

# Half-Pint HEROES

## DRINKING GAME RULES WITH DRINKING CARDS

With the drinking cards you can bring the Half-Pint Heroes drinking game experience to a new level. Some epic party game nights await you — **cheers!**

**IMPORTANT:** Players should always drink responsibly. When it comes to alcohol abuse, nobody wins. If a player has had too much, then they should sit out the rest of the round - regardless of the rules! Pregnant women, children, or alcoholics should NEVER play Half-Pint Heroes with the drinking rules!

Each player receives **a drinking card of their color**. Before the game begins, everyone gives their card to another player who is now their “drinking buddy”. Depending on how difficult you want to make it, you may choose to allow players to receive more than one card or restrict it to one card per player. **No one is allowed to keep their own card.**

The drinking cards have two different sides:



Side 1: “Take a drink”



Side 2: “Give a drink”

Each player lays out their received drinking cards face up in front of themselves, visible to all players. At least one of the cards in front of each player must show the “Take a drink” side. If a player has multiple cards, divide them evenly between the “Take a drink” and “Give a drink” sides. If a player has more than one card and they don’t divide evenly, the extra card must show the “Give a drink” side.

Depending on which side is showing, the drinking cards have the following effect:

If the **“Take a drink”** side is showing, then the player with the card in front of them must also take a drink when the player with that card color is forced to drink.

If the **“Give a drink”** side is showing, then the player with that card color must also drink when the the player with the card in front of them is forced to drink.

Both players drink at the same when the drink is triggered, and then flip all drinking cards in front of themselves to the other side.

Depending on how many drinking cards each player has, chain reactions could occur forcing many players to drink. If this is too difficult, then you can play that drinking cards are not triggered by other drinking cards. In this case, both players involved still flip all their drinking cards – even those not triggered.

The following conditions trigger a drink. (The rules as ordered below get more difficult as they progress. Use only those rules that your group agrees you can handle.)

If multiple conditions trigger at the same time in a round, the player only drinks once.

- 1 When a player and their “drinking buddy” predict the same number of sets, they both drink.
- 2 A player drinks when they bet against an opponent’s prediction and fail (the prediction is correct).
- 3 A player drinks when a they fails to achieve their own prediction three rounds in a row.
- 4 When a player achieves their prediction three rounds in a row (and every consecutive round thereafter that they continue to achieve it), their “drinking buddy” must drink.
- 5 A player drinks when they predicts winning 0 sets. (This is an exception to the multiple drinks rule, and causes an extra drink immediately.)

We also recommend that everyone drinks in these cases, since they’re rare and deserve to be celebrated!

- 6 Everyone drinks when a brawl occurs.
- 7 Everyone drinks when all players achieve their predictions in a round.
- 8 Everyone drinks when no players achieve their predictions in a round.

