



The Rules for Ace of Spades

1. The desk starts in the middle of the table or in-between all the players. Remove the jokers and other cards that aren't part of a 52 card deck. Have the pack facedown so that you can't see the front of the cards.
2. One person calls out a random card from the deck, picks up the top card, shows the group and puts it down on the table (the positioning of where will be important later). If the card is NOT the card they said, then they do not do a shot except if they pulled out a **Special Drinking Card**.
3. **The final round:** When there is only one round left of cards. i.e. five players, five cards etc. then spread the cards out on the table so that there all five of them can be seen at any one time.
4. When a player has drawn a card from the deck and placed it down, the card cannot be touched by anyone (including the player that placed it). If any player touches the cards after they have been placed down, then they have to do a punishment drink (typically a shot). *The only instance where it is allowed to touch the cards is when settling a **Double call** dispute (see rule 5).*
5. **Double calls** - A double call is when a player calls a card that has already been pulled from the deck. If a person makes a double call, then they have to do a shot **but only if they get caught**. If the player that accuses another of double calling is proved wrong, they have to take the punishment drink for touching the cards (if they did).
6. **Secondary calls** - If player one calls for the *Two of Clubs* player two cannot call for the *Two of Clubs* as well. But player three can. In other words, you cannot call the same card as the player before you did. You must say another card. This rule applies until the very last card.
7. **The Last Card:** when there is just one card left on the table that person that gets the last card has to do the shot for calling the last card, plus any of the punishment shots that might go hand in hand with it if it is a Special Drinking card (see rules for those below).

Basic Drinking Cards

Same colour: if you call the *Jack of Spades* and you pick up the *Three of Clubs* then you called a black card and picked up a black card and thus have to do **one finger** of your drink.

Same suit: if you call a Club and pick up a Club. Then you need to drink **two fingers** of your drink.

Same Number: If you call a king and pick up a king, then you need to do **three fingers** for your drink.

The Called Card: If you pull the card you called from the deck you must do a shot. Simple. You do not stack the fingers for calling the same *colour, suit and number*.

*None of these punishment drinks stack.

Special Drinking Cards

Ace of Spades: If you pull this card from the deck is you do **one** shot for picking the name of the game. It doesn't matter what card they said before they just do the shot.

*The only instance where they wouldn't do a shot is you specifically call the Ace of Spades before you pull it from the deck. Doing this lets you designate two shots rather than drinking one. If you call the *Ace of Spades* and it is not that card, then you have to do two shots.*

Queen of Spades: A pure punishment card. Just drink **two** shots, no escape.

The Magic Card: At the start of the game, the youngest person gets to pick what the Magic Card is. When the Magic Card is plucked from the pack, the player who takes it, has to do one shot. **Much like the Ace of Spades, if they call the magic card specifically, they get to designate a shot.** The person that pulls the Magic Card then gets to pick the next Magic Card unless you are in the final round (see rule 3), at which point the Magic Card ends. **The Magic Card cannot be any card that has been picked nor any other special card.**

Enjoy & drink responsibly
