



ZIPPY DRUNKS

THE SAMPLER PLATTER OF DRINKING GAMES

Thank you for trying out the ZIPPY DRUNKS Print and Play!

The card colors have been changed into outlines in order to spare your printer ink the suffering of making full-color cards.

Pages 2-7 are card fronts. Page 8 is the card backs. Print page 8 on the back of pages 2-7 if you want double-sided cards. Printing the backs is not required for playing the game.

When the cards are printed and cut, remove the Rules (rainbow) cards, and shuffle the rest into a deck. You can play with our Zippy Drunks rules, use the cards like Kings, or flip off the top of the deck. It's up to you, as long as you get drunk!

Please send any feedback/questions you have to **STARCAPGAMES@GMAIL.COM**, or tag us on Facebook, Twitter, or Instagram **@STARCAPGAMES**.

Happy drinking, and remember to party responsibly!



Let's
Drink

ABOUT ZIPPY DRUNKS

Zippy Drunks is a "sampler platter" of existing drinking games and party activities, all summed up onto cards.

Play your way: use the Zippy Drunks rules, flip cards from a pile, use them Kings-style, it's up to you.

If you want to see more content for Zippy Drunks or check out our other games, go to:
www.starcapgames.com



Please remember to party legally and responsibly.

We are not liable for anything that happens from use of this game.

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Point
Value

CARD INFORMATION

Terminology:

Drink: Take X drinks

Give: Make another player drink X

Strip: Remove X articles of clothing

Card Types:

Green: Constant

Blue: Words

Purple: Strip

Yellow: Actions

Red: Instant

Rainbow: Info

The player who played or flipped a card makes all choices for that card.



If you PASS a card, do this.

If you FAIL a card, do this.

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Point
Value

ZIPPY DRUNKS RULES

Players start with 3 cards.

Players, going clockwise, play a card, then draw back to 3 cards.

Follow the instructions on the card. Players can PASS or FAIL cards.

Players get the Point Value of cards by PASSing cards. Keep track of Points on a phone or piece of paper.

Play goes until the deck runs out. Highest Points at the end wins.



If you PASS a card, do this.

If you FAIL a card, do this.

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Point
Value

ALTERNATE RULES

Drinking Duel: Whenever a player can drink to remove or stop a card, another player can drink the same amount to prevent the removal.

Preparation: Players must drink the Point Value of a card before playing it.

Dating Drunks: When two cards of the same color are played in a row, their players start 'dating' and must drink when the other drinks.



If you PASS a card, do this.

If you FAIL a card, do this.

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2

LEARN YOUR ABC'S

Starting with the letter A, each player takes turns finding a unique item in the area starting with the next letter of the alphabet. Players have 10 seconds per letter. Stop when a player Fails.

Pass: Find your letter(s)
Fail: Don't find a letter



Give 1

Drink 3

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2

CARDS AND COINS

Place this card flat on a surface and choose a player. From at least five feet away, the player must toss a coin so it hits this card. They get three tries.

Pass: At least one coin hits the card
Fail: All coins miss the card



Give 4

Drink 2

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2

INNER FOCUS

Each player takes a card from the deck and balances it on their index finger. Players may do anything but physically touch other players to try and make them Fail.

Pass: Be the last one with a card
Fail: Drop your card



Give 4

Drink 1

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2

CHILDHOOD CHALLENGE

Choose a player and face them in one of the following duels:

Staring Contest

Thumb Wrestling

Breath Holding

Arm Wrestling

Pass: Win the chosen game
Fail: Lose the chosen game



Give 1

Drink 3

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4

INVISIBLE ZOO

Choose an animal. Using only your finger, draw the shape of the animal on a nearby surface. The other players must try to guess what animal you're drawing before anyone else.

Pass: Get your animal guessed or guess the animal first
Fail: Don't guess the correct animal



Give 2

Drink 1

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1 EVEN THE ODDS If your drink is more than half full, drink to the halfway point. If it's half full or less, finish it. Pass: Drink required amount Fail: Failing to drink N/A PASS Drink 5 FAIL	2 SPIN THE BOTTLE Choose a dare, then spin a bottle or other spinning object. Whoever the bottle points to must perform the dare. (This includes you.) Pass: Perform the dare Fail: Refuse to participate in the dare process Give 2 PASS Drink 4 OR Strip 4 FAIL	2 IN YOUR END-O Choose an innocent action. Each player takes turns coming up with a sexual-sounding slang term for that action. Pass: Come up with slang Fail: Fail to come up with group-approved slang Give 1 PASS Drink 2 OR Strip 2 FAIL
2 SIP OR STRIP Each player bets a certain number (#) of drinks and chooses 'heads' or 'tails.' Once all bets are placed, flip a coin. Players give or take drinks depending on the number (#) they bet before the coin flip. Pass: Call correct flip Fail: Call wrong flip Give # PASS Drink # OR Strip # FAIL	3 SUCK AND BLOW All players stand in a circle. Pass this card from player to player only by sucking and blowing air from your mouth. End when a player fails. Pass: Pass the card successfully Fail: Drop the card Give 1 PASS Drink 2 OR Strip 2 FAIL	4 KISSING CLUB Each player puts up a number of fingers indicating how many people in the room they'd willingly kiss. Players can call others liars for their claims. Pass: Highest number Fail: Lowest number or proven liar Give 3 PASS Drink 3 OR Strip 3 FAIL
4 HOT OR SHOT Choose a player. That player must give a sexy performance to all the other players for 30 seconds. Pass: Give a great performance Fail: Refuse to participate or have your performance voted lacking Give 4 PASS Drink 2 OR Strip 2 FAIL	2 IF YOU KNOW WHAT I MEAN Choose two players and a setting. The players go back and forth taking about the setting, ending with the phrase "if you know what I mean." Pass: Come up with a vaguely sexual response on each of your turns Fail: Fail to state a vaguely sexual response on your turn Give 1 PASS Drink 2 OR Strip 2 FAIL	3 BODY SHOTS Each player puts up a number of fingers indicating how many people in the room they'd take a body shot off of. Players can call others liars for their claims. Pass: Highest number Fail: Lowest number or proven liar Give 2 PASS Drink 3 OR Strip 3 FAIL

4

ATTACHED AT THE BIT

Choose a body part. Players pair off and must keep that body part touching their partner's body part. Continue playing the game as normal.

Pass: Stay together longest
Fail: Become detached from your partner



3

BLINDFOLD BODY

Choose a player to be blindfolded. That player must determine who's in front of them only through touching a predetermined body part.

Pass: Identify the player
Fail: Refuse to participate or make two wrong guesses



5

WASTED TIME

For the rest of the game, players cannot use filler words when speaking (like, um, etc). Drink 5 to destroy this card.

Fail: Say a filler word

Keep this card in play until someone drinks to remove it.



5

SNAKE EYES

Choose one player to be the Snake. Whenever the Snake makes eye contact with another player, that player Fails and becomes the Snake. Drink 5 to destroy this card.

Fail: Make eye contact with Snake

Keep this card in play until someone drinks to remove it.



5

VIKING ROWERS

For the rest of the game, this card's player may make finger horns to force other players to row as long as the horns are up. Drink 5 to destroy this card.

Fail: Not rowing when horns go up

Keep this card in play until someone drinks to remove it.



5

SUPERHERO

Each player picks a Superhero name. For the rest of the game, players must refer to each other by those names. Drink 5 to destroy this card.

Fail: Refer to someone by the wrong name

Keep this card in play until someone drinks to remove it.



5

DRINKING ROULETTE

Get a shotglass for each player. Fill one with vodka and the rest with water. When a player plays a card, they choose a glass to drink. Refill the glasses after all are drank and repeat. Drink 5 to destroy this card.

Fail: Choosing the vodka shot

Keep this card in play until someone drinks to remove it.



5

MASTER OF CEREMONIES

This card's player is the Master of Ceremonies, and must be called Master. Other players must ask permission from the MC in order to speak to them. Drink 5 to destroy this card.

Fail: Disrespecting the MC

Keep this card in play until someone drinks to remove it.



5

KEEP IT PG

For the rest of the game, players cannot use swear words when speaking. Drink 5 to destroy this card.

Fail: Say a swear word

Keep this card in play until someone drinks to remove it.



5

BUFFALO

For the rest of the game, each player must drink using only their non-dominant hand.
Call those who Fail "Buffalo!"
Drink 5 to destroy this card.

Fail: Drink with the wrong hand

Keep this card in play until someone drinks to remove it.



7

CUSTOM RULE

The player of this card may make their own custom rule for the rest of the game.
Drink 7 to remove this card.

Fail: One Fail for each rule break

Keep this card in play until someone drinks to remove it.



5

BAN LIST

Each player gets a banned word assigned to them by a vote done by the other players.
Drink 5 to destroy this card.

Fail: Say your banned word

Keep this card in play until someone drinks to remove it.



2

YES OR NO

Ask the play group a single question that can be answered with yes or no.

Pass: Answer without hesitation
Fail: Hesitate or refuse to answer

Examples:
"Have you had sex?"
"Do you find [name] annoying?"



2

WOULD YOU RATHER

State a question with two options starting with "would you rather...?" Each player chooses an option.

Pass: Choose against the majority
Fail: Choose with the majority

Examples:
"...have toes as fingers or fingers as toes?"
"...drink mud or snort dirt?"



2

NUMERICAL

Ask the play group a single question that can be answered with a number.

Pass: Answer without hesitation
Fail: Hesitate or refuse to answer

Examples:
"How many people have you kissed?"
"How much would you pay for sex?"



3

THE POWER OF COMEDY

Choose two players.
The first player chosen must try to make the second player laugh in one minute.
No touching allowed.

Pass: Make other player laugh or don't laugh yourself
Fail: Fail to make other player laugh or laugh yourself



2

WORDY TUNES

Choose a word. Starting with you, each player must sing a line from a song containing that word.

Pass: Sing your line
Fail: Don't sing a line, sing a line incorrectly, or fail to identify your song if questioned



3

POINT ME OUT

Make a statement starting with "Who here is most likely to..."
Each player points at the player they think fits the question.

Pass: No one pointing at you
Fail: One for each point at you

Examples:
"...become a millionaire?"
"...eat a sock for a dollar?"



2 NAMESAKE

Ask the play group a single question that can be answered with a name.

Pass: Answer without hesitation
Fail: Hesitate or refuse to answer

Examples:
 "Who here have you dreamt about?"
 "What actor would you slap?"



2 NEVER HAVE I EVER

Players start with 3 fingers, then go in a circle saying "Never have I ever [action]." If you've done the action, put a finger down. Continue until someone has no fingers left.

Pass: Have fingers up
Fail: No fingers left



1 BUZZ

Starting from 1, players count up one after the other. Multiples of 7 (7, 14...) and numbers containing 7 (17, 27...) are replaced with "Buzz." Stop when three players Fail.

Pass: Say your number or buzz
Fail: Say wrong response



1 DON'T GET ME STARTED

Choose another player and a topic. The chosen player must angrily rant about that topic for one minute.

Pass: Give one minute rant
Fail: Stop ranting or be voted "not angry enough" by other players



3 TRUTH AND DARE

Choose two players. They must decide who will choose Truth and who will do Dare. Ask the Truth player a question and tell the Dare player to do something.

Pass: Answer the question or complete the dare
Fail: Refuse to answer or act



2 THROWING FIVES

After a countdown, each player raises one to five fingers. Any player who raises a number that no one else did Passes.

Pass: Raise a number that no other player chose
Fail: Raise the same number as another player



3 PENNIES

Place a shot glass in the middle of the table. Each player tries to bounce a coin off the table and into the glass.

Pass: Get a coin into the glass
Fail: Miss the glass with the coin three times



4 TASK MASTER

Separate all other players into two groups. Give each group their own task to complete together. Whichever team finishes their task first Passes.

Pass: Finish your team's task first
Fail: Don't finish your team's task first or refuse to participate



2 MEDUSA

All players close their eyes. After a countdown, all players open their eyes and stare at another player. You Pass if you're looking at a player who is not looking at you.

Pass: Don't make eye contact
Fail: Make eye contact



I PRICE OF COMFORT Players on the floor or standing choose a number of drinks to be had by players sitting on chairs, couches, or beds. Pass: Drink required amount Fail: Failing to drink correct amount or hesitating N/A PASS Drink 5 FAIL	I SAY MY NAME Each player drinks one for each letter in their first name. Nicknames count. Pass: Drink required amount Fail: Failing to drink correct amount or hesitating N/A PASS Drink 5 FAIL	I MAN CAVE All MALE players drink one after the other. All non-male players cannot drink during this time. Pass: Drinking if male, not drinking if female or NB Fail: Failing to drink or drinking out of turn N/A PASS Drink 5 FAIL
I TEXTING SHAME Any players who are on their phones when this card is played must drink one for each player. Pass: Drink required amount Fail: Failing to drink correct amount or hesitating N/A PASS Drink 5 FAIL	I WATERFALL The player who plays this card starts drinking, then all players drink. The card player may stop drinking at any time. All other players stop drinking when the person before them stops. Pass: Drink when prompted Fail: Failing to drink or stopping early N/A PASS Drink 5 FAIL	I TOUCHY FEELY Any players who are physically touching when this card is played must drink one for each player. Pass: Drink required amount Fail: Failing to drink correct amount or hesitating N/A PASS Drink 5 FAIL
I INTERMISSION All players get up and have a glass of water. Stay hydrated! Put this card back into the deck or play pile after hydrating. Pass: Have the water Fail: Refuse to lead a healthy lifestyle N/A PASS Drink 5 FAIL	I LADY LOUNGE All FEMALE players drink one after the other. All non-female players cannot drink during this time. Pass: Drinking if female, not drinking if male or NB Fail: Failing to drink or drinking out of turn N/A PASS Drink 5 FAIL	I GOING HARD If a player is currently drinking alcohol below 6% APV, that player finishes their drink. Pass: Drink required amount Fail: Failing to drink correct amount or hesitating N/A PASS Drink 5 FAIL



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