



# The grand P.S. drinking games book

---

# THE GRAND P.S. DRINKING GAMES BOOK

---



PHARMACIAE SACRUM

'WATER DOES ONLY TASTE GOOD IF IT HAS BEEN PRODUCED BY A  
BREWERY' LAURINE JONGE POERINK

'DO NOT RISK IT, COMBINE IT' EMMA DORENBOS

'NO STRESS, MALIBU BOTTLE' MICHELLE VAN DER PLOEG

'ONE BEER IS NOT BEER' SACHA SCHULPEN

'DO NOT WHINE, DRINK A LITRE' JENS LAMMERS

'DRINK MORE BEER' SYLVAN SCHONEWILLE

**MULTI MEDIA COMMISSIE SANTÉ '19-'20**

# PREFACE

DEAR P.S. MEMBERS,

MONDAY EVENING IS THE EVENING FOR THE COMMITTEE NIGHT, THIS EVENING DINNER IS PREPARED, MEETINGS TAKE PLACE AND THERE IS TIME FOR A FEW DRINKS AND SOME GAMES.

WELL, FEW DRINKS AND SOME GAMES, IT IS SAFE TO SAY THAT THIS IS AN UNDERESTIMATION. AN AVERAGE COMMITTEE NIGHTS CONSISTS AT LEAST OF A FEW BOTTLES AND THE GAMES ARE PLAYED FURIOUSLY.

TO MAKE THE COMMITTEES KNOWN WITH SOME OTHER GAMES WE HOPE TO PROVIDE NEW EXPERIENCES.

THEREFORE, THE MMC SANTÉ, HAS MADE THIS AMAZING DRINKING GAMES BOOK FOR YOU TO ENJOY!

WE HOPE THAT VIA THIS WAY THE COMMITTEE NIGHTS STAY FRESH AND DO NOT BECOME RUT AND EVERYBODY CAN ENJOY NEW GAMES.

KISSES, MMC SANTÉ



# **CONTENT:**

<b>PREFACE.....</b>	<b>3</b>
<b>CONTENT:.....</b>	<b>4</b>
<b>MMC SANTÉ .....</b>	<b>5</b>
<b>BOARD .....</b>	<b>6</b>
<b>ALMANAC.....</b>	<b>7</b>
<b>ALUMNI .....</b>	<b>8</b>
<b>Archive .....</b>	<b>9</b>
<b>BEC.....</b>	<b>10</b>
<b>CAREER DAY .....</b>	<b>11</b>
<b>DIES.....</b>	<b>12</b>
<b>EIK, 'LEKKER BELANGEREIK'.....</b>	<b>13</b>
<b>JAK, 'KORTJAKJE'.....</b>	<b>14</b>
<b>KASCO .....</b>	<b>15</b>
<b>LOS, 'OPGELOST' .....</b>	<b>16</b>
<b>MASTER.....</b>	<b>17</b>
<b>EDITORIAL, 'PANORAMIX' .....</b>	<b>18</b>
<b>BYLAW COMMITTEE.....</b>	<b>19</b>
<b>SSS.....</b>	<b>20</b>
<b>STOF, BRANDSTOF.....</b>	<b>21</b>
<b>TOC.....</b>	<b>22</b>
<b>BANNER BEARERS .....</b>	<b>23</b>

# MMC SANTÉ

## BALL BLOWING

### NECESSITIES:

- BEER BOTTLES FULL AND EMPTY
- STRAWS
- PINGPONGBALLS
- OBSTACLES

### THE GAME:

TO START THIS AMAZING GAME, FIRST AN ARENA IS BUILT WITH BOTTLES OF BEER. THEN THE OBSTACLES ARE PLACED IN THE ARENA AND GOALS (OPENINGS) ARE MADE FOR EACH PLAYER. THE GOAL OF THIS GAME IS TO MAKE SURE THE OTHER PLAYERS ARE NOT ABLE TO SCORE IN YOUR GOAL. THIS CAN BE ACHIEVED BY USING THE STRAW, AND BLOW IN SUCH A MANNER THAT THE PINGPONGBALL WILL NOT END UP NEAR YOUR OPENING. THE PLAYER WHO DOES NOT SUCCEED IN THIS TASKS, HAS TO BE PUNISHED IN A FUN MATTER: THE PLAYER HAS TO DRINK. THERE ARE DIFFERENT LEVELS TO PLAY THIS GAME, SO. IS FOR AMATEUR PLAYERS ONE GOAL EQUAL TO ONE SIP OF THEIR DRINK. WHILST IN THE CHAMPIONS LEAGUE, ONE GOAL IS EQUAL TO ONE BOTTLE. DO NOT COMMIT TO THIS LEVEL IF YOU ARE NOT A TRUE PROFESSIONAL.

THIS GAME CAN BE PLAYED WITH EVERY TYPE OF DRINK. BUT DO KEEP THE STRENGTH OF THE ALCOHOL IN YOUR MIND, OTHERWISE ONE MAY BE SUBSTITUTED DURING THE GAME.

THIS GAME DOES GARANTUEE A FUN EVENING, AND WE HOPE YOU WILL HAVE AS MUCH FUN PLAYING THE GAME AS WE DID!

KISSES,

MMC SANTÉ '19-'20



# BOARD

## REVERSED HIDE AND SEEK

### NECESSITIES:

- ONE BOTTLE: 1,5 L 'HOOGHOUDT JONGE DUBBELE GRAANJENEVER'
- 2 TO 3 BOTTLES: 1,5L FANTA CASSIS
- ENOUGH SPACE TO PLAY HIDE AND SEEK
- GAME CAN BE PLAYED WITH 3 OR MORE PEOPLE

### THE GAME:

1. MIX THE BOOZE TO THE STRENGTH YOU WISH.
2. PICK SOMEONE TO HIDE WITH THE BOOZE
3. WHEN THIS PERSON IS HIDDEN, HE/SHE HAS TO CALL SOMEONE FROM THE SEARCH TEAM
4. ONCE THE SEARCH TEAM HAS BEEN CALLED, THEY CAN START THE SEARCH
5. WHEN THE HIDDEN PERSON IS FOUND, THE SEARCHER CAN SIT BESIDE HIM/HER AND THE BOTTLE MAY BE OPENED AND THE DRINKING CAN START.

### THE GAME COMES TO AN END WHEN:

1. THE HIDDEN PERSON IS FOUND BY EVERYONE.
2. THE BOTTLE HAS BEEN EMPTIED COMPLETELY AND EVERYONE HAS COLLECTED TO THE STARTING POINT.

THE PERSON THAT IS THE FIRST ONE TO FIND THE HIDDEN PLAYER, CAN HIDE THE NEXT ROUND.

LOTS OF LOVE,  
THE 138<sup>TH</sup> BOARD



# ALMANAC

## STRESSPONG

### NECESSITIES:

- BEERPONG CUPS
- 2 PINGPONGBALLS
- LARGE TABLE
- ALCOHOL
- YOU AND SOME FRIENDS

### THE GAME:

IT INCLUDES MULTIPLE BEERPONGCUPS OR REGULAR CUPS, WHICH ARE PUT TOGETHER IN THE CENTER OF THE TABLE. ALL CUPS ARE FILLED WITH SOME DELICIOUS 'ALCOHOL'. THE PLAYERS FACING EACH OTHER HAVE ONE PINGPONGBALL AND START THE GAME BY TRYING TO GET THE BALL INTO THE CUPS WITH A BOUNCE. IF ONE SUCCEEDS, THE PINGPONGBALL AND CUPS ARE HANDED TO THE PERSON LEFT TO THIS PLAYER. IF THE PINGPONGBALL AND CUPS CATCH UP ON THE PLAYER STILL TRYING, THIS PLAYER LOSES AND HAS TO DRINK ONE CUP AS THE PUNISHMENT. THEN THE GAME STARTS AGAIN.

LOVE,

THE ALMANAC COMMITTEE



# ALUMNI

## SUBMARINE

### NECESSITIES:

- GLASS
- SHOT GLASSES
- BEER

### THE GAME:

THE BIGGEST GLASS IS FILLED WITH BEER AND THE SHOTGLASS IS PUT INTO THE GLASS TO MAKE IT FLOAT. (SOMETIMES, ONLY A SMALL QUANTITY OF BEER IS NEEDED). THEN THE FIRST PLAYER CAN FILL THE SHOTGLASS WITH SOME BEER. CLOCKWISE, THE PLAYERS HAVE TO FILL THE 'SUBMARINE' UNTIL IT SINKS.

- THE PACE IN WHICH THE FILLING TAKES PLACE, HAS TO BE FAST ENOUGH TO BE UNINTERRUPTED. WHEN THE FILLING IS NOT CONSTANT, THE PLAYER HAS TO FILL IT A SECOND TIME.
- ONLY THE SHOTGLASS CAN BE FILLED, SO NO POURING INTO THE LARGE GLASS IS ALLOWED.
- WHEN THE SUBMARINE SINKS DUE TO TOUCHING OF THE GLASS OR TABLE, THE PERSON TOUCHING IT HAS TO DRINK THE WHOLE GLASS.
- AFTER THE FILLING, THE SUBMARINE HAS TO KEEP FLOATING FOR 5 SECONDS BEFORE THE OTHER PLAYER CAN START.

WHEN THE PLAYER LETS THE SUBMARINE SINKS DURING THE FILLING, THIS PLAYER HAS TO DRINK THE WHOLE LARGE GLASS.

GREETINGS,

THE ALUMNI COMMITTEE



# Archive

## FLUNKYBALL

### NECESSITIES:

- 1.5 L BOTTLE (FILLED WITH WATER OR BOOZE)
- 1 (SOCCER) BALL
- 1 FULL BEER PER PLAYER

### THE GAME:

#### THE WINNING TEAM HAS TO FINISH ALL THE BEER FIRST!

- MAKE 2 TEAMS (DO NOT HAVE TO BE EQUAL) STAND 10 METERS APART (CAN BE LESS OR MORE DISTANT), FACING EACH OTHER.
- PUT THE BOTTLE IN THE CENTRE OF THE PLAYING FIELD.
- THE TEAMS TRY TO AIM FOR THE BOTTLE TO MAKE IT FALL. THE PLAYER HAS TO STAND BEHIND HIS/HER DRINK WHILE AIMING.
- PER AIM, 1 PLAYER IS CHOSEN TO THROW THE BALL AND ONE PLAYER (OPPOSITE TEAM) IS CHOSEN TO COLLECT THE BALL. EVERY ROUND THIS IS CHANGED.
- WHEN A PLAYER HITS THE BOTTLE, THE COLLECTING PLAYER HAS TO GET THE BALL AND PUT THE BOTTLE UP AGAIN AT ITS ORIGINAL PLACE. IF THIS IS DONE, THE PLAYER YELLS 'STOP'. ONLY THE COLLECTING PLAYER MAY TOUCH THE BALL, HIS/HER TEAMMATES CAN CHEER ONLY.
- THE TEAM WITH THE AIMING PLAYER CAN START TO DRINK THEIR BEERS BUT HAVE TO STOP WHEN THE COLLECTOR SAYS: 'STOP'.
- THE COLLECTOR MAY ONLY START CHASING THE BALL WHEN THE BOTTLE HAS BEEN TOUCHED BY THE BALL.
- WHEN SOMEONE HAS FINISHED THEIR BEER, THEY HAVE TO KEEP THE BOTTLE ON THEIR HEAD (UPSIDE DOWN) TO MAKE SURE IT IS EMPTY. IF NOT, THIS PERSON WILL SURPRISE ITSELF WITH A BEER SHOWER.
- IT OF COURSE HAPPENS THAT SOMEONE TOUCHES THEIR BEER, MAKING THE BEER FALL. THIS PERSON HAS TO FINISH THEIR WHOLE DRINK, DOES NOT MATTER IF IT IS FULL OR EMPTY! AND HAS TO GRAB ANOTHER FULL DRINK TO START OVER. THUS, MAKE SURE NOT TO TOUCH YOUR OWN BEER!
- WHEN EVERYBODY FROM THE SAME TEAM HAS FINISHED THEIR DRINKS, THIS TEAM IS THE WINNER OF THE CONTEST.
- THE LOSERS HAVE TO FINISH THE REMAIN OF THEIR DRINKS IN ONE SIP.
- CHEERS!

LOVE,

THE ARCHIVE COMMITTEE



# BEC

## FARMERBRIDGE WITH THE BEC

### NECESSITIES:

- 2 PLAYING CARDS DECKS

### THE GAME:

FOR FARMERBRIDGE, TWO DECKS ARE NEEDED. ONE DECK TO PLAY FARMERBRIDGE, AND ONE DECK TO DETERMINE THE TRUMP.

A TOTAL OF 17 ROUNDS ARE PLAYED. THE ONE WHO PREDICTED THE ROUNDS THE MOST, WILL WIN THE GAME. THE FIRST ROUNDS ARE PLAYED WITH ONE CARD, THE SECOND ROUNDS WITH TWO, AND SO ON TO ROUND EIGHT.

THE GAME: THE PURPOSE OF THE GAME IS TO PLACE THE CORRECT BID. 17 ROUNDS ARE PLAYED. IN THE FIRST ROUND, 1 CARD IS PLAYED, IN THE SECOND ROUND TWO CARDS AND SO ON TILL ROUND 8. ROUND 8 AND 9 ARE BOTH PLAYED WITH 8 CARDS, HOWEVER ROUND 9 DOES NOT HAVE A TRUMP. ROUND 10 TILL 17 ARE PLAYED WITH A CARD LESS PER ROUND.

THE ROUND IS STARTED WITH THE NUMBER OF CARDS NEEDED PER ROUND. THEN THE TRUMP CARD IS OPENED, FROM THE SAME PACK AS THE DEALING CARDS. AFTER THE PLAYERS HAVE SEEN THEIR CARDS, THEY HAVE TO GUESS THE CORRECT BID. THIS HAS TO BE SAID SIMULTANEOUSLY (OR NOT BLINDLY).

BEAT ROUND: THE FIRST ROUND BEGINS BY SELECTING THE STARTING PLAYER. THE OTHER ROUNDS THE PLAYER WITH THE CORRECT BID BEGINS. YOU WIN A BID IF THE HIGHEST CARD IS PLAYED, OR WITH THE HIGHEST TRUMP. (THE HIGHEST TRUMP CARD ALWAYS WINS). THE PLAYERS MUST FOLLOW THE STARTING PLAYER THAT ROUND. IF HE/SHE CANNOT FOLLOW, HE/SHE CAN FOLLOW THE TRUMP CARD.

### SCORING:

CORRECT BID: IF YOU HAVE THE CORRECT BID THE PLAYER EARNS 5 POINTS. EVERY ROUND STANDS FOR AN ADDITIONAL POINT. INCORRECT BID: IF YOU HAVE THE WRONG BID, THEN YOU HAVE MINUS POINTS DEPENDING ON HOW MUCH NUMBERS THE PLAYER IS APART. FOR EXAMPLE: DID YOU PLACE A BET ON 7, BUT IT TURNS OUT TO BE 2, THEN THE PLAYER HAS MINUS 5 POINTS.

LOVE,

THE FOREIGN TRIP COMMITTEE 'BEC'



# CAREER DAY

## WINDOW

### NECESSITIES:

- PLAYING CARDS
- ALCOHOL
- MINIMUM OF 2 PLAYERS

### THE GAME:

1. PLACE THE CARDS LIKE THE PHOTO BELOW.

2. THE CARDS AT THE CORNERS ARE OPEN, THESE ARE STARTING POINTS. FROM THIS CARD ON, ONE CAN GUESS WHETHER THE CARDS BESIDE ARE HIGHER/LOWER THAN THE STARTING CARD. WHEN THERE IS ONLY ONE CLOSED CARD BETWEEN TWO OPEN CARDS, THE PLAYER HAS TO CHOOSE IF THE CARD IS INSIDE/OUTSIDE THE CARDS.

3. IF THE GUESS IS RIGHT, ONE CAN CHOOSE ANOTHER PLAYER TO CONTINUE. THE PLAYER CAN ALSO CHOOSE TO CONTINUE, TO MAKE IT HARDER FOR THE OTHER PLAYERS.

4. IS THE GUESS WRONG, THEN THE CARDS ARE COUNTED BACK TO THE STARTING POINT. THE NUMBER OF CARDS REPRESENT THE NUMBER OF SIPS. THE CARDS ARE REPLACED BY NEW CARDS IN THE DECK, AND THE PERSON HAS TO START AGAIN.

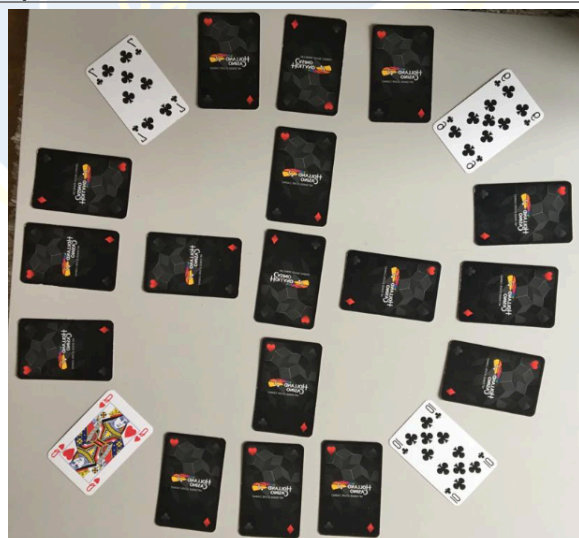
5. IF THE MAGICAL NUMBER OF 10 CARDS IS REACHED, THIS MEANS THE PLAYER HAS TO DRINK ONE FULL BEER IN ONE SIP.

6. IF THE PLAYER HAS MANAGED TO OPEN ALL CARDS, HE CAN ASSIGN TWO FULL BEERS IN ONE SIP TO TWO OTHER PLAYERS.

MAY THE BEER FLOW FREELY!

LOVE,

THE CAREER DAY COMMITTEE



# DIES

## SQUARING

### NECESSITIES:

- PLAYING CARDS
- ALCOHOLIC REFRESHMENTS

### THE GAME:

PLACE THE CARDS CLOSED IN A SQUARE, IN WHICH THE FOUR CORNERS CARDS ARE OPEN. THE CORNERS ARE THE STARTING CARDS.

FROM THIS CARD ON, ONE CAN GUESS WHETHER THE CARDS BESIDE ARE HIGHER/LOWER THAN THE STARTING CARD. WHEN THERE IS ONLY ONE CLOSED CARD BETWEEN TWO OPEN CARDS, THE PLAYER HAS TO CHOOSE IF THE CARD IS INSIDE/OUTSIDE THE CARDS.

IF THE GUESS IS RIGHT, THE PLAYER CAN PASS THE TURN ON TO SOMEONE ELSE, OR CAN GUESS AGAIN.

IF THE GUESS IS WRONG, THE PLAYER HAS TO DRINK THE NUMBER OF CARDS BACK TO THE STARTING CARD.

THE USED CARDS ARE REPLACED BY NEW CARDS FROM THE DECK, AND THE PLAYER HAS TO START AGAIN.

LOVE,  
THE DIES



# EIK, 'LEKKER BELANGER EIK'

## FUCK THE DEALER

### NECESSITIES:

- ALCOHOL
- PLAYING CARDS

### THE GAME:

THE FIRST 'DEALER' IS RANDOMLY CHOSEN AND SHUFFLES THE DECK.

THE PLAYER LEFT TO THE DEALER CAN GUESS THE CARD BY SAYING 2 TO ACE (7 AND 8 MAY NOT BE SAID). THE DEALER CHECKS THE FIRST CARD ON THE DECK. IF THE PLAYER GUESSED RIGHT, THE CARD IS PLACED OPEN ON THE TABLE. IF WRONG, THE DEALER CAN HINT WHETHER THE CARD IS HIGHER/LOWER. THE PLAYER HAS A SECOND GUESS, AND THE CARD IS PLACED OPEN ON THE TABLE. THE CARDS ARE PLACED FROM LOW TO HIGH, SO EVERYONE CAN SEE WHICH CARDS ARE WITHDRAWN FROM THE DECK. THE DEALER CAN PASS THE DECK ON TO THE NEXT DEALER, WHEN THE CARD ON TOP OF THE DECK IS NOT GUESSED WITH THREE PLAYERS. THE DEALER ALWAYS GOES TO THE PERSON ON THE LEFT. THEN THE GAME STARTS OVER AGAIN.

- WHEN THE FIRST GUESS IS RIGHT, THE DEALER HAS TO DRINK TWO SIPS.

- WHEN THE SECOND GUESS IS RIGHT, THE DEALER DRINKS ONE SIP.

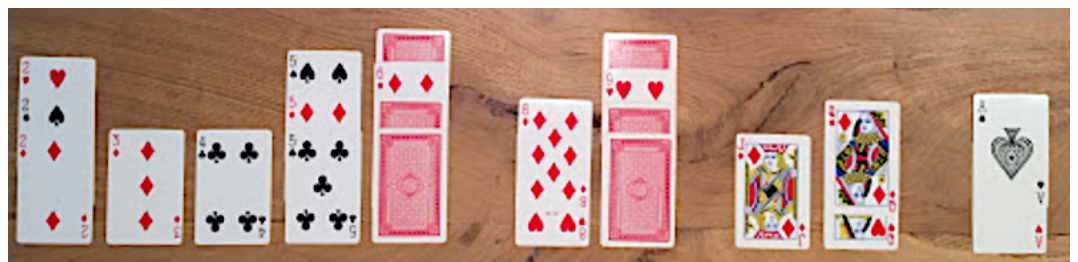
- WHEN THE RIGHT CARD IS NOT GUESSED RIGHT, THE PLAYER DRINKS ONE SIP.

(THE NUMBER OF SIPS CAN ALWAYS BE ALTERED, DEPENDING ON HOW MUCH FUN ONE WANTS TO HAVE).

HAVE FUN!

LOVE,

INTRODUCTION CAMP COMMITTEE 'LEKKER BELANGREIK'



# JAK, 'KORTJAKJE'

## HIGHWAY TO JAK

### NECESSITIES:

- ALCOHOL
- PLAYING CARDS



### THE GAME:

IN THE CENTRE OF A TABLE ONE CLOSED CARD IS PLACED. TO THIS CARD, FOUR CLOSED CARDS ARE PLACED IN THE DIRECTIONS OF THE PLAYERS. THE FIRST PLAYER GUESSES WHETHER THE FIRST CARD IN HIS/HER LINE IS HIGHER/LOWER THAN THE CARD IN THE MIDDLE. IF RIGHT, THE PLAYER CAN CONTINUE TO THE SECOND CARD IN THEIR LINE, AND SO ON. IF THE CENTRE CARD IS REACHED, EVERY PLAYER TAKES 2 SIPS. THEN THE PLAYER CAN CHOOSE TO GO IN A CERTAIN DIRECTION OF ANOTHER PLAYER. WHEN HIS/HER LINE IS COMPLETELY OPENED, THIS PLAYER HAS TO DRINK ONE FULL DRINK IN ONE SIP! IT IS WISE TO CHOOSE THE PATH WISELY AND A STRATEGIC PLAYING MANNER IS NEEDED! IF A CARD FROM ANOTHER PLAYERS LINE IS GUESSED WRONG, THE PLAYER HAS TO TAKE SIPS EQUAL TO THE NUMBER OF CARDS BACK TO THEIR OWN STARTING POINT. BUT, IF THE CARDS GUESSED TURNS OUT TO BE THE SAME CARD, OF COURSE THE NUMBERS ARE DOUBLED.

TO PLAY THIS GAME, MANY GOLDEN YELLOW RASCALS ARE PREFERRED.

LOVE,

THE BIG PLAYERS OF THE END-OF-SCHOOLYEAR CAMP 'KORTJAKJE'



# KasCO

## 3-MEN

### NECESSITIES:

- ALCOHOL
- 2 DICES



### THE GAME:

AS OLD-QUAESTORS THERE CAN ONLY BE ONE GAME HONOURING OUR DUTY: 3-MEN. THIS IS A GAME OF DICES IN WHICH THE PUNISHMENT DEPENDS ON THE DICES THROWN:

2 AND 1 --> YOU BECOME THE 3-MAN AND HAVE TO DRINK EVERY TIME A 3 HAS BEEN THROWN.

TOTAL OF THE DICES = 7 --> PLAYER TO THE RIGHT DRINKS.

TOTAL OF THE DICES = 8 --> YOU HAVE TO DRINK YOURSELF.

TOTAL OF THE DICES = 9 --> PLAYER TO THE LEFT DRINKS.

EQUAL NUMBER ON THE DICES (HUNDRED IN MEXXEN) --> NUMBER IS EQUAL TO SIPS, WHICH CAN BE GIVEN AWAY (EXCEPT TO THE 3-MAN). LOTS OF DRINKING-FUN!

GREETES,

FINANCIAL COMMITTEE

'KasCO'



# LOS, 'OPGELOST'

## TIC TAC TOE DRINKING GAME

### NECESSITIES:

- 10 BEERPONG CUPS
- TAPE TO CREATE THE TIC-TAC-TOE FIELD ON A TABLE
- A MARKER TO PUT CIRCLES AND CROSSES ON CUPS
- YOUR OWN DRINK! (SHOTS, BEER, SODA)



WE WOULD LIKE TO EXPLAIN A SIMPLE BUT EXCITING GAME; THE TIC TAC TOE DRINKING GAME!

EVERY KNOWS THE SIMPLE GAME TIC TAC TOE IN DUTCH; BOTER, KAAS EN EIEREN, BUT WE HAVE A FUN SPIN OFF OF THIS GAME FOR YOU!

### THE GAME:

CREATE THE FIELD FIRST AND MARK THE BEER PONG CUP. FILL THE CUPS WITH A DRINK (SEE PHOTO)

FORM TWO TEAMS, ONE TEAM HAS THE CUPS WITH THE CIRCLES AND THE OTHER TEAM HAS THE CUPS WITH THE CROSSES.

LET THE GAME BEGIN! THE FIRST PLAYER FROM EACH TEAM BEGINS, HE/SHE HAS TO DRINK THE CUP AS QUICKLY AS POSSIBLE. THEN THEY HAVE TO TURN THE CUP, SO IT ENDS UP UPSIDE DOWN ON THE TABLE. THIS HAS TO BE DONE WITH A HIGH PACE, OTHERWISE THE GAME WILL BE LOST. ! WHEN THE FLIPPING WAS SUCCESSFUL, THE CUP CAN BE PLACED IN THE FIELD. WHEN THE CUP HAS BEEN PLACED IN THE FIELD, THE NEXT TEAMMATE CAN START DRINKING. THIS PERSON, ONCE THE CUP IS FLIPPED, CAN PLACE THE CUP STRATEGICALLY. THE WINNING TEAM HAS THREE CONSECUTIVE CUPS WITH THEIR LOGO IN LINE.

-YOU CAN SET IT UP AS A TOURNAMENT, WITH FUN PUNISHMENTS FOR THE ONE WHO LOSE.

LOTS OF FUN AND SUCCESS!

KISSES,

CHARITY, ENTERTAINMENT AND SPORTS

COMMITTEE 'OPGELOST'



# MASTER

## THE TABLEGAME

### NECESSITIES:

- LACK TABLE (IKEA)
- WATERPROOF PAINT
- PINS
- DICE
- SHOT GLASSES
- KITCHEN WITH SPICES
- VODKA



### THE GAME:

- WHEN PLAYED WITH LOTS OF PLAYERS, IT IS POSSIBLE TO MAKE TEAMS
- START WITH THE BEGINNING
- PLAYER WITH HIGHEST DICE NUMBER CAN BEGIN
- SOLVE THE REBUSES AND EXECUTE THE ASSIGNMENTS
- FIRST PLAYER TO REACH THE END, WINS

### EXPLANATION:

- |                                       |                                  |                            |
|---------------------------------------|----------------------------------|----------------------------|
| 1. <u>FOUR STEPS FORWARD</u>          | 15. <u>MAKE UP A RULE</u>        | 29. <u>SPINNING BOTTLE</u> |
| 2. <u>DRINK BUDDY</u>                 | 16. <u>'ADTJE VOOR DE SFEER'</u> | 30. <u>LAP DANCE</u>       |
| 3. <u>KNIGHT = DRINK EVEN NUMBERS</u> | 17. <u>LUCKY ONE</u>             | 31. <u>SEA ANIMAL GAME</u> |
| 4. <u>DRINK A SHOTGUN</u>             | 18. <u>DRINK FULL GLASS</u>      | 32. <u>NINJA GAME</u>      |
| 5. <u>VODKA VERSUS WATER</u>          | 19. <u>BEST DANCE MOVE</u>       | 33. <u>MEN DRINK</u>       |
| 6. <u>FORBIDDEN WORD</u>              | 20. <u>DICE BACK</u>             | 34. <u>WOMEN DRINK</u>     |
| 7. <u>MAKE UP A RULE</u>              | 21. <u>VIKINGS</u>               | 35. <u>FIVEN</u>           |
| 8. <u>WHO IS THE CRAZIEST?</u>        | 22. <u>TABLE EMPTY</u>           | 36. <u>SPIDERMAN</u>       |
| 9. <u>HUTS (=CHEERS)</u>              | 23. <u>MAKE UP A RULE</u>        | 37. <u>ODDS?</u>           |
| 10. <u>THROW WATER OVER SOMEONE</u>   | 24. <u>NEVER HAVE I EVER</u>     | 38. <u>DRINK FULL BEER</u> |
| 11. <u>THROW DICE AGAIN</u>           | 25. <u>GUNSLINGER</u>            | 39. <u>KITCHEN SHOT</u>    |
| 12. <u>BED, WED, DEAD?</u>            | 26. <u>WHISPER GAME</u>          | 40. <u>'MOSSelman'</u>     |
| 13. <u>SNAKE EYES</u>                 | 27. <u>GROUPS PHOTO</u>          | 41. <u>'BUSSen'</u>        |
| 14. <u>BODY SHOT</u>                  | 28. <u>DRINK FULL GLASS</u>      | 42. <u>BACK TO HUTS</u>    |

LOVE, THE MASTER COMMITTEE

# EDITORIAL, 'PANORAMIX'

## THE A-RELAX COUNTING GAME

### NECESSITIES:

- ALCOHOL
- MINIMUM OF 2 PLAYERS



### THE GAME:

AS A GROUP, THERE IS BEING COUNTED FROM 1 UNTIL 21, IN WHICH IS 7 STANDS FOR 14 AND 14 STANDS FOR 7. WHEN A ROUND IS COMPLETED ACCORDING TO THE RULES, THE LAST PLAYER MAY COME UP WITH A NEW RULE. THIS RULE CAN BE ANYTHING AND MAY EVEN DISADVANTAGE ONE PLAYER IF WISHED SO. AFTER THE NEW RULE, THE COUNTING STARTS AGAIN AND SO ON. WHEN A PLAYER SAYS THE WRONG NUMBER/WORD/ACTION, HE/SHE HAS TO DRINK. ALSO, SAYING A NUMBER THAT HAS A RULE TO DRINK MEANS DRINKING. IF A MISTAKE HAS BEEN MADE, THE PLAYER STARTS COUNTING FROM 1 ON AGAIN. THE BEST DRINK TO PLAY THIS FUN GAME WITH IS BEER, ESPECIALLY 'KLOK' BEER WHICH IS CHEAP AS THE AMOUNTS THAT NEED TO BE DRUNK CAN RISE THROUGH THE ROOF!

LOVE,  
EDITORIAL COMMITTEE '19-'20 "PANORAMIX"



# BYLAW COMMITTEE

## THE GREAT ESTAFETTE

### NECESSITIES:

- 6 PLAYERS AND A REFEREE
- CAN FILLED WITH ALCOHOL

### THE GAME:

DESPITE THE FACT SOME MEMBERS OF THE 'REGCO' DO NOT STUDY ANYMORE, AND THUS DO NOT DRINK SO MUCH ANYMORE, IS THIS GAME STILL BEING TALKED ABOUT PASSIONATELY. THE GAME CAN BEST BE PLAYED IN "HET VAATJE" FROM 10 TO 11 PM AS SOME SPACE IS REQUIRED.

TO START THE GREAT ESTAFETTE, TWO TEAMS WITH EACH THREE PLAYERS HAVE TO BE FORMED. BOTH TEAMS HAVE TO CHOOSE A CAN, FROM WHICH SHOTS ARE MADE AND PLACED ON THE BAR. THE TEAMS ENSEMBLE ON THE STAIR IN 'HET VAATJE'. THEN THE REFEREE COUNTS TO 0 AND THE GAME CAN BEGIN. ONE BY ONE THE PLAYERS RUN TOWARDS THE BAR TO TAKE A SHOT. AFTER THE SHOT, THE PLAYER RUNS BACK SO ANOTHER PLAYER MAY RUN TOWARDS THE BAR. THE GAME END WHEN ONE CAN HAS BEEN EMPTIED. THE TEAM THAT FINISHES THE DRINKS FIRST, MAY CALL THEMSELVES THE WINNERS.

### RULES:

- THE GAME STARTS WHEN THE REFEREE HAS COUNTED TO 0
- THE PLAYERS HAVE TO TAP THE NEXT PLAYER BEFORE THEY MAY START RUNNING
- THE SHOT HAS TO BE DRUNK COMPLETELY AND PUT BACK ON THE BAR
- HINDRANCE TO THE OPPONENT IS FORBIDDEN

WE HOPE YOU WILL ALL ENJOY "THE GREAT ESTAFETTE". THE 'REGCO' IS ALWAYS READY TO BE CHALLENGED, IF YOU DARE AT LEAST.

LOVE,

BYLAW COMMITTEE



# SSS

## HINTSSS

### NECESSITIES:

- PAN
- PAPER
- TIMER

### THE GAME:

EVERYONE WRITES DOWN 4 OBJECTS/PERSONS ON SMALL PIECES OF PAPER AND THESE SHOULD BE PLACED IN THE PAN. (THESE WORDS SHOULD BE ABLE TO GET PORTRAYED, BUT DO NOT HAVE TO BE TOO EASY)

EVERY TEAM (2-3 PLAYERS) HAS 30 SECONDS PER ROUND TO GUESS THE WORDS. AFTER 30 SECONDS THE NEXT TEAM CAN GUESS, UNTIL THE PAN IS EMPTY. IF THE PAN IS EMPTY, ROUND 2 CAN START!

ROUND 1: DESCRIBE THE WORD (NO TRANSLATIONS, DO NOT SAY PARTS OF THE WORD)

A PLAYER OF ONE TIME TRIES TO DESCRIBE THE WORD FROM THE PAN AS ACCURATE AND FAST AS POSSIBLE, TO GET AS MANY CARDS AS POSSIBLE.

ROUND 2: PORTRAY THE WORD (DO NOT SPEAK, DO NOT POINT)

THE PLAYER TRIES TO PORTRAY THE WORD AS ACCURATE AS POSSIBLE. IF THE PLAYER DOES SAY SOMETHING, OR IS POINTING, THEN HE/SHE HAS TO DRINK A WHOLE GLASS IN ONE SIP AND THE CARD HAS TO BE PLACED BACK IN THE PAN. AGAIN, GET AS MANY CARDS AS POSSIBLE.

ROUND 3: ONE WORD

ONE PLAYER OF THE TEAM HAS TO DESCRIBE THE WORD FROM THE PAN AS ACCURATE AS POSSIBLE ONLY USING 1 WORD. IF MORE THAN 1 WORD IS SAID, THE PLAYER HAS TO DRINK A WHOLE GLASS IN ONE SIP AND THE CARD HAS TO BE PLACED BACK IN THE. PAN. FOR EVERY WORD THAT HAS BEEN GUESSED, THE PLAYERS FROM THE OTHER TEAMS HAVE TO DRINK ONE SIP.

(THIS GAME CAN BE PLAYED WITH ANY DRINK ONE LIKES, HOWEVER TAKE INTO ACCOUNT THAT THE AMOUNTS OF SIPS CAN GET SUBSTANTIAL HIGH, THEREFORE WE RECOMMEND WINE OR BEER)

LOVE,

COMMITTEE PHARMACEUTICAL SCIENCES 'SSS'



# STOF, BRANDSTOF

## NAIL SHITTING - VODKA EDITION

### NECESSITIES:

- 4 BOTTLES OF BEER
- 4 STRAWS
- 4 NAILS
- 4 CORDS OF CIRCA 160 CM
- VODKA
- SODA



### THE GAME:

1. ALL PLAYERS HAVE TO DRINK ONE BOTTLE OF BEER IN ONE SIP.
2. ATTACH THE NAIL TO THE END OF THE CORD AND PUT THE OTHER END OF THE CORD AROUND YOUR WAIST.  
MAKE SURE THE NAIL IS ON THE BACK-SIDE (PICTURE)
3. PLACE THE EMPTY BEER BOTTLE ON THE GROUND AND GO STAND WITH YOUR BACK AGAINST ANOTHER  
PLAYER, THIS WILL BE YOUR OPPONENT THIS ROUND.
4. COUNT TO THREE AND TRY TO PLACE THE NAIL IN THE BOTTLE. (THE NAIL HAS TO BE IN ALL THE WAY, THUS  
ONLY A PIECE DOES NOT COUNT!)
5. THE PLAYER TO FIRST PLACE HIS NAIL IN THE BOTTLE WINS. THE LOSING OPPONENT HAS TO DRINK ONE GLASS  
WITH SODA (AND ALCOHOL) IN ONE SIP.
6. THE WINNERS ARE FACING EACH OTHER IN THE SECOND ROUND AND SO ON, UNTIL 1 PLAYER IS THE ULTIMATE  
WINNER!

ADVICE: PLAY THE GAME AT LEAST ONCE WITH PURE VODKA!

THESE INSTRUCTIONS ARE FOR FOUR PLAYERS, BUT MORE PLAYERS CAN BE ADDED TO THE GAME

LOVE,

STUDENT COUNCIL PHARMACY

'BRANDSTOF'



# TOC

## HORSERACING

### NECESSITIES:

- PLAYING CARDS
- AT LEAST 2 PLAYERS



WE, AS THE TECHNICAL SUPPORTING COMMITTEE, WOULD LIKE TO SHARE OUR FAVOURITE GAME WITH YOU!

HORSERACING IS A GAME OF GAMBLING, BOUNDER BEHAVIOUR AND LOTS OF DRINKING.

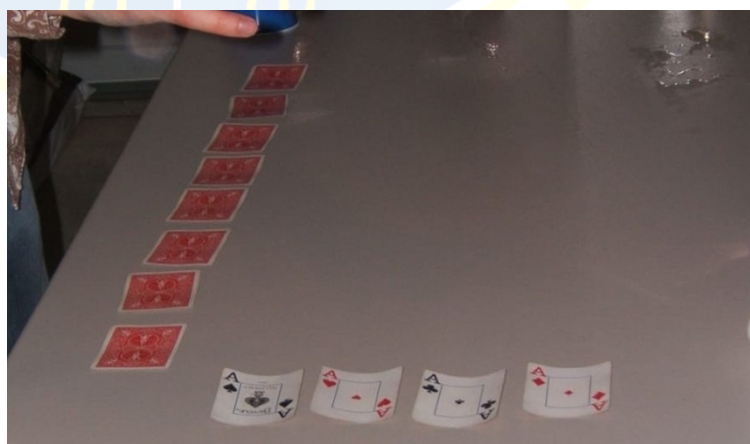
### THE GAME:

FIRST, THE FOUR ACES ARE PULLED FROM THE GAME AS THESE RESEMBLE THE HORSES. THEN THE RUNNING TRACK IS LAID OUT (PICTURE). THE RUNNING TRACK CONSISTS OF 7 CLOSED CARDS. BEFORE THE RACE BEGINS, ALL THE PLAYERS CAN PLACE THEIR BET: THE AMOUNT ON SIPS ON A CERTAIN HORSE (AND HAVE TO DRINK THIS AMOUNT), THEN THE RACE CAN START. ONE BY ONE, A CLOSED CARD IS TURNED OVER. THE HORSE WITH THE SAME SYMBOL CAN GO ONE STEP FORWARD. WHEN ALL HORSES PASSED A CERTAIN CARDS, THIS CARD CAN BE CLOSED AGAIN. THE HORSE WITH THE SAME SYMBOL AS THIS CLOSING CARD, HAS TO GO BACK ONE STEP. THE HORSE WHICH PASSES THE FINISH LINE FIRST, WINS. THE PLAYERS WHICH HAVE GAMBLLED ON THIS HORSE, CAN GIVE AWAY THEIR PLACED SIPS, WHICH ARE DOUBLED, TO ANY PLAYER WHO HAS LOST.

HORSERACING KNOWS MANY FORM AND MANY OTHER RULES. IF YOU ARE INTERESTED IN PLAYING THIS GAME IN THE MOST EPIC WAY, THE TOC LIKES TO DARE YOU TO PLAY A GAME!

LOTS OF LOVE,

THE TECHNICAL SUPPORTING  
COMMITTEE, 'TOC'



# BANNER BEARERS

## OVER THE BRIDGE

### NECESSITIES:

- AT LEAST TWO PLAYERS
- PLAYING CARDS

### THE GAME:

PLACE 10 CLOSED PLAYING CARDS NEXT TO EACH OTHER TO FORM A BRIDGE. THE PLAYERS TURN ONE BY ONE A CLOSED CARD OVER. IF THE TURNED CARDS HAS A NUMBER, THIS PLAYER IS SAFE AND THE NEXT PLAYER HAS ITS TURN. IF THE TURNED CARD HAS A PICTURE, THE FOLLOWING RULES APPLY:

JACK: 1 SIP, ADD 1 CARD TO THE BRIDGE

QUEEN: 2 SIPS, ADD 2 CARDS TO THE BRIDGE

KING: 3 SIPS, ADD 3 CARDS TO THE BRIDGE

ACE: 4 SIPS, ADD 4 CARDS TO THE BRIDGE

THE GAME ENDS WHEN ALL THE CARDS IN THE BRIDGE ARE TURNED AROUND.

LOVE,

THE BANNER BEARER COMMITTEE

