A NEW SEXUAL POSITION. IF YOU CAN'T OR IT DOESN'T SOUND BELIEVABLE YOU DRINK 3.

CHALLENGE CARD**HORROR MOVIE**

CHARADES YOUR FAVORITE SLASHER MOVIE KILLER. IF NO ONE GUESSES, YOU ALL DRINK 3. IF SOMEONE GUESSES, YOU AND THAT PERSON ARE SAVED FROM DRINKING.

CHALLENGE CARD**TWERK-OFF**

PICK ANOTHER PLAYER FOR A TWERK-OFF. THE REST OF THE PLAYERS DECIDE THE WINNER. LOSER DRINKS 3.

CHALLENGE CARD**MIDGET WRESTLING**

EVERY PLAYER HAS TO MAKE UP A CREDIBLE NAME FOR A MIDGET WRESTLER. THE WORST ONE DRINKS 3.

CHALLENGE CARD**SOCIAL STATUS**

PLAYER WITH THE MOST INSTAGRAM FOLLOWERS CAN SEND 2 DRINKS.

CHALLENGE CARD**RUSSIAN ROULETTE**

ROLL THE DICE. EVEN NUMBER, EVERY PLAYER DRINKS 2. ODD NUMBER, EVERY PLAYER SENDS 2.

CHALLENGE CARD**PHOTO FINISH**

THE PLAYER WHO HAS HAD SEX MOST RECENTLY HAS TO DRINK 2.

CHALLENGE CARD**BRAINS...**

THERE'S A ZOMBIE APOCALYPSE. ALL PLAYERS VOTE THE 2 PLAYERS MOST LIKELY TO BECOME ZOMBIES FIRST. ZOMBIES DRINK 2.

CHALLENGE CARD**MR. X**

ALL PLAYERS VOTE FOR WHO THE MOST LIKELY STALKER OF THE GROUP IS. THAT PERSON CAN SEND 2 DRINKS (CHECK FOR ROOFIES).

CHALLENGE CARD**NUMBERS GAME**

EACH PLAYER TRIES TO GUESS THE LAST DIGIT OF YOUR DRIVERS LICENSE/ID. LOSERS DRINK 2.

CHALLENGE CARD**IF YOU KNOW WHAT I MEAN**

CHOOSE ANY WORK PLACE. PLAYERS MUST THEN MAKE REMARKS, ADDING "IF YOU KNOW WHAT I MEAN" AT THE END. FIRST PLAYER TO RUN OUT OF VAGUELY SEXUAL REMARKS, DRINKS 2.

CHALLENGE CARD**MAKING ENDS MEET**

NAME ANY CELEBRITY. THE NEXT PLAYER MUST NAME ANOTHER CELEBRITY WHO'S NAME STARTS WITH THE SAME LETTER YOURS FINISHES WITH. FIRST PLAYER WHO FAILS, DRINKS. 2.

CHALLENGE CARD**BALLIN'**

THE PLAYER(S) WITH THE LEAST AMOUNT OF CASH ON THEM DRINKS 2. YOU CANNOT MOVE TO GET CASH.

CHALLENGE CARD**TIE 'EM UP!**

PICK ANOTHER PLAYER TO RACE AGAINST. FIRST PLAYER TO TAKE OFF THEIR SHOES AND TIE THEM BACK ON WINS. LOSER DRINKS 2.

CHALLENGE CARD**KOBE (RIP LEGEND)**

TRY TO THROW YOUR GAMEPIECE INTO THE DRINK OF THE PERSON IN FRONT OF YOU. IF YOU MISS, YOU DRINK 2.

CHALLENGE CARD**LET'S GET SERIOUS**

ALL PLAYERS COMPETE IN A MASSIVE STARING CONTEST. FIRST PLAYER TO LAUGH, DRINKS 2.

CHALLENGE CARD**TOWER OF BABEL**

EACH PLAYER MUST SAY A WORD IN A FOREIGN LANGUAGE. NO REPEATS. FIRST PLAYER TO BLANK, DRINKS.

CHALLENGE CARD**8 MILE**

EACH PLAYER MUST TAKE TURNS CONTINUING A RHYME (USING AT LEAST 4 WORDS). FIRST PLAYER TO FAIL, DRINKS 1.

CHALLENGE CARD**GOVERNATOR**

PLAYERS TAKE TURNS SAYING ARNOLD SCHWARZENEGGER QUOTES. FIRST PERSON TO BLANK, DRINKS.

CHALLENGE CARD**TONGUE TWISTER**

CHOOSE A TONGUE TWISTER. FOR EVERY PLAYER THAT GETS IT RIGHT, YOU DRINK. EVERY PLAYER THAT GETS IT WRONG, DRINKS.

CHALLENGE CARD**FAKE NEWS**

TELL OR MAKEUP A FACT. THE REST OF THE PLAYERS MUST GUESS WHETHER ITS TRUE OR NOT AS A GROUP (ONE ANSWER). IF THEY GUESS RIGHT, YOU DRINK. IF NOT, THEY DRINK.

CHALLENGE CARD**DIRTY HARRY POTTER SERIES**

EACH PLAYER HAS TO MAKE UP A NEW SEXUALLY SUGGESTIVE TITLE FOR A HARRY POTTER BOOK. FIRST PLAYER TO NOT COME UP WITH A CONVINCING TITLE, DRINKS.

CHALLENGE CARD**HI,
MY NAME IS!**

EVERY PLAYER SWITCHES NAME WITH THE PERSON ON THEIR LEFT. IF YOU CATCH SOMEONE CALLING A PLAYER BY THEIR REAL NAME, THEY DRINK.

CHALLENGE CARD**GROWING UP**

THEY SAY KIDS BECOME TEENAGERS AT AGE 13. TELL A FUNNY STORY ABOUT YOUR TEENAGE YEARS. YOU ALL DRINK 1 TO THE MEMORY.

CHALLENGE CARD**OUT OF TIME**

THE PLAYER WITH THE LEAST AMOUNT OF BATTERY ON THEIR PHONE DRINKS.

CHALLENGE CARD**BIG LOSER**

EVERY PLAYER ROLLS THE DICE. THE LOWEST SCORE MOVES TO LAST PLACE AND DRINKS 1.

CHALLENGE CARD**ALPHABET CHALLENGE**

CHOOSE A TOPIC. SAY AN ITEM IN THE CATEGORY WITH THE LETTER A. THE NEXT PLAYER MUST DO THE SAME WITH B AND SO ON. FIRST PLAYER TO MESS UP, DRINKS.

CHALLENGE CARD**MEMORY GAME**

PICK A WORD. PLAYER TO YOUR RIGHT MUST REPEAT YOUR WORD AND ADD THEIR OWN ON AND SO FORTH. FIRST PLAYER TO FORGET A WORD, DRINKS.

CHALLENGE CARD**SIZE MATTERS**

ALL PLAYERS MUST MAKE A SINGLE GUESS TOGETHER OF YOUR SHOE SIZE AS A TEAM. IF THEY GUESS, YOU DRINK. IF THEY DON'T, THEY DRINK.

CHALLENGE CARD**TWO FACTS AND A LIE**

TELL TWO FACTS AND A LIE ABOUT YOU. PLAYERS MUST IDENTIFY THE LIE. THOSE WHO CAN'T, DRINK 1.

CHALLENGE CARD**CATEGORIES**

CHOOSE A CATEGORY OF YOUR LIKING. PLAYERS MUST TAKE TURNS NAMING SOMETHING IN THE CATEGORY. FIRST WHO CAN'T, DRINKS.

CHALLENGE CARD**EXCUSE ME**

IMITATE AN ACCENT. IF NONE OF THE PLAYERS CAN GUESS, YOU ALL DRINK!

CHALLENGE CARD**AM I LYING?**

ROLL THE DICE BEHIND YOUR HAND. YOU CAN EITHER LIE ABOUT YOUR NUMBER OR TELL THE TRUTH. ALL PLAYERS MUST GUESS WHICH ONE. THOSE THAT GUESS WRONG, DRINK 1.

CHALLENGE CARD**CHINESE WHISPER**

WHISPER A SENTENCE TO THE PLAYER TO YOUR RIGHT. THEY REPEAT THE SENTENCE TO THE PLAYER TO THEIR RIGHT AND SO ON. IF THE PHRASE GETS CHANGED BY THE TIME IT COMES BACK TO YOU, YOU ALL DRINK.

CHALLENGE CARD**MEDUSA**

EVERY PLAYER PUTS THEIR HEAD ON THE TABLE. ON THE COUNT OF THREE, ALL PLAYERS LOOK UP AT ANY OTHER PLAYER. IF THE PLAYER THAT YOU'RE LOOKING AT ISN'T LOOKING AT YOU, YOU'RE SAFE. IF TWO PLAYERS LOOK AT EACH OTHER, THEY BOTH DRINK.

CHALLENGE CARD

RING RING

ALL PLAYERS PLACE THEIR
PHONE ON THE TABLE.
FIRST PHONE TO
VIBRATE/RING/LIGHT UP GOES
TO LAST PLACE AND DRINKS.

CHALLENGE CARD

TICKLE MONSTER

CHOOSE ONE PLAYER TO
TICKLE YOU FOR 15 SECONDS.
IF YOU LAUGH, YOU DRINK.
IF YOU DON'T, ALL OTHER
PLAYERS DRINK.

CHALLENGE



GET  REKD

CHALLENGE



GET  REKD

CHALLENGE



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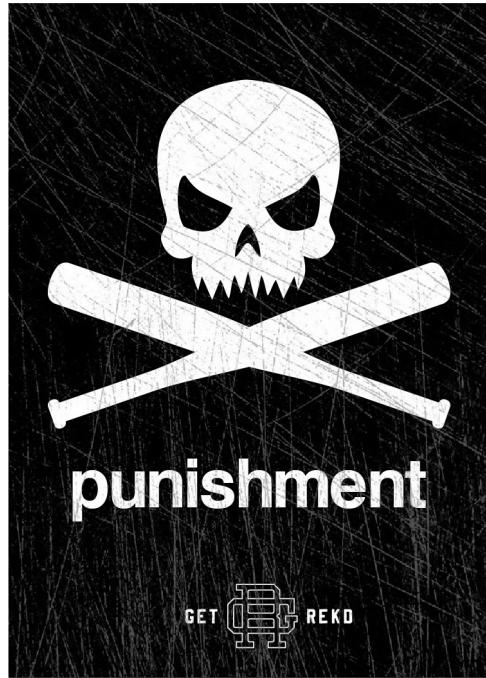
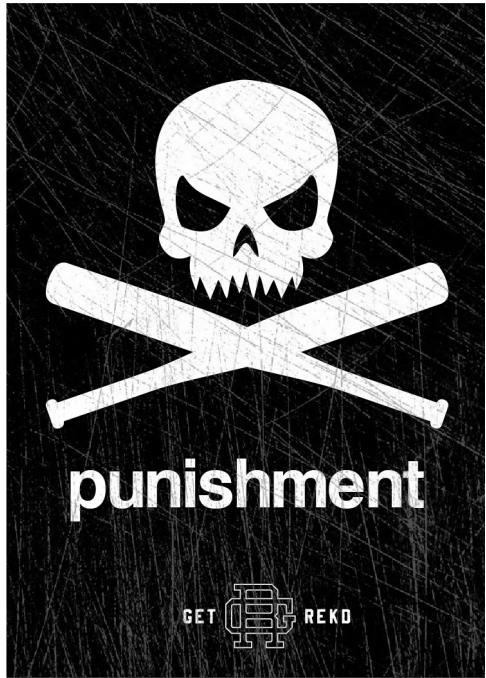
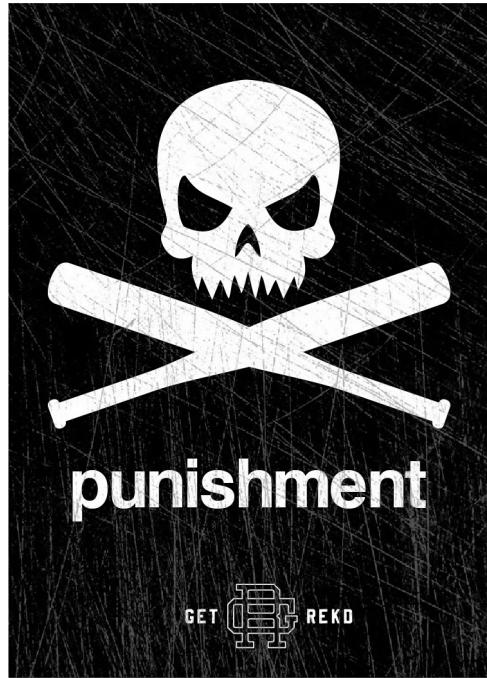
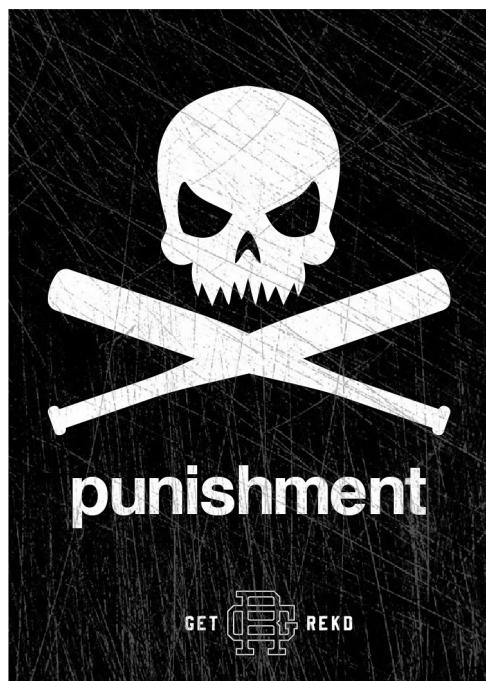
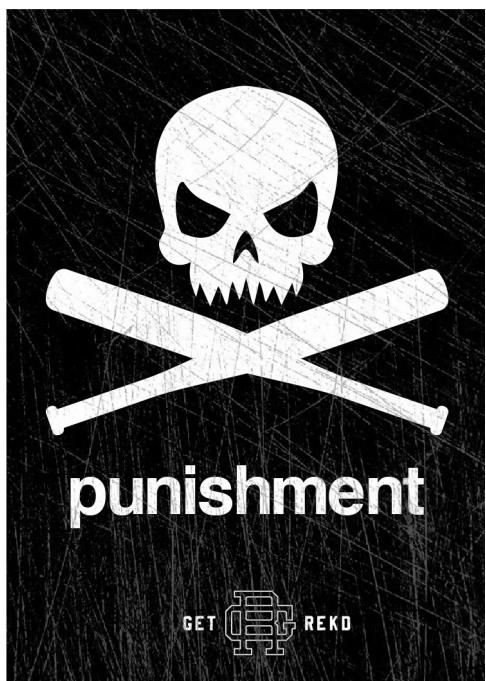
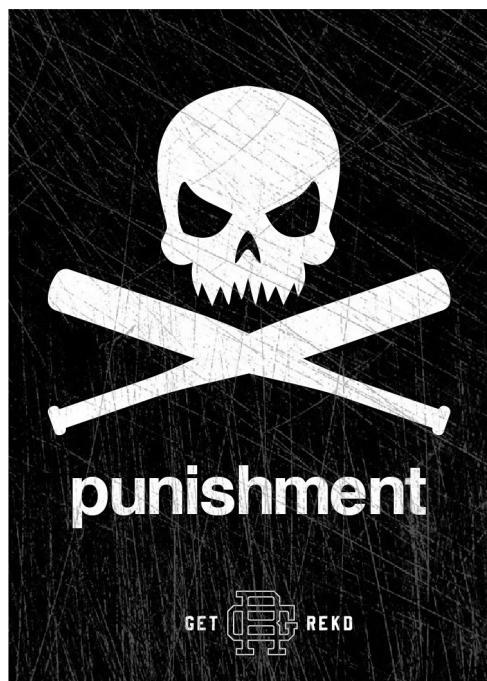
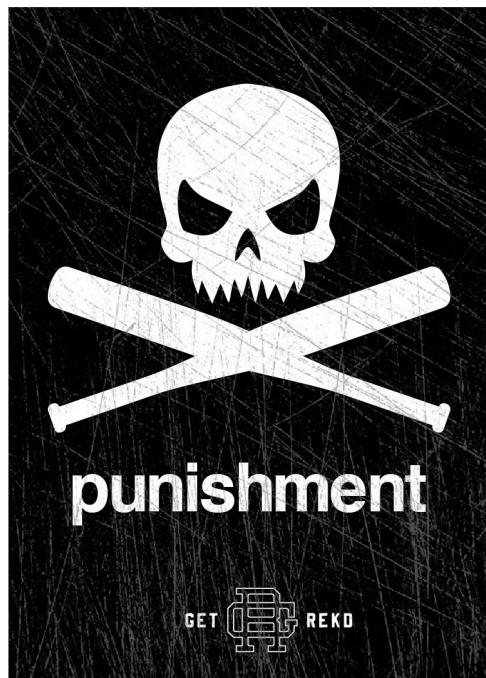
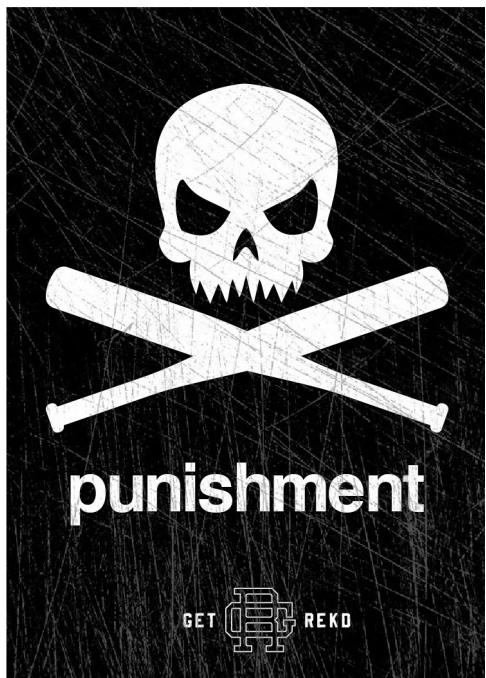
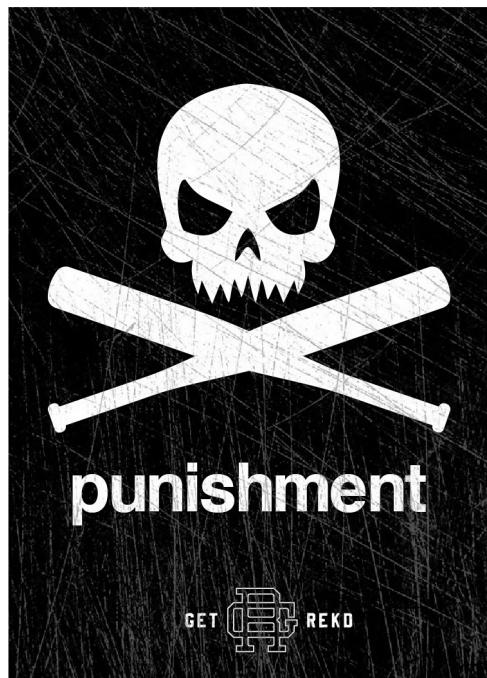


GET  REKD

CHALLENGE



GET  REKD



PUNISHMENT CARD

**VOLUME
CONTROL**

YOUR NEW SPEAKING
VOICE IS SHOUTING.
IF YOU'RE CAUGHT
SPEAKING AT A NORMAL
VOLUME, YOU DRINK.

PUNISHMENT CARD

NELLY

IT'S GETTING HOT IN HERE
SO POUR A FULL GLASS
OF WATER OVER YOUR
HEAD. YOU'RE WELCOME.

PUNISHMENT CARD

**BEER
BITCH**

REFILL EVERYONE'S DRINK
WHENEVER THEY NEED IT.

PUNISHMENT CARD

**JUST THE
TWO OF US**

THE ONLY IMPOSSIBLE
JOURNEY IS THE ONE YOU
NEVER BEGIN. GO BACK TO
THE START AND TAKE
SOMEONE WITH YOU.

PUNISHMENT CARD

ADDICTION

EVERY TIME SOMEONE
DRINKS, YOU DRINK 1.

PUNISHMENT CARD

DEMOCRACY

THE REST OF THE PLAYERS
MUST VOTE WHETHER
YOU MUST CHUG YOUR
DRINK OR GO BACK 15
SPACES.

PUNISHMENT CARD

**COACH
CARTER**

YOU MISS 100% OF THE
SHOTS YOU DONT TAKE.
TAKE A SHOT.

PUNISHMENT CARD

**GROUP
THERAPY**

DRAW A NEW PUNISHMENT
CARD. EVERY PLAYER
MUST COMPLETE THAT
PUNISHMENT.

PUNISHMENT CARD

NEW LOOK

THE REST OF PLAYERS
REWRITE YOUR INSTAGRAM
BIO. KEEP IT UNTIL THE END
OF THE GAME. IF YOU DONT
HAVE INSTAGRAM, DRINK 5
AND GET A LIFE.

PUNISHMENT CARD**THE SKY IS THE LIMIT**

BUT THE FLOOR IS WHERE YOU BELONG. LAY DOWN ON THE FLOOR AND FINISH YOUR DRINK.

PUNISHMENT CARD**LIFE'S A BEACH**

YOU MUST PLAY WITH YOUR TSHIRT TUCKED INTO YOUR COLLAR (HAWAIIAN STYLE).

PUNISHMENT CARD**POPULAR VOTE**

THE REST OF THE PLAYERS DECIDE WHERE ON THE BOARD TO MOVE YOUR PAWN. YOU PERFORM THE TASK ON THAT BOX. (MAX 10 SPOTS).

PUNISHMENT CARD**CASH FLOW**

ADD THE AMOUNT OF CASH EVERY PLAYER HAS. IF THE AMOUNT IS OVER \$20, YOU CHUG YOUR DRINK.

PUNISHMENT CARD**SAMMY LJ**

IN HONOR OF SAMUEL L. JACKSON, YOU MUST SAY MOTHERFUCKER AT THE END OF EACH SENTENCE. IF CAUGHT NOT SAYING IT, YOU DRINK 2. GOOD LUCK MOTHERFUCKER.

PUNISHMENT CARD**AVERAGE JOE'S**

YOU AND ANOTHER PLAYER ROLL THE DICE. DIVIDE THAT NUMBER BY TWO. YOU DRINK THAT NUMBER.

PUNISHMENT CARD**HIPPIDY HOP**

EVERY PLAYER SAYS A WORD AND YOU HAVE TO RHYME IT WITH ANOTHER. EVERY TIME YOU MESS UP, YOU DRINK 2. (PLAYERS DON'T HAVE TO RHYME WITH EACH OTHER).

PUNISHMENT CARD**RANKINGS**

THE OTHER PLAYERS SCORE YOUR PERSONALITY (0-5). YOU DRINK THE TOTAL SCORE.

PUNISHMENT CARD**LUCK OF THE DICE**

ROLL THE DICE TWICE. DRINK THE TOTAL.

PUNISHMENT CARD

DIFFERENCE IS KEY

COUNT THE TOTAL SPACES
BETWEEN YOU AND THE
SECOND CLOSEST PLAYER.
DRINK THAT NUMBER OR GO
BACK TO THE START.

PUNISHMENT CARD

MIKE TYTHON

YOU CAN ONLY THPEAK
LIKE THE CHAMP.
IF YOU'RE CAUGHT
WITHOUT A LITHP,
YOU DRINK.

PUNISHMENT CARD

KILL MARRY FUCK

YOU KNOW THE DRILL.
SAY WHO YOU'D KILL,
MARRY AND FUCK OUT OF
THE GROUP. NO REPEATS!

PUNISHMENT CARD

SOBRIETY TEST

SAY THE ALPHABET.
BACKWARDS. IF YOU
CAN'T, YOU GO BACK TO
LAST PLACE.

PUNISHMENT CARD

ARGHH MATE!

SPEAK IN A PIRATE VOICE
FOR THE NEXT 2 ROUNDS
UNDER PENALTY OF
DRINK.

PUNISHMENT CARD

RERUN

ROLL THE DICE.
ANYTHING BUT A 6, YOU
GO BACK TO LAST PLACE.

PUNISHMENT CARD

ROCK, PAPER, SCISSORS

PLAY EACH PLAYER IN A
GAME OF ROCK, PAPER,
SCISSORS. EVERY TIME YOU
LOSE, YOU DRINK AND GO
BACK 2 SPOTS.

PUNISHMENT CARD

INFLUENCER

ADD "FIT" TO YOUR IG NAME.
IF YOU ALREADY HAVE IT, CHUG
TWO FOR BEING A DOUCHEBAG.
IF YOU DONT HAVE IG, CHUG
THREE FOR BEING A #LOSER.

PUNISHMENT CARD

PIZZA TIME

CALL YOUR LOCAL PIZZA JOINT
AND PLACE AN ORDER FOR A
PIZZA WITH NO PIZZA DOUGH.
YOU ONLY WANT TOPPINGS.
KEEP GOING UNTIL YOU
SUCCESSFULLY PLACE THE
ORDER OR THEY HANG UP.

PUNISHMENT CARD**IMPORTANT ANNOUNCEMENT**

MAKE A FACEBOOK/INSTAGRAM STORY READING THE INGREDIENTS OF THE BACK OF A SHAMPOO BOTTLE. ALL OF IT.

PUNISHMENT CARD**50/50**

ROLL THE DICE. ODDS, YOU CHUG YOUR DRINK. EVEN, YOU CHUG YOUR NEIGHBORS DRINK.

PUNISHMENT CARD**COMMANDO**

GO TO THE BATHROOM AND TAKE OFF YOUR UNDERWEAR. THEN THROW IT OUT THE WINDOW. THANKS.

PUNISHMENT CARD**JUDGEMENT DAY**

YOU'VE DONE THE CRIME, TIME TO DO THE TIME. AND YOUR PUNISHMENT IS DRINKING. EACH PLAYER CAN ADD 1-3 DRINKS TO YOUR PUNISHMENT, TO BE CARRIED OUT IMMEDIATELY.

PUNISHMENT CARD**GROUP SHARING**

READ THE LAST TEXT MESSAGE YOU RECEIVED OUT LOUD.

PUNISHMENT CARD**STORY TIME**

TELL THE STORY OF HOW YOU LOST YOUR VIRGINITY. SPARE NO DETAIL.

PUNISHMENT CARD**SKILLZ**

SHOW YOUR TWERKING SKILLS TO EVERYONE. ONLY STOP WHEN THE NEXT PLAYER ROLLS.

PUNISHMENT CARD**MOMS SPAGHETTI**

SPIT SOME ORIGINAL RHYMES FOR 20 SECONDS. IF YOU MESS UP, YOU CHUG.

PUNISHMENT CARD**SUGAR TIME**

SEND A DM TO RANDOM PERSON OFFERING SUGAR MOMMA/DADDY SERVICES. IF THEY ANSWER, YOU MUST KEEP IT GOING FOR THE REMAINDER OF THE GAME.

PUNISHMENT CARD

NEWLY BORN

YOUR NAME IS NOW BUTTERCUP. ANY PLAYER THAT CALLS YOU BY YOUR REAL NAME, DRINKS 2.

PUNISHMENT CARD

ONE LEGGED PIRATE

STAND ON ONE LEG FOR THE NEXT 3 MINUTES. IF YOU DON'T, YOU DRINK 5. YOU CAN CHANGE LEGS BUT NEVER HAVE BOTH TOUCH THE FLOOR. NO LEANING ON FURNITURE.

PUNISHMENT CARD

SECRET ADMIRER

GIVE YOUR PHONE TO ANOTHER PLAYER. THEY CAN SEND AN IG DM TO ANYONE OF THEIR CHOICE, THEN DELETE THE CONVO.

PUNISHMENT CARD

AWKWARD

NAME EVERYONE'S BIRTHDAY. GO BACK 2 SPOTS FOR EVERY MISS.

PUNISHMENT CARD

BROADWAY

YOU MUST SING EVERYTHING YOU SAY.

PUNISHMENT CARD

THE PIRATE

COLOR ONE OF YOUR FRONT TEETH BLACK.

PUNISHMENT CARD

ARE YOU SURE?

CALL A 7/11 AND ASK IF THEY ARE OPEN. BE VERY PERSISTENT. YOU CAN'T HANG UP.

PUNISHMENT CARD

TAX COLLECTOR

IT'S TAX TIME AND YOU'RE OUT TO COLLECT. POUR A BIT OF EVERYONES DRINK INTO YOURS AND CHUG.

PUNISHMENT CARD

ART WEEK

EVERY PLAYER GETS TO DRAW SOMETHING ON YOUR FACE. KEEP IT FOR THE REST OF THE GAME.

SPECIAL CARD**GOD MODE**

YOU NO LONGER HAVE TO DRINK. SEND ALL NEW DRINKS TO THE OTHER PLAYERS.

SPECIAL CARD**JUDGE, JURY AND EXECUTIONER**

MAKE UP YOUR OWN RULE. DECIDE WHEN THE RULE HAS BEEN INFRINGED. ANNOUNCE THE DRINKING PUNISHMENT (MAX 3 DRINKS).

SPECIAL CARD**ADDING INSULT TO INJURY**

EVERY PLAYER THAT FALLS ON A PUNISHMENT, MUST DRINK 3 AND PICKUP A PUNISHMENT CARD.

SPECIAL CARD**CHARLIE 4:13**

ALL PLAYERS MUST END EACH SENTENCE WITH A FAKE BIBLE CHAPTER (IE- ANYONE NEED A BEER, CHARLIE 4:13?). IF YOU DON'T, YOU DRINK 3.

SPECIAL CARD**RANDOM**

STARTING WITH YOU AND MOVING CLOCKWISE, EACH PLAYER TAKES A TURN CHALLENGING A PLAYER OF THEIR CHOOSING TO A ROLL-OFF. WINNER DECIDES IF THEY SWITCH PLACES.

SPECIAL CARD**THE EARLY BIRD GETS THE DRINK**

THE PLAYER IN FIRST PLACE HAS TO DRINK 1 EVERY TIME SOMEONE HAS TO DRINK.

SPECIAL CARD**UGLY DUCKLING**

PLAYERS MUST VOTE WHO THE UGLIEST PLAYER IS. THE CHOSEN PLAYER MOVES TO FIRST PLACE. PLAYERS CAN'T VOTE FOR THEMSELVES.

SPECIAL CARD**NECK AND NECK**

EACH PLAYER MUST DECIDE IF THEY ROLL THE DICE. EVEN NUMBER, THEY MOVE TO FIRST PLACE. ODD NUMBER, THEY MOVE TO LAST.

SPECIAL CARD**HIT BELOW THE BELT**

ALL PLAYERS MUST VOTE WHICH PLAYER GOES BACK TO LAST PLACE.

SPECIAL CARD**STRENGTH
IS MY
WEAKNESS**

ALL PLAYERS THAT ROLL A 6 MUST MOVE BACKWARDS.

SPECIAL CARD**HOME RUN**

ROLL THE DICE. IF YOU GET AN EVEN NUMBER, ALL PLAYERS MOVE FORWARD TO THEIR CLOSEST CORNER.
ODD NUMBER, THEY MOVE BACKWARDS TO THEIR CLOSEST CORNER.

SPECIAL CARD**U-TURN**

REVERSE THE FLOW OF THE BOARD. ALL PLAYERS MUST REACH THE START BOX TO WIN. ALL RULES STILL APPLY AS NORMAL.

SPECIAL CARD**REKD'S 11**

FOR THE NEXT TURN, YOU DECIDE THE NUMBER ON THE DICE DURING EVERYONE'S ROLL (1-6), INCLUDING YOURSELF.

SPECIAL CARD**LET BYGONES
BE BYGONES**

WHEN YOU SAY THE PHRASE "LET BYGONES BE BYGONES", ALL PLAYERS MUST DRINK 3 (EXCEPT YOU). YOU CAN DO THIS TWICE.

SPECIAL CARD**HOUSTON,
WE HAVE A
PROBLEM**

EVERY TIME A PLAYER DRINKS, THEY MUST ADD +1 TO THE TOTAL (3 DRINKS BECOME 4, 4 BECOME 5, ETC).

SPECIAL CARD**COMMUNIST
STATE**

THERE'S NO "I" IN COMMUNISM. WHEN ANY PLAYER HAS TO DRINK, ALL OTHER PLAYERS MUST DRINK 1.

SPECIAL CARD**I CAME, I SAW,
I CONQUERED**

PICK A SPOT ON THE BOARD AND IT BECOMES YOURS. WHEN A PLAYER LANDS ON IT, YOU GET TO ROLL THE DICE.

SPECIAL CARD**YOLO**

EVERY TIME YOU SHOUT "YOLO", THE LAST PLAYER TO RAISE THEIR GLASS AND SHOUT IT BACK MUST DRINK 2.

SPECIAL CARD**THEODORE
ROOSEVELT**

BELIEVE YOU CAN AND
YOU'RE HALFWAY THERE.
ALL PLAYERS MUST CONVERGE
ON THE MIDDLE SPOT OF THE
PACK (BETWEEN FIRST AND
LAST PLACE).

SPECIAL CARD**HANDICAP**

EVERY PLAYER ADDS -2 TO
EVERY ROLL (6 BECOMES 4, 4
BECOMES 2, 1 BECOMES -1).

SPECIAL CARD**CHEERS!**

YOU'RE THE MASTER OF
CEREMONIES. EVERY TIME
YOU SHOUT "CHEERS", ALL
PLAYERS MUST SAY CHEERS
AND DRINK 2 (INCLUDING
YOU).

SPECIAL CARD**FRIED
CHICKEN**

ALL PLAYERS MUST SPEAK
WITH THEIR BEST SOUTHERN
TWANG. IF CAUGHT NOT
DOING IT, THEY DRINK 3.

SPECIAL CARD**666**

ALL PLAYERS MUST SWITCH
PLACES WITH THEIR OPPO-
SITE (1ST WITH LAST, 2ND
WITH NEXT TO LAST, ETC).

SPECIAL CARD**MY NAME IS
JEFF!**

FROM NOW ON, ALL
PLAYERS ARE NAMED JEFF.
IF YOU DONT CALL A PLAYER
JEFF, YOU DRINK.

SPECIAL CARD**TIGER KING**

EVERY PLAYER MUST FINISH
THEIR SENTENCES WITH
"THAT BITCH CAROL
BASKINS" OR DRINK 2 IN
HONOR OF JOE EXOTIC.

SPECIAL CARD**YOU'VE GOT
TALENT**

YOU ARE THE KARAOKE MASTER.
WHENEVER YOU POINT AT
ANOTHER PLAYER, THEY MUST
START SINGING IMMEDIATELY A
SONG OF THEIR CHOICE FOR
10 SECONDS.

SPECIAL CARD**NO POINTING**

ANY PLAYER WHO POINTS AT
ANY PLAYER OR OBJECT
MUST DRINK 2.
IF YOU CATCH A PLAYER
POINTING, YOU BECOME
FREE FROM THIS RULE.

SPECIAL CARD**NO NAMES**

GIVE EVERY PLAYER, INCLUDING YOURSELF, A NICKNAME. IF A PLAYER DOESN'T USE THE NICKNAME, THEY DRINK 3.

SPECIAL CARD**WEAK HAND**

ALL PLAYERS MUST NOW DRINK USING THEIR NON-DOMINANT HAND. IF YOU CATCH SOMEONE NOT DOING IT, THEY DRINK 3 AND YOU'RE FREE FROM THE RULE.

SPECIAL CARD**TABU**

CHOOSE A WORD TO MAKE IT TABU. ANY PLAYER THAT SAYS THE TABU WORD MUST DRINK 2.

SPECIAL CARD**HODOR**

IF SOMEONE CURSES THEY BECOME HODOR. THEY CAN ONLY SAY THE WORD "HODOR" UNTIL ANOTHER PLAYER CURSES.

SPECIAL CARD**THE KESHA RULE**

THE KE\$HA RULE IS NOW IN EFFECT. ALL PLAYERS MUST REPEAT THE LAST WORD OF THEIR SENTENCE TWICE OR DRINK TWO TWO.

SPECIAL CARD**REMINISCING**

ALL PLAYERS MUST START EVERY SENTENCE WITH "BACK WHEN I WAS A PEDOPHILE..." IF YOU DON'T AND YOU'RE CAUGHT, YOU DRINK. PERV.

SPECIAL CARD**CREATING A STAR**

A PLAYER OF YOUR CHOOSING MUST START THEIR SENTENCES WITH "HASHTAG" AND END THEM WITH "DOT COM". IF THEY DON'T AND SOMEONE CATCHES THEM, THEY DRINK 2.

SPECIAL CARD**GLADIATORS**

FOR YOUR AMUSEMENT AND PLEASURE, MAKE TWO PLAYERS COMPETE IN A DICE OFF. WHO EVER GETS THE LOWEST ROLL, MUST DRINK A NUMBER OF YOUR CHOOSING. (MAX 4 DRINKS).

SPECIAL CARD**T-REX**

WHENEVER YOU YELL "T-REX", ALL OTHER PLAYERS MUST LOCK THEIR ELBOWS AT THEIR SIDE AND DRINK WITH THEIR T-REX ARMS. VALID FOR 3 YELLS OR UNTIL A SPECIAL CARD IS DRAWN.

SPECIAL CARD**THE LINE**

EVERY TIME IT'S YOUR TURN TO ROLL, ALL PLAYERS BEHIND YOU MUST DRINK 2.

SPECIAL CARD**KING OF THE DICE**

PICK A NUMBER ON THE DICE AND THAT NUMBER BECOMES YOURS. EVERY TIME SOMEONE ROLLS THAT NUMBER THEY HAVE TO DRINK 2.

SPECIAL CARD**AUCTION**

IT'S AN AUCTION: THE PLAYER WHO BIDS THE MOST DRINKS WINS. THEY CAN NOW MOVE TO FIRST PLACE AFTER THEY DRINK THE AMOUNT OF THEIR BID.

SPECIAL CARD**LORD OF THE BOARD**

YOU CAN MOVE ANY 3 PLAYERS AS YOU SEE FIT, INCLUDING YOURSELF! BUT FOR EVERY 2 SPACES EACH PLAYER MOVES, YOU DRINK 1.

Special

GET  REKD

Special

GET  REKD

Special

GET  REKD

Special

GET  REKD

Special

GET  REKD

Special

GET  REKD

Special

GET  REKD

Special

GET  REKD

Special

GET  REKD

26



44

CHALLENGE

START



27

DRINK 3

DRINK TIME

III SORRY

TOUGH TITTIES
Go back to #20

IV

Drink time

DRINK 4

28



29



30 SORRY

THE GYM BULLY
WANTS TO TALK
GO BACK TO #23

31



GET



START

YOU'RE LATE
TO THE PARTY

01 DRINK 1

DRINK TIME

02

CHALLENGE

03 SEND 2 DRINKS

DRINK TIME



22
CHALLENGE



21
CHALLENGE



20



19

Special

23
CHALLENGE



SHORT CUT

24

EVERYONE
BEHIND YOU
DRINKS 1

DRINK TIME

25



41

40
CHALLENGE



42

START A
WATERFALL

DRINK TIME

43 SORRY

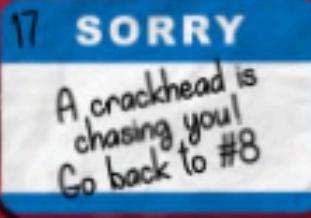
A cop saw your
open container.
Go back to #39

FIN

WELCOME TO



Take a seat
the loos





SURVIVAL MANUAL

SO, YOU'VE DECIDED TO PLAY REKD.

A BRAVE, YET INSANE DECISION. MAY THE DRINKS FALL
EASY AND THE BOARD BE FAIR TO YOU, BRAVE SOULS.

IT PROBABLY WON'T.



HOW TO PLAY

REKD plays like most board games. You roll the dice and move forward the result of your roll. You must then read the instructions on the square you land on and carry them out before the next player can roll.

If you fall on a **Punishment**, **Challenge** or **Special** box, all you have to do is pick a card from the appropriate deck and complete the instructions on the card!

If for any reason a player is moved to another square due to a **Punishment**, **Challenge** or **Special** card that player does not have to follow the instructions on their new square. If, however, they move because of a **Sorry** square, they must complete the actions on their new square before the game can continue.

IMPORTANT INFORMATION

When instructing players to drink, we mean one whole mouthful per drink or whatever it is you decide to play with. It does not mean a whole cup. As you can imagine, if we're putting this here is because we've seen it before with hilarious yet disturbing consequences.

HOW TO WIN

The objective of the game is to land on the center square (#46) exactly. If your roll is higher than the number of squares left to reach #46, you must move forward until you reach #46 and then continue backwards for the rest of your roll. On your next roll, you will move forward again.

For example, if you are on square #44 you would need to roll a 2 to land on #46 and win. Instead, you roll a 5. You will move forward 2 squares, to #46, and then back 3 squares to #43 and complete the actions on that square. This includes movement due to **Direct Challenges** or rules in place from **Special**, **Challenge** or **Punishment** cards.



THE CARDS

The essence of **REKD**. A great card late in the game can be a game changer. A terrible card at the wrong time can be devastating.

SPECIAL CARDS

Special Cards create opportunities, rules or challenges for the group. They last until another **Special** Card is drawn unless specified.

These cards are extremely valuable, as some can completely change the game to favor those players falling behind.

CHALLENGE CARDS

Challenge cards offer competitions and mini-games between players that must be completed before the game can continue. These challenges either reward the winner(s), punish the loser(s) or both.

If a **Challenge** card requires a continuous activity from a player or players, the game will continue with the rule in place until another **Challenge** card is drawn, under penalty of drink if not followed.

PUNISHMENT CARDS

Punishment cards contain a social punishment or an in-game punishment. Punishments must be completed to continue the game.

If the punishment requires a player to do a continuous action (like talk with a lisp, for example), they must do so until another **Punishment** card is drawn under penalty of drink if they don't.

Every player has 1 **Punishment veto** during the game. This means that a player can decide not to do a **Punishment** card. That player must take a new punishment card and complete the action.

Veto's cannot be used for **Specials** or **Challenges**. Once your veto has been used, you cannot use it again. Be smart about it, things can always get worse.



DIRECT CHALLENGES

Direct Challenges are our way of destroying friendships and creating ill feelings between people that love each other. They can be a blessing or a curse. We've seen players move from last to first because of **Direct Challenges**, and others go back 30+ squares. They can be your best friend or your worst enemy.

If two or more players land on the same square for any reason (a player's roll, a **Challenge/ Punishment/ Special** card or a **Sorry** box), all the players in the same square will have to compete in a **Direct Challenge**. **Direct challenges** move the winner forward and the losers backwards through a roll-off challenge. The winner will move forward the number of the dice of the loser and the loser will do the same with the number on the dice of the winner. For example:

Players A and B fall on #20. They have a Direct Challenge.

Player A rolls a 5.

Player B rolls a 6.

Player A loses and moves back 6 spots (roll of Player B) to #14.

Player B wins and moves forward 5 spots (roll of Player A) to #25.

If there are three players, the winner will move forward, the loser backwards and the third player will stay where they are. With four players, winners move forward and losers move backwards. Same rules apply for higher player counts. We SERIOUSLY recommend a pen and paper at this point.

Players do not need to complete the actions on their new square. If someone wins or loses a **Direct Challenge** and they fall on a square with another player, they will enter a new **Direct Challenge** with that player. In the case a player rolls and lands on a square occupied by another player, they will first complete the actions of the box before moving on to the **Direct Challenge**.

A player may win the game if they land on the finish box because of a **Direct Challenge**. It's happened and it sucks. Super anticlimactic.

SHORTCUTS

In **REKD**, as in life, you have to make decisions.

Shortcuts offer high reward situations, but at much higher risk than the regular path. They also mean you will forego **Special** boxes, which can help you turn the tide of a game if you're in last place.

Once you pass squares #5 and #23, you can either continue on the normal path with your current roll or roll again and take the **shortcut**. Your new roll is specific to the **shortcut** and cannot be added to your previous one or be used to continue on the main path. If you decide to roll again, you are committed to the **shortcut**.

No take backsies.

Landing on boxes #5 and #23 do not give you access to the **shortcut**, your roll must take you past these boxes. If you land on boxes #5 or #23, you must wait until your next roll to access the **shortcut**.

Shortcuts can move you forward up to 16 squares, in the best case scenario, and cut your path by 6 squares at worst. That's 2-3 rolls and a lot of heartache on the main path, so they are very enticing. Just make sure to weigh the risks of falling on a **Punishment** or **Sorry** box, since those can have dire consequences.





OUR RECOMMENDATIONS

We did not choose the name **REKD** lightly. There is a lot of drinking and tomfoolery involved. So, we recommend:

- Play with an open mind. Some punishments are embarrassing and that's ok. Everyone will definitely think less of you if you do not perform them. Your parents included.
- If you're planning on going out after this, we strongly recommend playing with a lighter alcoholic beverage (like beer or eggnog. Yum). Truly's are acceptable but we will all make a mental note of your weakness, in case of an apocalypse.
- For the love of God, do NOT play this with shots. It does not end well. We tried. If you do decide to play with shots however, send us a pic, we'll let you know if that puke stain will come off or not.
- Feel free to create your own house rules. The weirder the better. Just take into consideration this game is already perfect because it was made by perfect people.
- Don't drink and drive. PLEASE. Uber is a beautiful thing and so are you. Drunk driving is selfish and stupid.
- If you're uncomfortable with doing something, say something. The game is designed to be fun. That being said, don't be a pussy.
- You are not obligated to use alcoholic beverages to play this game. In fact, we urge you not to. We like playing with chocolate milk (we like that it gives us little mustaches).
- If you do decide to drink alcoholic beverages during your game, drink responsibly. Do not go beyond your reasonable limits. Alcohol is a dangerous substance. Be a grown up, order some kebabs with that delicious sauce and fries in them and sober up!
- If you're under the legal drinking age, go to bed and call us. We'll drunk read you a bedtime story.



FINAL DISCLAIMER

This game has been designed to be safe and played by consenting adults. We are not responsible for any damage to your house, your body or your self-esteem during your gameplay (or after). Drink responsibly and don't attempt to drive. None of our cards encourage or solicit you break the law. We are not liable for any self-inflicted damage, death or crime you commit during or as a result of playing **REKD**. If you need any assistance or have any questions about **REKD**, please send us an email to hello@rekdthegame.com and we'll get back to you as soon as we can.

If you're going to email just to bitch about how politically incorrect, offensive or immoral our game is, we've already heard it all before (thanks Mom). Just know we reserve the right to post your email message on Social Media and we will get back to you, Karen.

ENJOY AND THANK YOU FOR YOUR SUPPORT!



Armando, Alex and Jay - REKD Founders