

Electricity

of Players: 4 or more

Equipment: Deck of Cards

Difficulty Rating: Easy - Flip over the cards and drink.

Danger Rating: Medium – Depends on how many times you play; you may get full!

Rules:

Designate a dealer to distribute the cards for the duration of the game. Begin play by dealing cards one by one, counterclockwise. Electricity occurs when a dealt card matches the one immediately next to it (left or right) by suit or number. When electricity occurs, all players involved in electricity drink the amount of seconds shown on their card. Alternatively, a player not involved in the electricity can count down from ace to two at whatever pace they chose, while the players with electricity must begin drinking when their card is said and drink until the countdown has finished. Electricity can continue between multiple players, as long as the adjacent cards have electricity. Electricity occurs between as many players as connections continue. Players only drink for electricity when the player currently being dealt a card has a connection, and they are involved in that connection.

If a player is dealt a card that matches his card from last round then his drinks are multiplied by 2. (i.e. a 3 on a 3) If they were to get a 3rd match then their drinks would be multiplied by 3. If this occurs electricity still needs to be present between players to drink.

The game continues until the whole deck has been dealt; multiple rounds of play are encouraged as this game can occasionally be quite short.

Example:

Player one is dealt a two of spades, player two is dealt a two of diamonds, and player three is dealt a jack of diamonds. All three have electricity with each other, with a connection occurring between the twos and the diamonds. Player five holds an eight of clubs, and player four is dealt a jack of clubs. Players one through five now have electricity, and they all drink. Player six is dealt a 5 of hearts, and electricity is broken, nobody drinks. Player one is dealt a 3 of diamonds, and electricity occurs between players one through five again.

Any crazy things happen, like a player receiving the same card 3 or 4 times in a row?