

Dutch Drinking Games

In the following document you will find the rules of some of the most popular Dutch drinking games. For most of these you will only need a deck of cards or a set of dice, so you can play these games anywhere and anytime! The games are usually accompanied by a nice cold beer, but feel free to drink anything you want: a glass of wine, pink lemonade, a glass of water or a nice mojito (whatever floats your boat). Have fun and remember to drink responsibly <3

Mexxen

Item requirements: 2 dice

1. Take turns throwing two dice. The numbers are your score, the highest number comes first, so if you throw a 5 and a 6 it becomes 65. If you throw two of the same number, it gets multiplied by a 100. Two 1's become 100, Two 2's become 200 etc. If you finish the entire round, the person with the lowest score has to drink.
2. The person who starts the game can decide how often everyone can throw the dice, this can be max. 3 times. So if the starter throws twice, the rest of the group also has to throw twice.
3. The highest score you can get is 21 (so a 1 and a 2), whenever you throw this, the amount of sips the loser has to take doubles.
4. The lowest score is 32. When you throw this you have to grab the dice before someone screams 'HOLD'. If someone says HOLD before you grab them, you will keep this score and you will be last. If you are on time, you can throw again and this throw didn't count.
5. If you throw 31 you can give a sip to someone else. This throw doesn't count, you can throw again.
6. The one with the lowest score at the end, has to drink once if no 21 was thrown, twice if it was thrown once, four times if twice and so on...
7. Start a new round. The loser of the last round can start now.

EXTRA RULE: You can never point with your finger! If you do, you have to drink. Instead say a name (ultimate test) or point with your elbow

Stress-mexxen

This is a simpler, but more stressful version of the game above. For this you will need multiple sets of dice, depending on the size of the group you're playing with. You can play this game with a minimum of four people in which case you will play with two sets of dice, if

you play with more people but you want the same intensity, just add another set of dice. if you play with 6 people you'll play with three sets of dice and so on...

1. Two people start to throw the dice at the same time. Your goal is to throw 21 (so a 1 and a 2) as fast as possible (you have to keep going until you succeed).
2. If the person right next to you throws 21 faster than you, you'll have to drink one sip.
3. The only other rules are: if you throw 31 you can give a sip to someone else and when you throw 32 you have to drink a sip yourself. Good luck!

Bussen

It is Important to note that this game has many, many variations. So it is possible that the next time you play, it will be entirely different For now, we will explain the basics to get you started right away!.

First Stage:

Item requirements: a deck of cards.

You start with a deck of cards that lies on the table upside down, by turns everyone has to guess a characteristic of the card to come next. There are four rounds of guessing cards and after each guess, you take the cards in your hand. Everytime you get it wrong you drink (one sip)! If you get it right you point (again: with your elbow) to someone that then has to drink (one sip).

Round 1: Guess the colour (red or black).

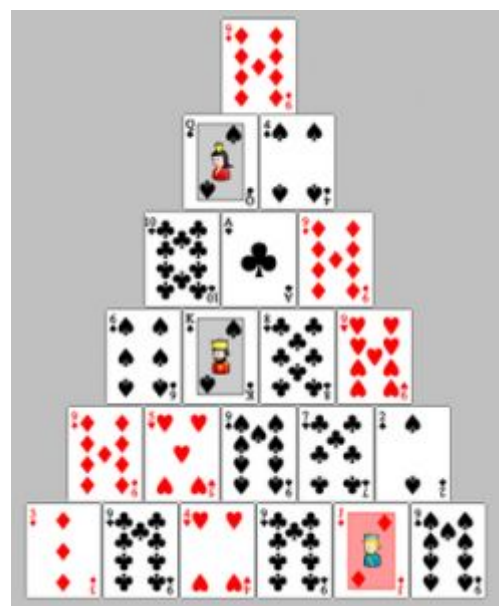
Round 2: Guess whether the value of the next card is higher or lower than the one you already have.

Round 3: Guess whether the value of the next card lies inside or outside the values of the cards you already have.

Round 4: Guess whether the next card will have the same symbol (hearts, spades, clubs, diamonds) as a card you already have or not.

Second Stage (Pyramid):

After the first stage, the cards that have not been played yet will be placed on the table in the shape of a pyramid (see picture), BUT all the cards will be face-down first. You can decide to make this pyramid as big or as small as you want, but the standard is 5 rows. Then the cards will be turned over one by one starting at the row that is the largest (or the other way around if you like living dangerously):



1. If you have the number that is on the card that was just turned over, give away the number of sips as the row you're playing in. So you start by giving out 1 sip for the first row, 2 sips for the second row and so on... REMEMBER: no pointing at people with your finger! You can call their names or point with your elbow. After this you can put this card away. Multiple people can give away sips if they have the same number as the card that is within a row. Note that you *cannot* put down cards anymore if the next card has already been turned!
2. The person with most cards left at the end has to enter the bus (If more people end up like this they can play rock paper scissors or decide to ride the bus together. The latter basically means both of them get really drunk but at least they show solidarity.)

Third Stage (Bus):

1. For this third stage you take back all the cards and shuffle the whole deck. You will use the entire deck of cards.
2. On the table you make a row of 7 cards. The rest of the cards will be on a pile on the table upside down.
3. For all the 7 cards, the person(s) on the bus has to guess whether the next card of the pile is higher or lower than the card on the table.
4. If you get it right you can guess the next card, until you guess all 7 right (in a row), then you can leave the bus
5. If you get it wrong, you have to drink the number of sips that is equal to the amount of cards you already guessed correctly in your attempt (if you have guessed the 4th card wrong, you have to drink 4 sips). After that you have to start all over again.

Vijven

Item requirements: your hands

The rules of this game are pretty easy, it's all about being as fast as possible and guessing correctly!

1. The goal of the game is to guess the correct amount of fingers that everyone puts forward. If you guess correctly, you are out and the remaining players have to continue until someone ends up last.
2. Everyone uses one of their hands for this game to indicate either 0 or 5 'fingers'. When you want to indicate 0 fingers, hold your fists in a clenched position, to show 5 fingers open your hand. If you play this game with 4 people, the maximum number of

fingers would be 20 points. If you play with 5 people, the maximum would be 25 points etc, etc.

3. Countdown from 3 to 0, on the count of 0, everyone shows their hands, indicating either 0 or 5 fingers. Before every turn, one person has to guess the total value of the hands. They have to say this out loud on the count of 0. For example, with four people playing, the total value can be 0, 5, 10, 15 or 20 fingers. When 1 person opens their hand and 3 people hold their hand in a fist, the total is 5 fingers.
4. If you guessed it right, you can leave the game. The last person standing loses and has to down their drink / do a shot / take one sip (depending on what rules you establish in the beginning).

Paardenrace 'horse race'

Item requirements: a deck of cards

For this game you are going to pretend that the cards are horses, all the cards of the same symbol (hearts, spades, cloves, diamonds) belong to the same horse. On the table you will put the 4 aces of the different symbols next to each other, these are the horses you will be racing with. Next to the 4 aces you put 7 cards upside down parallel to the horses, these are the side cards (see picture)



1. Everyone can bet on one of the "horses" (hearts, spades, cloves, diamonds) by drinking any amount of sips. It is okay if multiple people bet on the same horse.
2. From the pile of remaining cards, the dealer draws a card one by one. The "horse" that corresponds to the symbol of the drawn card gets to move forward one card-length. For example, if a diamonds 8 is drawn, the "diamonds horse", so the ace of diamonds, gets to move forwards.
3. If all the "horses" have passed one of the 7 side cards, you turn it around and the "horse" that corresponds to the symbol of that card has to move back one place.
4. The "horse" that makes it to the end first wins, the people who bet on this horse can give out double the amount of sips that they drank in the beginning. For example, if you drank 4 sips in the beginning of the game, you can give out 8 sips to the other people, either all to the same person or you can divide the sips amongst people.

Skål

Requirements: lots of creativity

1. For this game everyone has to count (in turns), so the first person says 1, the second 2 and so on, until you reach 21.
2. The person who gets to 21 says Skål (the Norwegian, Danish and Swedish word for cheers, pronounce: skul). They can also think of a new rule, this rule is meant to make it more difficult to get to 21, because whenever someone makes a mistake, they have to drink a sip and start over.
3. You always start the game with the following rules: 7 and 14 are switched around. So when the person before you says 6, you have to say 14 (because normally you would have to say 7) and the person after you has to say 8. The same rule applies for when you would have to say 14.
4. Everytime you reach 21 a new rule will be implemented and this is where you can get creative! Some examples of new rules:
 - a. Instead of saying 9, you have to do a push-up.
 - b. Instead of saying 13, you have to touch your nose.
 - c. Instead of saying 16, you have to shout ESN.
5. It will become way more difficult and confusing over time to get to 21, since a lot of rules will be made.

Kingsen

Requirements: a deck of cards and a shot glass

1. Form a circle with the pack of cards, with the cards facing down, there can't be any space in between the cards.
2. Put a shot glass in the middle of the circle filled with your favourite type of drink: this is the King's cup.
3. Every card has its own rule or game attached to it, take turns in taking a card from the circle. If you break the circle you down your drink.
4. Read the rules out loud first, so everyone has an idea of what to expect.

CARD RULES

2) You can give out a sip

3) You have to drink a sip yourself

4) Categories: Think of a category, e.g. car brands or cocktails. Go around the circle, everybody says something in this category. First person to repeat something said before or who runs out of ideas drinks.

5) Make a rule: You can make up a rule that has to be followed for the entire game, for example: no one is allowed to say people's full name anymore, only nicknames are allowed.

6) Challenge: You can give someone else a challenge to complete, for example: do five push-ups, get everyone a refill, etc.)

7) Heaven: If you draw this card, put both your hands in the air asap, the last one to follow drinks.

8) Mate: You can choose a mate. When you have to drink, your mate drinks and the other way around.

9) Never have I ever: take turns saying Never have I ever..., If you've ever done it you lose one of your lives. You have 3 in the beginning, if you're out of lives, you drink and the game is over.

10) Change of turns: if you were playing clockwise, you go counter-clockwise and the other way around.

J) Snake eyes: Don't look the person who has this card in the eyes. If you do, you drink. This is the case until the next person draws a jack, he/she is snake eyes now.

Q) Quiz master: Don't answer any questions from the quiz master or you'll have to drink. Same idea as snake eyes.

K) King's cup: The person who gets the last (4th) King has to drink the King's cup.

A) Rhymes: Think of a word. Go around the circle, everyone says a word that rhymes with this word. The first person to run out of rhyme words drinks.

Fuck the dealer

Requirements: a deck of cards

Every player takes turns being the dealer. When you are the dealer, you have the deck of cards in your hands.

1. Taking turns, the other players have to guess the value of the card that is on top of the deck (for example, "8")
2. If they guess it correctly on the first try, the dealer has to drink 5 sips. If they don't get it right directly, the dealer has to indicate whether the card is higher or lower. For example, the player said 8, but the card is actually 4, the dealer says "lower".
3. The player has to guess again what they think is the value of the card. If they guess it correctly, the dealer has to drink 2 sips. If they don't get it right, they have to drink as many sips as the difference between their guess and the card. Taking the example above, if the player would have said 5, they have to drink 1 sip, because the difference between 4 and 5 is 1.
4. If the other players have not been able to guess their card correctly three times in a row, the dealer is relieved from his duty and the person on their left has to take over.