



BIG BAD-ASS BOOK OF **BAR BETS &** **DRINKING GAMES**

Hundreds of Tricks and Tips to Keep the Party Going

Jordana Tusman



**BIG BAD-ASS
BOOK OF
BAR BEATS &
DRINKING GAMES**

Hundreds of Tricks and Tips to Keep the Party Going

By Jordana Tusman



RUNNING PRESS

Philadelphia · LONDON

DISCLAIMER

Please drink responsibly. Never drink and drive. The author and publisher disclaim all liability in connection with the use of this book.

© 2012 by Jordana Tusman

Published by Running Press,

A Member of the Perseus Books Group

All rights reserved under the Pan-American and International Copyright Conventions

This book may not be reproduced in whole or in part, in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage and retrieval system now known or hereafter invented, without written permission from the publisher.

Books published by Running Press are available at special discounts for bulk purchases in the United States by corporations, institutions, and other organizations. For more information, please contact the Special Markets Department at the Perseus Books Group, 2300 Chestnut Street, Suite 200, Philadelphia, PA 19103, or call (800) 810-4145, ext. 5000, or e-mail special.markets@perseusbooks.com.

ISBN 978-0-7624-4407-6

Library of Congress Control Number: 2011939616

E-book ISBN 978-0-7624-4489-2

9 8 7 6 5 4 3 2 1

Digit on the right indicates the number of this printing

Illustrated and designed by Jason Kayser

Edited by Cindy De La Hoz

Typography: Block Berthold and Relay

Running Press Book Publishers

2300 Chestnut Street

Philadelphia, PA 19103-4371

Visit us on the web!

www.runningpress.com

TABLE OF CONTENTS

INTRODUCTION

THE BAR BETS

3 Beers

3 Cups

360

5 Questions

Aces

Acrobat Coin

Alternating Shots

Beer Bottles

Beer Can Balance

Big Box

Bill Snatch

Bottle Balance

Bottle Lighter

Bottle on Wall

Bottle Opener

Bottle Pusher

Boxes

Burnt Match

Business Card

Cap in Bottle

Cig in Bottle

Cigarette Money

Cigarette Trick

Coin Balance

Coin Hands

Coin Puzzle

Coin Rub

Coin Tower

Coins in Bottle

Coins on Bottle

Cork Blow

Cork Swap

Cork, Fork, Coin Balance

Cue Ball Roll

Disappearing Coin

Disappearing Match

Dollar and Coin

Egg Balance

Egg in Bottle

Floating Cork

Floating Cup

Flying Bottle Cap

Flying Paper Clips

Fork Balance

Frozen Beer

Glass Balance

Glass Through Table

Glass Vacuum

Heads or Tails

House

Hypnotized Straw

Invasion of the Mouse

Is This Your Card?

Jumping Coin

Jumping Egg #1

Jumping Egg #2

Jumping Match

Jumping Pepper

Knife Balance

Liquid Swap

Lucky Guess

Match Burn

Match Trick

Matchbox Hut

Matchstick Dance

Matchstick Spinner

Name That Animal

Naughty Straws

Nickel and Penny

Nickels and Dimes

Olive Snifter

One Thousand Drops

Palm Switch

Paper Folding

Pencil Trick

Pool Trick

Psychic Coins

Questions

Shortest/Longest

Shot Glass Pour

Shot Glass Vacuum

Shot Trick

Sipper

Squares and Triangles

Straw Knot

Straw Trick

Suit

T Caps

Take Away

Tidal Wave

Toothpick Dog

Toothpick Fish

Toothpick Math

Toothpick Squares

Toothpick Up

Trapped Coin

Traveling Olive

Upside Down Bill

Vanishing Coin

Vanishing Toothpick

3-Man

3 Truths and a Drink

30 Seconds

5-Shot

78 Cup

ABC

Asshole

Beat the Dealer

Beeramid

Beer Ball

Beer Baseball

Beer Bounce

Beer Bowling

Beer Crawl

Beer Dash

Beer Pong

Beer Pool

Beer Row

Beer Snap

Beirut

Blackout

Booze Hunt

Bullshit

Buzz

Caps

Case Race

Categories

Celebrity Sips

Chaser

Chug-a-Lug

Clock

Coasters

Coin Wars

Cop and Killer

Death by Doubles

Death Shots

Dirty Dice

Double Roller

Drink Tank

Drunk Tunes

Edward 40-Hands

Flip Cup

Flip 'N' Strip

Flip Pong

Four of a Kind

Fuck the Dealer

Fuck You

Give and Take

Grenade

Happy-Go-Pukey

Hide and Drink

Hi-Low

Horny Story

Ice Tray Toss

Identity

Kings

Kiss the King

Last Call

Liquid Poison

Lucky 7

Lucky Roll

Main Squeeze

Mouse Trap

Movie Buzz

Musical Shots

Naughty Nancy

Nice Dice

Numbers

Odds and Evens

Penny Shots

Quarter Cups

Quarters

Rock, Paper, Drink

Royal Court

Sequence

Shipwreck

Shot Down

Skee Beer

Sloppy Recall

Smoke or Fire

Snake Eyes

Speed Quarters

Spill Your Guts

Spin the Beer

Stacked

Streak!

Strip Dice

Suck and Chug

Sudden Death

Suicide Cup

Suits

Thumper

Tip the Bartender

Tour de Franzia

Tower

Truth or Drink

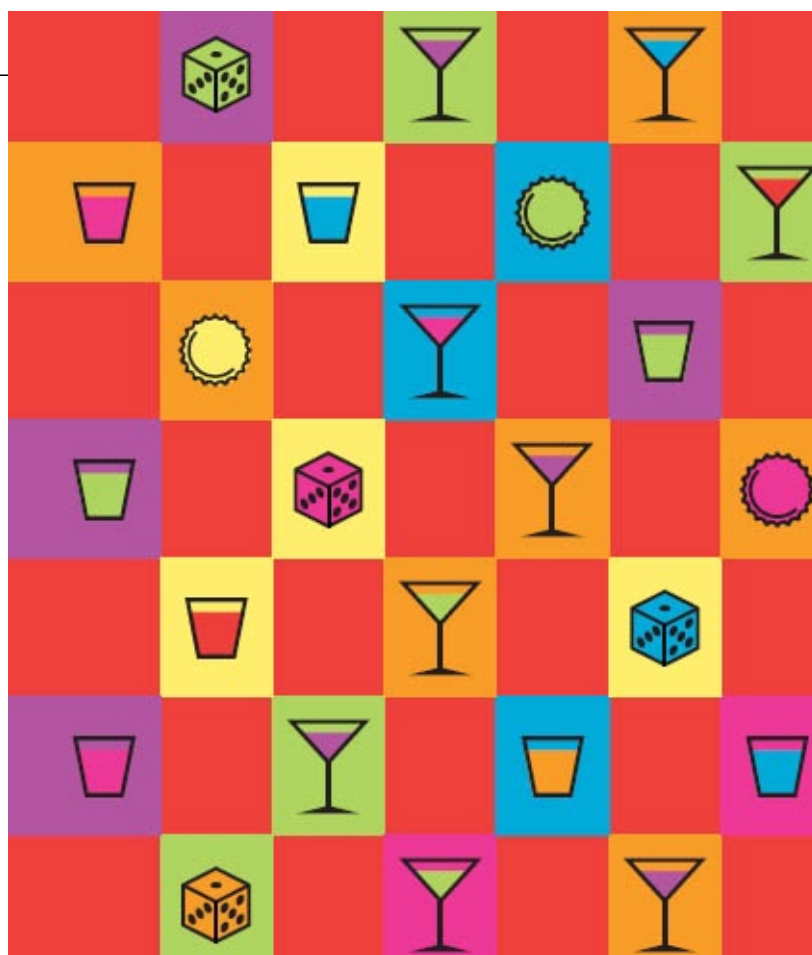
Two Out of Three

Up the River, Down the River

Waterfall

SUGGESTED TRUTHS AND DARES

ACKNOWLEDGMENTS



INTRODUCTION

If you're looking to astound your friends or impress a hot date, look no further—you've come to the right place. Whether you're a seasoned pro or a total novice, *Big Bad-Ass Book of Bar Bets and Drinking Games* will ensure that an otherwise lame Friday or Saturday night becomes an inebriating round of drinking fun. Packed within these pages you will find one hundred bets and one hundred games to choose from.

Put your bar bet skills to the test and learn how to do amazing tricks with toothpicks shaped like dogs, lemons that spark fires, bottle caps that fly, coins that disappear, and more. Each bar bet includes level of difficulty (on a scale of one to three), what you'll need to perform the bet, and step-by-step instructions.


Or, round up a group of friends and try your hand at some college classic drinking games, or a ton of brand new ones you've never even heard of, involving playing cards, dice, ping-pong balls, coins, shot glasses, and more. Each drinking game includes level of buzz (how drunk you'll potentially get on a scale of one to three), what you'll need to play, and step-by-step instructions. Since pretty much every drinking game involves beer, you will not find it on the list of items you'll need to play, so think of it as a given. You'll also find a short list of general instructions to use for all the games, smart suggestions and tips throughout, and some fun extras.

Some of the bar bets and games that you come across will be crowd-pleasing classics or party favorites that you may already be familiar with, but don't be surprised if the rules are slightly


different than what you are used to. In a lot of cases, I've offered my own unique twist to mix things up a bit. Furthermore, classic drinking games have been passed down from generation to generation, and there are bound to be differences and modifications made along the way. Continue playing in that spirit. If you aren't happy with the rules or are used to playing a different way, feel free to tweak them. Other bets and games in the book will be completely original, and the hope is that they will be enjoyed as much as the classics.

The instructions for all bar bets and games were designed so that even the most foolish or sloshed player will understand them, and the small travel size makes the bets and games perfectly portable if you want to take your fun on the road. Or better yet, simply gather a group of smashed buddies and set up shop at home! Regardless of the location, you're in for a night you may or may not remember, so do everyone a favor and try to have a good time, won't you? Cheers!

THE BAR BETS



You know you can be pretty sneaky, so why not win some beers for it? Be the envy of the crowd by studying and practicing the following bar bets. What's a bar bet? It's when you bet or challenge an opponent that you can do something that they can't. And what's better than that? Once you read through the following one hundred bets, you'll have the skills and the knowledge to perform so many tricks that no one will ever think to call you dull again. Besides amazing all those around you with your cool tricks and impressive skills, you'll be betting your friends that if you win the challenge, they'll owe you a beer, a shot, the next round of drinks—it's your call. You can thank me later.



3 BEERS

LEVEL OF DIFFICULTY



YOU'LL NEED

- 3 pints of beer (no bottles or cans)
- 3 shots

STEP 1: Bet your opponent that you can drink three beers faster than he can drink three shots. Tell him that it can be any shot of his choice, you can't touch each other's drinks, and he has to give you a one-beer lead.

STEP 2: After you down your first pint, place it upside down on your opponent's shot glass. He's not allowed to touch your drink, so you are able to drink your last two beers and win the bet.

3 CUPS

LEVEL OF DIFFICULTY



YOU'LL NEED

■ 3 cups

STEP 1: Place three cups in a row so that the first and third cups are right side up and the middle cup is upside down.



STEP 2: Bet your opponent to make all three cups right side up by only taking three moves and by only turning two cups in each move.

STEP 3: When your opponent starts messing with the cups and gives up, reform the line, except this time you'll put the first and third cups upside down and the middle cup right side up. Your opponent will most likely not be aware of this.



STEP 4: For your first move, turn over the first and second cups. For your second move, turn over the first and third cups. For your third move, turn over the first and second cups again.



LEVEL OF DIFFICULTY



YOU'LL NEED

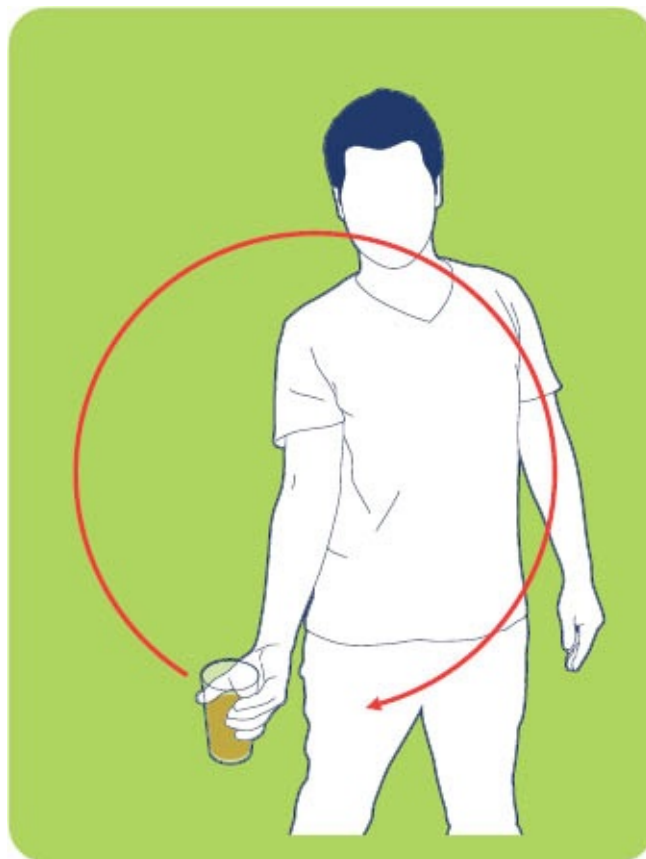
- a glass

STEP 1: Put a glass filled halfway with beer on the table and bet your opponent that he can't turn the glass 360 degrees without the beer spilling out.

STEP 2: When your opponent gives up (the baby probably won't even attempt it), hold the glass by its mouth.

STEP 3: Then swing it around 360 degrees. If your swing is swift and steady, inertia will cause the beer to stay in the glass and won't spill out.

STEP 4: Put the glass back on the table.



5 QUESTIONS

LEVEL OF DIFFICULTY



STEP 1: Tell your opponent that you will ask him a series of five questions and that all he has to do is answer them with the wrong answers instead of the right ones. Bet your opponent that if he messes up, he owes you a beer, and vice versa.

STEP 2: Start by asking your opponent what his name is. He should say any name but his own.

STEP 3: Ask your opponent what state he lives in. He should say any state but the right one.

STEP 4: Ask your opponent his favorite hobby. He should say any hobby but his favorite.

STEP 5: Ask your opponent what he ate for lunch. He should say the wrong food. [Note that you can ask your opponent any four questions you'd like.]

STEP 6: At this point, look mildly confused for a second and say, "Wait . . . how many questions was that?" Your opponent will say "four." Ha! You got him to give you a right answer! If, however, your opponent is a smart-ass and gives you a wrong answer, say, "Damn, you played this game before?" He'll say "no," and that's the right answer!

ACES

LEVEL OF DIFFICULTY



YOU'LL NEED

- playing cards

STEP 1: Before performing this card trick for an audience, take the four aces from the deck and put them on the top of the deck. In front of your audience, shuffle the deck, but do not shuffle the four aces on top.

STEP 2: Tell your opponent to cut the deck into four piles. Make sure you follow which end the aces are on.

STEP 3: Start with the pile that is farthest away from the aces. Pick up the pile and transfer its top three cards to its bottom. Then take its next top three cards and place one on top of each of the other three piles.

STEP 4: Pick up the next pile (the pile that is second farthest from the aces) and repeat step 3. Do the same with the next two piles.

STEP 5: Bet your opponent a beer that you are magically going to make the aces in the deck jump to the top of each of the four piles. Snap your fingers and reveal the top card on each deck. It will be the four aces.

ACROBAT COIN

LEVEL OF DIFFICULTY



YOU'LL NEED

- **pint glass**
- **coaster**
- **cigarette**
- **coin**

STEP 1: Put a pint glass near the edge of a table or bar top. The reason for the glass to be placed near the edge becomes important later. Place the coaster on top of the glass, stand the cigarette in the middle of the coaster, and balance the coin on top.

STEP 2: Bet your opponent a beer that he has to get the coin in the pint glass, without touching anything and without introducing any new objects.

STEP 3: When your opponent gives up, bend down by the edge of the table and blow up on the coaster from underneath. The coaster and cigarette will fly away and the coin will drop down into the pint glass.

ALTERNATING SHOTS

LEVEL OF DIFFICULTY



YOU'LL NEED

- 7 shot glasses

STEP 1: Before performing this trick for an audience, line up seven shot glasses in a row and fill the fourth, fifth, and sixth shot glasses with liquor. It's important to do this before you perform the trick for an audience. You'll know why later.

STEP 2: In front of the audience or opponent, bet someone to change the pattern of the shot glasses so that they alternate shot with liquor, empty glass, shot with liquor, etc., or empty glass, shot with liquor, empty glass, etc. He is only allowed to move one of the shot glasses.

STEP 3: After your opponent gives up, pour the liquor from the fifth shot glass into the second glass. Then put the fifth glass back in its spot. The glasses now alternate empty shot glass, shot with liquor, empty shot glass, etc. It's important to have step 1 set up before your audience or opponent arrives, because if he sees you pouring the liquor into the fourth, fifth, and sixth shot glasses, he'll get the idea of pouring in his head and will have an easier time figuring out how to solve the bet.



BEER BOTTLES

LEVEL OF DIFFICULTY



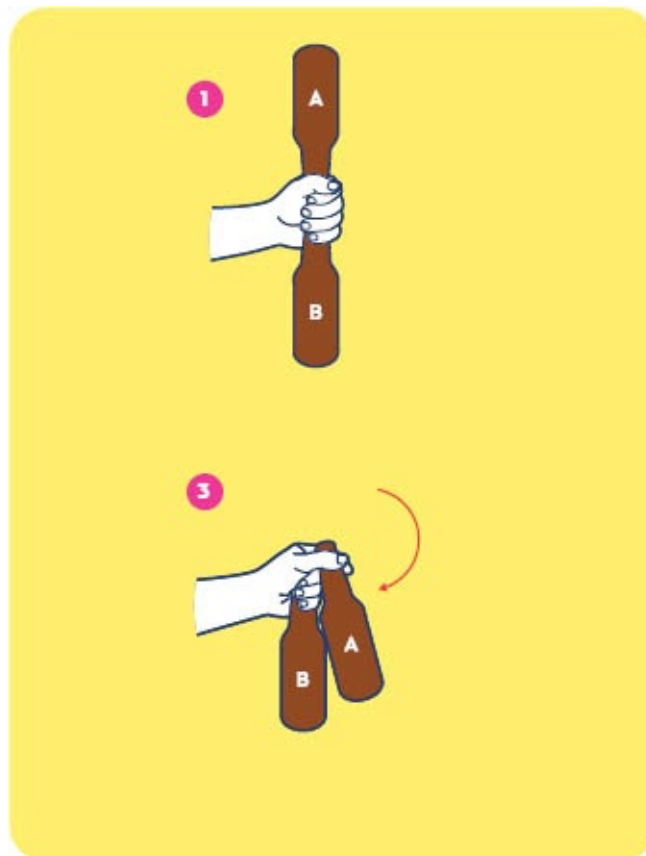
YOU'LL NEED

- 2 empty beer bottles

STEP 1: Hold two empty beer bottles in your hand. The bottle on the bottom, bottle B, should be right side up and the bottle on top, bottle A, should be upside down. The beer bottles' mouths should be touching.

STEP 2: Bet your opponent that he has to switch the bottles from mouths touching to bottoms touching, by only using the hand holding the bottles and without letting the bottles fall.

STEP 3: When your opponent gives up, use your thumb to push bottle A downward so that it turns over and becomes right side up. Drop it right next to bottle B.

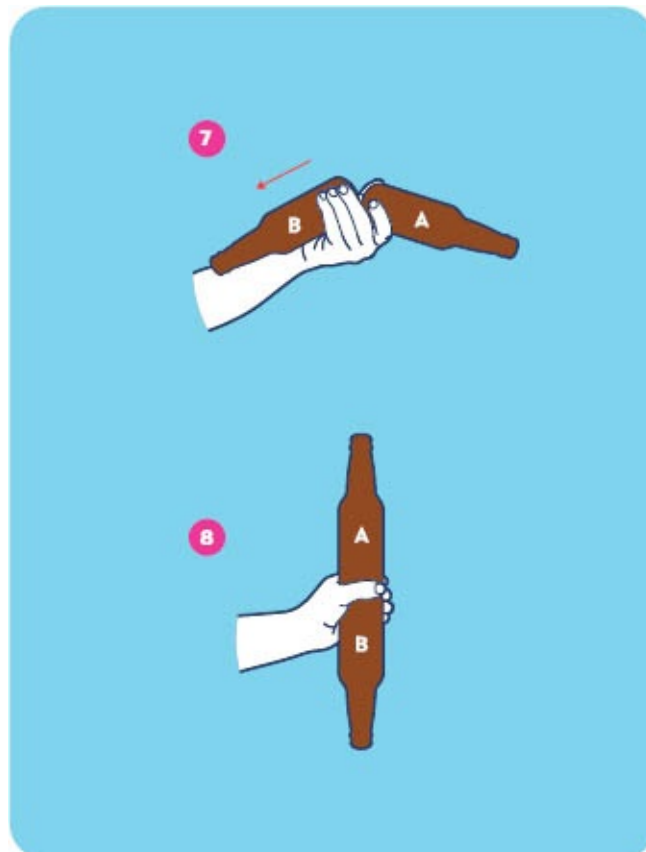
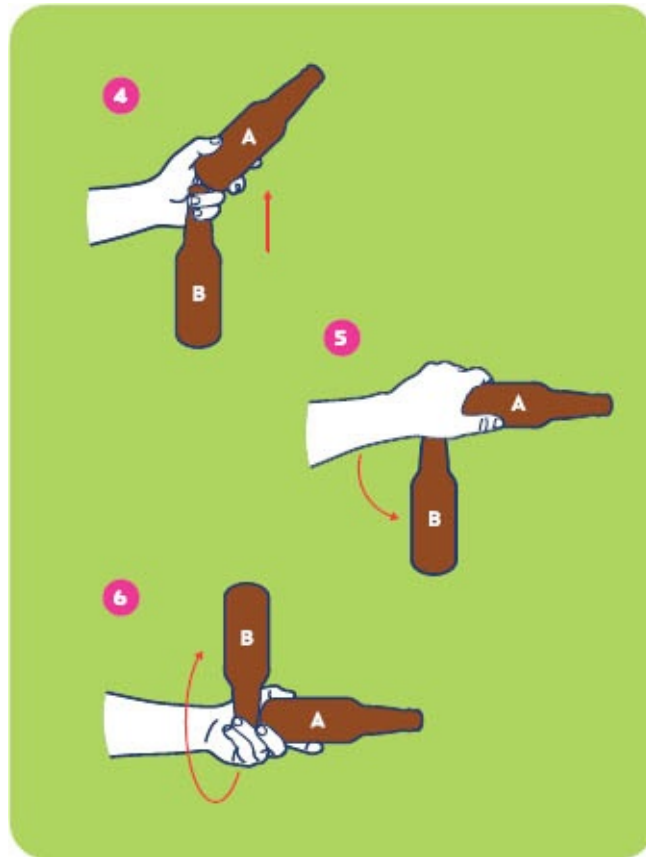


STEP 4: Then use the rest of your fingers to pull the neck of bottle A upward so that the bottle is back up top, but this time it's right side up.

STEP 5: Twist your wrist so your palm is facing down. The bottles should be parallel to the ground. While holding the mouth of bottle B, let the bottom of the bottle drop so that it is perpendicular to

bottle A.

STEP 6: Twist your wrist so your palm is facing up. Bottle B is now standing straight up with its bottom in the air. Bottle A should still be parallel to the ground.



STEP 7: Let bottle B slide down the length of your arm so that the tops of your fingers make their way to its bottom.

STEP 8: Push bottle A upward so it is now on top of bottle B. The bottles' bottoms should now be touching.

NOTE: This trick will take a lot of practice and careful concentration, but don't give up until you master it. You should practice over carpet or something soft so that the bottles won't break if you drop them.

BEER CAN BALANCE

LEVEL OF DIFFICULTY



YOU'LL NEED

- **beer can**

STEP 1: This trick is one of the oldest there is, but the book wouldn't be complete without it. Bet your opponent that he can't make the can filled with beer balance on its bottom edge.

STEP 2: When your opponent gives up, open the can and drink about two-thirds of the beer. Then tilt the can just so, and rest it on its edge. It may take a little practice and just the right tilt, but keep trying and you'll soon master it.



sample content of Big Bad-Ass Book of Bar Bets and Drinking Games: Hundreds of Tricks and Tips to Keep the Party Going

- [download online McGraw-Hill Education Preparation for the GED® Test \(2nd Edition\) pdf, azw \(kindle\), epub, doc, mobi](#)
- [Jack i Jill \(Alex Cross, Book 3\) pdf, azw \(kindle\)](#)
- [read The Naughtiest Girl Again \(Naughtiest Girl, Book 2\) pdf, azw \(kindle\)](#)
- [God Laughed: Sources of Jewish Humor pdf, azw \(kindle\), epub](#)
- [read online Japes \(Nick Hern Books Drama Classics\) pdf, azw \(kindle\)](#)

- <http://tuscalaural.com/library/French-Grammar-Drills--2nd-Edition-.pdf>
- <http://crackingscience.org/?library/Jack-i-Jill--Alex-Cross--Book-3-.pdf>
- <http://thewun.org/?library/Messenger-s-Legacy--Demon-Cycle-.pdf>
- <http://aneventshop.com/ebooks/A-Dream-of-Ice--Earthend-Saga-Series--Book-2-.pdf>
- <http://www.gateaerospaceforum.com/?library/Handbook-of-Exact-Solutions-for-Ordinary-Differential-Equations.pdf>