

The Definitive Guide to a Playable Version of True American*

*Drink with caution; please god be careful climbing on your furniture while drunk; don't drive.

Since no other guide out there on the internet really fleshes out a game that actually works to play, I have learned from trial and error how to adapt the general principles of the beloved New Girl favorite into something you can actually do, and I am happy to share what has become the final version we now play as a friend group. It's not as close to what's in the show as some other rule sets floating around out there, but I promise the tradeoffs away from what's in the tv version have all been to make it so it's actually a fun game that works well and your friends will like.

I. Set Up

A. How to arrange your furniture

1. The fundamental thing that makes True American different from normal games is that you play it on your furniture, where your living room becomes the game board and the floor is lava. This section addresses how to set up an appropriate game board.
2. Center Table: This is where you put all the drinks. Pick a flat surface (coffee table, side table, fancy table, not fancy table) that you will put all of the beverages on, and put it kind of in the middle of the room.
3. Game Spaces: All the other furniture you have that can hold one or two people standing on it should be co-opted to be spaces. Place them around the center table in a sort of cloverleaf pattern so it is possible to hop in a circle around the board, but where some spaces are close to the center table and some are very far.
4. The Junkyard: After much trial and error, we have found that the best way to encourage players to keep going is to create a junkyard where empty cans/bottles are thrown to keep score. We use those cheap \$1 laundry baskets from Walmart which aren't very big, because I don't own fancy laundry baskets that hold an entire load and because that's about the right volume of what five or six people on a team should drink. We play with two teams but you might want three or more or something. Find one similarly sized basket for each of the teams you'll have and put the baskets in the very far edge of the room. Adjust your spaces such that they reach out to that part of the room in an ugly little elliptical. Keep the center table sort of far from the junkyard, to encourage players to score points so they have to get to the table for more drinks and to the junkyard to discard cans.
 - a) Optional: To really make players go alllllll the way out to the junkyard, we flip my dining room table on its side and hide the baskets behind it. Bottles that do not make it into the basket do not count. If you don't have an excessive number of tables to use as

barricades, consider other crap you have that can make it harder to accurately throw the cans into the right basket from way on the other side of the room.

5. Remove all other crap you have that can't be stood on or which would be annoying to you if someone fell on it. Sometimes you will have three people on a small space. Most of the time, shortly after that, you will have fewer than three people on that space, and one person who has knocked over your vase. Don't let that happen to your vase y'all.

B. The Castle

1. Now that you have your furniture arranged, it's time to add the real point of the game - drinks! This section goes over what to get and how to arrange them. Together, the King and the Pawns and Soldiers are known as the Castle. The name is not important, but it's in the show.
2. King of the Castle: Put one bottle of liquor in the middle of the center table. Make it a tall bottle, for maximum visual effect. Maybe set it on something tall too like a jar or whatever so it's at the top of the pyramid you're about to build in the subsection right below this.
3. The Pawns and Soldiers of the Secret Order: You'll need a lot of something that comes in a can or bottle to drink during the game. I have a fair number of people who don't drink who play with us, so I tend to use $\frac{1}{3}$ regular flavored seltzer and $\frac{2}{3}$ hard seltzer to make it feel more even between the two groups. In general, figure out how many drinks you think your average friend will want to have and get that many times one minus the number of friends you have. Choose a nonalcoholic option or literally just water bottles and get twice as many of those as the number of bottles you thought your average friend will have. It's really hard to stand up and drink for long periods of time, as are the key parts of this game, and a mix of alcoholic and non alcoholic beverages, even if you're not doing it because you have friends who don't want to drink that night to accommodate, having the option there helps people pace but still participate. Arrange these drinks in a vague pyramid structure, varying your different types of beverages so there's always a choice no matter where y'all are into the pyramid.
 - a) Tip: do this at the last minute, because beer should be cold but living rooms are kinda hot

C. Cards

1. This is one of the more notable divergences from the game in the show: forget the ways they do rounds on New Girl (e.g. The Count, Name the Similarity, Finish the Quote). Those are honestly really hard to do, and, for the second two, really hard to come up with when it's your turn, plus all three get kind of boring pretty quickly. Instead, pillage every other game you have in the house to make your "deck" and make a hideous monster

deck where when it's your turn to lead the round, you can just pick a card from one of many games. Examples of how I use my cards for rounds:

- a) Trivia: Pretty simple. Pick a question on the card and ask it. Whoever answers it correctly and their team gets to move forward one space.
 - b) I Dissent: This game has a complicated voting structure which I haven't ever actually played for real, but it has all these topic cards which have Divisive Hot Take statements. To play this for your round, you tell everyone to close their eyes and read out the statement. Everyone who agrees raises their hand. Anyone who voted with the majority (tie broken by the person who read the card) gets to move forward one space; no effect on team members.
 - c) Unrivaled: this game has little challenges; you read the card and do the challenge. If it's a team based card, use the teams you already have and that team gets to move forward one space. If it's an individual card, everyone competes and the whole team of whoever wins gets to move forward.
 - d) Scattergories: The player picks a good looking category from the card and any letter they want. Starting from the leader of that round's left, go around the circle and have people name things that match. If someone can't think of one or their suggestion gets booed down, they lose. Aww. Everyone from the other team gets to move forward one space.
2. Change-a-roo Cards: to make things more fun, pull cards which can create new temporary sins from games you already own and which are weird and difficult to include as turn cards. These should somehow disrupt play (a reverse direction card; a skip card), make everyone act sillier (a funny accent card), or create a rule -- which can be overridden by the next play of a card from that deck. As with the turn cards, decide how cards from every game will apply and for how long. All change-a-roo cards may be played by the winner of the round, to give an extra incentive for being the fastest/goodest/best.
- a) Utter Nonsense: This is a weird accent game. The winner of the round can use the selected accent card to assign any player they choose to speak in that accent. This has no effect on moving forward spaces, but if that person breaks character and doesn't use the accent, it counts as a sin. Alternatively, you can make this apply to a whole team or everyone in the group. Whoever plays this gets to pick; know your own strengths pal.
 - b) Weed Wars: I use the Affliction cards a lot like the Utter Nonsense accent cards - the winner can pick any other player to assign the affliction to any whenever the bell (also stolen out of Weed Wars)

is rung by any player, everyone assigned an Affliction must say it, or it's a sin. Weed Wars also has some prescription cards, and I pulled out all the ones which say you should swap or take cards from someone to your left or so. When a prescription card is played, follow the instructions on the card.

- c) Uno: We throw in all the skip and reverse play order cards from our Uno deck, where the person who plays them uses up their turn by skipping whoever should have gone next or reversing the order of -their choice- the way the circle moves OR who leads the next round.
3. There are also two *special* kinds of cards you'll have to sit down and make on index cards. It's a pain to write out, but you cannot play the game in a fun way without both of these DIY cards in your deck.
- a) New Rule Cards, a.k.a. The Cards That Make It Fun: I add into the deck some index cards that say "New Rule Card". (Usually, we aim for about twice as many new rule cards as there are players, so most people should pick up at least one, ish, stats are hard man.) When they use this card, they can make up a new sin to be added to the game.
 - b) Sin Cards, a.k.a. The Cards That Make It American-ey: This is the crux of what makes it at all like what happens in the show and is very fun and nichey. I have around 60 cards in the deck which refer to events in American history with instructions on the back for whoever uses them. Whenever a sin is noticed, players race to pull out one of their special sin cards and whoever gets there first gets to use it. Sometimes these directly punish the sinner, but other times they just shake the game up by adding a brief new component. A list of the established sin cards are in Section III.

D. Other Crap You Need to Have

1. A Mechanism to Distribute the Cards: Once you've made your monster deck with every card from every conceivable useful game you have around or can steal from others for the night, it's time to make it so they can be picked up by players at the start of the game. There are lots of ways you can do this; on special occasions, I use a pinata, because they're fun. Normally, though, cards are kept in little quart sized bags sorted into their respective games and people can pull out a selection that suits how they want to play. But the pinata! Put all the cards into the bottom of the pinata. Be a nice person and also put some candy in there too. I also add kazooos, because it's pretty fun to be able to kazoo at other people. At the start of the game, take turns smacking open the pinata. When it does open, everyone scrambles hunger games style to get as many cards as they can and put them into their fanny packs. It's delightfully fun to participate in and to watch.

2. Put out little bowls all over the place for people to put their used cards in no matter where they're standing. It really helps keep the cards in decent shape so you can still enjoy whatever games you stole them from. Or just instruct people to throw used cards on the floor and be willing to replace games that fall victim to what happens to shit on the floor during a drinking game.
3. I have the make-up-a-rule cheat sheet printed out and up on the wall in a few places because some of my friends are better at coming up with new drinking game rules than others. It's helpful to have a solid enough list available for folks to look at. (Cheat Sheet rules are also in Section III.)
4. Fanny Packs! Make everyone bring a fanny pack or I guess a purse but really this is the fanny pack's place to shine. Maybe provide them, but they're kind of expensive and I assume if you can boss your friends into reading a 6000 word pdf with the rules of a crazy fictional game, probably you can also bully them into getting their own fanny pack. Everyone should keep their cards in their fanny pack so they don't get ruined or bent and so they have two hands free for drinks except when it's their turn to read a question.
5. Decorations and costumes are always nice. I have a bag of 4th of July crap I keep around to quickly jazz things up with when we play. I am also a big believer in just acquiring stuff people can deck themselves out in (and give back to you at the end of the night for reuse later), like beads, leis, funny hats and headbands, and flags. This isn't strictly necessary, but it is fun.

II. Outline of Gameplay, in Specific then General Terms

A. Starting the Game

1. Using your method of distributing cards, get everyone situated with their cards safely in their fanny pack and ready to go.
2. Pick teams. Decide how many teams you want and how you want to put people on which teams. The Count (from the show) generally works pretty poorly for this, so I will leave it up to whatever you feel like. When we play it, we like to go for two larger teams where my boyfriend and I are the 'captains' of each team to ensure we can't play together. Teams can be divided by fiat or by chance. Your choice.
3. They have a shotgun tipoff; honestly it's your living room, gross, and idk I'm not in college anymore. Just have the person who most thoroughly read this document and dragged everyone else in be the person who does the more in charge stuff. This is when you do the "One, Two, Three, JFK!" "FDR!" thing to mark the beginning of the game.
4. Everyone grabs two or three drinks and heads to a space. Try to get everyone a little spread out so you don't immediately have space sharing. It's real awkward and y'all are all still relatively sober.

5. Whoever was the bossy one who say JFK can also be the first person to go. Congrats. (It's usually me, if that helps; I'm sorry - we bossy and it's time to accept that about ourselves.)

B. What Is A Turn/Round?

1. Note: consider turn and round to be used interchangeably in this document; we're talking about each unit of gameplay where one person leads the group through a single game card, the result of which is the opportunity for other players to potentially move forward a space and possibly play a change-a-roo card.
2. When it's your turn to be in charge, the first thing you do is pull a card out of your fanny pack to determine what kind of round it will be. Y'all can decide for yourself how random this is. Are you allowed to look through the bag and pull out a Really Good One? Do you close your eyes and draw at random? Whatever, decide as a group what the norm is and get a card according to that.
3. Do the thing. If it's a trivia card, ask the question. If it's an opinion poll, ask the question.
4. Make a judgement. If it's a card where folks can move forward a space, declare your judgement and whether the whole team can move or just the player, as is consistent with whatever ground rules y'all set up.
5. Now it is the end of your turn, and the beginning of whoever is next in the original circle order. Remember who was before and after you or make a stable order like alphabetically or whatever, because it's messy as darn hell to use whatever the current circle order is.

C. What Is A Sin?

1. Consistent with America's grumpy but rule-bound roots, we have decided to call any breaking of the rules a sin. Actually, it's largely because shouting SINNER at someone and pointing is really fun and is what I imagine being a raucous member of the British parliament is like. Anyway, if you break a rule, it's a sin.
 - a) What to do when someone commits a sin: Shout SINNER at them loudly and jeeringly. Race to find if you have any sin cards. Claim you are the first one to have gotten one out. Follow the sin card's instructions. Go back to normal gameplay. Try not to stack sins - if one sin begets three more, just run it as one sin. We're cool here.
 - b) List of sins all games start with:
 - (1) The floor is lava
 - (2) You must have at least one non-empty beverage in your hands at all times
 - (3) You can't hold more than three drinks at any one time
 - (4) Any house rules you might have for all drinking games
2. Not Actually A Sin: whenever someone spills their drink, it's not a sin, (unless you make it one) but it is fun to call out. When you see it, shout

“Boston Tea Party!” and everyone else responds with “to the Revolution!” and drinks to the toast. This serves no purpose other than it’s really fun to toast to the revolution. Have fun in this game. Have fun in all games.

3. How Do We Get New Sins?

- a) Optional: every player gets to add a new rule the first time? Every time? Your choice! They come back to the spot they started on. This is the best way to get the game going if you have a smaller group or a large group but you want to get shitfaced.
- b) Otherwise, most new sins will come when someone plays a make a new rule card. Whatever rule they pick becomes a sin, punishable immediately just like any of the original (ha) sins.
- c) A handful of sin cards themselves allow the establishment or disestablishment of new sins.
- d) With a $\frac{2}{3}$ majority vote, you can add a new sin anytime you want if they game is boring. I don’t know why that would be, but if you have played these rules and found them boring, here you go, it’s another way to add a sin.

D. How Do You Win?

- 1. When y’all have picked up all the pawns and soldiers of the secret order, the goal is to be the first person to land on a spot adjacent to the Castle, having completely finished all of their drinks *and* gotten their cans into the junkyard. If you are that person, drink about a shot straight from the bottle (or if you don’t drink, hand it to a teammate who does, we inclusive y’all) and declare yourselves the true American!
- 2. If you’re not that competitive or you’re very drunk, that can be the end.
- 3. If you are competitive or you want to stop before everything has been drunk, count how many cans each team has in its junkyard basket. BEFORE you start the game, agree on how many points drinking from the King of the Castle bottle should count for. We usually say three. It doesn’t matter - just have it decided beforehand. If you did not decide beforehand and are consulting these rules because you planned poorly and are disappointed this subsection is an admonishment not an ironclad guideline to follow, it counts as three points.
- 4. If you can’t decide whether reaching the King first or the count of bottles in the graveyard is the correct way to decide who won because they lead to different winners and it’s unsatisfying to count the King as three bottles so you need even MORE guidance, congrats! You’ve hit the Weasley twins prediction of Ireland wins, but Viktor Krum gets the snitch. As a final method, you can settle the score by rapid fire naming Harry Potter characters back and forth where the first team to mess up, repeat, or not be able to name someone LOSES. I don’t know why this would be necessary, but it’s poor planning to not have a backup backup option and I did spend the paragraph right above this looking down on poor planners.

E. As Promised, the Outline in General Terms

1. Start the game
2. Go around the circle taking turns being in charge and shit
3. When there is a sin, grab for your sin cards and punish the sinner
4. Go back to going around the circle
5. Drink a bunch, by alternately getting more drinks from the Castle and adding more bottles to the junkyard
6. Finish everything or decide you're tired, either way picking a winner
7. Declare which team is the True American team!

III. Appendix

A. Example Sin Cards

1. **Sixteenth Amendment** - Income tax! Everybody who made more than \$2500 last year drinks.
2. **Black Tuesday** - What a terrible economy! Go around the circle and tell every other player whether they're still employed (they take a sip) or they lost their job (they finish their drink).
3. **Alien & Sedition Acts** - you may pick a word to BAN, the saying of which will constitute a sin from now on.
4. **Salem Witch Trials** - To play this card, declare that the sinner is a witch and (convincingly) claim to have been possessed by them. Accuse another player if you need or let the accusations roll out. When the fun has died down, hold a vote on every player accused of witchcraft and if they are convicted by a simple majority, they must finish their drink.
5. **Erie Canal** - the person closest to the Castle shall pass out an appropriate beverage to every player, to be passed around the circle to represent the free flow of goods from Buffalo to Albany.
6. **Marbury vs. Madison** - whoever holds this card shall declare themselves to be the Supreme Court for the rest of the game and can strike down or uphold decisions about adding new rules and the application of existing rules. Everyone must now call you Chief Justice & failure to do so is a sin.
7. **Fifth Amendment** - You may ask every player around the circle a very personal question, starting with the sinner. They may choose to answer or plead the fifth - by finishing their drink.
8. **Great Depression** Sinner picks two people from their team and one from the other team and those players and the sinner must sit down in their seat for the next three rounds, having lost their jobs. The rest of the team members may move if they get questions correct.
9. **Seneca Falls Convention** - Drink if you would not have had the right to vote in the US in 1848!
10. **Hudson Valley School of Art** - every participant shall say nice things about nature. After each one, everyone makes a toast to that nice thing about nature or America and drinks to nature and then to America. Everyone participates once.

11. **Andrew Jackson** - If Marbury vs. Madison has been played, the holder of this card may pick up the pinata stick, chug the rest of their open drink, and override the Supreme Court by saying "You and what army?", taking the Chief Justice's powers of Judicial Review. If Marbury has *not* been played, congratulations you have now been impeached. Everyone may vote on whether to remove you until the next sin is called.
12. **Gerald Ford** - Offer the sinner a pardon in exchange for your choice of terms.
13. **Transcontinental Railroad** - If you hold this card, you may instruct any player (including yourself) to swap places with the sinner. You are both able to touch the ground and move to any spot you want but like a train, you must be chugging (drinking *and* making choo-choo sounds) the whole time you are moving. Pretend to hammer in the golden spike together where your paths cross.
14. **Space Race** - Briefly allows everyone to move around, even on the floor. CAREFULLY, each team works together to see who can get a team member to touch both hands on the ceiling first. Winning team members get to move forward a space from where they were standing.
15. **Buffalo Bill's Wild West Show** - Announce to the group that we are now invited to Buffalo Bill's Wild West Show! Point to the sinner and proclaim "Gather round, Gather round and see the gun show," the sinner plus any other player of your choice must do shots as Buffalo Bill & Annie Oakley
16. **Election of 1896** - Whenever the sinner spreads their arm, hangs their head, and yells, "Do not nail me to a cross of gold!" everyone must drink
17. **Yalta** - Pick one person from the other team and you and they must sit down in two seats closest to the Castle and decide together how to divide up the room into 2 areas. Every time someone steps over the border between the areas, they must drink.
18. **Berlin Wall** - Anytime after Yalta has been played, you may use this card to instruct the sinner to erect (hehe) a wall between the zones decided in Yalta. The wall shall be made of whatever they can find around. They may touch the ground, but before they can rejoin the game must win majority support in a vote that whatever they found around your apartment to make the wall does in fact count as a wall.
19. **Gold Rush** - Sinner shoots (gold) tequila
20. **Vietnam War** - The sinner takes a drink. Then every time someone shouts, "Mission Creep!" the sinner chooses another person that also must start drinking each time it's yelled until everyone is drinking. The last person to be chosen shouts, "Tet Offensive," and everyone must finish their drinks, ending the effects of this card.
21. **Ronald Reagan** - Usher in an era of deregulation by choosing any sin currently on the books and removing it from the game.

22. **Three Mile Island** - Nuclear fallout means the sinner must now drink and everyone standing within reach must also drink with them.
23. **Iranian Hostage Crisis** - The sinner must freeze in place and can not move until a member of the other team takes pity on them and tags them, unfreezing them. The sinner then owes allegiance to the other team for the next three turns, and must drink every time any member of the other team does. Allegiance after unfreezing does not impact moving spaces.
24. **Second Amendment** - Do not say anything except claiming that you will punish the sinner. Instead, exercise your right to bear arms by pointing a finger gun at the sinner and wait for everyone else to catch on. The last person to point at the sinner finishes their drink.
25. **Union Military Draft** - All men drink.
26. **The Alamo** - Shout "LAST MAN STANDING AT THE ALAMO" and everyone must stand on one foot and drink until any player finishes their beverage
27. **Huey Long** - If you hold this card, you may use it to declare a sin too egregious for the state of Louisiana and you will do what it takes to uphold the values of your state. The space you are on and the space on either side is now Louisiana, and anyone else who was on those spaces is now your citizen. For the next five turns, build a fortress using any available materials and do not let anyone pass. Speaking in a gentlemanly southern accent and praising Louisiana in every sentence is a must.
28. **Bunny Mellon** - Declare the sinner Bunny Mellon and have them rearrange the bottles on the table to best resemble their interpretation of a rose garden... made of shitty beer cans. Continue gameplay while they do this, but after they have finished, have a quick opening ceremony and toast to thank Mrs. Mellon for her hard work and service to the Castle.
29. **Gulf of Tonkin Incident** - If you hold this card, you may play it at any time by citing a sin that no one has actually done, and declaring that this incident (which did not happen) is cause for a new effort to fight chaos. Make up a new rule of your choice.
30. **Monroe Doctrine** - Welcome to isolationism! Confiscate all phones and put them out of the room y'all are playing the game in to mark the beginning of noninterventionism.
31. **Ping Pong Diplomacy** - Give the sinner your supply of ping pong balls, whatever it may be, and every other player a solo cup. The sinner throws the balls into the cups, and for every shot they make, the person holding the cup must finish their drink.
32. **Sherman Antitrust Act** - Time for trust busting! For any players sharing a space, split them up by deciding to move people to spaces forwards or backwards. You may do this unilaterally, but the original space must still be occupied after you're done and you can't have any gaps between spaces you move players to and where the original space is.

33. **18th Amendment** - The sinner can not drink until there is a majority vote from all other players to let them drink again. After a successful vote, the sinner must finish their beer.
34. **War of 1812: Dolly Madison** - The sinner must pick up any object and hold it for the rest of the game.
35. **Shay's Rebellion** - The sinner must make their way to the pile of unopened beer cans and distribute them unopened out to every team member. Until every other teammate is holding one, that team can not attempt to throw any more empties.
36. **XYZ Affair** - The sinner starts a game of telephone, where the sentence is about another member of the group
37. **Sputnik** - The sinner is now the earth, and must sit down. As newly launched satellites, the sinner's team members play as normal; the card ends when any teammate has successfully completed one orbit around the entire course's path from where they are now. The sinner can not attempt any throws or get rid of empties, but still counts as an active player.
38. **Taft-Hartley Act** - The sinner can no longer make up any new rules without bargaining for it - a majority of all the other players must vote instead of the new rule automatically taking effect
39. **Tolerance Act** - All non-Mainline Protestants drink
40. **Paul Revere** - The sinner must gallop to each of the other players and decide how many sips to drink with them; 1 if by land, 2 if by sea.
41. **Ulysses S. Grant** - The sinner must join the drunkest person in drinking to the drunkest person's discretion. If the sinner *is* the drunkest player, congrats General! Members of the other team must surrender and finish their drinks.
42. **Rutherford B. Hayes** - Everyone with a beard drinks!
43. **League of Nations** - the sinner must drink every time national sovereignty is violated (two or more people who are not teammates share a space) for the rest of the game
44. **The Jazz Age** - Choose the best dancer of the group and challenge to a dance-off with the sinner. You pick the music; loser drinks!
45. **Iran-Contra Affair** - Egads! Sinner: down your drink and give your empty can (live missiles) to a member of the other team. They must *immediately* attempt to throw the missile into the junkyard.
46. **Donner Party** - Someone must be eaten ! The group must now vote on - if it came down to it - they'd rather kill and eat YOU or the sinner. Survivor: 2 sips. The meal: finish your drink! Everyone else: wash down your meal with a sip.
47. **Red Scare** - The sinner and their teammates have been found to be Ruskie sympathisers! They must speak in a Russian accent; everyone

else must speak in a dramatic 30's American newscaster accent. Card's effects last until the next sin card is played.

48. **The Unabomber** - Everyone who writes for a living must drink
49. **Taxation without Representation** - All DC residents are now subject to any sips that are handed out until the next original sin occurs.
50. **Seward's Folly** - The sinner must annex another piece of furniture in the house and bring it into the game circle. They must stand on it until they finish their drink.
51. **COVID-19** - Time to social distance! Everyone move forwards or backwards to be at least 2 spaces (or thereabouts if you have a large group) between the other players. Everyone is on lockdown in that spot until the next sin card is played.
52. **Baker v. Carr** - Redistrict the chairs so it is easier for your team's strengths and ideally more difficult for the other team. If Marbury v. Madison is active, the Chief Justice may now openly politicize judgments for or against their own team.
53. **Dot Com Bust** - Everyone drink one sip for every thousand followers they have on their most popular platform currently active
54. **Ellis Island** - Everyone must now change their first name for the rest of the game; failure to do so is a sin
55. **Smoot-Hawley Tariff Act** - Anyone drinking a beverage not produced in the United States must now double any sips awarded to them until the next original sin is broken

B. Make A Rule Examples to Give People

1. **The Macaulay Culkin:** The rule maker at any point may place his hands on his cheeks, a la Home Alone. The last person to copy drinks a shot.
2. **You Sure About That?:** Everything has to sound like it ends in a question mark?
3. **The Narcissus:** Everyone, including myself, compliment me every time they have to drink. No repeating compliments allows for some very strange but hilarious compliments.
4. **The King and I:** For the rest of the game no one's head can be above mine. Any time that it is they drink.
5. **The Riddler:** Every question has to start with "riddle me this".
6. **Gentleman's Rules:** No pointing. No swearing. No 'drink/drank/drunk'
7. **Swine Rules:** You must point at the person you're talking to and swear in every sentence.
8. **The Madam President:** When you speak, you have to put your 2 fingers to your ear as if you are part of the President's security detail, communicating with other personnel.
9. **The T-Rex:** shove your arms in your sleeves to look like a T-Rex
10. **The Safety First:** Undo your invisible seat belt whenever you get up. Back on when you sit down.

11. **The House of Parliament:** You can only refer to people as "My right-honourable friend/The right-honourable lady from <street name>", and raise any accusation of rule breaking by addressing "Madam Speaker"
12. **The MOOSE!:** When the rule-maker says moose, you have to put your hands on your head to resemble moose antlers
13. **The Splash Zone:** People either side of someone drinking also drink
14. **The Tea and Crumpets:** All players must hold their beer with the fancy pinky