

When the Firing Squad is completed, The Ass with the Card must hum the military funeral songs known as Taps. If no one in the game knows how to hum "Taps," then The Ass with the Card can hum any sad song. You may also want to consider buying our new game, Dumb Ass.

### **Drunk Ass Jokes:**

When a team rolls a 5 on the die, a person on that team has ten (10) seconds to begin telling a joke. The joke can be about anything so long as it is a joke (not something some drunk ass thinks up to say instead of a joke). If no joke is started within 10 seconds, the team telling the joke goes to the Firing Squad. If a joke is completed, the team telling the joke scores 2 points.

### **Drunk Ass Luck:**

When a team rolls a 6 on the die, the team may choose any category. The Ass with the Card reads the question and EVERY PLAYER in the game races to yell the correct answer first. In the event of a tie, The Ass with the Card determines who answered correctly first. The winning team scores a point. Every member of the other teams must go to the Firing Squad.

### **Winning the Game:**

The first team to score 7 or more points wins the game provided no other team has 6 points. Play continues until one team is ahead by 2 points at the end of their turn. (i.e. A team with 7 points wins if the next highest team's score is 5 but does not win if the next highest team's score is 6. In that case, play continues until there is a two point difference.)

So, that's it. Have fun but act your age.

See our entire line of games and puzzles at: 

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Ages 21 and Up  
2 or more Players

# DRUNK ASS™

## Instructions



### **Components:**

220 Drunk Ass Questions  
Scoreboard  
Crayon  
Die  
Instructions

### **Object:**

To be the first team to score 7 points

### **Getting Ready:**

Divide as evenly as possible into teams. If someone happens to be a real jackass, put that person on the team with the fewest players. (If playing as individuals, follow the instructions as if you were a team of one.)

Write each Drunk Ass Team name on the Scoreboard. (Since the team name will be bandied about during play, try to make it easy to pronounce and funny. *If you can't come up with a funny name for your Drunk Ass Team, you probably won't be very good at the game.*)

Sort the cards by category and place them face down in four piles. Each card has a question printed in black and another in blue. Play all the black questions first.

There are six categories of play in the game:

**Drunk Ass Quotes**

**Drunk Ass Drinks**

**Drunk Ass Sobriety Test**

**Drunk Ass Trivia**

**Drunk Ass Jokes** (There are no cards for this category.)

**Drunk Ass Luck** (There are no cards for this category.)

### **Determine Which Team Goes First:**

Teams each roll the die. Highest roll goes first. In the case of a tie, the tying teams roll again.

### **Playing Drunk Ass:**

Each Drunk Ass Team selects a leader to read to opponents. This reader is called The Ass with the Card.

The Team going first rolls the die and performs one of the actions below corresponding to the number rolled:

**1 = Drunk Ass Quotes**

**2 = Drunk Ass Drinks**

**3 = Drunk Ass Sobriety Test**

**4 = Drunk Ass Trivia**

**5 = Drunk Ass Jokes** (No card needed.)

**6 = Drunk Ass Luck** (Card to be determined by playing team.)

If a 1, 2, 3 or 4 is rolled on the die, The Ass with the Card from the Drunk Ass Team to the *right* of the team taking the turn draws a card from the corresponding deck. (This player may NOT show or discuss the card with any player on any other team including his own.)

The Ass with the Card begins the Drunk Ass Trivia ritual by addressing the team taking the turn. (In this example, the playing team is named Fart Darts.)

THE ASS WITH THE CARD: "Fart Darts, are you ready?"

FART DARTS: "Yes, Ass with the Card, Fart Darts is ready."

THE ASS WITH THE CARD: "The Category is...(fill in correct category name)."

The Ass with the Card reads the correct (first or second) question on the card. (*The Ass with the Card should be careful not to read the print in **bold** type as this is the answer.*)

Team Fart Darts has 15 seconds to answer. Team Fart Darts may confer among themselves, but only one player may deliver the answer.

If the answer is correct, Team Fart Darts scores 1 point on the scoreboard. Play passes to the team to their left, and a player from Team Fart Darts becomes The Ass with the Card.

If the answering team's answer is incorrect, the team to the left of Fart Darts may attempt to answer. If this team is correct, they score. If incorrect, follow the rules for **Drunk Ass Firing Squad** .

If the team to the left of Fart Darts answers incorrectly, the team to their left has a chance to answer, and so on. This includes The Ass with the Card's team but The Ass with the Card may not help with the answer.

### **Drunk Ass Firing Squad:**

If the answer is incorrect, every member of each team that gave an incorrect answer must take a shot of their beverage of choice. (Under no circumstances should this be a drink containing alcohol.)

The Ass with the Card announces: "Up against the wall, you (insert your own colorful expletive)."

All players of all teams that answered incorrectly must stand in line, shoulder to shoulder, with shot glasses in hands.

The Ass with the Card says: "Ready. Aim. Fire!"

Upon the command to "fire," the players facing the firing squad must shoot their drink. All players not in the firing squad are encouraged to make the sounds of guns firing with their mouths. (i.e. BANG! BOOM! Rat-a-tat-tat!)