

DRINKING GAMES

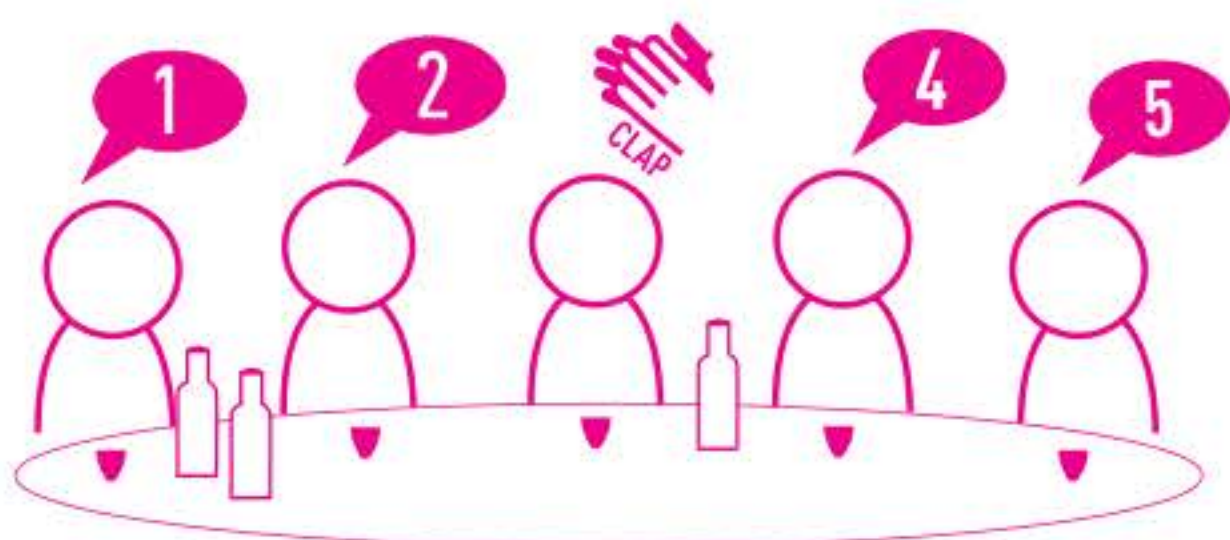
건배

3-6-9 (SAM-YUK-GU)

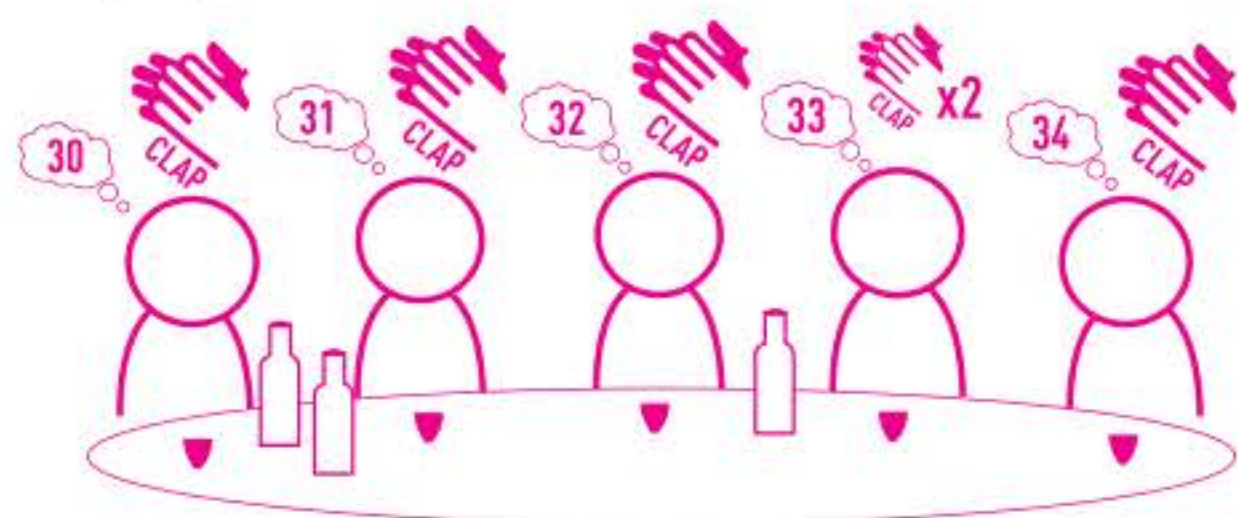
To play this game, you'll take turns counting aloud starting from 1.

But, DO NOT say any number that contains the digits 3, 6, or 9, instead clap.

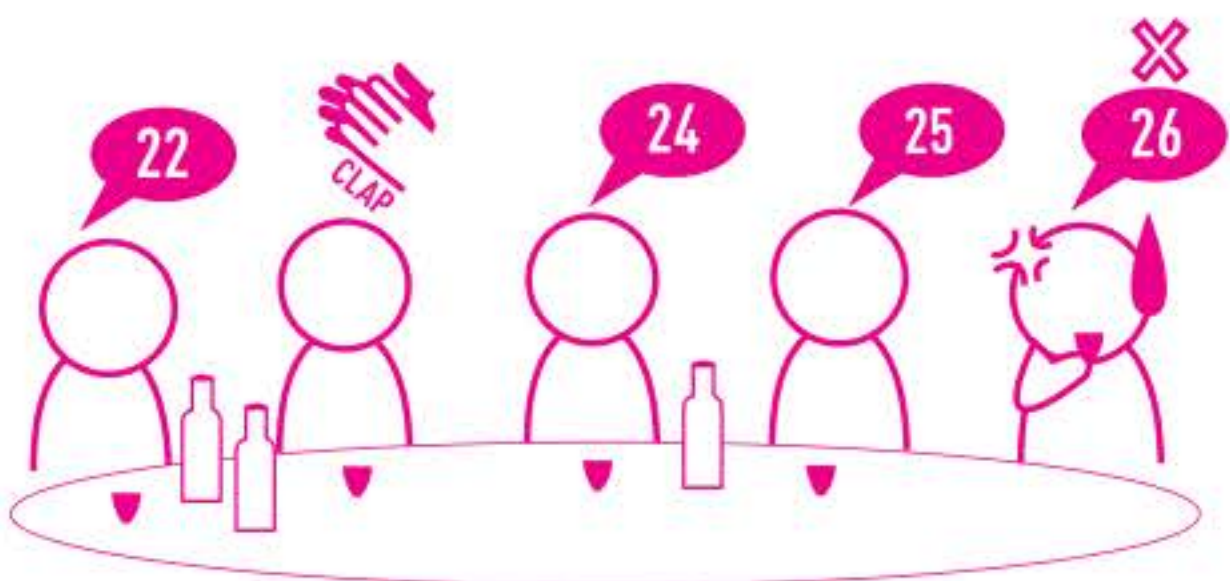
For example: 1-2-clap or 14-15-clap or 27-28- clap, etc.



1 | Each player says one number on their turn, but claps for numbers containing the digits 3, 6, or 9.



2 | If you get to the 30s, 60s or 90s, you clap throughout the whole set. And whenever the number contains 2 clapping digits, 33, 63, 96 etc. you'll clap twice.

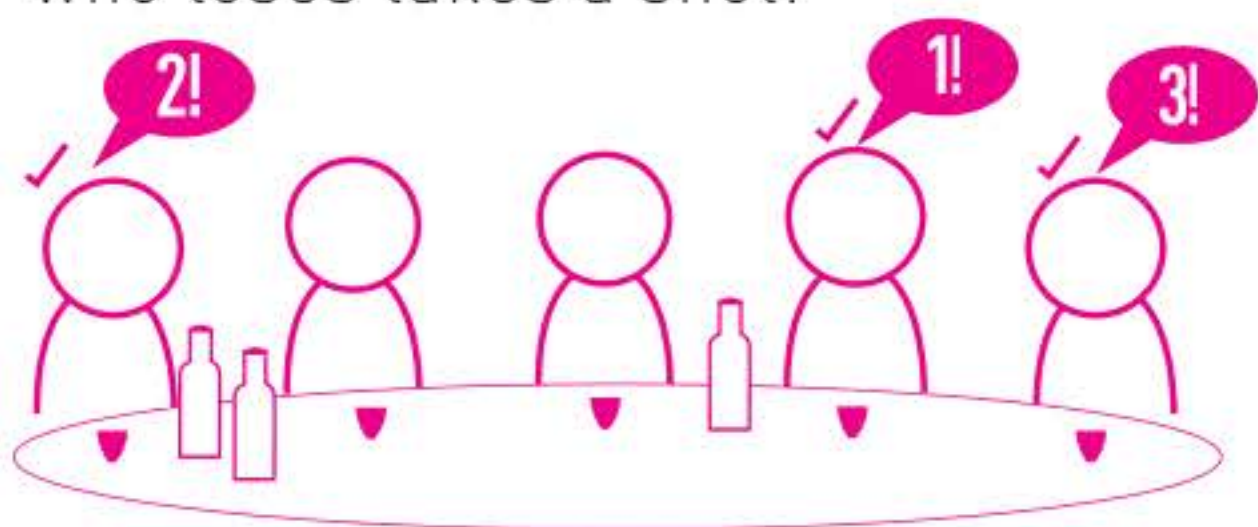


3 | When you say any number that includes 3, 6, or 9 you drink! Then the game starts over again from 1.

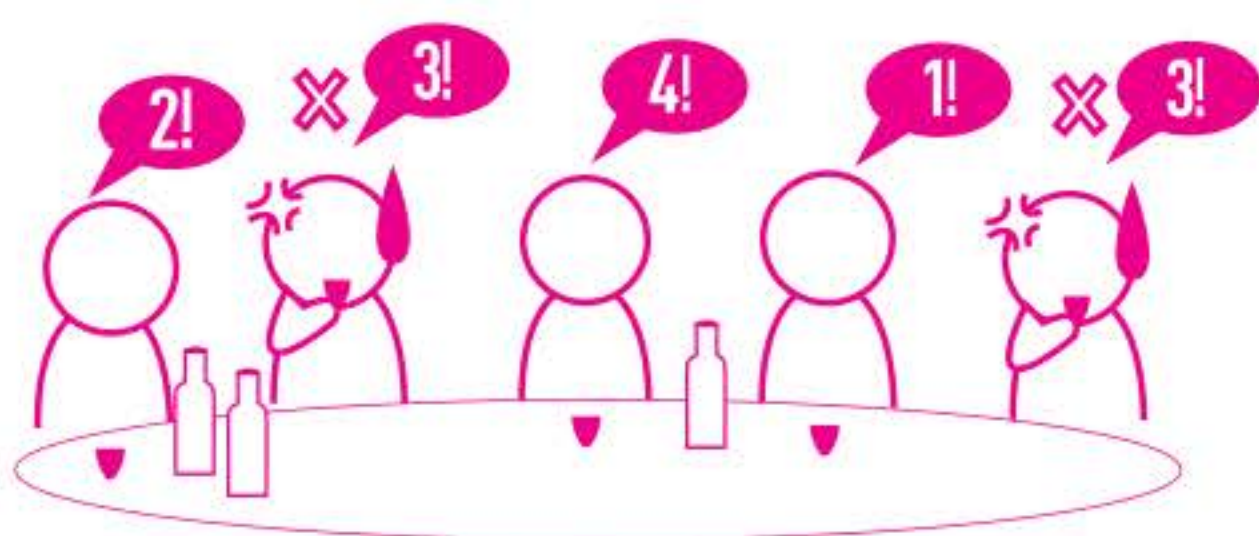
SENSE

In Sense, each player will choose a number ranging from 1 to the total number of players participating. Each player then shouts their number as quick as they can.

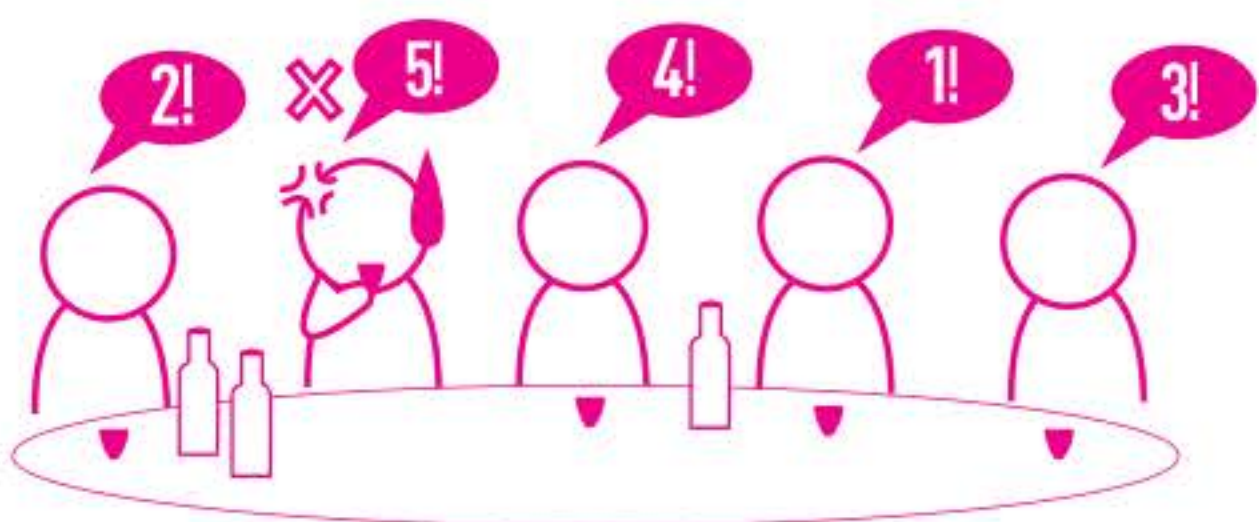
If two or more people say the same number, or if you're the last to say your number, you lose. Everyone who loses takes a shot!



1 | Each player says their number as quickly as they can to try to avoid being last.



2 | If two players say the same number, they both lose and have to take a shot! Then the game starts over again.



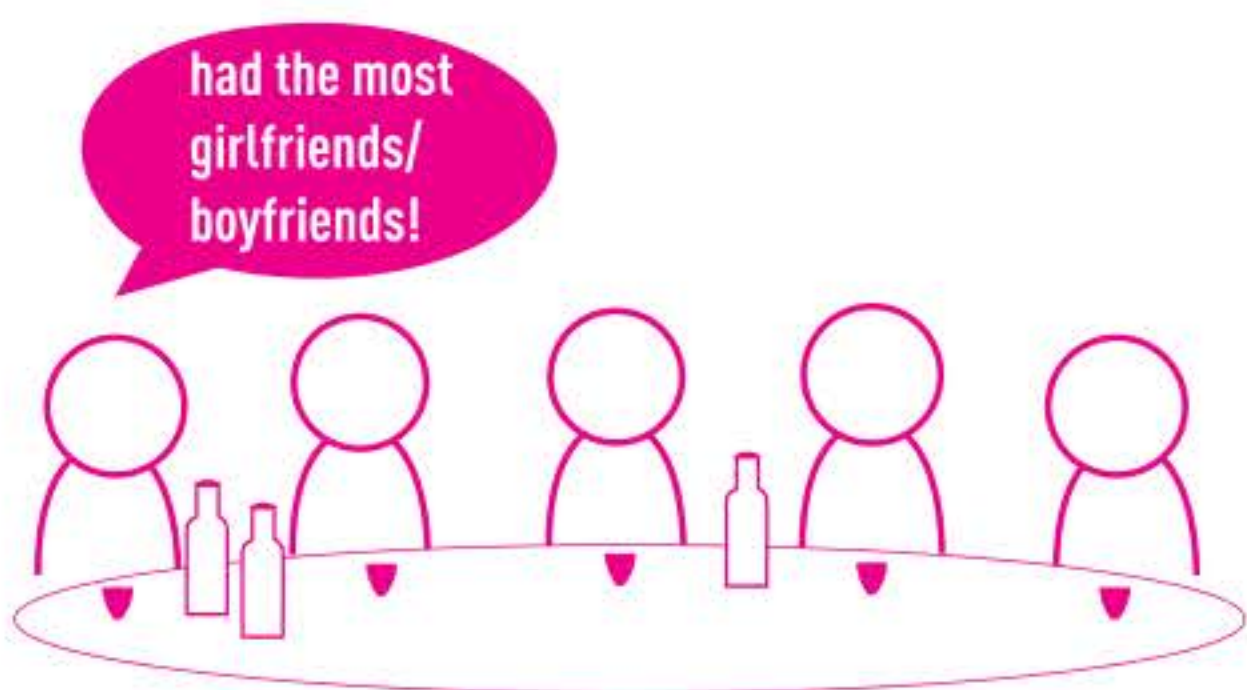
3 | If there are no duplicates and you are the last one to say your number, you lose and have to take a shot before the game starts over again!

YEARBOOK

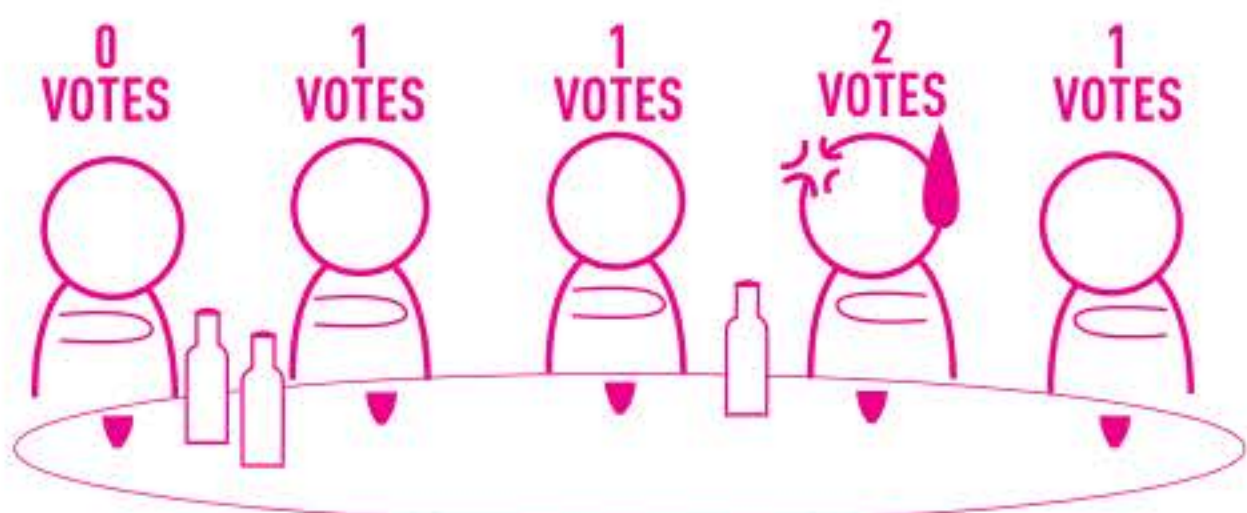
YEARBOOK

The Yearbook game is determined by votes, if you get the most votes you lose (or win, if you enjoy taking shots!).

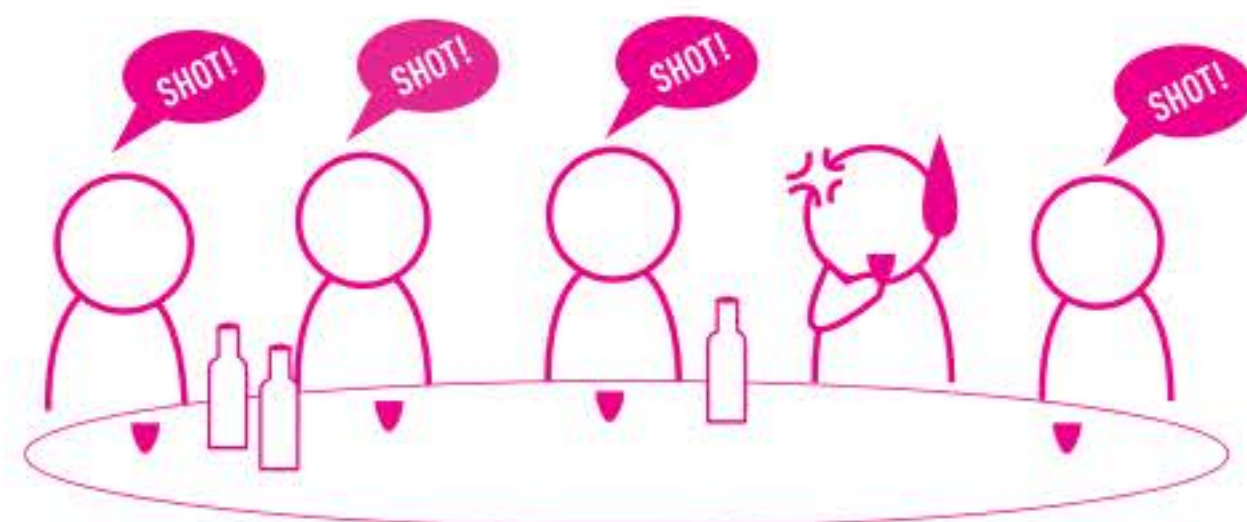
The first player starts the game by making up a characterization. Everyone then votes for who they think fits the description best.



1 | Someone starts by saying something descriptive and on the count of three everyone votes!



2 | Each player casts their vote by pointing at who they think fits the description best.



3 | The player with the most votes loses (but actually wins) and has to take a shot!