

## DRUNK ASS LUCK:

When a team rolls a 6 on the Die, that team may choose any Card category. The Reader reads the question and EVERY PLAYER in the game races to yell the correct answer first. In the event of a tie, The Reader determines who answered correctly first. The winning team scores a point, and every member of the other teams must take a shot.

## 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.)

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



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Ages 21 & Up  
2 or More Players

**DRUNK  
ASS®  
INSTRUCTIONS**



## CONTENTS:

1. 220 Cards
2. 100 Score Sheets
3. Game Die

## OBJECT OF THE GAME:

Be the first team to score 7 points.

## SET UP:

1. 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.)
2. Write each team name on the Score Sheet. (Since the team's name will be referenced during play, try to make it easy to pronounce and funny. If you can't come up with a funny name for your team, you probably won't be very good at the game.)
3. Sort the Cards by category and place them face down in four separate decks.
4. Determine which team goes first by rolling the Die. The team that rolls the highest number goes first. In the case of a tie, the tying teams roll again.

## HOW TO PLAY:

1. Each team selects a leader to read to opponents. 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.)

2. If a 1, 2, 3 or 4 is rolled on the Die, the Reader of the opposing team draws a Card from the corresponding deck. (This player may NOT show or discuss the Card with any player on any other team including that player's own team.)
3. The Reader begins reading the Card by addressing the team taking the turn. (In this example, the playing team is named **Fart Darts**.)

Reader: "Fart Darts, are you ready?"

**FART DARTS:** "Yes, **Fart Darts** is ready."

Reader: "The Category is...(fill in correct category name)."

4. The Reader then reads one of the questions on the Card. (The Reader should be careful not to read the print in bold type as this is the answer.)
5. Team **Fart Darts** has 15 seconds to shout out the answer to the question on the Card. Team **Fart Darts** may confer among themselves, but only one player may deliver the answer.
6. If the answer is correct, Team **Fart Darts** scores 1 point on the Score Sheet. Play passes to the team to their left, and a player from Team **Fart Darts** becomes the Reader for the next team's turn. 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 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 Reader's team; however, the Reader may not help with the answer.

## 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 must all take a shot. If a joke is completed, the team telling the joke scores 2 points.